

Myth & Magic

FANTASY ROLEPLAYING



GAME MASTER'S STARTER GUIDE

NH&G
New Haven Games

INTRODUCTORY RULES TO
CREATE AND RUN
SCENARIOS FOR LEVELS 1 - 10

BASE
20
TM

Myth & Magic

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A special thanks to the original Myth Lords who started the online community that is now a thriving *Myth & Magic* meeting place.



Forewords

Welcome to the **Game Master's Starter Guide** of the *Myth & Magic Fantasy Role Playing Game!*

This was an incredibly challenging book to write - probably more so than the Player's Starter Guide - because there are so many varied opinions as to what constitutes a well-run campaign that it seemed impossible to create the right way to run *Myth & Magic*. Sure, crafting the monsters, magic items, afflictions and traps was a blast, but putting it all together and boxing it up with a healthy dose of "this-is-how-you-do-it" proved daunting. Hence the delay.

But, fear not. After many months of toil, we struck a fine medium between mandate and nudging suggestion. If you are masterfully skilled in the art of Game Mastering, you should still find a few pearls of wisdom here. If you are as green as a druid's glade, we lay it all out in chewable bits to make your first adventure a success; thus, every GM will benefit in some way from this book's contents. It invariably introduces the true theme of running a *Myth & Magic* campaign, as well, which is controlled freedom. Follow the guidelines presented herein, stay true to theme, and magic will happen.

Now, the following foreword serves as Josh Fuller's official greeting. And, I can't express how happy it is to see it in print. We worked very hard and well together on this project and I have no doubt the game is better with his stamp. So without further ado, I happily redirect the spotlight.

Tom Ryan
April, 2011

My first encounter with fantasy role-playing occurred in elementary school. Surprisingly enough, mixed in amongst the various board games and half-dried canisters of Play Doh was a copy of the Old Red Box (Old School gamers will know what I am talking about). During recess, some fellow classmates and I would roll up characters and then pit them against various monsters in fights to the death. It was honestly more of a fantasy Fight Club than an RPG for us at that age.

My first real role-playing experience didn't come until years later in high school when a friend of mine wanted to try out the new 2nd Edition rules. From the first adventure, I was hooked. I continued to play throughout high school and college and even sporadically after that. When the new edition came out in 2000, my friends switched over and so did I. We had many great adventures, but somehow much of the sense of wonder I felt in the previous decade had been lost.

It was fairly recently that I began to become nostalgic for the good old days and soon discovered that I was not alone; there were whole websites devoted to the classic RPGs. It was one of those sites that led me to New Haven Games and Myth & Magic. I was immediately intrigued by what I read of the game, and once the first playtest rules were out, I was pretty much sold on the idea. It seemed like an ideal blend of the flavor from the classic RPGs with some of the more modern innovations of the newer RPGs.

I became quite vocal in my support for the new game and tried my best to offer helpful suggestions and constructive criticism. When Tom asked me to join New Haven Games as a co-developer of the *Myth & Magic* game, I was quite surprised, but pleasantly so. Here was an opportunity to help shape the future of a game that recaptured much of the wonder of my youth. How could I pass that up?

I hope that for many of you *Myth & Magic* will recall those fond days of classic role-playing and story-telling as it has for me. I also hope that newer players will find that same sense of wonder I did the first time I journeyed into a fantastic realm of adventure.

But I've rambled on enough. I hope you all enjoy this and have fun with it.

Josh Fuller
May, 2011



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Chapter 1

Game Mastering

You are the true master of this game. You control what rules are played, how each rule is interpreted, the flow of combat, the power level of the world and the villainy within it. You control everything that takes place in the game world. The position of GM grants tremendous power that, unless properly wielded, can be the undoing thread in an otherwise sturdy campaign.

You should know that there are certain qualities that make a good GM. You need an imagination fraught with the good and villainous. You need solid communication skills. You need an intuition to read people. You need dramatic flair. You need the intelligence to understand each rule and its intent and the aptitude to construct the adventures. Seems overwhelming? Luckily, almost all of these qualities can be honed over time with experience and some decent advice.

Unless you're skilled in the art of Game Mastering, in which case you might as well skip ahead, you'll run your first few games with little practice. So, you need some guidance on how to approach the job of GM. This is exactly what the following few chapters provide.

A large part of your job is to understand how to create and run effective games - a deceptively simple idea in theory and decidedly different in practice. This chapter speaks on this function by providing advice on understanding the needs and desires of your players and how to actually create your first adventure. Another large part of your job is mastering the rules as written and creating house rules that emulate the type of fantasy campaign you and your gamers wish to play. This function is discussed in the next chapter.

THE PLAYER AND HER CHARACTER

An important function of being the Game Master is providing the players with situations that invoke the characters' strengths and goals. It is important to present them with challenges and obstacles that both invoke and defy their strengths, making them heroes one day and requiring them to either seek help or taste utter defeat the other. Game Masters must place their PCs at the center of their stories and at the center of each adventure along the way. This keeps each player happily involved and creates a better game.

The secret is knowing that each player feels a sense of entitlement. This not only comes from controlling uber-strong warriors or mages that throw spiraling fireballs, but it also comes from the idea that, as a social game, the characters are the main spokes in the wheel. So, what happens when a player never draws from his character's heroic repertoire or when he sits for session after session watching the personal history of another player become the focal point of an entire campaign? The player loses interest, and rightfully so. Suddenly, what could have been

a great and epic campaign turns into a chore for one or more players at your table.

This is a game and, similar to all games, each player must have a part in the game, and the rules must facilitate player involvement. Just for a second imagine a baseball game with two people. Although one could serve as the pitcher and the other as the batter, only the very basic component of the game could be played. The rest of what makes a baseball game fun is missing.

You should create and run adventures with the players' sense of entitlement in mind. In essence, you write and run adventures *for the players*. This is accomplished by understanding the composition of a player character and understanding that a player creates his character in a way that facilitates how he wants to play.

UNDERSTANDING THE PLAYERS

How do you know what type of adventures to run for your players? It's simple - ask questions. Each playing group is distinct and there are no maps to follow that help you to deliver the perfect game for every player. You simply must ask questions to ensure you understand your gamers' desires.

The first request from your players is to provide a few examples of their perfect adventure. You may hear, "non-stop action" or "political intrigue". You may hear, "riches beyond any imaginable horde". Regardless, you'll get a sense of each player's wish list. Put the answers together, trash the insanity, look for common patterns, and keep this information at-hand when actually writing the scenarios.

Another question that you need answered from your players is whether they can appreciate a level of disbelief. Fantasy adventures are fun when they reach for "plausibility" and not "logic". For example, you need to know early on whether any of your players will debate the "physics" of magic. If you should be so unlucky, have a frank conversation with the players and ensure them that good fantasy adventures stretch logic to the outer limits of believability and much more fun is to be had if everyone agrees that strict logic is lackluster.

"How fast would you like to progress in levels?" This is an important question that too few Game Masters ask. The reason is understandable. Game Masters wish to control progression to tailor to the planned sequence of published or written adventures' power level. However noble this rationale may be, the players are ultimately the arbiters of fun. You must discern how fast your players wish to advance because exciting adventure only distracts the players for some time before they realize progression is too slow. And, slow progression is not always good for a campaign. While some gamers wish to play the same characters for years, others wish to dabble and to experience play with as many cool class abilities as possible. If worth nothing else, a healthy progression allows the players to realize character goals. Hence, it's wise to ask this question and tailor to the general consensus if possible.

There are many other questions you could ask and here are just a few of the more popular ones:

Do you prefer to play out travel time between areas of interest?

Do you prefer low-magic campaigns or campaigns that award magical items frequently?

How do you feel about NPCs filling integral class roles?

You may have other secondary questions not listed above, but that is not important. Asking the integral questions noted in the beginning of this section, and entering into a healthy discussion of what the gamers expect and desire, is what is important. Just remember to deliver. Remember to tailor the adventures and campaign as much as possible to your players.

COMPONENTS OF THE PLAYER CHARACTER

Once you have determined what your players want on a grander scale for the campaign, you then look at each gamer's character to get a sense of the sort of challenges he or she wishes to overcome. On a basic level, a PC is composed of only three things: race, class, and alignment. Her equipment may provide other benefits and may speak to the PC's personality, but this is secondary to the three basic building blocks. You can learn a tremendous amount about the character and can plan accordingly by simply understanding how one's race, class, and alignment interact.

Races provide certain benefits. Dwarves discern properties of stone and have a slight resistance to magic. Elves can quickly spot hidden objects and doors, and are immune to *sleep*. Half-elves have enhanced senses and a strong resistance to *sleep* and mind-affecting spells. Humans have no special genetic traits, but they do start out ambitiously with extra starting proficiencies and their choice of a strong attribute.

Classes provide abilities. Fighters are the weapon specialists and experts in martial combat. Clerics are the religious patriots that heal and spread the dogma of their god. Wizards are the wielders of arcane magic and the researchers of its secrets. Thieves infiltrate, thieves survive.

Alignments are moral compasses. They answer the most difficult question, "What would my character do?" There is a drastic difference between law and chaos and between good and evil, and character motivations vary widely based on their moral compass.

Putting It All Together: On a minor level, the merger of these three basic building blocks can serve as fuel for situations in game. On a grander scale, they can help shape an entire campaign. When looking at a character's race, class and alignment, we can create a few scenarios that help to highlight the strengths and weaknesses of a PC:

If a player chooses to create a dwarven fighter of lawful neutral alignment, there could be a time in the campaign where he notices an illusory block of stone that actually houses a weapon of fine quality and history. This plays off the PC's strengths. Perhaps the weapon was even forged on a Plane of Law and sent to the Prime Material Plane to destroy a Chaos Dragon. This plays off the PC's

alignment and beliefs. Perhaps the weapon houses the soul of the Chaos Dragon it destroyed, thereby warping the properties of the weapon and the mind of the lawful soul that wields it. This opposes the PC's strengths and forces him to action. This dwarven fighter must ensure the majesty of this divine weapon is restored.

If a player chooses to play an elven wizard of the lawful evil alignment, there could be a point in an adventure where the elf notices a secret wooden door. This door is magically sealed and marked by an invisible arcane sigil. Through the use of magic, the elven wizard discerns the sigil to be a warning, so he casts *detect magic* through the thin wooden door and discovers a very powerful source of magic behind the door. A third spell removes the magical lock. Thus far, the elven wizard's strengths have helped to create this opportunity of exploration and adventure. The wizard dares not tell the band of the warning; perhaps the warning and the room beyond peak his curiosity and thirst for power. The wizard slyly informs the band's thief that no magic remains, but a search of the door before entering would perhaps be good form. The thief searches the door, finds no traps, and opens the door with confidence. The elven wizard smiles inwardly.

By forging situations from the convergence of race, class, and alignment, a GM tailors the encounters to the players. This draws players more intently into the game.

CRAFTING AN ADVENTURE

Detailed rules for crafting your first adventure are beyond the scope of this book's intended introduction. Notwithstanding, we'll touch on a few topics discussed at length in the GMG that will help you design adventures. While *Myth & Magic* unabashedly uses many streamlined mechanics from the OGL rules set, the tone of a *Myth & Magic* adventure should be very different and the preparation for such an adventure should also be different. This game is not a "units and measurements" tabletop game where movement is critical to tactics and combatants rely almost entirely on the many different pluses and minuses that accompany their build. *Myth & Magic* provides a lot of leeway for imagination and thus the challenges that you present to your players should be vulnerable in many different ways. Knowing this early will help you when you begin to craft an adventure. The process requires much less mechanical work than an OGL adventure but perhaps more creativity.

CREATE AN OUTLINE OF EVENTS AND CHALLENGES

This section will help you to create a fairly brief yet informative outline of the major events and challenges you envision for your adventure.

START WITH A HOOK

You need a short summary of the hook of your idea, which will be the over-arching motivation for the adventurer's call-to-arms. More often

than not, your hook will be unknown to the players at the start of the adventure but it will be the driving force behind their continued struggle.

The workers digging the deep foundation for Duke Irrigor's new tower struck a strange force field. The Duke commissioned the dispelling of the barrier, an act that has disrupted a protective seal placed by a druidic circle to encase a strange necromantic energy. All the workers have been turned undead and are ravaging the nearby village. Duke Irrigor's wife, the Duchess, actually knew of the energy's existence and has been planning this for quite some time. She is actually the wife of a cast-away wizard that plans to enact a sinister revenge on the Duke; she has been living with the Duke, as his wife, for 8 years.

Your hook should have enough meat to create challenges for the adventurers to overcome and it must have at least one villain.

LIST THE GOALS

To gauge success, the adventurers must have goals, both on the scale of a single adventure and at the campaign level. If you wish your players to save the village and encounter the cast-away wizard in one session, the goals may look like this:

- Goal 1: Save the village
- Goal 2: Learn about the druids and the energy from the village annals
- Goal 3: Claim reward from the Duke
- Goal 4: Defeat the mercenaries hired by the Duchess
- Goal 5: Learn from the mercenaries that the Duchess hired them
- Goal 6: Face the Duchess and Duke, and learn of the location of the cast-away
- Goal 7: Defeat the cast-away wizard

LIST THE CHALLENGES

An adventure is a series of challenges strung together by story elements. A challenge is any obstacle the adventurers must overcome to achieve a goal. Most often, challenges are either social or combative, though traps, diseases, curses and other hazards can also oppose the characters on the way. As GM, you must create the challenges the adventurers will face during the adventure and you must link each challenge to a goal you have previously listed. It's a good practice to also jot down the easiest method of overcoming a challenge. Example:

- Challenge 1 - Goal 1: A series of combat encounters in the village versus the undead workers. This is an outright brawl, but the use of turn undead is the most effective.
- Challenge 2 - Goal 2: Discover the old village records that contain minutes of the town board's meetings. The old minutes lie in the study of the town hall and it will take a half-day to locate them - no rolls required.

Challenge 3 - Goal 4: Survive the battle. The mercenaries will try to attack the band at night or when the band is farthest from assistance.

Challenge 4 - Goal 5: Let one live and either intimidate or persuade the mercenary to tell his story. It's best to use Charisma checks to persuade the mercenary (intimidation won't work) but money will also prove to be a great fallback plan.

Challenge 5 - Goal 6: Force the Duchess to talk. This is best handled by bringing the mercenary back, but the story is enough to shock the Duchess into appearing unsteady. The Duke will seem a bit shocked and the Duchess will break.

Challenge 6 - Goal 7: A series of combat encounters and hazards in the mountain hole of the cast-away wizard.

LIST THE ENCOUNTERS & REWARDS

Look at each goal and challenge and begin to conceptualize the story elements and crafted encounters that will help to create a flow between each segment of the adventure. At this point, it is wise to consult the information you mined from your players beforehand about their gaming preferences and desires. Also look at each PC to determine how best to evoke each character's strengths (and weaknesses).

Story Elements: It is best to envision goals and challenges as loose ropes. You must tie each loose rope to the next to create a fluid adventure. Story elements are the knots. Using our examples above, ask yourself, "How do I tie together the undead battles in the village with the discovery of the old town minutes?" You may have the vision of a dying elder confessing an old village secret of sacrifices on the hill that created a "living evil we couldn't stop alone" and her outstretched finger pointing to the town hall. You may instead envision the current village selectman imploring the band to search through the old books because he remembers reading something about villagers turning undead in the past. In either case, the PCs will be ushered to the annals of the town hall.

Encounters: Story elements are not encounters. Story elements guide the PCs along the campaign without the necessity to roll one die. Encounters are different; they require the use of proficiency, have a real consequence and require dice rolls to highlight the importance of chance. Encounters need not be combat-oriented. A roleplaying encounter that requires a Charisma or Wisdom check to gather important information or sniff out a bluff is also an encounter.

Similar to story elements, encounters can also be the knots that tie together your challenges and goals. Successfully defeating the mercenaries could be the only way to enter the social challenge of extracting information from a mercenary on the identification of his employer. Encounters can also comprise a challenge itself. A floor of a dungeon crawl is an example and so too is the string of encounters you will create in the mountain hole of the cast-away wizard.

There is no methodology to create social encounters, but the next section includes a system for creating balanced combat-oriented encounters.

Rewards: Money, magical items, political allies and land are only four examples of the many types of rewards you may grant. Rewarding is a very important function of the Game Master since all players desire advancement in experience points and in character rewards.

There is a *Treasure* chapter that contains information on currencies, magical items and random treasure. That chapter will help you sufficiently reward your players, but keep in mind that other, less tangible rewards, such as land, title, and fame, also help to motivate players.

SET UP THE ENCOUNTERS

An encounter is any exchange between the players and the non-player characters that has an inherent challenge involved. It could be a fight with a monster, or it could be a bartering exchange with a centaur smith. When setting up non-combat encounters, you have full discretion to craft whatever type of encounter you want. In this aspect, your imagination is the only limiting factor.

When designing combat encounters, exercise more caution. Poorly planned combat could destroy a party and, unless a “TPK” is intended, the encounter’s “level” or “challenge” should be understood.

In a perfect world, there would be a mathematical system that helps you create combat encounters that are perfectly suited for your PCs power level. One such system does not exist. Nonetheless, we present a system that helps gauge an encounter’s difficulty. If you have been game mastering for many years and are familiar with this system, feel free to craft encounters that suit your story.

At this preliminary stage, you need to know two things: the Average Party Level and the desired challenge of the encounter you’re creating (Encounter Level). The Average Party Level (“APL”) is simply the average of the PCs’ levels at your gaming table. Include any NPCs that are no weaker than 2 levels below that of the APL. The APL assumes four to six PCs. Remove one level from the APL for groups with two to three PCs. Increase the APL one level for every two PCs above six.

STEP ONE: SET THE CHALLENGE

Calculate the APL. Then, decide how difficult you would like the encounter to be and consult the following chart, which will tell you the Encounter Level of the appropriate challenge:

ENCOUNTER LEVELS	
Desired Challenge	Encounter Level
Basic	Average Party Level -1
Average	Average Party Level
Superior	Average Party Level +1
Exceptional	Average Party Level +2
Legendary	Average Party Level +3

For example, if you want to create an Average challenge, you’ll be looking to create an EL equal to the APL. If you want a Basic challenge, the EL will be one less than the APL.

Around half of the encounters planned for an adventure should be Average. The rest can be lesser, greater or almost impossible challenges.

Player characters should feel heroic most of the time, but be reminded on occasion that the world is full of dangers that surpass their competency. In other words, they should learn to run.

Gauging Difficulty: What follows is an approximation of how deadly and/or taxing certain challenges are to the players, assuming the members of the party have a fair amount of hit points and daily spells:

Basic: These encounters are easy and rarely result in the expenditure of many daily resources, such as hit points or spells;

Average: These encounters will not be very challenging alone but have the potential to tax in the aggregate;

Superior: These encounters can pack a punch, especially if the dice roll against the PCs. They can be taxing on hit points and daily spells;

Exceptional: These encounters are downright tough and highly taxing on hit points and daily spells. A PC death is possible;

Legendary: These encounters are extremely difficult, often reserved to a climactic battle. A PC death is probable.

Use the foregoing as a guideline. Please remember that *Myth & Magic* is a game that embraces chance and player creativity, so there will be encounters that fly in the face of the parameters set forth above and end in a way that surprises you.

STEP TWO - DETERMINE YOUR XP BUDGET

Once you know the Encounter Level of the challenge you wish to create, you then consult the following chart to determine how many experience points you have in your budget. The XP budget tells you the maximum amount of XPs you can tally to an encounter. Monsters, NPCs, traps and other hazards have an associated value of XP. The sum total of XPs from all sources of an encounter is what you use.

XP BUDGET FOR ENCOUNTERS

Encounter Level	Experience Point Budget
0	15 - 35 XP
1	36 - 65 XP
2	66 - 120 XP
3	121 - 270 XP
4	271 - 550 XP
5	551 - 1,000 XP
6	1,001 - 1,500 XP
7	1,501 - 2,500 XP
8	2,501 - 3,500 XP
9	3,501 - 5,000 XP
10	5,001 - 6,500 XP
11	6,501 - 8,500 XP
12	8,501 - 10,500 XP
13	10,501 - 13,000 XP

Example: If you were creating a Superior encounter for an Average Party Level of 5, you would have between 1,500 and 2,500 XP in your budget. If the encounter consisted entirely of monsters, you would consult Chapter 4 and choose monsters with XP values that, when added together, total between 1,500 and 2,500.

Monsters: All monsters have an amount of experience points in their entry in Chapter 4. Simply sum up the individual XP values for each monster included in the encounter. The sum should remain in the range listed in the table above for your designed Encounter Level.

NPCs: NPCs with class levels have an XP value equal to the minimum amount needed for that Encounter Level. A 8th-level fighter, for instance, would be an EL 8 and worth 2,501 XP. NPCs without class levels are all considered Encounter Level 0 and worth 15 XP. These NPCs are often considered commoners, e.g., the shopkeepers, farmers and young adult teens that comprise a village militia.

For staggered multi-classed NPC's, the EL equals the highest level attained. For straight multi-classed NPCs, the EL equals one higher than the NPC's level. For example, a 6th-level fighter/2nd-level thief is an EL 6, while a 6th-level fighter/6th-level thief is an EL 7.

Traps: Traps work similarly to monsters. As you will learn in the GM's Miscellany Chapter, each trap has an amount of XP listed. This amount of XP is granted to members of the party that overcome and survive its challenges.

A NOTE ON SPECIAL POWERS AND ITEMS

You must factor in any special powers or items that will provide a boon to either side in combat. For example, suppose the group's wizard finds a tome of magic that is possessed by the soul of an evil, yet powerful, magic user. Further suppose that this tome imparts upon the wizard a considerable amount of additional power. This skews the party's power level, so it must be factored in when trying to assess the Average Party Level. The opposite holds true for opponent parties - the Encounter Level of the opponents should be elevated as well.

The lesson here is that although there exists a mathematical starting point, it may not make sense in every situation where the PCs or their opponents have at their disposal items or powers that increase (or decrease) their power level.

Mixing It Up: Mixing NPCs with levels, NPCs without levels, traps and monsters into one fight is incredibly easy. Simply tally up the amount of XP for each combatant and trap and ensure the sum falls within the range of XPs listed for your intended Encounter Level.

JUDGING BASE20

The rules help to lighten the burden tremendously. Monster entries tell you the defenses and offenses of a monster. Spells literally spell out what effects come into play. Magical items have entries that detail their powers. Players also know their capabilities (or they should) and will step in to remind you of a certain racial or class trait. As a starting GM in *Myth & Magic*, however, what you may find troubling is that you

are called to judge the difficulty of all attribute and skill checks. Unlike 3rd Edition, 4th Edition or the many other fantasy RPGs existing today, the Player's Starter Guide does not have a list for each skill that itemizes what can be done and how difficult each task is to perform. For example, the OGL SRD has DCs for each skill's applications. When a player wishes to stop his companion's bleeding, the player in the OGL game consults a chart and rolls.

In *Myth & Magic*, you must tell the player what he must roll to stabilize his friend. All difficulties in the game fall under the BASE20 system. The BASE20 system categorizes each level of difficulty as an adjective:

Basic:	Modified roll of 5 or higher on d20
Average:	Modified roll of 10 or higher on d20
Superior:	Modified roll of 15 or higher on d20
Exceptional:	Modified roll of 20 or higher on d20

The BASE20 system is a wonderful key that unlocks tremendous role-playing potential. (Each wound is different, after all.) But the system can seem daunting at first, with so much power and discretion in the hands of one person. To help put the BASE20 system into context, and to help you wield the power responsibly, first assume that players choose proficiencies and talents based on their higher attribute score(s). Assume further that 15 is the average high score, which provides a +5 attribute check modifier. If so, such a player character will have ...

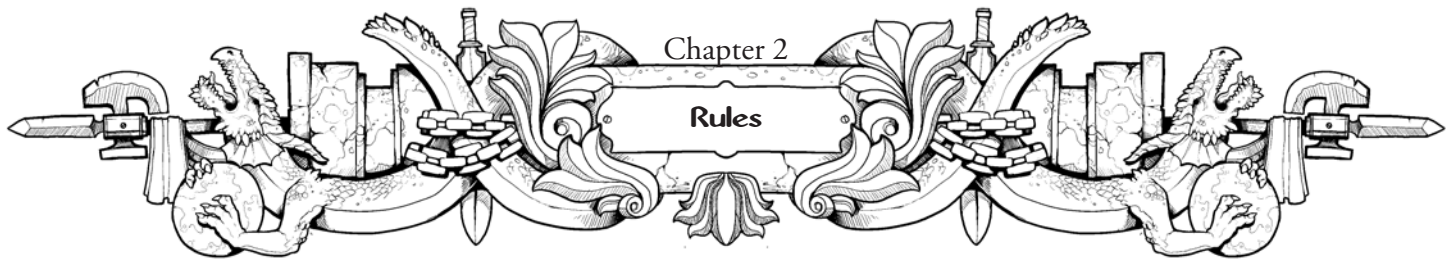
- virtually no chance to fail Basic skill checks;
- an 80% chance of succeeding on Average checks;
- a 55% chance of succeeding on Superior checks; and
- a 30% chance of succeeding on Exceptional skill checks.

A PC with such a high score and some training in a proficiency should succeed at almost all Basic and Average skills.

To make it easy, most of what a character wishes to do with a trained skill will naturally fall into the Average target complexity. Sometimes, it is very challenging or so simple as to not require a roll. If you feel that its roughly a 50/50 for someone trained, call for a Superior roll. If the player wishes to use a skill to produce an effect that would be considered rare in the world, fall on Exceptional.

As unlikely as this may sound, players do often wish to use a skill to pull off something that transcends "awesome" and touches on the "impossible". Feel free to either allow the heroic antic by requiring a Legendary (TC 25) check or simply disallow the attempt.

The Power of Trust: Here is a little game mastering secret: Air on the side of success. If you're undecided between Exceptional and Superior, go with Superior. If you're undecided between Average and Basic, go with Basic. While the challenges will be easier for the players to succeed against, success has two effects. First, the players will be happier. They want to succeed; they don't want to fail. Second, the players will trust you more. Game Masters that habitually require high TCs run the risk of losing their audience when it's most important. The occasional Exceptional trap goes a long way of invoking a sense of dread in campaigns where the players often find and remove Basic to Superior ones.



Myth & Magic is a malleable game system in which the Game Master and players springboard off their collective creative genius. Players have a wide latitude to incorporate into their actions any number of imaginative feats and stunts. Game Masters can inject as much discretion as possible to amp up an encounter to excitable heights. It should then come as no surprise that the rules presented in the Player's Starter Guide can be twisted and formed into a set of rules perfect for your vision of fantasy gaming.

THE RULES

You should start with a thorough understanding of the rules and their intent. *Myth & Magic* is not a rules-heavy game, so getting a strong handle on the rules is simple. Read over the Player's Starter Guide once and you'll retain some major chunks. Read it twice and you'll practically remember the rules. The intent of the Player's Starter Guide is to provide a minimal amount of workable rules to serve as a structure for play. Combat is intended to be descriptive, so the rules tend to allow room for a lot of narration. The action and rounds system portrays a rapid and chaotic nature to combat, but the actual thrusts, movements and damaging effects are meant to be filled in by players and the GM. The rules for roleplaying and non-combat tasks are equally liberal. As a result, you should find that few rules need drastic alteration to fit your plans; however, we understand that many gaming groups interested in playing *Myth & Magic* have legacy customs they wish to attend. We also understand that some of the additions and revisions made in *Myth & Magic* require some discussion.

With this in mind, let's take a tour of the Player's Starter Guide, chapter by chapter, and discuss some things from a GM's perspective. We have included a few recommendations for alternate rules in some of these chapters and feel free to replace the rules in the PSG as needed.

CHAPTER ONE: ATTRIBUTES

Most of what concerns a GM here is in the use of attribute checks, the most predominant mechanic in the game. Attribute checks are fairly easy to adjudicate. If a character wishes to use some form of physical power to affect something in the game world, call for a Strength check. Feats of agility or physical coordination (such as aim) fall under Dexterity. Constitution checks govern long-term physical activity and the body's unseen defensive mechanisms (such as immune system). Analyzing information and memorizing script are functions derived from Intelligence. Wisdom checks cover insight and awareness (or perceptiveness), so you require them when characters wish to discern lies or discover something hidden. Social interactions of all kinds rely on Charisma.

Roleplaying: Players should be encouraged to describe their character's actions before an attribute check is allowed. Some gamers tend to

rely heavily on the roll, stating something brief such as, "My character interacts with the bartender to learn information", before flinging the dice down.

Dissuade such behavior by pulling out some dialogue for social interactions. Request some description of how a character manipulates his environment for Strength and Dexterity checks or Wisdom checks to find something hidden. Require some roleplaying.

Proficiency Checks: The proficiency system is built to allow for auto successes in some cases. Players are not required to roll checks that are below their level of proficiency. For example, a PC wizard who spends three NWP slots on Astronomy has earned a Superior level of proficiency and needn't roll a die for any Basic or Average Astronomy checks.

GMs can fall into a bad habit of simply allowing for auto successes with no description or dialogue. In a way similar to any attribute check, proficiency checks should be described. If a check is related to a social exchange, play it out. If a check is related to some physical feat, ask the player to describe the action.

There is another, slightly unrelated issue with proficiency checks that needs discussing. As a game commences, the vast majority of non-combat tasks that you present to your players will be pitched as an attribute check. For example, dealing with animals is a Wisdom-based task, so if a player wishes to calm an animal you will likely require a Wisdom check. If a player in your game has the Animal Handling proficiency, it is his or her responsibility to speak up and invoke the proficiency. Sometimes, the player has a high enough level of proficiency to remove the necessity to roll. That's just fine; however, it is not your duty to remember what proficiencies, and to which level of skill, each player has chosen to learn.

Attribute Generation: There are six methods from which a player may choose when generating attribute scores. You must review each method carefully. Some methods help to generate above-average scores, while others tend to yield scores suboptimal to a high-powered campaign. Ensure that your players have access to the methods you deem appropriate. If a balanced approach is desired across the table, with each player having access to all classes and each having a good score or two, the point-buy method is recommended. For a truly unique experience, use the roleplaying method; it almost always helps to create a memorable cast of characters.

CHAPTER TWO: RACES

The races included in Chapter Two of the PSG are considered "canon" and should be familiar to all players. No significant changes to the mechanics should need to be made to conform the races to your campaign, but feel free to tweak where necessary. One particularly vulnerable area is class/race restrictions. A dwarf, for example, cannot be a wizard in a standard realm of *Myth & Magic*. This is due to an innate

resistance to magic that disturbs its manipulation. As a GM, you can make singular exceptions for players that present an outstanding character concept. For example, if a player at your table wishes to be the first dwarf in the realm that is able to cast arcane magic and this player wishes to blame a tainted bloodline for this ability, you may wish to allow such a player character to be born.

CHAPTER THREE: CLASSES

Similar to the chapter on races, the classes presented in the Player's Starter Guide are basic to almost every fantasy campaign. They are considered the iconic four. You should have no issues here, though you will notice that each class has optional prerequisites. Classic-driven campaigns make proper use of these restrictions, especially attribute prerequisites, to minimize the number of members of speciality classes, like paladins and rangers. This issue is not quite prevalent when using just the Starter Guides, but you should be put on notice nonetheless.

CHAPTER FOUR: WEAPON PROFICIENCIES

Players can choose to train in simple weapon training, fighting styles or even combat maneuvers with their weapon proficiency slots. Everything in this chapter is fairly balanced, but you may wish to consider disallowing maneuvers training to some or all of your players. The concept of maneuvers training works for some character backgrounds but can be abused by power gamers, so beware.

CHAPTER FIVE: NONWEAPON PROFICIENCIES

To be honest, the nonweapon proficiency system is entirely optional. The attribute check reigns supreme in the realm of noncombat so the entire game system is retained with the removal of nonweapon proficiencies. While optional to the system, they are integral to the feel of a *Myth & Magic* campaign. Characters should exhibit specialties in both combat and noncombat pursuits, so nonweapon proficiencies are core. That being said, and in light of my admission of the optional nature of things, if you or your players struggle with any concept of the non-weapon proficiency system, scrap the whole thing and move on.

BASE20 Judgment Calls: You call the complexity on the BASE20 chart when a player wants to perform a proficiency check. You also judge the complexity on simple attribute checks. The acronym and adjectives of the system make it quite easy. To help get you started, there is a section of advice in the last chapter, but practice really makes perfect here.

CHAPTER SIX: CLASS TALENTS

Class talents did not exist in previous editions. OGL feats come close, but the idea of a class talent is to individualize members of the same class and to inspire a concept as much as to mechanically create that concept. As a novel idea, talents can be controversial and at times imperfect. The cost in class talent slots for some talents are not perfect either. As GM, you have our blessing to edit the cost of any class talent if you so wish. You also have the blessing to remove any talents and to create entirely new ones.

CHAPTER SEVEN: EQUIPMENT

Most of this chapter can be house-ruled with ease. Supply markets and costs can (and should) change to reflect the supply and demand of

goods and gear in your campaign world. Players will rarely take issue with modifications made to enhance the experience and, in fact, they will likely revere them. The weapons section, though, contains some mechanical applications that warrant some discussion regardless of the setting.

Variable Damage: Many groups favor one set of damage. If you run games for such a group, abandon the "Damage vs. Large+" category for weapons. It's simple enough to ignore. If you have a few gamers at the table that get excited when fighting larger creatures because their weapons deal more damage, take pause before eliminating this category. Enthusiasm is good for the game.

Item Saving Throws: The PSG leads one to believe that a held item is threatened only when its owner fails a saving throw against an incredibly damaging spell. This is not true. Opponents often target weapons for melee attacks, especially if the weapon is susceptible to damage from the attacker's weapon. For example, a fighter may wish to charge an archer holding a bow to target the bow for a melee attack with his longsword. Bows are, in most cases, taut wood and very susceptible to a powerful slashing strike. This is called shot (-4 attack penalty) and requires a TC 15 item save to avoid being split. The point here is that weapons and other important items can be threatened outside the concept of an owner failing a save versus a massive *fireball* spell.

CHAPTER EIGHT: EXPERIENCE

We have presented two experience point tracks for each class. The faster progression represents about 70% of the slower progression track. The slower track mirrors what was required of each class under the original rules.

If you play frequently, enjoy a slower progression, or tend to reward your players with substantial story points, use the slower track. Combat-oriented groups that tend to toss roleplaying to the wind may find more satisfaction with the faster progression.

CHAPTER NINE: ROLEPLAYING

In an attempt to provide some guidance on how to roleplay a character, this chapter touches on the basics of alignment and character motivations. If you find that your gaming group tends to roleplay less than you'd like, try this: Grab a blank index card for each player and write the character's alignment on one side and the character motivations on the other. Put a mark of sorts (a check, dot, 'x', or whatever) during play on each side when that character plays his or her alignment or motivations. Reward the players 5 - 10 experience points per two levels for each mark after the end of each session or adventure. Even players focussed entirely on game mechanics will start roleplaying their characters more.

Use 5 XP per mark if you are using the default progression; 10 XP per mark works better with the slower, alternative chart above.

CHAPTER TEN: EXPLORATION

Exploring is dangerous business. Hazards such as traps, poisons and diseases creep up in play and can take an otherwise benign phase of exploration into tense waters. Such hazards are fleshed out more thoroughly in the GM's Miscellany chapter.

CHAPTER ELEVEN: COMBAT

This is the place where house rules are born. Combat is very important to just about every type of campaign. Fantasy-based roleplaying games are practically defined by heroic struggles against nigh-unbeatable odds. Sure, this can sometimes mean a set of skill challenges to avoid the city prison, but it most often means a straight-up brawl. Being so important, combat takes center stage in many campaigns.

Declaration of Actions: The first determination you will need to make is whether your players will declare their actions before or after initiative is rolled. The two options are vastly different in their execution and impact, so you should experiment with both. Declaring actions before initiative is faster for gameplay purposes and often leads to unintended results. It can be terribly fun stuff. The downside is that your players cannot react well to ongoing developments, such as the casting of a spell, and some actions will seem utterly wasted. Declaring actions after initiative leads to slower play, a lot of metagame strategy and the full use of everyone's actions. Surprises happen less frequently, strategy becomes the ideal and fight scenes make more sense.

Initiative Rolls: You can roll initiative for the NPCs and monsters however you want. Rolling one initiative for all opponents is easy, but sometimes feels bland. So feel free to roll individual initiatives for a manageable number of opponents. When controlling a large band of bad guys, though, we recommend using individual initiative rolls only when the opponents separate into two or more squads. And, even then, we would recommend one initiative for each squad.

Another issue with initiative is managing the actual rolls at the table. We recommend you write down the initiative rolls each round. This is especially helpful when playing with more than four friends. An alternative to rolling initiative is pulling out all four suits of Ace through '10' from a deck of normal playing cards. Consider Aces to be '1s' and rank the suits from Clubs to Spades (alphabetically) to help break ties. Shuffle the cards before each initiative and each player pulls a card, which represents a d10 initiative result. Everyone should keep the card readily visible until his or her actions have been completed and the cards are then collected.

Natural 20s and 1s: We recommend that you treat d20 results of 1 or 20 on attack rolls differently than other rolls. Players feel a terrible sense of dread when they roll a natural 1 and the feel incredibly elated when they roll a natural 20. Why not then allow the rolls to live up to their hype?

Natural 1s can simply be automatic misses or they can be critical fumbles. A few favorite tactics of mine is to snap the bow string, jam the winch of a crossbow or open up the melee attacker for a free attack. You could also cause the attacker to force himself prone or drop his weapon.

Natural 20s are exciting. They should either cause double the rolled damage or maximum damage to the target. Conversely, such a great roll against opponents that are substantially weakened or considered fodder could result in decapitation, loss of a limb, or other fatal and dramatic consequence. Natural 20s could also be critical successes, dealing additional damage (maximum or double) **and** imposing a secondary penalty on the target. The easiest way to determine secondary



effects is to consult the following chart. All secondary effects last for the duration of the encounter or until the subject receives appropriate healing.

SECONDARY EFFECT OF NATURAL 20

d6	Location	Secondary Effect
1	Right arm or shoulder*	-1 to attack rolls
2	Left arm or shoulder*	-1 to attack rolls
3	Right leg	-1 to AC and +1 initiative
4	Left leg	-1 to AC and +1 initiative
5	Stomach or chest	+4 initiative
6	Head	-1 to attacks, -1 AC, +1 initiative

* If the target is holding a shield in this arm, impose both the attack roll penalty and a -1 to AC for improper use of this shield.

Situational Rules: Many times over the course of a game, GMs are called upon to adjudicate how a rule should be handled in a given situation. This is a function of the Game Master. Those with a clear understanding of both the rules and their intent will find it easier to make judgment calls. The truth is that while players have no standing at the table to question a GM's adjudication, a proper and fair ruling builds up the GM's credibility, which, in turn, provides a longer rope for the GM to experiment and play off the cuff.

While this is a difficult area to lend support and advice, GMs should take note that whatever ruling is considered fair in light of the situation is the ruling that stands without question. The game must then move on without delay.

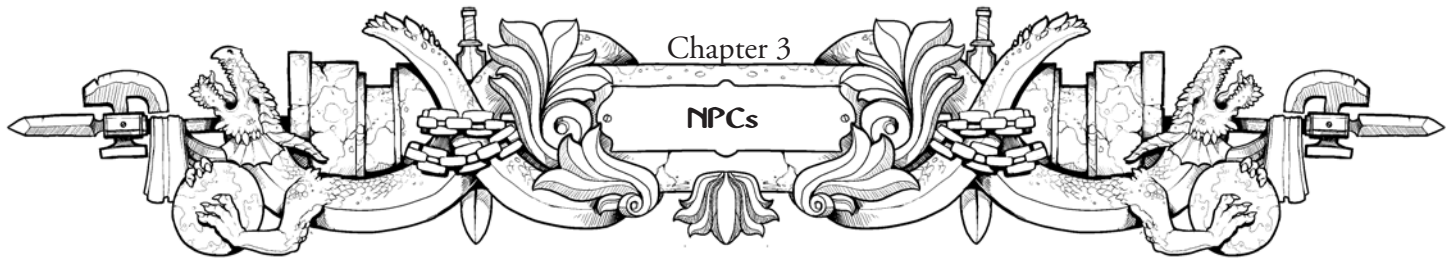
CHAPTER TWELVE: SPELLS

Everything in this chapter is fairly self-explanatory. Few spells require a GM's discretion, though you may still wish to inject a governing rule here and there to reflect the campaign world. For instance, fireballs may deal much less damage in an arctic world or may simply fizzle out.

Your real work is in responding to a wizard character that begins to craft his own spells or modifications of existing spells. Too much ink would be spent tutoring you on how to handle spell research when the real iron word here is discretion. Go with the flow and air the side of player entitlement. Spell research is an important part of a well-played wizard, and spells can (and should) be toned down or empowered with playtesting, so feel free to stay creative and cavalier in this regard.

FINAL NOTE

Add rules. Remove rules. Turn them upside down. *Myth & Magic* is a GM's rule system, so make it your own by creating house rules that emulate the style of fantasy gaming you and your gamers want to play. Share your house rules with our community at www.newhavengames.com. We're always excited to see them.



Game Masters create and control the contents and flow of the game. Among just a few of the Game Master's responsibilities are allowing or disallowing character generation ideas, adjudicating creative and exciting combat, setting the Target Complexities for all skills, and constructing the many challenges and encounters that oppose the PCs. The list goes on, of course. One of the largest aspects of Game Mastering is world-building and with it comes the responsibility to literally fill the world with monsters and members of the peaceable races. The players need to - and want to - interact with other nonplayer characters, or NPCs. Without NPCs, the world in which you play becomes a veritable wasteland with nothing more than the occasional dungeon sprinkling in an otherwise vacant landscape. This is unacceptable Game Mastering. Give life to your game world.

Some NPCs simply fill space. They needn't be fleshed out with skills, hit points or motivations. They are simply background characters that may need names at most. Such NPCs are similar to dungeon walls and fixtures - descriptive additions that add realism and help you to provide a visual of the environment. Backdrop NPCs, if colorfully created, can really amp up a mundane setting. The Memorable Trait chart in the Random NPC Generator charts found later in this chapter can be used to great ends here.

Other NPCs have a direct support role in the game. This batch provides the key monsters, masterminds, henchmen and benefactors that are essential to a well-woven campaign. This chapter is dedicated almost entirely to the creation of such characters.

CREATING NPCs

Key NPCs have names, motivations, memorable descriptions and a real purpose for existing in the game world. Some key NPCs have levels in a playable character class (called classed NPCs), such as wizards or fighters. Other NPCs have no class levels. They are the experts and specialists that are nonetheless important to the story. While all classed NPCs have mechanical statistics for combat and gear, non-classed NPCs have basic statistics to help flesh out the NPC's skills. Regardless, if you feel an NPC is integral to the campaign, he, she or it should be sufficiently fleshed out.

CLASSED NPCs

Classed NPC comprise the non-playable fighters, rangers, thieves and wizards of the world. In most situations, a classed NPC will either travel with the players or will oppose the players at some point in the adventure. Creating a classed NPC is no different than creating a PC.

ATTRIBUTE GENERATION

The Point-Buy Method and Class Method are the two preferred methods for creating classed NPCs, but you can roll for attributes ran-

domly, if you wish. You may also assign a value to each attribute in a way that is appropriate to your concept of the NPC. The goal here in attribute generation is ensuring the NPC is adequate to perform to a level that you find necessary for the importance of the character. For example, you may find it appropriate to assign the mastermind's attributes, while instead using the Point-Buy Method to generate scores for his three cohorts.

RACE AND CLASS COMBINATIONS

You are not bound to abide by the rules presented in the PSG. If a Dwarven wizard makes sense for your campaign, then create one. Be prepared to explain yourself if a player at your table wants to follow suit. Racial anomalies do exist and, if the existence of your Dwarven wizard is purposefully rare, don't be afraid to declare this.

EQUIPMENT

There is no wealth per level progression. You control how much gear and magical items are present in your campaign. Thus, how much gear and how valuable this gear is are two questions that you must decide for each NPC. It is generally more agreeable to players when allied NPCs possess gear and items that complement the party and assist in the adventure.

Equipment is a much more serious consideration when making enemy NPCs. You still enjoy total creative freedom, but we advise you not to over-equip enemies. The challenge of an encounter can drastically elevate when a key NPC has a powerful magical item not suited for his level. A +3 sword in the hands of a 1st-level fighter NPC is unbalanced.

+1/5 Rule: A good guideline to follow is the "+1 per 5 Rule": Try to ensure that you provide, on average, no more than a +1 bonus to a weapon to be used in combat per 5 levels of the NPC. This is a loose standard that applies to most NPCs, once they achieve Level 3 or 4. You may wish to break this rule for certain major villains but we recommend not adding more than additional +1 to the rule.

Treasure: The final consideration is treasure. Gear is a wonderfully rich and traditional spoil of war. A good mantra to follow - "Don't give it to an NPC if you wouldn't give it to a PC". This being said, major villains that have plagued the adventuring party for two years should probably provide a memorable payday, so walk a fine line between the +1/5 Rule and the cautionary mantra above. For example, a 5th level dark ranger could have a +2 longbow if the ranger is a memorable villain.

SPECIAL CLASSED NPCs

Of all the various classes from which an NPC may hail, none is as illustrious as the infamous assassin. Assassins in *Myth & Magic* are classed thieves that have at least the death attack class talent, although most have training in poison use as well. See the section below on hiring an NPC for more.

UNCLASSSED NPCs

You normally do not inject unclassified NPCs into the action of combat - they support the PCs in a critical aspect and help you propel the story, instead. Unclassed NPCs are either commoners or specialists.

COMMONERS

Commoners can occupy any job in town, whether it is the innkeeper, baker, butcher, or porter. Although commoners may still show skill in their jobs, they require no highly specialized training and rarely, if ever, demand a high wage. In essence, commoners are not quite experts or known specialists. Regardless, non-classed NPCs that are key to the story should still be thoroughly fleshed out and the mechanical building of such commoners is fairly streamlined.

Attributes: Attributes are generally unimportant. If one attribute is important to the commoner's profession, assign an attribute score between 12 and 16. You can safely assume a +0 check modifier on all other attributes.

Proficiencies: Commoners do not receive proficiencies. They simply use their attribute checks to ply their trade. Hence, when choosing to enhance an attribute, it's wise to consult the chart below to determine which attribute check is rolled for the profession to which your NPC belongs.

Equipment: Commoners should have gear sensible to their profession. A butcher, for instance, should have access to a cleaver. Most commoners do not have a functioning suit of armor and are assumed to have an AC 10, unless Dexterity was earlier considered important and a Dex-based AC adjustment applies.

The use of a tool as a weapon is considered improvised. A -2 attack penalty applies. In most cases, a weapon in the Equipment chapter of the PSG is a suitable substitute for damage. For smaller and harder-to-define weapons, follow a 1d4 standard damage roll.

Hit Points: Commoners have 1d6 base hit points, modified by their Fortitude modifier.

Saving Throws: Commoners have a +0 base on all saves, modified by their attributes only.

Roles: Commoners occupy most of the professions encountered in a fantasy settlement. A list of some common roles for commoners can be found on the table at the bottom of this page and the next.

SPECIALISTS

Specialist or expert NPCs often serve as hirelings. They are the truly inspiring professionals of a campaign. Specialists have accumulated a great deal of proficiency in their profession and have gathered a fair

COMMON NPC PROFESSIONS

Profession	Key Attribute	Description	Daily Cost
Animal Handler	Wisdom	This person trains animals. The commoner trainer handles common animals, such as dogs and horses.	5 sp
Appraiser	Intelligence	One with the ability to measure the worth of a valuable item (not gem)	1 gp
Armorsmith	Strength	One who crafts and repairs all types of armor	5 sp
Astrologer	Intelligence	A person with an understanding of the stars, moons, planets, etc.	1 gp
Blacksmith	Strength	One who works to create items of iron except weapons and armor	5 sp
Bowyer/Fletcher	Dexterity	A bowyer carves and makes bows. A fletcher carves arrow shafts. (A weaponsmith is required to craft the arrow head.) A settled area will often have one person serving as both the bowyer and Fletcher.	5 sp
Brewer	Intelligence	A person who brews ales, beers, ciders and other strong drink	2 sp
Carpenter	Strength	A woodworker who labors to create houses and interior fixings	3 sp
Cobbler	Intelligence	This person fabricates and repairs footwear	1 sp
Cook	Intelligence	This person is proficient in the art of preparing meals and drinks	8 cp
Farmer	Strength	One skilled in the growing and trading of agriculture	1 sp
Fisherman	Wisdom	A person working and trading in the fishing business	1 sp
Forger	Dexterity	One who can artfully replicate the script of another	2 gp
Guide	Wisdom	A person who can help others reach a destination in a certain terrain	7 sp
Healer	Intelligence	A person using herbs, salves, bandages and the like to mend minor wounds and ailments. A successful skill check provides 1 hit point of healing per day and/or alleviates the symptoms of minor sicknesses.	1 gp
Herald	Intelligence	A royal or official messenger, or one with knowledge of heraldry	2 sp
Herbalist	Intelligence	This professional works solely with herbs to create certain effects	5 sp
Historian	Intelligence	One with the knowledge of the past (local, geographic or ancient)	2 sp

amount of notoriety. Some may even be retired adventurers. All specialists have very specialized knowledge.

Attributes: Attributes may be more important to specialists than commoners. One attribute is critically important to their trade, so assign an attribute score between 14 and 18. Some famous specialists may have a score in their prime attribute that is greater than 18 if they have a magical item or were once blessed by an artifact, divine blessing, or wish. Other attributes may also be important. For example, while the prime attribute of a spy is Dexterity, a solid Wisdom score may also be desired. For secondary attributes, assign a number between 12 and 16. Other attributes may be considered 10.

Proficiencies: Commoners receive no proficiencies; they use attribute checks only. Specialists, on the other hand, have a certain level of proficiency in their chosen field of expertise. You determine the specialist's proficiency rank and consult the following chart:

SPECIALIST PROFICIENCY BONUS PER RANK

Rank of Specialist	Level of Proficiency	Proficiency Bonus
Expert:	Superior	+4 proficiency bonus
Master:	Exceptional	+5 proficiency bonus
Legend:	Legendary	+5 proficiency bonus

The rank of a specialist also determines how expensive the specialist is to retain. See the Common Specialist Professions chart on the next page for more information.

Equipment: Specialists often have highly valuable gear required for their trade. A spy, for example, should be equipped with the right adventuring and combat gear. Legends in the spy world likely employ powerful magical items, such as *boots of elvenkind*, to execute a job to perfection.

In determining a specialist's AC, if important, calculate the AC as you would a player character.

Hit Points: Specialists have 1d6 base hit points, modified by their Constitution. However, some specialists may be retired adventurers. If this is the case, the specialist has half as many hit points as he did in his adventuring class. For example, if the specialist was once a 9th-level fighter with 82 hit points – he now has 41 hit points. Of course, this generalization assumes the specialist is still in relatively good health and you, as GM, feel that his hit points will be important at some time.

Saving Throws: Specialists have a +2 base on all saves, modified by their attributes only. If a specialist is a retired adventurer, his saving throw bases are half their former glory, rounded down.

COMMON NPC PROFESSIONS (CONT.)

Profession	Key Attribute	Description	Daily Cost
Jeweler	Intelligence	One who appraises and finishes gems	1 gp
Laborer	Strength	A person who performs all forms of unskilled manual labor.	5 cp
Leatherworker	Intelligence	A person who tans and treats leather to create clothes, armor and items	3 sp
Linguist	Intelligence	One fluent in up to four additional languages	3 sp
Lip Reader	Intelligence	A person who gleans what a target is saying by reading lips	1 sp
Miner	Strength	Someone able to work in or supervise a mining expedition	2 sp
Mountaineer	Strength	One who is proficient in climbing mountains (and guiding others)	1 sp
Pathfinder	Wisdom	A person able to find passage in wilderness terrains	1 sp
Potter	Dexterity	A person able to create clay items with a wheel and kiln	7 cp
Roper	Dexterity	One proficient with the use and knotting of ropes	8 cp
Scribe	Intelligence	A person who reads, writes and copies manuscripts, scrolls and the like	1 sp
Seaman	Intelligence	Someone with knowledge of the sea and the ships that traverse it	8 cp
Snare Builder	Intelligence	A person skilled at engineering snares and traps	2 sp
Stonemason	Strength	A worker able to create walls, castles and other stone structures	5 sp
Swimmer	Strength	An excellent long-distance and depth swimmer	1 sp
Tailor	Dexterity	Someone with skills in the fabrication and ornamentation of clothes	8 cp
Teacher	Intelligence	One who proficiently imparts knowledge of one subject onto others	5 cp
Theologist	Intelligence	A person with extensive knowledge of various religions	2 sp
Ventriloquist	Intelligence	One able to throw his voice to appear as if it originates from elsewhere	5 sp
Weaponsmith	Intelligence	One who forges or repairs weapons (including arrow heads)	5 sp

HIRING NPCs

Retired Adventurers: As the previous two entries indicate, specialist NPCs may be retired adventurers. They retain only so much of their former competence. Retired adventures have half as many hit points as they had in their career. Their saving throw bases are also halved, rounded down.

Roles: There are two types of specialists. The first type is simply an advanced commoner. Thus, a profession from the common lists is chosen and the specialist receives the proficiency bonus to skill checks noted above on page 17. Specialists, in this regard, are simply much better at their profession and have come to be regarded as such. The second type of specialist is a member of a truly unique and highly specialized profession that excels in common adventuring concerns, such as spying and alchemy. The chart at the bottom of the page contains professions exclusive to this second camp and also a few commoner professions that often pump out specialists.

Commissioning the services of a classed NPC, commoner or specialist is an oft-trodden path for adventurers. This can be one of the real joys of roleplaying, so the actual hiring should be played out in character. NPCs may be hired for a contract job or on a long term basis. If an NPC is to be hired on a short-term basis, use the daily cost listed in this section or on the chart, if applicable. NPCs may also be hired for long-term employment, which is often the case when the PC has established a stronghold later in his or her career. In this case, use the monthly cost, if listed.

CLASSED NPCs

Cost: The price for such an NPC's services varies with the negotiation skills of the character (and player, of course). An average cost is around

SPECIALIST NPC PROFESSIONS

Name	Key Attribute	Description	Daily Cost		
			Expert	Master	Legend
Alchemist	Intelligence	A person who creates potions, salves, toxins, antitoxins, etc. Master and legendary alchemists are often sought to create unique, campaign-focused potions and antitoxins.	50 gp	150 gp	300 gp
Animal Handler	Wisdom	This person trains animals. Master handlers train exotic beasts, such as griffons, to be competent mounts. Legends train dragons.	5 gp	15 gp	50 gp
Armorsmith	Strength	Specialist armorers are hired to craft masterwork suits and are often enlisted to craft armor that will receive a magical enchantment.	5 gp	10 gp	25 gp
Astrologer	Intelligence	A person with an understanding of the stars, moons, planets, etc. Specialist astrologers can discern changing pattern in the celestial stars and make predictions	15 gp	25 gp	50 gp
Bowyer	Dexterity	A master bowyer is required to fashion a masterwork bow or a bow that will receive a magical enchantment.	5 gp	10 gp	25 gp
Healer	Intelligence	Specialist healers can restore 1d6 points of damage per day and can alleviate the symptoms of serious maladies. Legendary healers, for example, can temporarily toll the effects of magical diseases, such as lycanthropy.	25 gp	75 gp	250 gp
Sage	Intelligence	A sage is an expert researcher in a particular knowledge-based subject. They have dedicated their lives to the subject, so many have firsthand information that could take a character weeks to procure.	100 gp	200 gp	500 gp
Soldier	Strength	A soldier is a man-at-arms that has no classed levels and is considered a 1 HD fighter without specialization. Soldiers can be archers, crossbowmen, footmen, cavalry or any other military occupation.	1 gp	2 gp	3 gp
Spy	Wisdom	Spies infiltrate, track, listen and observe. They are specialists at procuring secrets and gathering information about a person through first-hand observations.	50 gp	150 gp	250 gp
Weaponsmith	Intelligence	Specialist weaponsmiths create masterwork and soon-to-be magical weapons, including arrow heads.	5 gp	25 gp	50 gp

10 gp per day per level for non-spellcasting classes. A cleric charges 25 gp per day per level and the cost of any scrolls and potions expended; most of this money is considered church property. A wizard charges 30 gp per day per level and the cost of any special components, scrolls and potions expended.

Classed NPCs for hire are rare and often have only a few levels of experience. In any standard fantasy settlement, about 1% of all classed NPCs could be hired.

Spellcasters generally charge by the spell. For most spells, the cost of casting is 100-200 gp per caster level. Some Level 1 spells common enough to reduce the cost to 50 gp per casting. Some more common Level 1 spells include: comprehend languages, cure light wounds, detect poison and protection from evil.

SPECIALIST NPCS

Each specialist has an average cost of daily work noted in the Specialist NPC Profession Chart on the previous page. This cost can be modified by a number of factors, such as notoriety of the NPC, secrecy of the job and urgency. The daily cost does not reflect the cost of materials expended for a job, if any, and only accounts for labor.

Specialists can be hired on a monthly basis. In fact, many specialists are employed as such by wealthy lords and adventurers who have built keeps. The monthly cost is generally two-thirds of what the cost would be if paid monthly on a per diem basis (20 times the daily rate).

Roleplaying the contract is an enjoyable aspect of the game and those with the mercantilism skill should be aptly with or without the need for a roll.

Sages: Sages are sought after by adventurers for their knowledge on a specific subject. Sages are often employed by a guild, but some are in the employ of large churches or powerful and rich nobles. In all accounts, sages are extremely intelligent and have access to a vast store of learned knowledge and an expansive library.

When creating a sage, Intelligence is the primary concern. All sages have an Intelligence score commensurate with their experience. Expert sages (+3 proficiency bonus) have an Intelligence score of 10+1d6. Master sages (+7 proficiency bonus) have an Intelligence score of 12+2d3, while legendary sages (+12 proficiency bonus) have an Intelligence equal to 15+1d3.

All sages have at least one subject for which they have accumulated enough knowledge to call themselves expert, master or legend. Some sages have secondary areas of expertise they may have only attained expert or master status. As GM, you obviously may choose how many subjects a given sage knows and to which level of specialization the sage has attained. If a random sage is to be encountered, the following chart may be used:

HIRING AN ASSASSIN

The assassin breaks the mold. While most classed NPCs spend their time on adventures, the assassin's adventure is the hired hunt, so high level thieves with assassination class talents can be procured. The hiring of an assassin is not a task to be taken lightly. First, it's an evil act, regardless of the target. The alignment of the PC should be questioned when an assassin is hired and a conversation take place between you and the player regarding the possible long-term ramifications of the evil act. Second, it's dangerous. Assassins pride themselves on remaining fairly anonymous. If the PC has no verifiable and vouching reference, the fact that the PC knows the assassin may be enough to draw unintended ire. Lastly, it's expensive – very expensive, and the cost can skyrocket when the target is particularly well-known.

The average cost of an average assassin (5th-level thief with poison use and death attack) is 500 to 2,000 gold pieces. Master assassins (9th-level) charge between 2,000 and 8,000 gold pieces. The real legends of assassination (14th-level and beyond) rarely take jobs unless the target is sufficiently challenging (and interesting) and commonly charge 10,000 gold pieces for fairly anonymous targets and up to ten times that amount for someone of high import.

It is helpful to create an assassin as you would create a PC. If that is burdensome, it is essential to at least assign a full array of attributes and assign skill points where necessary. This will allow you to perform actual rolls for success (once a plan has been hatched) to determine whether the assassin succeeds in all legs of his journey.

An alternate method is to simply roll a d%, according to the following formula. This is the simplest and blandest approach. Once the percentage is known, a simple roll determines whether the assassin succeeded in all tasks:

$$\text{Successful Assassination Percentage} = 50\% + 2\% \text{ per Level} \\ (\text{maximum } 95\%)$$

Failed Assassinations: Not all assassination attempts are successful and you must consider the motives of a caught assassin. Most do not wish to die and will strike a deal for their release. If this should happen, the hiring PC is likely to be the target of revenge. An even more frightening prospect is the return of the assassin to dispatch the PC; no assassin wishes the trouble of clearing his name when a simple cleaning-up will suffice.

RANDOM SAGE PROFICIENCY

D%	Primary Subjects	Proficiency Rank	Secondary Subjects	Proficiency Rank
01-50	1	Expert	0	N/A
51-64	1	Master	1	Expert
65-74	2	Master	1	Master
75-84	2	Legend	2	Expert
85-94	3	Master	3	Expert
95-00	3	Legend	3	Master

The time it takes to research a particular topic relates to the obscurity of the knowledge sought. The following chart lists the required research time. The complexities track the information provided in the Proficiencies chapter under knowledge-based skills.

SAGE RESEARCH TIME

Complexity of Knowledge Check	Required Study Time
Basic	1d6 minutes
Average	1d6 hours
Superior	1d6 days
Exceptional	1d6 weeks
Legendary	1d6 months

COMMONER NPCS

Each commoner profession has an associated daily labor rate, as well. Material is an additional expense, but most common professions require less than 1 gold piece worth of material.

The monthly rate for a commoner’s labor is 20 times the daily rate.

NPC CHARACTERISTICS

This section will help you to create the description and personality of an NPC.

NAME

NPC names are entirely campaign specific and heavily dependent upon local traditions. From an advice angle, it is advisable to have at least fifty NPC names printed out and placed handily nearby. You will often be required to label NPCs on the fly.

There are several resources for NPC name generation. Simply search for, “Fantasy Name Generator”, online and you’ll quickly receive links to at least a dozen possible applications.

DESCRIPTION

A good GM can describe an NPC in a way that creates a lasting impression. Important and recurring NPCs should be tailored to your tastes. They should have an interested description that fits their position in the story. Consider the following description for the traitorous captain of the guard who will later become the villain:

The captain has tanned skin, dark and oiled hair, small narrow eyes and arched brows. She is a tall and strong human woman in her early forties. She often wears a black-trimmed, red cape that is perched on ornate flanges jutting from her shoulder plates. She favors her left leg and uses a sword swagger stick adorned with a petrified and dispelled basilisk eye.

Random Description: Major NPCs should be uniquely crafted, though mere background NPCs ought not be relegated to the status of vanilla props. The charts on the following page can be used on the fly to randomly determine the description of an NPC.

PERSONALITY

A good GM not only assigns a personality to an NPC but effectively portrays this personality in play. Recurring and key NPCs should have a personality tailored to the story. If a random personality is needed, the following chart should help:

RANDOM NPC PERSONALITY

d20	Trait
1	Loud and/or Hot-Tempered
2	Snotty and/or Demeaning
3	Mischievous and/or Scandalous
4	Absent-Minded and/or Clumsy
5	Courageous and/or Impetuous
6	Inquisitive and/or Curious
7	Compulsive and/or Obsessive
8	Forgiving and/or Trusting
9	Determined and/or Focused
10	Greedy and/or Selfish
11	Irritable and/or Compulsive
12	Gullible and/or Innocent
13	Argumentative and/or Biased
14	Happy and/or Fun-Loving
15	Cynical and/or Jaded
16	Quiet and/or Contemplative
17	Dull and/or Boring
18	Nervous and/or Paranoid
20	Cantankerous and/or Pushy

RANDOM NPC DESCRIPTION GENERATOR

Sex	% Chance
Male	01 - 50
Female	51 - 00

Skin Color*	% Chance
Albino	01 - 10
Pale	11 - 29
Fair	30 - 59
Olive	60 - 79
Dark Tan	80 - 89
Brown to Black	90 - 97
Exotic (Other)	98 - 00

* These are only skin tints. The player chooses a race and any ethnic group within that race, if any. Then, the random skin tint applies to that group.

Hair Style	% Chance
Bald	01 - 09
Balding	10 - 19
Short Spikes	20 - 29
Short Roman	30 - 39
Medium Straight	40 - 54
Medium Curly	55 - 69
Mohawk	70 - 74
Long Straight	75 - 84
Long Curly	85 - 97
Exotic (Other)	98 - 00

Hair Color	% Chance
White	01 - 04
Light Blond	05 - 15
Blond	16 - 22
Dirty Blond	23 - 31
Light Brown	32 - 40
Medium Brown	41 - 49
Dark Brown	50 - 59
Strawberry Blond	60 - 64
Dull Red	65 - 69
Bright Red	70 - 74
Salt & Pepper	75 - 82
Black	83 - 87
Gray	88 - 91
Green Hued	92 - 93
Violet Hued	94 - 95
Blue Hued	96 - 97
Exotic (Other)	98 - 00

Height and Weight	% Chance
Average for Race and Sex	01 - 59
Small (short or skinny)	60 - 79
Big (tall or heavy)	80 - 00

Facial Hair*	% Chance
None	01 - 39
Mustache	40 - 49
Goatee	50 - 59
Short Beard	60 - 79
Long Beard	80 - 89
Fu Manchu	90 - 94
Exotic (Other)	95 - 00

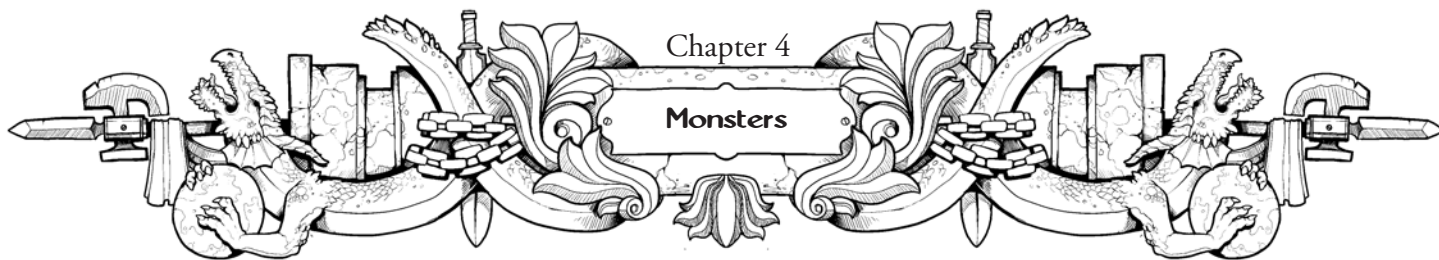
* Often, the player character's race and gender will dictate to what extent, if any, the character has facial hair.

Distinguishing Mark	% Chance
Scar (Facial)	01 - 09
Scar (Neck)	10 - 19
Scar (Other)	20 - 29
Tattoo (Facial)	30 - 39
Tattoo (Neck)	40 - 49
Tattoo (Other)	50 - 59
Birthmark (Facial)	60 - 69
Birthmark (Neck)	70 - 79
Birthmark (Other)	80 - 89
Exotic (Other)	90 - 00

Identifying Flaw/Trait	% Chance
Lisp	01 - 06
Stutter	07 - 13
Other Speech Problem	14 - 20
Missing Digit	21 - 24
Extreme Hair	25 - 31
Hairless (Eyebrows, etc.)	32 - 37
Favoring Leg	38 - 39
Visible Facial Deformity	40 - 46
Hidden Deformity	47 - 53
Shaky	54 - 60
Hearing Problem	61 - 67
Eyesight Problem	68 - 74
Thin	75 - 81
Portly	82 - 88
Lefty	89 - 94
Roll Dist. Mark Again	95 - 97
Exotic (Other)	98 - 00



DALY



This chapter contains over seventy-five of the more iconic monsters to challenge players of levels 1 – 10. This chapter also contains rules to individualize and advance monsters.

MASTERING MONSTERS

Monsters included in this chapter represent a wide swath of different beasts and baddies, each ready to test your players' mettle. Your job, s GM, is to look at the monster entries, cook up a little creativity and run the monsters effectively and memorably. The monster entries in this chapter help in this regard and serve as a source of fuel for combat and non-combat play.

In determining how to run a monster (and when we say, “run a monster”, we’re talking about the actions taken before, during and after combat), the Alignment, Intelligence and Wisdom of the monster provide a fine source of inspiration. Alignment can be used to determine, in a round-about way, how a monster’s view of the world gels with that of the player characters. Monsters with the opposite moral code would sensibly oppose the player characters and conduct themselves as enemies. Alignment is also a crutch to use when deciding how active a monster is in its own affairs. Lawful monsters are generally more deliberate, while chaotic monsters are more apt to abandon a pressing interest for an immediate concern, such as when a group of adventurers happen to enter their lair.

Intelligence helps in creating the environment in which the monster is encountered. Low or fairly non-intelligent monsters are instinctual and will often carve out a space to sleep, collect food and mate. The location of such monsters’ lairs will often be protection enough and no additional defenses are raised. Monsters with moderate to average intellects, which are those with a score between 6 and 13 have an ego and a will to survive. They often have homes or lairs that are situated and located in a such a way or place that aids the monster in its quest to stay alive. Minor traps or warning devices are not beyond the intellect of such monsters. Above average to highly intelligent monsters generally make great use of their surroundings and are apt to search out a home that works to their favor. Flying monsters with such intelligence, for example, need no floors or traditional doors; thus, they may lair in a complex with no consistent floor space that uses vertical shoots and expansive space. Intelligence is also a great indicator of what a monster would do in the face of imminent death. Low or fairly non-intelligent monsters often feel the instinct to survive and flee, while those with higher intelligence may barter for their lives or fight harder if failure provokes something far more frightening than death.

Wisdom is a key entry, since the monster’s awareness and ability to interact with its surroundings is critical leading up to a battle. Very

perceptive monsters will likely notice or hear the approaching party members and set up or flee. Wisdom and Intelligence are complementary stats here. The element of surprise is often too good to discard, so perceptive and intelligent monsters will seek to gain it.

Alignment, Intelligence and Wisdom, when used in conjunction with the monster’s combat stats and abilities can turn an otherwise dull encounter into something with a bit more teeth.

MEMORABLE MONSTERS

The entry provided for each monster represents the common member of the monster’s population and it should be the first place you look to individualize the monster without adding to its power level. Without touching the Hit Dice, AC or Combat Ability Modifier yet, you can start with the description, alignment, attributes and gear.

If you wish your players to remember a select few monsters in an adventure, do not alter the description or alignment of the vast majority of monsters and spend your time tweaking the select few. For inspiration, you can start with the random NPC Description chart in the NPC chapter, or you can simply put paint to canvas and concoct whatever outrageous impression you want. For example, the high sorceress of the dark naga tribe may have two heads. In terms of alignment, a slight alteration can go a long way too. Imagine the interesting motivations and roleplaying potential behind the two-headed high sorceress of the dark naga tribe that is Lawful Neutral, instead of Lawful Evil.

Attributes and gear can also play a part in individualizing a key monster - an extremely intelligent hill giant is quite interesting indeed - and the weapons and armor commonly associated with a certain monster can be scrapped for more distinct gear. First take away the hill giant’s boulders and replace them with flaming dwarf corpses, then toss in some samurai-style armor, and prepare to soak in some amazed faces.

Altering Core Mechanics: Toying with the other mechanics included in a monster’s entry can be tricky. The goal, in this section, is to alter the common monster to create an individual and memorable encounter without altering the power of the creature. Although most alterations to the attack modifier, AC, HD, special attacks and defenses will result in a shift of power, you can carefully tinker without producing a net effect that requires more or less experience points. Adding a +1 to attacks, while reducing -1 to AC is one such example and this may exemplify your idea of a monster having its defenses torn apart and responding with a resurgence of anger and adrenaline.

Modifications to the core mechanics of a monster can be prepared before the battle or made *during combat*. This is an important power inherent to the role of the Game Master. The alterations to the monster above, whose natural hide has been torn to shreds, could result from an injury that happened before the PCs arrive or it could result from a critical hit that a PC scored during the fight.

ADVANCING MONSTERS

The simplest way to advance a monster is to increase its Hit Dice. With each +1 increase in Hit Dice, the monster receives another roll of its Hit Dice for hit points and a +1 boost to its attacks and its Armor Class.

For each +1 increase to its Hit Dice, the monster's Encounter Level increases by one and the monster thereafter has the minimum required experience points for the higher EL. Read the following example to visualize the process of taking a bugbear from 3 HD to 6 HD:

1. An average bugbear has 3+3 Hit Dice, +3 attacks and a 15 AC. It is worth 120 xp.
2. Increasing it to 6 Hit Dice results in 6+3 HD, +6 attacks and an 18 AC.
3. Consulting the XP/EL Chart, which has been copied on this page for convenience, we see that 120 XP makes a single bugbear an EL 3.
4. Boosting the monster three HD increases the bugbear to an EL 6 worth 1,000 xp.

Special Attacks: When advancing the HD of a monster, you normally do not change the saving throws required to thwart the monster's special attacks. Ratcheting up the complexity of a required saving throw shifts the EL one step for each increased complexity. This is independent of an EL boost from more HD.

The ettercap's poisonous bite requires a Superior (TC 15) Fortitude save. If you were to ratchet the required saving throw to Exceptional (TC 20), the ettercap's EL would increase one step. Since the ettercap is worth 650 xp, it is a mid-range EL 5. Upping the complexity of the save versus its poisonous bite ratchets the EL of that particular ettercap to EL 6 and the monster is now worth 1,000 xp.

Ratcheting up the required saving throw always increases the EL. If you were to advance the ettercap a few HD in addition to increasing the complexity of its bite, you would first calculate the EL based on the additional HD and then add one additional EL for the bite.

Finer Aspects of Advancement: Increasing HD and the required saving throw for special attacks are two easy ways to advance a monster and they should suffice for many sessions of gaming. If you still feel the need to create entirely new attacks or defenses for a monster, you will need to judge how many ELs worth of advancement the monster accrues. In most cases, it will be fairly sensible. If you were to provide the monster with a toughened exoskeleton that granted the monster half-damage from slashing and piercing weapons, you might sensibly consider that the monster's hit point total probably increased by about 3HD as a result of the resistance. You may also choose proficiencies for special monsters. Nonweapon proficiencies do not add to the EL of a monster, but certain weapon proficiencies add +1 to the EL, such as fighting styles and maneuvers training. The point here is that the finer aspects of monster advancement are beyond this starter guide and should in any event be within the purview of a creative GM.

XP BUDGET FOR ENCOUNTERS

Encounter Level	Experience Point Budget
0	15 - 34 XP
1	35 - 64 XP
2	65 - 119 XP
3	120 - 269 XP
4	270 - 549 XP
5	550 - 999 XP
6	1,000 - 1,499 XP
7	1,500 - 2,499 XP
8	2,500 - 3,499 XP
9	3,500 - 4,999 XP
10	5,000 - 6,499 XP
11	6,500 - 8,499 XP
12	8,500 - 10,499 XP
13	10,500 - 12,999 XP

MONSTER ENTRIES

The remainder of this chapter is dedicated to the various monster entries. To effectively run combat with a monster, you must understand how to navigate the actual stat blocks.

STAT BLOCKS

Name: This is what most people call the monster.

Hit Dice: Hit dice represent the brute combat power of a monster. The parenthetical notation contains the average number of hit points for such a monster. The hit point total is the sum of a number of d8 rolls equal to the Hit Dice. The parenthetical notation lists an average, but roll when a random number of hit points is desired.

EXP: The number listed is the amount of experience points awarded for surviving a threatening encounter with the monster.

AC (Armor Class): The AC of the monster is listed here. If the monster's AC includes armor, this fact is noted and the type of armor should equate to the AC. For ease of play, the monster's AC does not change if surprised or attacked from behind. A +2 attack bonus to the attacker suffices.

Saves: The monster's Fortitude, Reflex and Will saving throw modifiers are listed here. The notation '--' represents a monster immune to any effect calling for such a save. This is most often encountered when running undead creatures who do not have Constitution scores and thus are immune to all effects requiring a Fortitude save.

MONSTERS A - Z

ANKHEG Hit Dice: 3 (3d8 hp) Exp: 175

AC: 16 Saves: Fort +6, Ref +6, Will +4

Attacks: 1/1; bite +3 (3d6 + 1d4 acid)

Special Attacks: Spit acid

Size: L (10 ft. long)

Alignment: N

Appearing: 1d6

Frequency: Rare

Movement: 30 ft., 15 ft. burrow

Morale: 9

Treasure: L: C

Terrain: Temp/trop plains or forests

Str 17, Dex 10, Con 14, Int 0, Wis 10, Cha 5

Special Qualities: Burrow, infravision (60 ft.), tremorsense (300 ft.)

Attacks: Here, you'll find the monster's rate of attacks, as well as the attack bonus and damage for each different type of attack. For monsters with multiple attacks, some follow a distinct series, such as claw-claw-bite; if so, the series is listed. A noted series is resolved in succession; the attacks are not staggered to the back of the round. Multiple attacks only occur at the end of the round if the monster is using a weapon or distinctly different attack sources such as a bice and tail, if such attacks do not belong to a series.

Special Attacks: Any special attacks are listed here and explained in the description of the monster.

Size: The size and height (or length) of the monster is listed here. As a rule of thumb, smaller than Medium-sized monsters have a fixed amount of damage they can deal regardless of weapon type. Large monsters often use increased damage dice or have a flat bonus to damage, either of which will be noted in the *Attacks* entry.

Size plays a part in close-quarters combat, i.e. grapples and trips. A general rule is to provide a +4 bonus to the initiation or defense of a maneuver for each size category above the opponent. For example, an ogre wishes to grapple a human; it receives a +4 bonus on the roll.

Alignment: This is the alignment of the monster.

Appearing: This is the number of appearing monsters in an average encounter. This is only a guideline and often used for random encounters. The GM is encouraged to tailor her encounters as she sees fit.

Frequency: As a general matter, this line item quickly summarizes how commonly adventurers encounter such a monster. There are many factors you may wish to consider based on your campaign. Frequency is a very general term.

Movement: The listed movement speed indicates the distance traveled in combat using one secondary action. If only one entry is listed, it corresponds to land movement.

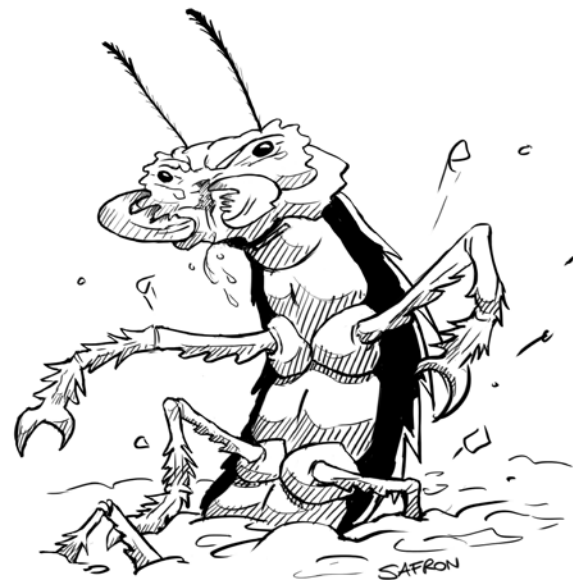
Morale: A morale roll is 2d10. Any result equal to or greater than the monster's morale indicates a faltering resolve and the potential for retreat or surrender. Morale is only rolled in times where it is sensible to question the monster's spirit. There is more information on morale in Part 4 of the Combat chapter.

Treasure: If you determine that a certain monster has random treasure, this entry lists the treasure type rolled in the Treasure chapter. If more than one rating is listed, you choose which of the listed ratings apply. A random treasure roll is used in lieu of assigning your own appropriate treasure. 'OL' stands for out of lair; 'L' stands for lair.

Terrain: This is the most common terrain in which a monster can be found, although many monsters can (and will) be found elsewhere.

Attributes: The full set of the average example of the monster's species is listed here for reference. Modify at will.

Special Qualities: Monsters have other qualities, such as senses, protections and even vulnerabilities. For special senses, if no range is listed in the entry, assume the range is 60 feet.



The ankheg is a burrowing monster found in temperate weather. It looks like a 10-foot-long worm with six legs and a hard, chitinous shell over most of its body. It weighs 800 pounds and can vary in color from dull yellow to rich brown. It has strong legs and mandibles used for burrowing and biting, as well as two long antennae that can detect a tremor from a great distance away.

Combat: Ankhegs are rarely encountered in the open, since their tremorsense alerts them to possible danger well in advance. At the first sense of a tremor, an ankheg will burrow down 5 or so feet from the surface and wait for something to approach. It will then lie and wait until its prey comes overhead and will quickly burrow up and surprise with a mandible bite to the lower half of its target. This bite crushes its victim and secretes a digestive acid that deals additional damage. Once battle commences, an ankheg generally retreats below ground when the tide of the battle turns. Depending on the nature of its wounds and the height of its hunger, an ankheg may attempt to follow its op-

ponents to strike again. Note that an ankheg uses its spit acid attack sparingly, since the ejected acid is required to digest food and, without an ample store of acidic enzymes, the ankheg must wait several hours before eating again.

Spit Acid: An ankheg can spit a stream of acid up to 30-ft long and 5-ft. wide once every 6 hours. All creatures caught in the stream must succeed on a Superior (TC 15) Reflex save or take 4d4 points of acid damage. One such attack depletes an ankheg's acid supply for 6 hours, and it cannot spit acid or deal acid damage with its bite until after the 6 hours has expired.

Burrow: An ankheg can burrow into temperate soil at 15 ft. per round, but, at this speed the ankheg cannot create a lasting tunnel. If the ankheg moves at 5 ft. per round, it can create a usable tunnel 5 ft. tall and 5 ft. wide which it can then move through at 30-ft. per round.

BANDIT Hit Dice: 1-1 (1d8-1 hp) Exp: 15

AC: 14 (brigandine) Saves: Fort +5, Ref +5, Will +4

Attacks: 1/1; longsword +1 (1d8), crossbow +1 (1d6)
Special Attacks: None

Size: M (5 to 6 ft. tall) Movement: 30 ft.
Alignment: Any non-lawful Morale: 9
Appearing: 2d100 Treasure: L: I; OL: Q
Frequency: Common Terrain: Any land

Str 11, Dex 11, Con 10, Int 10, Wis 9, Cha 10
Special Qualities: None

Bandits are thuggish thieves that live off the fruits of their raids. They live in gangs in any location sensibly feeding their opportunistic appetites (cities, villages, wilderness areas, and sewers alike). Most bandit groups live in areas that provide easy access to and from major trade routes. Bandit gangs of 10-20 usually follow a leader having 3 - 6 HD or being a 3rd-level fighter. Bandit clans of over 100 have a much stronger leader of 6 - 8 HD or being a 6th-level fighter.

Bandits speak Common and they may speak additional languages.

Combat: Bandits take advantage of the element of surprise and use their terrain to help launch an assault. They usually begin an ambush with a round of missile shots and then storm down upon their quarry in a wave. They never fight alone and usually attack in bands of at least ten. Unless compelled by a fate more frightful than death, bandits are required to roll morale if the fight seems hopeless.

BASILISK Hit Dice: 6+1 (6d8+1 hp) Exp: 1400

AC: 16 Saves: Fort +8, Ref +7, Will +6

Attacks: 1/1; bite +6 (1d10)
Special Attacks: Petrifying Gaze

Size: M (7 ft. long) Movement: 30 feet
Alignment: N Morale: 12
Appearing: 1d4 Treasure: L: F
Frequency: Uncommon Terrain: Any land

Str 21, Dex 9, Con 14, Int 2, Wis 11, Cha 10
Special Qualities: Infravision (60 ft.)



A basilisk is a reptilian, scale-covered creature that turns living flesh into stone with its gaze. A basilisk weighs 300 pounds and measures 7 feet in length from nose to the start of its tail, which can then extend an additional 7 ft. It has a brown body with a yellow belly and eight lizard-like legs. It sports a snappy jaw and large golden eyes.

Combat: A basilisk has a very slow metabolism and so moves slowly. It rarely over-exerts itself in combat. Thus, it relies heavily on its gaze attack, but it will bite those close by, and it never pursues in chase.

Petrifying Gaze: Any living creature (composed of flesh) within 30 feet that meets the gaze of the basilisk must make a Superior (TC 15) Fortitude save or be turned permanently to stone. An active attempt to avoid the gaze removes the danger of succumbing to the gaze's effect, but a -4 penalty is applied to all attacks made while doing so.

BEAR, BLACK Hit Dice: 3+3 (3d8+3 hp) Exp: 175

AC: 13 Saves: Fort +6, Ref +6, Will +4

Attacks: 3/1; claw +3 (1d3), claw +3 (1d3), bite +3 (1d6)
Special Attacks: Bear hug

Size: M (6 ft. tall)	Movement: 30 feet
Alignment: N	Morale: 10
Appearing: 1d4	Treasure: None
Frequency: Common	Terrain: Temperate land

Str 17, Dex 12, Con 14, Int 2, Wis 10, Cha 9
Special Qualities: Low-light vision (60 ft.), scent (60 ft.)

Black bears range in color from black to light brown. They live in small families and usually inhabit caves near a plentiful water source. They are fiercely territorial if threatened, but will not always attack seemingly non-threatening passers-by. A typically-encountered black bear will be 6-ft. tall and weigh 400 pounds. Depending on the season, its weight can fluctuate up or down by up to 150 pounds.

Combat: Bears start a melee round with two claw attacks and, if successful, finish with a bite. If the bear scores a natural 18 – 20 on a claw attack, it will automatically grapple the defender into a bear hug. Bears are tough and courageous but will flee an overwhelming foe.

Bear Hug: Once a bear succeeds on a claw attack, the bear will attempt to hug the target. This hug is a non-action and deals 2d4 points of damage. The bear will then commence with his round of attacks.

BEHIR Hit Dice: 12 (12d8 hp) Exp: 7000

AC: 16 Saves: Fort +11, Ref +10, Will +9

Attacks: 1/1; bite +12 (2d4+7)
Special Attacks: Breath weapon, constrict, swallow whole

Size: G (40 ft. long)	Movement: 60 ft
Alignment: NE	Morale: 15
Appearing: 1d2	Treasure: L: C; OL: Q
Frequency: Rare	Terrain: Any land

Str 22, Dex 11, Con 15, Int 7, Wis 11, Cha 10
Special Qualities: Climb, Immune to electricity, infravision (60 ft.)

The behir is a serpentine monster that looks like a gargantuan snake with the head of a crocodile and twelve short (but quick) legs. It is a fast monster and can climb half its movement speed. It may also slither like a snake if it tucks its twelve legs under its body.

An average adult behir is 40 feet long and weighs 4,000 pounds. Its coloring is that of ultramarine to deep blue with bands of gray-brown. The belly is pale blue or gray. Its head sports two large horns that curve back away from its face; these are used for preening the creature's scales and are not for fighting.

Behirs speak Common.

Combat: The behir is an evil creature and will attack a group of adventurers for sport or survival. It enjoys initiative, so it usually climbs up away from sight, only to quickly slither down to the rear of an unsuspecting group. The creature usually bites and grabs one target first, then either swallows or constricts the opponent. If faced with more than three opponents, it will usually employ its breath weapon within the first three rounds, even if it is constricting its first prey.

Breath Weapon: Once every 10 rounds the behir can breathe forth a bolt of lightning that deals 7d6 points of electricity damage to anyone in a line 20-feet-long by 5-feet-wide in front of the beast. A Superior (TC 15) Reflex save halves this damage.

Climb: Behirs are fantastic climbers and can scale most surfaces with ease. They climb 30 ft. in one secondary action.

Constrict: After the completion of a successful bite attack, the behir may receive a free attack action to coil its body around its prey. A standard attack roll is performed. If successful, the behir's body constricts its prey and the opponent is subject to six talon attacks every round thereafter he or she remains in the hold. A talon attack deals 1d6 points of damage. When constricting an opponent, the behir is free to use its breath weapon or other foes.

Swallow Whole: When attacking with a bite attack, the behir swallows its target whole on a natural attack roll. The only limitation here is that the target be Medium or smaller.

A swallowed creature takes 2d8+8 points of damage per round from the behir's gizzard. A swallowed creature can cut its way out by using a light slashing or piercing weapon to deal 25 points of damage to the gizzard (AC 13); however, for each round spent in the beast's belly, the attacker suffers a cumulative -1 on both attacks and damage. Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out. A behir's gizzard can hold 2 Medium or 4 Small opponents at a time. Complete digestion takes two hours and digested creatures leave no traces of their bodies behind.

BUGBEAR Hit Dice: 3+3 (3d8+3 hp) EXP: 120

AC: 15 (chainmail) Saves: Fort +6, Ref +6, Will +4

Attacks: 1/1; slam +3 (2d4+2) or weapon +3 (dmg+2)
Special Attacks: Ambush

Size: M (6 to 7 ft. tall) Movement: 30 ft
Alignment: CE Morale: 12
Appearing: 2d4 (party), 2d10 x 3 (tribe)
Treasure: OL: J,K,L or M
Frequency: Uncommon Terrain: Subterranean

Str 16, Dex 11, Con 11, Int 8, Wis 10, Cha 8
Special Qualities: Infravision (60 ft.), scent (60 ft.)



Bugbears are large and strong cousins of the goblins. Their muscular bodies are covered in hair ranging from yellowish brown to rust red. They have wide and tall ears, a wide face, and a mouth full of sharp teeth. Their snouts appear similarly to that of bears. While they do appear humanoid, they also appear savage. They are consummate hunters and prefer to ambush when possible.

Bugbears often belong to a tribe that is lead by an advanced bugbear chief (6 HD, AC 18, +4 damage) and several of the chief's offspring (4 HD, AC 16, +3 damage).

Bugbears speak a dialect of Goblin and most also speak Common.

Combat: Bugbears are hunters that have perfected the art of ambush. They will wait in hiding to either fall upon their marks or unleash a round of missiles before wading into melee. In combat, they prefer to attack in pairs and will almost always attack the biggest enemy first. While bugbears prefer melee, at least a few members of a bugbear party will have short-range weapons and, if feasible, will attempt to disrupt casters.

Ambush: Bugbears are consummate ambushers. They receive a total +6 on their stealth roll to surprise.

BULETTE Hit Dice: 9 (9d8 hp) Exp: 4000

AC: 22 Saves: Fort +9, Ref +9, Will +7

Attacks: 3/1; bite +9 (4d12), claw +9 (3d6), claw +9 (3d6)
Special Attacks: Leap

Size: L (9.5 ft. tall, 12 ft. long) Movement: 40 ft, 10 ft burrow
Alignment: N Morale: 11
Appearing: 1d2 Treasure: None
Frequency: Very rare Terrain: Temperate land

Str 23, Dex 12, Con 18, Int 1, Wis 10, Cha 10
Special Qualities: Infravision (60 ft.), low-light vision (60 ft.),
scent (60 ft.), tremorsense (200 ft.), vulnerabilities



The bulette (pronounced "boo-lay") is often called "land shark" because of its habit of burrowing around with the crest of its back breaking through the surface, an act that looks hauntingly similar to a shark swimming just below surface. Like sharks, they are huge, vicious, and always hungry. They seem to be someone's experiment gone wrong: a turtle crossed with an armadillo with just a touch of demon thrown in. Their favorite food is horse but they will eat just about anything that moves. The only kind of meat they don't seem to like is dwarf or elf. They have been known to dig halflings right out of their holes.

A typical bulette has a territory that reaches 30 miles in diameter.

Combat: A bulette will often lie underground. When it senses approaching prey, it will wait until something comes dangerously close before quickly surfacing to attack. It relentlessly attacks anything it regards as edible. Considering their love for horses, they have been known to break combat with a rider to attack his steed. When they attack, they use their vicious bite and two front claws. If necessary to avoid being surrounded or to retreat, it will use its leap.

Leap: A bulette can jump 8 feet into the air and land 8 feet away. During this leap, it can attack something underneath its airborne body with four claw attacks for 3d6 points of damage each.

Vulnerabilities: The underbelly of the bulette is AC 14, but this portion of the monster only appears during a leap. There is also an 8-inch diameter perimeter around each of the creature's eyes that has AC 16; however, a full round action is required to get one careful shot against that region.

CENTAUR Hit Dice: 4 (4d8 hp) Exp: 175

AC: 15 Saves: Fort +7, Ref+7, Will+5

Attacks: 1/1; large comp longbow +4 (1d10) or two-handed sword +4 (1d10)

Special Attacks: Hooves

Size: L (8-9 feet tall) Movement: 50 ft
 Alignment: N or CG Morale: 14
 Appearing: 1d8 Treasure: OL: M or Q
 Frequency: Rare Terrain: Temperate forest

Str 16, Dex 13, Con 15, Int 12, Wis 12, Cha 11
 Special Qualities: Low-light vision (60 ft.)

Centaur are part man, part horse. They have the body of a horse, but have the upper torso, arms and head of a human in place of the horse's neck and head. Antipathetic toward humans, yet friendly toward elves and their kin, centaurs prefer unfrequented glades, pastures and woodlands. A centaur is about 8-9 feet tall and weighs about 2,100 pounds.

Centaur speak their own dialect of Sylvan and a small number speak Elven, as well.

Combat: Unless somehow surprised in a nestled glade (which is almost impossible) centaurs are found well-armored and well-armed. Most carry either heavy lances (1d8+1) or great clubs (2d4), while a few may also carry a composite long bow (1d8+1) with 20-40 arrows in a quiver. All centaurs are capable of attacking with melee weapons and two hoof attacks each melee round. A centaur employing a lance deals double damage when it charges.

If encountered in a group of six or more, there will be a 5HD leader that will employ a great club with a large wooden shield (AC 18).

Hooves: In addition to a weapon attack and in place of a movement action, a centaur may take two hoof attacks (1d6) each round to one target immediately in front of the creature.

CENTIPEDE, GIANT Hit Dice: 1/4 (2 hp) Exp: 35

AC: 11 Saves: Fort +5, Ref +4, Will +3

Attacks: 1:1; bite +0 (1 hp plus poison)

Special Attacks: Poison

Size: T (12 to 16 in. long) Movement: 20 ft
 Alignment: N Morale: 7
 Appearing: 2d12 Treasure: None
 Frequency: Common Terrain: Any

Str 7, Dex 13, Con 6, Int -, Wis 10, Cha 2
 Special Qualities: Infravision (15 ft.)

Giant centipedes are found in dark and dank places and look like 1-ft long replicas of their diminutive cousins. They are hungry bottom feeders and usually lurk in corners or on ceilings waiting for any source of food to appear. Giant centipedes have a dark color that helps them effortlessly blend into shadowy surroundings.

Combat: Giant centipedes generally drop from the ceiling or scurry quickly from a hole to attack. They are always hungry and attack without prejudice for food. If they attack in numbers and are successful at killing their quarry, they are known to fight each other over whatever food source remains.

Poison: The bite of a giant centipede is laced with a Type I poison that causes one's muscles to cramp. Unless an Average (TC 10) Fortitude check is successful, the victim becomes slightly paralyzed, suffering a -2 on all attacks, damage rolls, saves and AC. The poison wears off after 8 hours of rest.

CHIMERA Hit Dice: 9 (9d8 hp) Exp: 5000

AC: 16 Saves: Fort +10, Ref +9, Will +8

Attacks: 6/1; 2 claws +9 (1d4), 2 horns +9 (1d4), lion bite +9 (2d4), dragon bite +9 (3d4)

Special Attacks: Breath weapon

Size: L (10 ft long, 5 ft tall) Movement: 30 ft, 50 ft fly
 Alignment: CE Morale: 14
 Appearing: 1-4 (1d4) Treasure: L: F
 Frequency: Rare Terrain: Any temperate/tropic

Str 17, Dex 11, Con 12, Int 4, Wis 10, Cha 10
 Special Qualities: Infravision (60 ft.), low-light vision (60 ft.) scent (80 ft.)

A chimera has the hindquarters of a black goat, the forequarters of a golden lion, and a set of dark dragon wings. The beast has three heads: a horned goat, a lion, and a yellow-red dragon. A chimera stands 5 feet tall at its shoulders, is nearly 10 feet long, and weighs about 4,000 pounds.



Chimeras can speak a broken version of Draconic; however, they seldom speak, unless they are in the presence of someone they know to be much more powerful.

Combat: Chimeras prefer to surprise from above, swooping down to tangle with an unsuspecting target. They will take 6 attacks per round: two lion claws, two goat horns, one lion bite, and one dragon bite. Instead of taking a full six attack action, the chimera may also unleash a breath weapon of fire from its dragon head. More than one chimera will attack in concert.

Breath Weapon: The dragon head can breathe forth a cone of fire that encompasses an area 15-ft from the creature and up to 20-ft. wide at its longest point. The fiery breath deals 3d8 points of damage to anyone caught in the area; a Superior (TC 15) Reflex save reduces this damage by half.

CLOAKER Hit Dice: 6 (6d8 hp) Exp: 1,400

AC: 14 Saves: Fort +8, Ref +7, Will +6

Attacks: 2/1; 2 tail +6 (1d6), or engulf, or moan
Special Attacks: Engulf, moan, surprise

Size: L (8 ft. long)	Movement: 30 ft
Alignment: CN	Morale: 16
Appearing: 1d4	Treasure: L: C
Frequency: Very rare	Terrain: Subterranean

Str 13, Dex 13, Con 10, Int 10, Wis 11, Cha 10
Special Qualities: Infravision (60 ft.), low-light vision (60 ft.) shadow shift

Cloakers are dastardly creatures that wait for passersby to torment and kill. Before they reveal themselves, cloakers look identical to a black cloak with bone clasps. Their eyes can be made to look exactly like two buttons on the front of the cloak.

Once a cloaker unfurls itself and springs upon a victim, its true form can be seen. Its white underbelly becomes visible and so too does its hideous face composed of menacing red eyes and a large mouth of wicked fangs. A thin black tail then falls and the cloaker then suddenly attacks with ferocity.

Cloakers are highly intelligent and speak Undercommon.

Combat: The cloaker will always remain hidden and appear as a normal cloak until prey comes near. At that point, the cloaker will attempt to surprise its prey and follow up with an engulf attack. If there are several nearby threats, the cloaker will usually moan immediately upon surprising its opponents. It will then begin engulfing the nearest creature.

Engulf: The cloaker's favorite special attack is engulf. A normal attack roll is made and, if successful, the cloaker covers a Medium or smaller target, raps its folds around its body and begins to eat. A successful Superior (TC 15) Strength check is required to break free. The cloaker deals 2d6 points of damage each round to the engulfed victim. This is a full round action that does not require an attack roll.

Moan: As a primary action, the cloaker can emit a sonic moan. If in an enclosed space, the moan can prove quite useful. The cloaker actually may employ one of four different moans, each having its own frequency and effect:

Unnerve: Anyone within a 60-foot spread automatically takes a -2 penalty on combat rolls, no save. Those forced to hear the moan for more than 6 consecutive rounds must succeed on a saving throw or enter a trance, unable to attack or defend themselves until the moaning stops.

Fear: Anyone within a 30-foot spread must succeed on a save or become panicked for 2 rounds, which causes the subjects to flee 100 feet from the cloaker.

Nausea: Anyone in a 30-foot cone must save or become nauseated for 1d4+1 rounds.



Stupor: A single creature within 30 feet of the cloaker must succeed on a saving throw or be affected as though by a hold person spell for 5 rounds. Even after a successful save, the subject must repeat the save if the cloaker uses this effect again.

Surprise: A cloaker lying in wait is difficult to notice. The cloaker receives a total of +12 on a stealth check to surprise.

Shadow Shift: A cloaker can manipulate shadows. This ability is effective only in shadowy areas and has three possible effects:

Meld with Shadow: The cloaker uses the shadows to his advantage in combat, granting it AC 19. This effect remains until the cloaker leaves the shadow and requires a secondary action to initiate and maintain it each round.

Shadow Images: This effect duplicates a *mirror image* spell (caster level 6th). This requires a primary action in one round and the effects last for 6 minutes, per the spell.

Silent Image: As a primary action, the cloaker can duplicate the effects of an *improved phantasmal image* spell (caster level 6th) to distract its opponents into thinking other things lurk in the shadows.

DRAGON

Dragons are magical winged beasts categorized by color and age. They are not simple monsters, though. Quite intelligent and powerful, each dragon has the potential to substantially affect the world around it. While some dragons live a solitary life to dwell in contemplation, others rule over entire kingdoms or ascend to godhood.

A dragon's primordial motivations stem from its color, a descriptor that governs its appearance, mood, powers and moral compass. The path a dragon takes throughout its life changes with its age, as well. As a dragon ages, survival and greed instincts make way for more substantial goals. While an old gold dragon may aid a good king with worldly council, an old red dragon may scheme and dream of widespread despair, devastation and death.

Adult dragons are often found alone or in mated pairs with a brood of 1d4 hatchling to juvenile dragons. Older dragons are found alone 90% of the time. There is a 9% chance that older dragons will be found with non-dragon associates and 1% of older dragons are paired with another older dragon. (This applies to metallic dragons as well.)

Young adult dragons leave their parents and venture out for the first time to stake a cave or forest nook as its home. The lair must be perfectly suited for protection and storage, so it is common for a young

GENERAL DRAGON AGE CATEGORIES & POWERS

Category	Relative Age	HD Mod	Damage Mod	Domain	Senses	Aura of Fear	Flight	Attacks/ SpecialActions
1	Hatchling (0-5)	-6	+1	10 sq. miles	sight 20 ft., scent 10 ft., clairaudience 20 ft.	N/A	Dive, hover	Claw/claw/bite, kick, breath weapon
2	Very Young (6-15)	-4	+2	20 sq. miles	sight 20 ft., scent 10 ft., clairaudience 20 ft.	N/A		
3	Young (16-25)	-2	+3	30 sq. miles	sight 20 ft., scent 10 ft., clairaudience 20 ft.	N/A		
4	Juvenile (26-50)	0	+4	40 sq. miles	sight 20 ft., scent 10 ft., clairaudience 20 ft.	N/A	Snatch, pin (1 target)	Spells (some species)
5	Young Adult (51-100)	+1	+5	50 sq. miles	sight 20 ft., scent 10 ft., clairaudience 20 ft.	45' radius		
6	Adult (101-200)	+2	+6	60 sq. miles	sight 20 ft., scent 10 ft., clairaudience 20 ft.	60' radius	Snatch, pin (2 targets)	Wing attack, tail slap, Spells (all species)
7	Mature Adult (201-400)	+3	+7	70 sq. miles	sight 20 ft., scent 10 ft., clairaudience 20 ft.	75' radius	Snatch, pin (4 targets)	
8	Old (401-600)	+4	+8	80 sq. miles	sight 20 ft., scent 10 ft., clairaudience 20 ft.	90' radius		
9	Very Old (601-800)	+5	+9	90 sq. miles	sight 20 ft., scent 10 ft., clairaudience 20 ft.	105' radius	Snatch, pin (5 targets)	
10	Venerable (801-1,000)	+6	+10	100 sq. miles	sight 20 ft., scent 10 ft., clairaudience 20 ft.	120' radius		
11	Wyrms (1,001-1,200)	+7	+11	110 sq. miles	sight 20 ft., scent 10 ft., clairaudience 20 ft.	135' radius		
12	Great Wyrms (1,200+)	+8	+12	120 sq. miles	sight 20 ft., scent 10 ft., clairaudience 20 ft.	150' radius	Snatch, pin (6 targets)	

adult dragon to test out a piece of real estate and then move along if the dragon is unsatisfied.

Dragons of all colors and ages share a few common traits. They have the ability to metabolize just about any compound, so food sources range from meat to ash, wood and even rock. Also, all dragons have a compulsive desire to collect treasure and wealth. This desire is insatiable. Even great wyrms still covet their hordes.

A dragon encounter is a terribly unpredictable event whether we're talking metallic, gem or chromatic. Color is not a major factor in predicting how a dragon may react. Some red dragons, the most evil and vile of all, may find a band of wannabe heroes an interesting departure from the day's doldrums. The red may even entertain a conversation! On the other hand, a group of trusted heroes may find their local gold dragon, the most benevolent and "caring" of all dragons, too preoccupied to talk about the impending magical cataclysm set to take place next month. Hence, you run a dragon based on the dragon's role in the campaign world and not from a written prescription.

Color: There are three broad color categories from which each dragon hales: metallic, chromatic and gem. Color affects more than appearance. As stated above, a dragon's color controls its attitude, motivations, powers and peers. Metallic dragons have scales that resemble shining alloy, such as gold, silver or copper. They are generally good-aligned and act accordingly. Chromatic dragons have muted scales of color ranging from white to black. They are generally evil-aligned and terribly dangerous. Gem dragons have scales that resemble gems, such as amethyst or diamond. They are neutral and oddly enough relish in a good riddle.

All dragons take on the name of their color, i.e., red dragon, gold dragon, amethyst dragon, etc.

Age: As a dragon ages, it grows in power. Many of its offensive and defensive capabilities depend on its age. There are twelve age categories broken out in the table on the next page. Dragon entries always provide stats for a juvenile, so the modifications adjust what is presented.

Domain and Lair: All dragons have lairs and they are not shining beacons visible and accessible to all. A dragon lair is hidden, or at least terribly taxing to reach. The environs of a dragon lair equal 10 square miles per age category. This wide area is considered the dragon's domain. Local flora and fauna will react to how the dragon cares for its domain. Many animals and plant-life cease to live in the environs if the dragon is malicious, while benevolent dragons often attract wild-life and cause vegetation to grow verdantly.

Senses: All dragons have supernatural senses. They see normally in the dark and through any natural or magical obscurity up to 20 feet per age category. They have a scent ability that extends 10 feet per age category. They can see invisible objects and creatures as if they weren't invisible. In addition, dragons in their lair have clairaudience, where they can eavesdrop on a location up to 20 feet away per age category, regardless of whether this location is beyond doors, walls or rock floors.

Aura of Fear: Young adult and older dragons have an aura of fear that is a burst radius around the entire dragon. All 1 HD creatures caught

in the aura immediately flee for 4d6 rounds. Subjects with more than 1 HD within the aura must succeed on a Will save or suffer a -2 penalty on all d20 rolls as a result of fear. A successful save immunizes the subject to the specific dragon's aura of fear for the encounter. The Will saving throw TC depends on the age of the dragon and is reflected in the dragon's entry and in the table below.

Dragons can voluntarily subdue their aura of fear. Metallic dragons and gem dragons often do this. If subdued entirely, no saving throw is required and no subject within the aura feels either fear or panic. If subdued only slightly, a discretionary bonus to the saving throw is permitted.

Dragon Hide: As a dragon ages, its hide strengthens. It begins to reflect mundane damage and magical influences, providing an increasing bonus to AC and magic resistance. Adventurers lucky enough to carve the hide have a very strong, but nonmagical, material for the crafting of armor, helmets and shields. Dragon hide provides a +1 AC bonus per two age categories; however, crafting is expensive. It costs an additional 1,000 gp per age category to craft.

Flight: Dragons prefer aerial assaults. All dragons can move up to twice their normal land speed while flying and turn almost completely around with a secondary action. They can climb at normal land speed and dive at four times their normal land speed. Attacking in the air is quite easy. A diving attack can be performed which is essentially two claw attacks at +2 attack and damage. Hovering while attacking is a full round action in which the dragon hovers and performs two claws or two wings, however any wing attacks immediately cause the dragon to lose altitude. Hovering always provides a +1 bonus for higher elevation and can impose penalties to attack. Dragons can also cast spells and perform other special attacks (such as utilizing their breath weapon) while flying.

Flying dragons of at least juvenile age may also perform two additional special attacks: snatch and pin. Both attacks are full round actions due to the fact that movement is required to quickly close on one or more targets. The number of targets a dragon may attempt to snatch or pin depends on its age category. Juvenile dragons can only snatch or pin one target and both claws must be used for either the snatch or pin. Young adults and adults need only one claw to snatch or pin, but are still restricted to just one target. Mature adults and older dragons can use both claws independently to snatch or pin two sets of targets. The number of targets that each dragon of Category 6 or higher can attempt to pin or snatch with either claw is 1 + 1 per three categories above category 6. Thus a great wyrm can attempt to pin or snatch up to three targets with each claw.

Snatch: The snatch is a grapple, although a normal attack roll is performed. If successful, the victims suffer automatic claw damage every round. The dragon can attempt to swallow one or more of its victims as one of its claw attacks for the round, however, this attack roll is performed at -6 versus each victim's standard AC.

Escaping a snatch requires a successful opposed Strength check against the dragon. The dragon suffers a -4 to the roll unless both claws are being used for the snatch.

Pin: The pin is also a grapple, although there is no chance to swallow.

It merely pins the targets to the ground. The pin attack deals claw damage plus 2 points of additional damage per two age categories. This damage is inflicted automatically per round.

Escaping a pin requires an Average (TC 10) Strength check for dragons up to and including adult, a Superior (TC 15) Strength check for mature adult and old dragons, an Exceptional (TC 20) Strength check for very old and venerable dragons, and a Legendary (TC 25) Strength check for wyrms and great wyrms.

Natural Attacks: While dragons prefer to use their breath weapons or spells, they must resort to their natural attacks in almost any challenging encounter. All dragons have a claw/claw/bite attack flurry that takes up one primary action. Claw attacks may be made against any opponent in front or to the side of the dragon. Bite attacks may be made against any opponent in front, to the side, or behind the beast.

Instead of simply using a claw/claw/bite progression, a dragon may choose to perform two different natural attacks, such as one claw and a tail slap, or a kick and wing attack.

Here are three additional natural attacks that may be employed during battle:

Tail Slap: Adult or older dragons may use a tail slap against opponents to the rear or side. The tail deals twice the normal claw damage and affects a number of targets equal to the dragon's age category. Any victim of a tail slap must succeed on an Exceptional (TC 20) Fortitude save or be stunned for 1d4 rounds in addition to taking damage.

Kick: Any dragon can kick rear opponents. The kick deals 1d4 points of damage per three age categories and sends a victim flying backward an equal amount of feet, unless the struck target succeeds on an Exceptional (TC 20) Reflex save.

Wing: Adult or older dragons can employ a wing attack to front and side opponents. Damage equals that of its claws. Very old and older dragons have larger wings. Any large or smaller opponent struck by such a large wing must succeed on an Exceptional (TC 20) Reflex save or be knocked aside and prone a number of feet away equal to the amount of damage dealt.

Spells: All adult or older dragons (and some juvenile dragons) have spellcasting capabilities. A dragon's Intelligence determines how easy it is to learn a spell and how many spells may be learned. Each dragon must learn a spell before being able to prepare and cast that spell. Casting a spell is a primary action.

The similarities between wizards and dragons stop there. First, a dragon has no spellbook and requires no time to prepare daily spells; a dragon retains full memory of all known spells. In combat, spell preparation is more difficult and requires one full round per spell level to properly prepare a spell. Second, all spells cast by a dragon have a casting time of 1. Third, the dragon may prepare every spell he knows once and can cast a number of spell each day equal to its Intelligence score. That being said, most dragons prepare one or two spells from each spell level they know, unless they are certain they will need more powerful capabilities. Lastly, and perhaps most interestingly, dragons

are not limited to arcane spells; they may learn divine spells (or any other body of magic) as well.

Each dragon's entry includes some information on the most commonly daily spell preparation. This is not a rule; it's a guideline.

Breath Weapon: Once every three rounds, a dragon can unleash its breath weapon. While usually an element of some sort, such as fire or electricity, some dragons emit spell-like sprays, clouds and even darkness. Each color of dragon has its own unique breath weapon and it will be noted in the dragon's individual entry.

Typical Offense: If possible, a dragon stays in flight for the first three to five rounds of combat. On round one, it typically tests its opponents' physical mettle by unleashing its breath weapon. The following round, a dragon typically tests its opponents' magical defenses by casting one of its more potent spells. If the dragon has no spells, or during the third round, the dragon will begin using tail slaps to affect multiple opponents while in flight. Another breath weapon is due the next round. If the fight rages on past the fourth round, this is usually due to various magical protections and a spellcaster or two, so the fight will come to the ground where barrages of tail whips, kicks, claws and bites commence until the opponent is battered, at which point the dragon will take to the air and start the strategy anew. This time, the dragon may interchange a spell round with the breath weapon. As intelligent beings, a dragon will find a weakness and will never seem predictable. A favored weakness is sight; dragons can see in the dark perfectly and will often blow out torches and dispel light spells to render its opponent vulnerable.

Note on Color-Specific Advancement: Each dragon species has its own breath weapon, attack progression and AC progression. Some have special defenses and offenses specific to their color. Each dragon entry has its own chart of advancement that you must consult alongside the information and chart in this general dragon entry to accurately advance a dragon.

DRAGON, RED Hit Dice: 15 (75 hp) Exp: 12,000

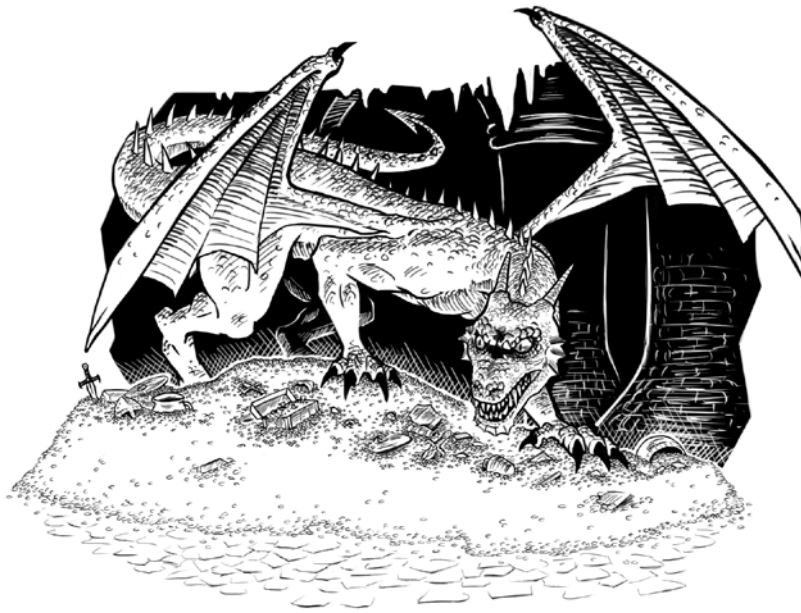
The base red dragon is juvenile. Consult the general dragon entry above for information on how to scale the dragon's power with age.

AC: 23 Saves: Fort +14, Ref +13, Will +12

Attacks (3/1): 2 claws +15 (1d10+4) and bite +15 (3d10+4); or (2/1): tail +15 (2d10+4 plus stun), kick +15 (1d4+4), wing (1d10+4); or (1/1) spell; or (1/1) breath weapon
Special Attacks: Breath weapon, spell-like abilities, spells

Size: G (48 ft. long)	Movement: 40 ft, 80 ft. (fly)
Alignment: CE	Morale: 18
Appearing: 1 or 1d4+1	Treasure: Special
Frequency: Very rare	Terrain: Any trop./temp. hill/mtn
Str 29, Dex 10, Con 19, Int 15, Wis 15, Cha 14	
Special Qualities: Variable by age	

The iconic red dragon epitomizes the ideal fiend for adventurers bent



Red dragons all speak common and draconic, but most know many more languages. As they age, they routinely learn new languages, so mature adult or older red dragons know many languages. Red dragons tend to also learn lost written languages and scribe runes and symbols in their lairs.

Combat: Red dragons generally underestimate an unknown opponent, especially if that opponent is smaller than a giant or not presented as a mighty warrior or epic spellslinger. In such cases, a red dragon may simply utilize one or two haughtily displayed natural attacks until the dragon realizes the real challenge at hand. At that point, the red dragon follows a standard dragon's strategy of opening with a breath weapon and taking to flight for additional spell and breath weapon rounds. Red dragons that have lived in solitude for quite some time also concoct lavish plans to protect their horde, so if they are encountered in their lair, adventurers should expect vicious traps and magical influences, such as illusions and powerful glyphs.

on the destruction of evil or the swelling of their own coffers. Gracing countless books and bedtime tales, the "Big Red" is the most recognized (and hunted) chromatic dragon in all lore. They are also the most covetous and despicable dragon, quite territorial, haughty and perfectly convinced of their power.

Red dragons have hardened red scales and two backward-facing horns protruding from their crest. Having a stocky and muscled frame, red dragons look mighty. They spew fire for a breath weapon.

A red dragon may or may not flee from death. As complex, intelligent and supremely powerful beings, each will have its own affairs in mind and a morale to match.

Breath Weapon: Red dragons spew forth a seering cone of fire. The base width of the cone is 30 ft. and it can reach up to 90 ft. from the dragon. The base juvenile dragon's breath weapon deals 8d10+4 points of damage. A successful Exceptional (TC 20) Reflex save halves the damage.

RED DRAGON PROGRESSION

Age Category	Average Length	HD/Att Mod	Damage Mod	AC	Saves	MR	Spells	Spell-Like Abilities	XP
1	Body 8', Tail 7'	-6	+1	17	F+13, R+12, W+10	N/A	N/A	N/A	7,000
2	Body 18', Tail 16'	-4	+2	19	F+13, R+12, W+11	N/A	N/A	N/A	8,000
3	Body 30', Tail 25'	-2	+3	21	F+14, R+13, W+11	N/A	N/A	<i>manipulate flames</i> 3/day	10,000
4	Body 50', Tail 42'	0	+4	23	F+14, R+13, W+12	25%	1	<i>pyrotechnics</i> 3/day	12,000
5	Body 70', Tail 55'	+1	+5	24	F+14, R+14, W+12	30%	2		14,000
6	Body 85', Tail 74'	+2	+6	25	F+15, R+14, W+12	35%	2/1	<i>heat metal</i> 1/day	15,000
7	Body 105', Tail 90'	+3	+7	26	F+15, R+15, W+13	40%	2/2		16,000
8	Body 125', Tail 112'	+4	+8	27	F+15, R+15, W+13	45%	2/2/1	<i>suggestion</i> 1/day	19,000
9	Body 145', Tail 134'	+5	+9	28	F+15, R+15, W+13	50%	2/2/2	<i>hypnotism</i> 1/day	21,000
10	Body 160', Tail 145'	+6	+10	29	F+15, R+15, W+14	55%	2/2/2/1*		22,000
11	Body 170', Tail 155'	+7	+11	30	F+15, R+15, W+14	60%	2/2/2/2*		23,000
12	Body 180', Tail 165'	+8	+12	31	F+15, R+15, W+14	65%	2/2/2/2/1*		24,000

* At this age, a red dragon may prepare 1st and 2nd-level divine spells alongside its arcane repertoire.

Spell-like Abilities: Juvenile red dragons have the ability to cast the following two spells three times per day as spell-like abilities: *manipulate flames* and *pyrotechnics*.

Spells: The base juvenile red dragon may learn a number of 1st-level arcane spells equal to its Intelligence score, but generally only prepares one spell per day.

Special Qualities: The base juvenile red dragon has the same special qualities as any general juvenile dragon (see the *General Dragon Age Categories & Powers* table in the general dragon entry for details). In addition, it has a 25% magic resistance and immunity to fire.

The availability and potency of other special qualities, such as magic resistance, spell-like abilities and aura of fear, are age dependant. Please consult the general dragon entry and the chart at the bottom of this page for more information.

ELEMENTAL, AIR Hit Dice: 8 (8d8 hp) Exp: 3,000

AC: 18 Saves: Fort +9, Ref +12, Will +7

Attacks: 1/1; slam +8 (2d10)
Special Attacks: Whirlwind

Size: L (8 ft tall)	Movement: 100 ft fly
Alignment: N	Morale: 16
Appearing: 1	Treasure Rating: None
Frequency: Very rare	Terrain: Air
Str 11, Dex 16, Con --, Int 7, Wis 10, Cha 10	
Special Qualities: Air mastery, elemental traits, infravision (60 ft.), weapon immunities	

Air elementals generally appear as huge, shifting clouds with no discernible features. They are always encountered in areas of open air where ample wind is present, which is also the environment into which they must be summoned.

Air elementals speak Auran, the language used by those on the Elemental Plane of Air, but they will only speak to (or even seem to comprehend) the one that summoned them. Their voice has a deep, furnace-type tone that sounds like a raging storm.

Combat: Air elementals fly through the air with incredible speed, which allows them to cover distances quickly and to choose an elevated position over grounded opponents. If elevated, they receive a +2 to attack rolls, while those below the air elemental suffer a -2 to attacks made against it. If presented with an option to attack a grounded foe or an opponent in the air, they will always choose to engage in aerial combat, where their mastery over the air provides an ample bonus.

Whirlwind: The elemental can transform itself into a whirlwind. Its form turns into a reversed cone, which is 10-ft. wide at its base, rising up and widening to 30 feet at the top. The height of the whirlwind is 5 ft. per Hit Dice. It can remain in this form for 1 round, during which time the whirlwind automatically blows around small, loose objects and creatures. It collects and kills all creatures that get caught in the

whirlwind with less than 3 HD, no save, and deals 2d8 points of damage to any creatures with more than 3HD.

In this form, the elemental can move through the air or along a surface at its fly speed.

It takes 10 rounds for the elemental to form this whirlwind. The elemental can attack normally with its slam while transforming.

Air Mastery: In battles occurring at least 25 feet in the air, these elementals receive +1 to hit and +4 to damage.

Elemental Traits: Elementals are composed entirely of air, earth, fire or water. As such, an elemental is immune to poisons, sleep and other mind-affecting spells, paralysis, petrification, stunning and disease.

Weapon Immunity: Air elementals cannot be harmed by any weapon with less than a +2 magical enchantment.

ELEMENTAL, EARTH Hit Dice: 8 (8d8 hp) Exp: 2,000

AC: 18 Saves: Fort +13, Ref +8, Will +7

Attacks: 1/1; slam +1 per HD (2d8 or 4d8 (earth mastery))
Special Attacks: Whirlwind

Size: L (8 ft. tall)	Movement: 30 ft, 20 ft burrow
Alignment: N	Morale: 16
Appearing: 1	Treasure: None
Frequency: Very rare	Terrain: Any land
Str 17, Dex 9, Con --, Int 7, Wis 10, Cha 10	
Special Qualities: Earth glide, earth mastery, elemental traits, infravision (60 ft.), weapon immunities	

When summoned to the Material Plane, an earth elemental generally takes the shape of a large, faceless humanoid that consists of whatever types of dirt, stones, metals and gems it was conjured from. Two large gemstones set into the front of the elemental serve as its eyes.

It can travel though solid ground or stone walls as easily as humans can walk on a surface through air. It cannot swim, however, and must either walk or burrow around a body of water or burrow through the ground under it. An earth elemental can move along the floor of a body of water at half speed, but prefers not to.

Earth elementals speak Terran, the language used by those on the Elemental Plane of Earth. On the very rare occasion that an earth elemental actually does speak, its voice sounds like crushing and grinding stone.

Combat: An earth elemental will always attempt to keep a fight on the ground, where it deals tremendous damage to those touching any portion of the ground on which the elemental stands. Though it moves slowly above ground, it is a relentless opponent and will burrow below to set quickly upon its targets. When attacking any target not touching the ground, all slam attacks deal 2d8 points of damage.

Earth Glide: An earth elemental can glide through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. Its burrowing speed is 30 feet per round and it leaves behind no tunnel or hole, nor does it create any ripple or other signs of its presence.

Earth Mastery: When attacking any target not touching the earthen or stone surface to which the elemental is currently attached, all slam attacks deal 2d8 points of damage. When attacking any target touching an earthen or stone surface to which the elemental is currently attached (wall, floor or ceiling), its slam attacks deal 4d8 points of damage.

Elemental Traits: Elementals are composed entirely of air, earth, fire or water. As such, an elemental is immune to poisons, sleep and other mind-affecting spells, paralysis, petrification, stunning and disease.

Weapon Immunity: Earth elementals cannot be harmed by any weapon with less than a +2 magical enchantment.

ELEMENTAL, FIRE Hit Dice: 8 (8d8 hp) Exp: 2,000	
AC: 18	Saves: Fort +9, Ref +12, Will +7
Attacks: 1/1; slam +8 (3d8 fire)	
Special Attacks: Burn	
Size: L (8 ft. tall)	Movement: 50 ft
Alignment: N	Morale: 16
Appearing: 1	Treasure: None
Frequency: Very rare	Terrain: Any land (except water)
Str 11, Dex 13, Con --, Int 7, Wis 10, Cha 10	
Special Qualities: Elemental traits, infravision (60 ft.), weapon immunities	

Fire elementals can be summoned into any area containing a large open flame that measures at least 6 feet in diameter and 4 feet high. They appear as tall columns or sheets of fire with two arm-like appendages on either side that seem to wink in and out of existence. Two patches of bright blue flame seem to serve as the elemental's eyes.

A fire elemental cannot enter or cross water or any other nonflammable liquid.

Fire elementals speak Ignan, the language used by those on the Elemental Plane of Fire. Similar to other elementals, they rarely speak. When they do speak, their voice is composed of high-pitched hisses and cackles.

Combat: A fire elemental fights similarly to an earth elemental: fierce and unrelenting. It moves adjacent to as many opponents as it can and begins to take slam attacks. Since it relishes in the sight of burning matter, the opponent with the accessible cloth (such as a mage or wizard) could become the creature's first mark.

Burn: A fire elemental's slam attack deals all fire damage, although it is in a bludgeoning fashion. Flammable objects hit by a fire elemental's

slam attack also must succeed on a save or catch on fire. Any substance that easily catches aflame (cloth, paper, plant-life, etc.) must succeed on a Superior (TC 15) save, while metal or other substances more resistant to flame are required to succeed on a Basic (TC 5) save. Creatures hitting a fire elemental with natural weapons or unarmed attacks take 1d6 points of fire damage on all successful attacks.

Elemental Traits: Elementals are composed entirely of air, earth, fire or water. As such, an elemental is immune to poisons, sleep and other mind-affecting spells, paralysis, petrification, stunning and disease.

Weapon Immunity: Fire elementals cannot be harmed by any weapon with less than a +2 magical enchantment.

ELEMENTAL, WATER Hit Dice: 8 (8d8 hp) Exp: 2,000	
AC: 18	Saves: Fort +13, Ref +8, Will +7
Attacks: 1/1; slam +8 (5d6)	
Special Attacks: Drench, vortex	
Size: L (8 ft. tall)	Movement: 20 ft, swim 90 ft
Alignment: N	Morale: 16
Appearing: 1	Treasure: None
Frequency: Very rare	Terrain: Water
Str 13, Dex 11, Con --, Int 7, Wis 10, Cha 10	
Special Qualities: Elemental traits, infravision (60 ft.), weapon immunities	

Water elementals are huge crested waves with two greenish orbs that serve as the creature's eyes and two smaller waves that protrude from its sides that serve as arms. They are always encountered near a large amount of water, since they must be conjured into a quantity of water equal to a small pool (approx. 1,000 cubic feet of water).

These creatures are composed of sentient water and their touch immediately extinguishes all non-magical flames no larger than a torch.

Water elementals speak Aquan, the language spoken by those on the Elemental Plane of Water. However, they rarely speak. They talk in a mixture of sounds that resemble a crashing and ebbing shore.

Combat: A water elemental prefers to fight in a large body of water where it can disappear beneath the waves and suddenly swell up behind its opponents to lash out with a powerful slam. Opponents on a boat are often tipped into the water. At that point, the water elemental will stay beneath its wading victims while attacking their lower body.

Water Mastery: A water elemental can't venture more than 180 feet from the body of water from which it was conjured; if it does, the total damage on all successful slam attacks suffers a -5 penalty. When touching a large body of water, the damage on its successful slam attacks is unhindered. The elemental also fights perfectly under water, suffering no penalties to attacks or damage.

Elemental Traits: Elementals are composed entirely of air, earth, fire or water. As such, an elemental is immune to poisons, sleep and other

mind-affecting spells, paralysis, petrification, stunning and disease.

Weapon Immunity: Water elementals cannot be harmed by any weapon with less than a +2 magical enchantment.

ETTERCAP Hit Dice: 5 (5d8 hp) Exp: 650

AC: 14 Saves: Fort +7, Ref +7, Will +5

Attacks: 3/1; 2 claw +5 (1d4), bite +5 (1d8 plus poison)
Special Attacks: Poisonous bite

Size: M (6 ft. tall)	Movement: 30 ft
Alignment: NE	Morale: 13
Appearing: 1-4 (1d4)	Treasure: None
Frequency: Rare	Terrain: Any forest

Str 12, Dex 13, Con 10, Int 10, Wis 10, Cha 9
Special Qualities: Infravision (60 ft.), low-light vision (60 ft.), trapmaking, weapon immunities

Ettercaps are bipedal monsters with stooped shoulders, long sinewy arms that stretch to the floor, short legs, a pot-belly and a face that resembles a spider with deep red reptilian eyes. Two large fangs protrude from a large mouth.

Ettercaps are intelligent. They use their strong silken web secretions to create deadly traps. They also have a Type III poisonous bite.

Ettercaps speak their own language that combines violent body movement with shrieking tones.

Combat: If an enemy survives the ettercap's traps, the monsters will use their claw attacks first and then follow up with a poisonous bite. They fight intelligently, will use their surroundings and will flee from certain death.

Ettercaps lair with 1d4+1 giant deadly spiders 75% of the time. These giant deadly spiders are slightly more intelligent, having an Intelligence score of 5. The spiders will fight to protect the ettercaps as a faithful animal companion would fight for its master. Spider companions understand the ettercap's commands and will follow them as effectively as possible.

Poisonous Bite: A successful bite requires a Superior (TC 15) Fortitude save. The poison is Type III, and will render a victim who fails the check unconscious immediately. Unless the proper antitoxin is admitted or a neutralizing spell is cast, the victim will be rendered paralyzed within 1 hour and remain so until the paralysis is magically removed.

Trapmaking: The ettercap spits out a web-like substance into thin yet strong strands and then can easily manipulate and form these strands. They can be used to create tripwire, garrotes or a springing net trap. All ettercap traps are considered Superior (TC 15) complexity to dodge, detect or disable.

ETTIN Hit Dice: 10 (10d8) Exp: 3,000

AC: 17 Saves: Fort +10, Ref +9, Will +8

Attacks: 2/1; right club +10 (3d6+4) and left club +10 (2d8+4) or right slam +10 (2d6+7) and left slam +10 (1d10+7)
Special Attacks: None

Size: H (13 ft. tall)	Movement: 30 ft
Alignment: CE	Morale: 14
Appearing: 1d4	Treasure: L: C; OL: O or Y
Frequency: Very rare	Terrain: Cold/temp. hills or mountains

Str 19, Dex 9, Con 16, Int 6, Wis 18/10, Cha 5
Special Qualities: Keen perception, low-light vision (60 ft.)



Ettings are often referred to as the two-headed giant. They are vicious and unpredictable hunters that stalk the night for any meat source they can find. They are slightly smaller than hill giants but one could easily mistake an ettin for a hill giant from afar. Of course, once the ettin's two heads become visible, there is no further confusion.

An ettin's two heads are each independent and each controls one side of the ettin's body. The right head is more dominant and so the right side of the giant is stronger. The left head is very perceptive and provides the ettin with its keen awareness defense.

Monsters: Gargoyle

An ettin never bathes. Its skin is so grimy and dirty that it resembles thick, gray hide.

Ettins speak a crude and simplified version of Giant.

Combat: Ettins attack with each side each round. All ettins prefer to fight with large spiked clubs that deal tremendous damage. They do not exemplify the high level of strategic ability as their hill giant cousins. Instead, they simply pound their opponents mercilessly.

Keen Perception: The left head of the ettin remains sharply attuned to its surrounding and thus it has Wisdom 18 (+8). The Wisdom of the right head is actually 10 (+0); however, this value only plays a role when the left head is unconscious.

GARGOYLE Hit Dice: 4 (4d8+4) Exp: 420

AC: 15 Saves: Fort +7, Ref +6, Will +5

Attacks: 4/1; 2 claws +4 (1d3), bite +4 (1d6), horn +4 (1d4)
Special Attacks: Swooping Attack

Size: M (6 ft. tall) Movement: 40 ft, 60 ft fly
Alignment: CE Morale: 11
Appearing: 2d8 Treasure: L: C (x10); OL: M
Frequency: Uncommon Terrain: Any

Str 12, Dex 13, Con 14, Int 7, Wis 11, Cha 9
Special Qualities: Low-light vision (60 ft.), stonemask



Gargoyles are ferocious, stone-like creatures that are often found perched among statuary, serving as guardians or scouts. Most gargoyles appear as bipedal, winged creatures with large, fang-filled mouths and bodies covered in a stone-textured skin. They are usually dark brown to black in color. Gargoyles have the ability to appear as a stone statue and can maintain this ruse for as long as desired.

Gargoyles speak Common and Terran.

Combat: Gargoyles make strategic use of their flying, often gaining a +2 bonus on attacks against those targets grounded below the creature. Gargoyles have powerful claw, horn, and bite attacks that they attempt to employ; some gargoyles wield man-made weapons, including ranged weaponry, but only advanced gargoyles with at least 5 HD can do this.

Stone Skin: Gargoyles have a magical protection that wards them against damage from all non-magical weapons.

Swooping Attack: Gargoyles can swoop down upon a target and take either two claw attacks or one bite attack, all in one primary action.

GELATINOUS CUBE Hit Dice: 4 (4d8 hp) Exp: 650

AC: 12 Saves: Fort +7, Ref +0, Will --

Attacks (1/1): touch +4 (0 hp plus paralysis)
Special Attacks: Digestive acid, paralyzing touch

Size: L (10 ft. square) Movement: 15 ft
Alignment: N Morale: 13
Appearing: 1d4 Treasure: Nil, see below
Frequency: Rare Terrain: Subterranean

Str 10, Dex 1, Con 10, Int --, Wis 9, Cha 9
Special Qualities: Immunities, mindless, ooze traits, surprise, tremorsense (100 ft.), vulnerability to cold

Gelatinous cubes are large cubes of transparent ooze that slowly travel subterranean halls and caverns for any organic material to eat. They are mindless monsters that sense the movement of all things within 60 feet and attack anything that moves.

A gelatinous cube dissolves any organic material but will store inorganic material inside its body. This material slowly falls to the floor and is released by the cube within 1 week. So, while these creatures do not hoard treasure, it is common to find a gelatinous cube with objects inside it.

Digestive Acid: The gelatinous cube is composed of an interior core of acid surrounded by oxidized ooze created from the exposure of the acid to the air. If the gelatinous cube moves onto a target, the target begins to suffer 2d8 points of acid damage per round and continues to take damage until freed. The cube can use a primary action in combat versus the target AC to move onto the target.

Mindless: As a mindless creature, a gelatinous cube is immune to any mind-affecting spell or effect, including charms, hold, fear, illusions, etc.

Ooze Traits: The creature is composed entirely of acid and ooze, thus it has no senses (other than tremorsense) and has no working physiology. It is immune to any effect requiring senses (sight, hearing, sound, etc.). It is also immune to poisons, acids, electricity, polymorph, paralysis and stunning effects. It also does not suffer additional damage from any special attack, such as sneak attack.

Paralyzing Touch: The gelatinous cube will reach out from any side of the cube with an appendage-like extension that reaches 5 feet. While the appendage deals no physical damage, a successful attack versus a target's AC requires the target to succeed on an Average (TC 10) Fortitude save or immediately be rendered paralyzed. This paralysis lasts for 3d6 rounds; however, a saving throw is allowed each round to regain one's faculties.

The appendage is an extension of the outer core of the gelatinous cube. Thus, anyone coming into direct contact with the gelatinous cube must save or become paralyzed. Attacking the cube with a hand-held weapon does not require a save.

Surprise: Being almost completely transparent and cube-shaped, a gelatinous cube can easily catch a wandering party by surprise. Gelatinous cubes receive a +15 total bonus on a stealth roll when would-be victims attempt to spot the cube before coming into contact with it.

Vulnerability to Cold: In any round that the gelatinous cube suffers an attack from a cold-based magical attack or weapon, the cube takes normal damage and suffers a -2 penalty on all combat rolls until its initiative the next round.

GHOST Hit Dice: 10 (10d8 hp) Exp: 7000

AC: 20 Saves: Fort +10, Ref +9, Will +8

Attacks (1/1): incorporeal touch +10 (1d6 plus soul drain)
 Special Attacks: Ghost sickness, incorporeal touch, possession, soul drain

Size: M (5-6 ft. tall) Movement: 30 ft fly
 Alignment: LE Morale: 15
 Appearing: 1 Treasure: L: E; OL: S
 Frequency: Very rare Terrain: Any

Str --, Dex 16, Con --, Int 14 Wis 12, Cha 10
 Special Qualities: Horrific appearance, immunities, incorporeal, undead traits



Ghosts are the powerful undead spirits of dead humans who are unable to move on to the afterlife. Their cursed existence is due to either malevolence in life or to the tragic and uncommon circumstances surrounding their death. They haunt dark and forlorn places and wait to feed off the soul of an unaware stranger. In some cases, merely draining someone isn't sufficient and the ghost will attempt to possess its victim so that it can once again experience the pleasures of flesh.

A ghost speaks whatever languages it knew in life.

Combat: Ghosts remain incorporeal and manifest to attack. They often recede back into the Ethereal Plane in apparent pain and horror, only to later manifest and surprise its foes. If destroyed, the ghost immediately rolls a HD check against an Exceptional TC 20. If successful, the spirit will rejuvenate in 2d4 days and returns to its haunt. While the existence of each ghost differs, the only way to ensure permanent destruction of a ghost is to discover the reason for its existence and set right whatever wrong prevents its soul from resting. The uncovering of a ghost's tale often requires a great deal of research.

Ghost Sickness: A living creature that is affected by the ghost's soul drain must also succeed on a Superior (TC 15) Fortitude save or become infected with a dread malady known as ghost sickness. Victims of this sickness begin to have nightmares of dying in the same manner from which the ghost died. These nightmares take a toll on the victim and each night the victim must succeed on another Superior (TC 15) save or permanently lose one point of Charisma. A character whose Charisma drops to 0 as a result of ghost sickness doesn't die, but rather falls into a deep, nightmare filled slumber from which he can't awake. There are only two known ways to cure ghost sickness: permanently lay to rest the ghost who caused the sickness in the first place, or find a priest powerful enough to cast a *dispel evil* followed by *restoration*.

Horrific Appearance: Any living creature within 60 feet that views a ghost must succeed on a Superior (TC 15) Will save or flee in panic for 1d6 minutes. A creature that successfully saves against this effect cannot be affected by the same ghost's horrific appearance for 24 hours.

Immunities: Ghosts are immune to paralysis, polymorph, cold-based effects, electricity, mind-affecting and enchantments, and sleep.

Incorporeal: The ghost lives primarily on the Ethereal Plane. If encountered on that plane, the creature is solid and its combat statistics remain the same, except the incorporeal touch attack becomes a 1d8 slam attack and the soul drain attack becomes an energy drain attack similar to a wight's.

When it wishes to interact with the Material Plane, it simply manifests, but it remains a ghostly form. In this state, it is immune to all forms of physical damage with the following exceptions: magical weapons specifically created to affect ghosts, spectres or other incorporeal undead in general deal normal damage, holy water affects them normally, as do cure wounds and inflict wounds spells.

Possession: Once per round, a ghost can attempt to merge its body with a creature on the Material Plane. This ability is similar to a magic jar spell (caster level 10th) except that it does not require a receptacle. To use this ability, the ghost must be manifested and it must move into the target's space. The target can resist the attack with a Superior (TC

15) Will save. A creature that successfully saves is immune to that same ghost's possession for 24 hours. If the save fails, the ghost vanishes into the target's body and begins to take control of it.

Soul Drain: The incorporeal touch of the ghost not only deals 1d6 points of cold damage, but it permanently drains an equal amount of Charisma points. These attribute points cannot be regained with rest. A restoration spell, or greater magic, is required to regain all lost points. A living creature brought to 0 Charisma is irrevocably slain and cannot be raised by any means short of a wish.

Undead Traits: As an undead creature, the ghost is immune to all effects relying on a working physiology, such as poison or disease. Undead creatures are harmed by cure wounds spells and healed by inflict wounds spells.

GHOUL Hit Dice: 2 (2d8 hp) Exp: 175

AC: 14 Saves: Fort +6, Ref +5, Will +4

Attacks (3/1): 2 claws +2 (1d3), bite +2 (1d6)
Special Attacks: Paralysis

Size: M (6 ft. tall)	Movement: 30 ft
Alignment: CE	Morale: 12
Appearing: 2d6	Treasure: L; B; OL: T
Frequency: Uncommon	Terrain: Any

Str 11, Dex 12, Con --, Int 4, Wis 10, Cha 9
Special Qualities: Immunities, mindless, ooze traits, surprise, tremorsense (100 ft.), undead traits, vulnerability to cold



Ghouls are terribly foul-smelling grave dwellers. They slightly resemble their appearance in life; however, they now have thin, bluish skin and a set of large, razor-sharp teeth. They usually frequent and feed from crypts and graveyards, but ghouls can be found wherever there exists a fleshy food source.

A ghoul speaks the languages it spoke in life.

Combat: Ghouls have insatiable appetites. They use their claw, claw, bite attack as frequently as possible and appear to be fighting while they feed. Those that die at the hands of a ghoul rise as a ghoul unless properly warded by a cleric. Ghouls pay no mind to this fact during and after a fight. Ghouls prefer to eat their prey whole, instead.

Immunities: Ghouls are immune to sleep and charm effects.

Paralysis: Any touch or bite attack by the ghoul forces the target of the attack to roll an Exceptional (TC 20) Fortitude save or become paralyzed for 1d6+2 rounds. Elves are immune to this effect.

Undead traits: As an undead creature, the ghoul is immune to all effects relying on a working physiology, such as poison or disease. Undead creatures are harmed by cure wounds spells and healed by inflict wounds spells.

GIANT, FIRE Hit Dice: 15 (15d8 hp) Exp: 8,000

AC: 15 (21 half-plate) Saves: Fort +13, Ref +12, Will +10

Attacks (1/1): Slam +15 (1d8+10) or two-handed sword (2d10+10)
Special Attacks: Rock throw

Size: H (18 ft. tall)	Movement: 40 ft
Alignment: LE	Morale: 16
Appearing: 1d8	Treasure: L; E
Frequency: Rare	Terrain: Any non-cold land

Str 25, Dex 9, Con 22, Int 10, Wis 10, Cha 10
Special Qualities: Immunity to fire, catch projectile, low-light vision (60 ft.)

Fire giants are built like enormous dwarves, tall but squat. An adult male is 18 feet tall, has a chest that measures 12 feet around, and weighs about 7,500 pounds. Females are slightly shorter and lighter. Fire giants tend to have coal-black skin and flaming red hair. They can live to be 350 years old. Fire giants wear sturdy cloth or leather garments colored red, orange, yellow, or black. Warriors wear helmets and half-plate armor of blackened steel.

Fire giants carry sacks with 1d4+1 hurling rocks, 3d4 various smashed and tattered collectibles, the giant's personal daily necessities (such as rations of small animal parts) and a tinderbox. Most of the unusual items are in disrepair, but it's not terribly rare that one finds a valuable item therein.

Fire giants speak giant and common.

Combat: Fire giants are disciplined warriors and make good use of tactics. Typically a group of fire giants will hurl rocks at opponents in order to weaken them before engaging in melee. If circumstances allow, they will often heat their rocks (or sword) in a nearby fire source or pool of lava so the projectiles (or sword) deal an extra 1d6 points of fire damage. This is only one reason why fire giants are typically encountered near a source of extreme heat. They also enjoy throwing their victims to a fiery death.

Catch Projectile: Fire giants have a tremendous catching reflex. The giant catches any projectile hurled or shot at it with an Exceptional (TC 20) Reflex save as a non-action.

Rock Throwing: Fire giants typically carry 1d4+1 throwing rocks on their person. They can hurl these rocks at medium range. A successful hit deals 2d10 points of damage (plus 1d6 fire damage if the giant has had the opportunity to heat his rocks as mentioned above).

GIANT, FROST Hit Dice: 14 (14d8 hp) Exp: 7,000

AC: 15 (20 chainmail) Saves: Fort +12, Ref +11, Will +10

Attacks (1/1): Slam +14 (1d8+9) or two-handed axe (2d8+9)
Special Attacks: Rock throw

Size: H (21 ft. tall)	Movement: 40 ft
Alignment: CE	Morale: 14
Appearing: 1d8	Treasure: L: E
Frequency: Very rare	Terrain: Any arctic land

Str 24, Dex 9, Con 21, Int 10, Wis 12, Cha 12
Special Qualities: Immunity to cold, catch projectile, low-light vision (60 ft.)

Frost giants have the overall appearance of a giant, muscled barbarian. They have light yellow or blue eyes, with white hair that can likewise be tinged with yellow or blue. An adult male is about 20 feet tall and weighs about 8,000 pounds. Females are slightly shorter and lighter, but otherwise identical to males. Frost giants can live to be 250 years old.

Frost giants carry sacks with 1d4+1 hurling rocks, 3d4 various smashed and tattered collectibles, the giant's personal daily necessities (such as rations of small animal parts) and the giant's personal wealth. Most of the unusual items are in disrepair, but it's not terribly rare that one finds a valuable item therein.

Frost giants speak giant and common.

Combat: Frost giants usually start combat at a distance, throwing rocks until they run out of ammunition or the opponent closes the distance. They then wade into melee with their enormous battle axes. If the giant has the opportunity to bait its prey, the giant will often hide among (or under) a white, snowy background for surprise. A second favored tactic is to remain on top of an icy or snowy bank while fighting his opponents below. This not only provides a +2 bonus for the elevated position, but it can prove to be a defensive position, as the giant's foes may not be able to effectively fight. If readied for battle, a frost giant will typically wear chainmail armor.

Catch Projectile: Frost giants have a tremendous catching reflex. The giant catches any projectile hurled or shot at it on an Exceptional (TC 20) Reflex save as a non-action.

Rock Throwing: Frost giants typically carry 1d4+1 throwing rocks on their person. They can hurl these rocks at medium range. A successful hit deals 2d10 points of damage.

GIANT, HILL Hit Dice: 12 (12d8+2 hp) Exp: 3,000

AC: 17 Saves: Fort +11, Ref +10, Will +9

Attacks (1/1): Slam +14 (1d6+7) or two-handed club (1d10+7)
Special Attacks: Rock throw

Size: H (15 to 17 ft. tall)	Movement: 15 ft
Alignment: CE	Morale: 13
Appearing: 1d12	Treasure: L: D
Frequency: Very rare	Terrain: Any arctic land

Str 22, Dex 9, Con 19, Int 6, Wis 9, Cha 7
Special Qualities: Catch projectile, low-light vision (60 ft.)



Hill giants are the smallest of the true giants. An average example stands 16 feet tall and weighs just over 4,000 pounds. They have an aboriginal and barbaric look, with stooped shoulders and elongated arms. Most wear tribal hides.

Hill giants terrorize for fun. They relish in the razing of nearby villages. Although not quite sharp, they are capable brutes that can fight strategically when necessary. If presented with a challenge, they will focus intently, split up and flank if necessary.

Like most giants, hill giants prefer to carry their belongings in a large bag. In this bag, one finds 3d4 boulders and the giant's clothing, food and treasure. Although a treasure rating is provided in the entry above, most hill giant bags have a range of various items that the giant has

picked up over the years, including the occasional rare or magic item. Most items are in disrepair, though.

Hill giants speak a very rudimentary version of giant.

Combat: Unlike most huge brutes, hill giants are capable ranged attackers. They usually begin a combat with a rock throw, hoping to soften up an enemy before advancing to begin an onslaught of weapon or slam attacks. They always use some fashion of a wooden club, although trees, wooden beams and even livestock can be wielded in a way to deal 1d10+7 points of damage.

Catch Projectile: Hill giants have a tremendous catching reflex. The giant catches any projectile hurled or shot at it on an Exceptional (TC 20) Reflex save, as a non-action.

Rock Throw: Every hill giant has a bag and in it, among other things, are 3d4 boulders that the giant can throw up to Medium range. A successful hit deals 2d8 points of damage.

GIANT, STONE		Hit Dice: 14 (14d8 hp)	Exp: 7,000
AC: 20	Saves: Fort +12, Ref +11, Will +10		
Attacks (1/1): Slam +14 (1d8+8) or two-handed club (2d8+8)			
Special Attacks: Rock throw			
Size: H (18 ft. tall)	Movement: 40 ft		
Alignment: N	Morale: 16		
Appearing: 1d10	Treasure: L: D		
Frequency: Rare	Terrain: Any temp./trop. land		
Checks: Str 23, Dex 12, Con 22, Int 10, Wis 10, Cha 10			
Special Qualities: Camouflage, catch projectile, low-light vision (60 ft.)			

These tall and lean giants get their namesake from their stone-like complexions and iron-colored eyes. Their hair is also a dark-stone color, and sometimes shows a hint of blue. Whereas hill giants use wooden clubs, stone giants prefer stone clubs. Adults are about 18 feet tall and weigh about 9,000 pounds. Stone giants can live to be 800 years old.

Stone giants prefer to carry their belongings in a large bag. In this bag, one finds 2d12 boulders, a portion of its treasure and 1d8 common items, such as torches, lanterns, cooking pots, etc. Unlike other giants, a stone giant often cares for its belongings. If a stone giant owns any particularly useful, meaningful or magical item, it usually stores it in its lair.

Stone giants speak giant and common.

Combat: Stone giants prefer to volley stone boulders from afar, taking advantage of their tremendous ability to do so. If the fight draws near, their gigantic, stone-cut clubs serve quite well to pulverize their foes. As their skin tone allows them to blend into rock backgrounds, if the chance permits, they often attempt to surprise would-be foes.

Camouflage: Stone giants have a stone-like skin tone and typically wear a small cloth toga stained and crimped to appear as stone. As such, they can blend into stone surroundings with ease. Any attempt to notice a hidden stone giant is done at a -4 penalty.

Catch Projectile: Frost giants have a tremendous catching reflex. The giant catches any projectile hurled or shot at it on an Exceptional (TC 20) combat ability check.

Rock Throwing: Frost giants typically carry 2d12 throwing rocks on their person. They can hurl these rocks at medium range. A successful hit deals 3d10 points of damage.

GNOLL		Hit Dice: 2 (2d8 hp)	Exp: 35
AC: 15	Saves: Fort +6, Ref +5, Will +4		
Attacks (1/1): Battle axe +2 (1d8), halberd +2 (1d10) or shortbow +2 (1d6)			
Special Attacks: None			
Size: M (6 to 7 ft. tall)	Movement: 30 ft		
Alignment: CE	Morale: 11		
Appearing: 2d6 (party) or 2d10 x 100 (lair)	Treasure: L: D(x5); OL: Q(x5)		
Frequency: Uncommon	Terrain: Any		
Str 12, Dex 10, Con 11, Int 7, Wis 9, Cha 8			
Special Qualities: Infravision (60 ft.)			

Gnolls are hyena-headed, bipedal monsters with dark gray, matted, and often-spotted fur. They have yellow manes.

Gnolls often belong to a large tribe lead by a 4HD gnoll. Large lairs have up to 10 stronger (3HD) guard gnolls. They can be seen wandering old castles, dungeons, and ruins, and only prowl above ground at night.

Gnolls speak their own language and there is a 50% chance any leader also speaks Common.

Combat: Gnolls wield weapons and prefer pole arms (like halberds) and axes, but also use ranged weapons such as short bows. They usually set up ambushes with ranged attackers honed to unleash a volley before the gnolls engage in melee. Gnolls that seem to be fighting in unison and with a purpose are usually commanded to do so by a stronger leader.

GOBLIN Hit Dice: 1 (1d8-1 hp) Exp: 15

AC: 10 Saves: Fort +5, Ref +5, Will +4

Attacks (1/1): Short sword +1 (1d4), javelin or spear +1 (1d4) or shortbow +1 (1d4)
Special Attacks: None

Size: S (4 ft. tall) Movement: 20 ft
Alignment: LE Morale: 10
Appearing: 4d6 (gang), 4d100 (tribe)
Treasure Rating: L: C
Frequency: Common Terrain: Any

Str 8, Dex 11, Con 9, Int 8, Wis 10, Cha 9
Special Qualities: Infravision (60 ft.), light sensitivity



Goblins form the base of the goblinoid ranks. These creatures often live in a hive-like society underground, but masses of goblins can lair in any dank, dark areas above ground, in places such as mountain holes, abandoned ruins, sewers, etc. They prefer to live and move about in large numbers.

Tribes often have goblin shamans (that take levels of cleric) and warriors that become fighters. Shamans serve as spiritual leaders, while the warriors serve as leaders in war. Tribes usually name the strongest goblin as king.

Goblins speak Goblin. Those with higher Intelligence scores may also speak Common.

Combat: Goblins fight in numbers and, frankly, find it difficult to survive in small squads. As a result, goblins prefer surrounding one or two common enemies rather than spread to affect a larger group. Once the numbers of a goblin squad dwindle, goblins often flee unless something more awful than death awaits those that retreat.

Light Sensitivity: Goblins are cave dwellers and, as such, can see in the dark up to 60 ft., but they cannot see in sunlight. In fact, any bright light shown in the face of a goblin causes the goblin to suffer a -1 on AC and all d20 rolls.

GOLEM, FLESH Hit Dice: 9 (9d8 hp) Exp: 2,000

AC: 11 Saves: Fort +9, Ref +9, Will --

Attacks (1/1): Slam (2d8)
Special Attacks: None

Size: L (8 to 10 ft. tall) Movement: 30 ft
Alignment: N Morale: Not applicable
Appearing: 1 Treasure: None
Frequency: Very rare Terrain: Any

Str 19, Dex 9, Con --, Int --, Wis 11, Cha --
Special Qualities: Construct, infravision, low light vision (60 ft.), spell immunity, weapon immunity



Flesh golems are suspected of being the very first golem, accidentally created by a powerful caster obsessed with re-animating the dead without the use of necromantic magic. They are large and tall, with hulking Strength. They are the remains of at least six bodies, all stitched together in frightening fashion. One body is required for the torso, another body is required for the brain and four additional bodies are used to compose the arms and legs. Flesh golems emit a smell that is unsurprising - that of fresh dirt and dead bodies.

All golems are animated in a certain way. Each requires a certain series of spells be cast on the raw material. Then, the caster binds an earth elemental to the form and, in the case of the flesh golem, also binds the spirit of the body used for the golem's brain. The flesh golem is created

only after the arcane spellcaster infuses the following spells into the flesh: wish, polymorph any object, geas/quest, protection from projectiles and permanency. The process of molding the body takes two months and the caster often employs skilled craftsman to assist.

Combat: Golems are mindless constructs that are magically bound to follow their master's commands. Thus, if they are forced to fight, they will charge ahead and pound any opponent it is required to destroy.

Construct: A construct is a mindless automaton. It is immune to anything requiring a mind or working physiology, such as poisons, disease, gases, mind-affecting charms and enchantments, hold spells, etc.

Spell Immunity: The flesh golem is immune to almost every spell. Fire and cold-based spells deal no damage but slow the golem for 2d6 rounds. This effect halves the golem's movement speed and allows it to take only one attack per round. Electricity-based spells actually heal the golem 1 hit point per die rolled for damage.

Weapon Immunity: The flesh golem is immune to piercing damage, suffers only half damage from slashing weapons and cannot be harmed at all by non-magical weapons, regardless of type. Therefore, the weapon must be magical bludgeoning weapon to deal full damage. Note that any electricity based weapon actually heals a certain amount of hit points after taking into account damage (see below).

GORGON Hit Dice: 8 (8d8 hp) Exp: 1400	
AC: 18	Saves: Fort +9, Ref +8, Will +7
Attacks (1/1): Gore (2d6)	
Special Attacks: Breath weapon	
Size: L (8 ft. tall)	Movement: 30 ft
Alignment: N	Morale: Not applicable (see below)
Appearing: 1d4	Treasure: L: E
Frequency: Rare	Terrain: Temp./tropic or subterranean
Str 19, Dex 10, Con 13, Int 9, Wis 10, Cha 10	
Special Qualities: Infravision (60 ft.), low light vision (60 ft.), scent (40 ft.)	

The fierce gorgon, with its thick metallic scales, looks like an armored bull. A typical gorgon stands 8 feet tall at the shoulder and weighs about 4,000 pounds. They have the ability to stand on their two hind quarters for any length of time, but these beasts are usually seen walking or running on all fours. Gorgons are incredibly aggressive and simply cannot be calmed. They attack on sight.

Gorgons do not speak. They only roar.

Combat: A gorgon will start combat with its breath weapon and, as a testament to its vicious nature, soon thereafter charge straight at its opponents to deliver a melee gore attack. As mentioned, this beast will continue to attack relentlessly until destroyed. It will never run away.

Breath Weapon: Once every 1d4 rounds, but no more than four times per day, the gorgon may breathe forth a cone of petrifying gas. The



cone is 5 ft. wide at its base, 20 ft. wide at its far end and 60 ft. long. All subjects in the cone must succeed on a Superior (TC 15) Fortitude save or be turned to stone permanently. (Note that the GM may allow some subjects to perform a Reflex check instead if they could sensibly avoid the entire cone.)

GRIFFON Hit Dice: 7 (7d8 hp) Exp: 650	
AC: 17	Saves: Fort +8, Ref +8, Will +6
Attacks (3/1): 2 claws +7 (1d4), bite +7 (2d8)	
Special Attacks: None	
Size: L (9 ft. long)	Movement: 30 ft, 80 ft fly
Alignment: N	Morale: 12
Appearing: 2d6	Treasure: L: C: OL: S
Frequency: Uncommon	Terrain: Temperate hills or mountains
Str 16, Dex 12, Con 12, Int 4, Wis 11, Cha 11	
Special Qualities: Low light vision (60 ft.), scent (40 ft.)	

Griffons are powerful, majestic creatures that appear as a hybrid of lion and eagle. They have the rear half of a lion and the front half of an eagle. Their head is that of a lion (without a mane) and a pair of broad, golden wings sprout from their back and span 25 feet or more. From nose to tail, an adult can measure 9 feet. From floor to shoulder, it can measure 5 feet. A griffon weighs about 500 pounds.

A griffon cannot speak, but it understands rudimentary Common.

Combat: Griffons have an unyielding taste for horses (and all horse-kind). They also hunt in groups of 2 – 12. Although infrequent, they can ambush a party of riders for their prey. Thus, griffons have earned a poor reputation as chaotic monsters. The reality is that griffons are fairly indifferent hunters. If encountered near their home, they become territorial, but they will not immediately lash out in combat; they will give someone a chance to leave before pouncing on them. In combat, they pounce upon their prey and begin clawing and biting.

In aerial battle, they are equally fierce and will attempt to tangle with its opponent in mid-air. Griffons fight until either they or their opponents are dead.

HAGS

Hags are witch-like monsters that closet away from civilization in solitary hovels or coveys of three. Although they appear as old, withered and decrepit women, this is a ruse; they are supernaturally strong and relish in the crushing and eating of smaller living creatures. At first glance, a hag seems to have long and skinny fingers. In fact, the hands of a hag are quite powerful claws with razor-sharp nails.

Hags that live alone have the powers listed in their individual entries only. Those that live in a sisterhood of three enjoy additional powers. A sisterhood of three hags (which can be composed of any type or combination of different types of hag), or covey as they say, has covey powers, which are ritual spells that can each be cast once per day outside of combat. These spells are: animate dead, bestow curse, control weather, dream, forcecage, mind blank, mirage arcana and veil. All three hags must perform the components of these spells and they take effect as if cast by a 9th-level mage.

Coveys are 80% likely to be guarded by ogres (1d8) and evil-aligned giants (1d4). If the hags feel it necessary, they will cast veil upon their guards to appear as non-hostiles. Under the spell veil, these guards will often serve as spies, with one guard being burdened with the job of carrying the covey's hag eye. The hag eye is a magical item that is formed by a special ritual that transforms a victim's eye into a gem through which the hags can scry. At first glance, the eye appears to be a gem worth 20 gp, but a true seeing spell (or similar means) reveals the true nature of the thing. Only one hag may scry through the hag eye at one time.

If the hag eye were to be destroyed, all three hags in the covey immediately suffer 24 points of damage and the hag who used the eye last (or who is currently scrying through the eye as it is being destroyed) is rendered blind for 24 hours. The covey must wait until the next full moon to perform the ritual and create another hag eye.

HAG, ANNIS Hit Dice: 7+7 (7d8+7 hp) Exp: 4000

AC: 20 Saves: Fort +8, Ref +8, Will +9

Attacks (3/1): 2 claws +7 (1d4+8), bite +7 (2d4+1)
Special Attacks: Grapple, spells

Size: L (8 ft. tall)	Movement: 40 ft
Alignment: CE	Morale: 15
Appearing: 1d3	Treasure: L: D
Frequency: Very rare	Terrain: Any land

Str 23, Dex 11, Con 15, Int 14, Wis 11, Cha 10
Special Qualities: Infravision (60 ft.), magic resistance 20%, steel skin

The largest of the hags, an annis stands 8 feet tall and weighs about 325 pounds. In their natural form, they have blue skin with glossy black teeth, nails and hair. An annis commonly uses its change self

ability to take the form of an exceptionally tall human, a fair giant, or an ogre, though. An annis hag lives for 500 years.

Annis hags speak their own language, common, giant and ogre.

Combat: An annis hag that has time to prepare for combat will often change her appearance to that of an exceptionally tall peasant or damsel in distress. Once her opponents draw near, she will cast fog cloud and, as soon as possible, lash out against one of her opponents with her powerful string of physical attacks. If she manages to grapple this target, she often then recedes from the fog cloud, all the while raking and gnawing at her catch.

Grapple: An annis that hits with both claw attacks and a bite attack in the same round (against the same target) automatically grapples that opponent with no roll needed. Once grappled, the annis hag automatically succeeds on all claw and bite attacks against her grappled victim; however, she does not add a damage bonus to these attacks. While grappling, the annis may also move 20 feet with her secondary action.

Spells: The annis hag can cast the spell *fog cloud* up to three times per day. She may also cast *change self* at will, however, she is limited to taking the form of an ogre, fair giant or exceptionally tall human only. She casts as an 8th-level wizard.

Steel Skin: The skin of an annis hag is hardened like skin. All damage rolls from non-bludgeoning weapons suffer a -1 penalty. Conversely, all bludgeoning weapons crack and shatter an annis hag's skin, so they receive a +1 damage bonus.

HAG, GREEN Hit Dice: 9 (9d8 hp) Exp: 4000

AC: 22 Saves: Fort +9, Ref +9, Will +11

Attacks (2/1): Claw +9 (1d4+6)
Special Attacks: Spells

Size: M (5-6 ft. tall)	Movement: 30 ft, 30 ft swim
Alignment: NE	Morale: 17
Appearing: 1d3	Treasure: L: F; OL: X
Frequency: Very rare	Terrain: Any land

Str 21, Dex 12, Con 14, Int 12, Wis 11, Cha 10
Special Qualities: Camouflage, infravision (60 ft.), magic resistance 35%

Green hags are found in desolate swamps and dark forests. As their name would suggest, green hags have sickly and pale green skin. Their hair ranges in color from near perfect black to olive green, and their eyes are dull orange or amber. While their skin appears withered and deathly, it is actually quite rough and hard like the bark of a tree. They have wicked claws at the ends of their fingers that they use to tear their victims apart. A typical green hag stands 6 ft. tall, weighs 200 pounds and lives for 1,000 years.

Green hags speak a dialect of the annis hag's language, as well as common, elven, dwarven, halfling, sylvan and gnome.

Combat: Green hags prefer to lure victims at night with their mimicry, often sounding as a hurt child or deer. They will often hide in a dark shadow and watch with their infravision until their victims get close. They will then lash out of the shadows and hope to gain surprise. They are simple combatants, though, relying almost exclusively on their powerful slam attacks to pulverize their prey.

Camouflage: Green hags have a +10 total modifier on stealth rolls to attempt to blend into its surroundings and surprise others.

Mimicry: A green hag can imitate the sounds of almost anything, including a child, damsel in distress, or even an animal. The only requirement is that the green hag have access to the source of the voice to be mimicked. Thus, they often mimic animals found near their lair or mimic the voice of a captive.

Spells: The green hag casts the following spells at will and as a 9th-level wizard: *audible glamor*, *dancing lights*, *invisibility*, *pass without trace*, *change self*, *tongues*, *water breathing*, and *weakness*.

Unnatural Strength: Like all hags, green hags are unusually strong. They have a +6 bonus to damage rolls.



HARPY Hit Dice: 7 (7d8 hp) Exp: 975

AC: 13 Saves: Fort +8, Ref +8, Will +6
 Attacks (3/1): 2 claws +7 (1d3), bite +7 (1d6) or by weapon
 Special Attacks: Enchanting song, mesmerizing touch

Size: M (6 ft. tall) Movement: 30 ft, 80 ft fly
 Alignment: CE Morale: 14
 Appearing: 3d4 Treasure: OL: R
 Frequency: Rare Terrain: Any temp./tropic land

Str 10, Dex 13, Con 10, Int 7, Wis 10, Cha 10
 Special Qualities: Infravision (60 ft.), low light vision (60 ft.), scent (40 ft.)

Harpies are horrid winged creatures that have the body and wings of a vulture and the torso and head of a human female. They rarely live alone and prefer to belong to a coven of 3 to 12 harpies. When not singing their enchanting song, they communicate with their own language, a series of high-pitched cackles. They generally do not speak other languages.

They are terribly evil and will attack to destroy anything.

Combat: Harpies rarely fight evenly. They prefer to draw a party close with their enchanting song. Any victims of the song are usually touched immediately and then later toyed with and destroyed. If pressed to fight, they employ a claw, claw, bite sequence, unless they have a melee or ranged weapon instead. Harpies will attempt to flee if brought to below 10 hit points.

Enchanting Song: The song of a harpy is a mind-affecting charm that affects any creature within 60 feet, unless they previously protected themselves against this attack (by stuffing wax in their ears, etc.) before

hearing the song's first note. On a failed Superior (TC 15) Will saving throw, the subject moves quickly to the harpy and views her as a divine beauty. The charm lasts as long as the harpy continues to sing, which is a secondary action that can be performed during combat. If struck and harmed by the harpy, a mesmerized subject will immediately snap out of the enchantment.

Mesmerizing Touch: If a harpy touches a charmed subject, the subject enters a trance-like state for 24 hours. This is also a mind-affecting charm. Once entranced, the victim cannot defend itself and no attacks made by the harpy will break the enchantment; however, the victim can be shaken out of the charm if someone spends a full-round action to do so. Once awareness is regained, the subject is no longer under the effects of either the enchanting song or the mesmerizing touch.

HELLHOUND Hit Dice: 4 (4d8 hp) Exp: 420

AC: 16 Saves: Fort +7, Ref +6, Will +5
 Attacks (1/1): Bite +4 (1d10 plus 1d6 fire)
 Special Attacks: Breath weapon, fiery bite

Size: M (3 ft tall, 4 ft long) Movement: 40 ft
 Alignment: LE Morale: 13
 Appearing: 2d4 Treasure: L: C
 Frequency: Very rare Terrain: Any land

Str 19, Dex 10, Con 13, Int 7, Wis 10, Cha 10
 Special Qualities: Immune to fire, infravision (60 ft.), low light vision (60 ft.), scent (40 ft.), stealth

Hell hounds hail from the infernal planes and are often found on the Material Plane as a result of being summoned forth to serve some nefarious master. Unless a hell hound escaped into the wild, it will always be following the commands of its master.

In appearance, a hell hound resembles a large hound with rust or red-brown colored fur. Its teeth and tongue are coated in a black soot and it has glowing red eyes. A typical hell hound stands 3 to 4 feet tall at its shoulders and weighs 120 pounds.

Hell hounds do not speak but they understand Infernal.

Combat: Hell hounds corral and attack their prey as a concerted pack. A favorite pack tactic is for one hell hound to leap out at one opponent and then flee toward a position where other hell hounds wait to ambush. In an ambush, all hell hounds start with a breath weapon to harm multiple opponents. Then, they close to bite.

Breath Weapon: Once every 2d4 rounds a hellhound may breath a 10-foot cone of fire that deals 2d6 points of damage to all in its path. A Superior (TC 15) Reflex save halves this damage.

Fiery Bite: A hell hound bite deals an extra 1d6 points of fire damage. On a natural 20 roll on a bite attack, the hellhound actually deals 2d6 points of additional fire damage.

Stealth: Hell hounds are efficient hunters. They have a +14 total modifier on stealth checks to stay hidden or to move silently.

HIPPOGRIFF Hit Dice: 3 (3d8+3 hp) Exp: 175

AC: 15 Saves: Fort +6, Ref +6, Will +4

Attacks (3/1): 2 claws +3 (1d6), bite +3 (1d10)
Special Attacks: None

Size: L (10 ft. tall) Movement: 50 ft, 100 ft fly
Alignment: N Morale: 10
Appearing: 1, 2 or 2d8+1 Treasure: L: E(x4)
Frequency: Rare Terrain: Any non-arctic land

Str 16, Dex 13, Con 13, Int 2, Wis 12, Cha 11
Special Qualities: Infravision (60 ft.), scent (40 ft.)

Hippogriffs are the magical crossbreed of eagles and horses. They are majestic creatures that measure 10 feet tall at their shoulders and have feathered wings that span up to 25 feet. They have the head, mane and front claws of an eagle. The rest of its body is horse-like.

Hippogriffs are omnivorous – they eat anything. In the absence of other food sources, they will attack living creatures.

Hippogriffs are highly territorial and attack if their home is threatened. They are not inherently aggressive though; so many hippogriffs are tamed and turned into flying steeds. This requires an Exceptional (TC 20) check by a skilled animal handler. Hippogriff steeds are sold for 3,000 to 5,000 gold pieces.

Combat: If pressed, a hippogriff will use a claw/claw/bite progression. They are very good flyers, so a hippogriff will usually fly around its prey pausing only to attack. These attacks are often performed from an elevated position, granting an additional +1 attack bonus.

HOBGOBLIN Hit Dice: 1 (1d8+1 hp) Exp: 35

AC: 12 (leather) Saves: Fort +5, Ref +5, Will +4

Attacks: 1/1; longsword +1 (1d8), mace +1 (1d4+1), javelin +1 (1d4+1), or shortbow +1 (1d6)
Special Attacks: None

Size: M (6 ft. tall) Movement: 30 ft
Alignment: LE Morale: 12
Appearing: 2d10 (gang), 3d100 (tribe)
Treasure Rating: L: D(x5) or J; OL: M or Q
Frequency: Uncommon Terrain: Any non-arctic

Str 11, Dex 11, Con 10, Int 10, Wis 10, Cha 9
Special Qualities: Infravision (60 ft.)



Hobgoblins are sturdier and larger than goblins. They range in color from burnt orange to black, and have blue or red noses. The eyes of a hobgoblin are red and their teeth are yellow. They tend well to their weapons and armor, often preferring to display their gear with brightly colored tassels and straps.

Hobgoblins speak Goblin, Common, Hobgoblin, and Orc.

Combat: Hobgoblins fight strategically, utilizing advantageous doubling up, terrain, and movement. They often have ranged attackers positioned in well-covered places while a wave of melee combatants attack. Hobgoblins will often flee to regroup when the combat advantage swings toward their opponent. Unlike goblins, they are unaffected by light.

HOMUNCULUS Hit Dice: 2 (2d8 hp) Exp: 270

AC: 14 Saves: Fort +6, Ref +6, Will +4

Attacks: 1/1; bite +2 (1d3 plus poison)
Special Attacks: Poisonous bite

Size: T (14 to 18 in. tall)	Movement: 20 ft, 50 ft fly
Alignment: Per master	Morale: 14
Appearing: 1	Treasure: None
Frequency: Very rare	Terrain: Any

Str 8, Dex 12, Con --, Int **, Wis **, Cha 10
Special Qualities: Infravision (60 ft.), low-light vision (60 ft.)

Homunculi (pl.) are magical constructs created with the sole purpose to assist a spell caster. Homunculi are magical constructs, but they possess the alignment of their master, as well as Intelligence and Wisdom scores equal to their master's minus 4. They can understand and follow multiple, complex instructions and never tire. As a result, they are the perfect magical automatons.

The look similarly to an imp, with bat-like wings, scaly skin and snout-like mouths, but a homunculus will sharply resemble its master and so too will its mannerism.

The vile process of creating a homunculus consists of several ingredients, including different types of the caster's bodily fluids and flesh, as well as additional components costing 1,000 gp. The ingredients must fester for 1d4 weeks before a mending spell must be cast upon them. This coagulates the goo into form. A mirror image spell is then cast on the form, which links the master with the creation. Arcane eye is last to be cast upon the form, granting the homunculus sight and forging a sensory bond. The special ingredient, however, is a strand of hair from the model creature. Once the magic is infused, a 1-foot tall fleshy replica of that creature appears, although the actual body contours and features are extremely muted. Homunculi serve only their creators and so no homunculi market exists.

Combat: Homunculi fly up and around combatants, swooping down to bite and incapacitate a target. Homunculi know when to flee and will always retreat with its master. If one is destroyed, its master suffers 2d10 points of damage. If its master dies, the homunculus will melt instantly into a small puddle of reddish gel.

Poisonous Bite: The homunculus' bite injects a Type II poison. A bite victim must succeed on an Average (TC 10) Fortitude check or suddenly fall asleep for 5d6 minutes.

HYDRA

Hit Dice: 5 - 12 (1 HD per head; 1d8 per head in total hp)
Exp: 400 per head

AC: 15 Saves: Fort +7, Ref +7, Will +5

Attacks: 1/1 per head; bite +1 per head (1d8)
Special Attacks: None

Size: G (30 ft. long)	Movement: 20 ft land or water
Alignment: N	Morale: 10
Appearing: 1	Treasure: None
Frequency: Uncommon	Terrain: Swamp/subterranean

Str 13, Dex 11, Con 14, Int 5, Wis 11, Cha 10
Special Qualities: Infravision (60 ft.), low-light vision (60 ft.), scent (20 ft.)

Hydras are gigantic reptilian creatures that have between five and twelve heads connected to a well protected body. Each head rests atop an elongated dragon-like neck. In fact, hydras appear very similarly to dragons, except hydras have no wings and they have multiple heads.

Combat: Each head has 8 hit points. When the hydra accrues 8 hit points of damage, one of its heads is severed. At that point, the wound quickly closes to stop further blood loss. Each head must be severed before the hydra is destroyed. Attacks to the body generally do not harm the hydra, unless a single attack deals hit point damage equal to the hydra's total remaining hit points. For example, if the hydra has 24 hit points remaining, all attacks to the body that deal 1 to 23 hit points of damage do not affect the monster; an attack that deals 24 hit points of damage will instantly slay the beast, though.

The hydra can bring to bear no more than 4 heads on one target per round. Other targets must be attacked if more than 4 heads are thrashing.

Each head can reach up to 10 feet from any portion of the front half of the hydra.

IMP Hit Dice: 2 (2d8+2 hp) Exp: 1,400

AC: 18 Saves: Fort +4, Ref +5, Will +7

Attacks (1/1): Stinger +2 (1d4 plus poison)
Special Attacks: Poisonous sting, spells

Size: T (24 to 36 in. tall)	Movement: 20 ft, 50 ft fly
Alignment: LE	Morale: 10
Appearing: 1	Treasure: OL: O
Frequency: Very rare	Terrain: Any

Str 10, Dex 13, Con 10, Int 15, Wis 11, Cha 13
Special Qualities: animal shape (polymorph), familiar, immunities, infravision (60 ft.), magic resistance 25%, regeneration

Imps often serve as familiars to powerful spell casters, demons, and other malevolent creatures. Imps not in such service prefer the wandering life, traveling the Material Plane in search of opportunities to further whatever nefarious goal they harbor.

Imps are born on the Infinite Lower Planes, though a few powerful people and creatures have found the secret to creating these creatures on other planes. Only an imp spawned outside of the Infinite Lower Planes has a chance to be anything other than evil.

Imps appear as a very small, hairless humanoid with enlarged ears, noses, lips, eyes, and chins. They stand about 2 feet, 6 inches, have small leathery wings, two small fangs, and a tail ending in a wicked stinger. Although these parameters seem to suggest a rather homogenous look, no two imps look identically alike.

Imps speak Common and Infernal. Some also speak Elven, Goblin, and Dwarven.

Combat: Imps despise standard toe-to-toe combat. If an imp's master requires the imp to engage in melee, the imp may acquiesce but it prefers to gain the upper hand by more cunning means. Imps prefer to learn about potential enemies and use invisibility and polymorph to get close and gather information. They often cast detect magic in an area while invisible to gauge the gear of an enemy. When actually in combat, imps employ a staggered strategy every other round of invisibility and attacks with their vicious stinger. This allows them to move about invisible before attacking. The staggered rounds help them to position for a strike, wait to strike at the beginning of their next turn and then fly away to cast invisibility again next round.

Animal Shape (Polymorph): An imp can assume an animal form whenever desired. Each imp can assume one or two forms from the following list: goat, giant spider, raven, or rat.

Familiar: Imps will respond when a summon familiar spell is cast by someone they feel is worthy to receive their companionship. At that point, an imp begins to assume the role of "familiar", but in reality, the imp is slowly taking control over its master. The telepathic and empathic link that is formed allows the imp to covertly cast suggestion when necessary, but it also allows the imp to share its spells and other powers with the master (including its 25% magic resistance and regeneration). This link dissipates beyond 1 mile and the imp becomes so attuned to the master after a short while that if the link is lost the master temporarily loses 1 level based on his reliance on the imp's sensory inputs. If a master's imp is slain, the master actually loses 4 levels until he gains another imp familiar.

Immunities: Imps are immune to cold, electricity, and fire. They are also immune to any weapon that is neither magical nor silvered.

Magic Resistance: Imps enjoy 25% magic resistance.



Poisonous Sting: An successful sting by an imp injects a Type IV poison into the victim who must make a Superior (TC 15) Fortitude save. Failure instantly slays the victim.

Regeneration: Imps regenerate 1 hit point per round.

Spells: An imp may cast the following spells whenever desired — *detect good*, *detect magic* and *invisibility*. An imp may cast *suggestion* once per day.

KOBOLD Hit Dice: 1/2 (1d4 hp) Exp: 7

AC: 13

Saves: Fort +4, Ref +4, Will +3

Attacks: (1/1): Claw +0 (1 hp) or by weapon (small damage)
Special Attacks: None

Size: S (3 ft. tall)

Movement: 30 ft

Alignment: LE

Morale: 9

Appearing: 5d4 (party), 4d10 x 10 (tribe)

Treasure: L; J; OL: O

Frequency: Uncommon

Terrain: Any land

Str 8, Dex 11, Con 9, Int 9, Wis 10, Cha 10

Special Qualities: Infravision (60 ft.), vulnerability to sunlight



Kobolds are short, scaly humanoids with beady red eyes, short horns, and a tail. They are sometimes referred to as "dogs". This is a fitting reference since they have a pronounced jaw bone and ears that resemble a dog's, they emit an odor of wet dog, and their own language sounds strangely like yapping hounds. Their scales range in color from dark red to black.

Kobolds usually belong to a larger tribe from an underground or deep forest location. Kobolds are often encountered wandering in parties of up to 20. These parties are charged with hunting and scavenging. Tribes usually have a chieftain (3 HD, AC 16) and several strong bodyguards (1 HD, AC 14). Some tribes have 1st level mages and clerics (called shaman).

They speak their own language and most speak Goblin and/or Orc, as well.

Combat: Kobolds encountered in the wilderness prefer to use ranged weapons, such as spears and javelins, before engaging in melee combat. Kobolds encountered in their lair are heavily fortified with multiple traps and hiding places. They will hide in nooks and crannies, waiting with oil and flame and will usually set up an ambush point located in a place beyond many traps.

They despise gnomes and are wary of casters, so will fight accordingly.

Vulnerability to Sunlight: Kobolds suffer a -1 penalty on all d20 rolls if affected by light as bright as the sun.

LIZARDFOLK		Hit Dice: 2 (2d8+1 hp)	Exp: 65
AC: 15	Saves: Fort +6, Ref +6, Will +4		
Attacks: (3/1): Claw +2 (1d2), claw +2 (1d2), bite +2 (1d6) or 1/1 with club (1d6) or javeline (1d6)			
Special Attacks: None			

Size: M (6 to 7 ft. tall)	Movement: 30 ft
Alignment: N or NE	Morale: 14
Appearing: 4d4 (hunting party), 10d6 (tribe)	
Treasure: L: D	
Frequency: Rare	Terrain: Any swamp

Str 11, Dex 10, Con 11, Int 8, Wis 10, Cha 10
Special Qualities: Amphibious, low-light vision (60 ft.)



Lizardfolk appear as bipedal lizards covered with thick scales ranging in color from green to brown. Their heads are not as prolonged as an average lizard, but their mouths are still wide and filled with short, jagged teeth. Each has a tail it uses for balance and support.

Lizardfolk live in large, tribal societies in the deep wet jungles of the realms. They normally convert an old, abandoned village or town. Every lizardfolk society has a central shrine or temple in which they revere their deity, Isis, an aspect of a more prominent nature god, regardless of alignment.

Lizardfolk speak Draconic and those with higher Intelligence scores also speak Common.

Combat: Lizardfolk fight much like most humanoids in tribal societies. They use their surroundings to trap, surround, and attack their foes, while always having a leg toward a speedy retreat. They fight in numbers, often utilizing a barrage of ranged weaponry like shortbows and blowguns. They are not very intelligent, so collaborative attacks are often disjointed and a bit misplayed. Most lizardfolk know how to work with Type I (Basic TC 5) poisons and use them on their weapons. Any lizardfolk with spell casting levels usually takes an offensive stance in combat.

MANTICORE		Hit Dice: 6 (6d8+3 hp)	Exp: 975
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AC: 16	Saves: Fort +8, Ref +7, Will +6		
Attacks: (3/1): Claw +6 (1d3+2), claw +6 (1d3+2), bite +6 (1d8)			
Special Attacks: Tail spikes			

Size: L (6 ft. tall, 15 ft. long)	Movement: 30 ft land, 50 ft fly
Alignment: LE	Morale: 14
Appearing: 1d4	Treasure: L: E
Frequency: Uncommon	Terrain: Any

Str 17, Dex 12, Con 14, Int 6, Wis 11, Cha 10
Special Qualities: Low-light vision (60 ft.)

Manticores have the body of a lion, the head of a bearded human male, the wings of a giant bat and a vicious barbed tail suitable for a wicked demon. They are despicably evil and territorial monsters that relish in the torment of others.

Manticores usually nest with family. The mother and father often engage in hunting forays for their favorite food - humans. They will always drag their prey back to the nest and horde their victims' treasures.

Combat: Manticores will begin combat with a volley of their tail spikes. They will often fly while fighting, but are limited to a tail spike attack or two claw attacks in one round.

Tail Spike: The barbed tail of a manticore is covered in long spikes that the creature can release with a whip of its tail. Each spike is 6 inches long and the creature can whip a spike up to Medium range. Each volley is one primary action and releases 1d6 spikes toward one target. The manticore can only perform four tail spike attacks each day.

and it takes one full round for the spikes to regrow before the mantle-core is able to release another volley.

MEDUSA Hit Dice: 6 (6d8 hp) Exp: 2,000

AC: 15 Saves: Fort +8, Ref +7, Will +6

Attacks: (1/1): Snake strand +6 (1d4 plus poison) or shortbow (1d6)
Special Attacks: Petrifying gaze, poisonous snake bites

Size: M (5 to 6 ft tall)	Movement: 30 ft
Alignment: LE	Morale: 14
Appearing: 1d4	Treasure: L: J(x10); OL:P, Q, X or Y
Frequency: Rare	Terrain: Any
Str 10, Dex 12, Con 10, Int 12, Wis 11, Cha 12	
Special Qualities: Infravision (60 ft.)	

The medusa is a hateful and cunning creature. She has an alluring figure that, from a distance beyond 30 feet, appears as the perfect female form. Within 30 feet, her glowing red eyes are visible. Within 20 feet, the strands of her flowing hair reveal themselves as hissing and undulating snakes.

Medusae lure male victims close by shielding their head in shadow or garb. Once close, they reveal themselves. Medusae relish in collecting petrified victims and later smashing their stone bits into dust. They are truly despicable creatures.

Medusae have their own language. They also speak Common.

Combat: As mentioned, medusae rarely venture into the open to engage in combat. They prefer to lure a group of men close so that they have the best chance of turning the most opponents into stone. If pressed to martial combat, they will usually employ a ranged weapon, but will command her poisonous snake strands to attack melee opponents when the fight draws near. Opponents must actively attempt to avert their eyes to fight the medusa (which grants the medusa 90% concealment versus these opponents, a condition that imposes a -4 penalty on the opponents' attack rolls), and the medusa will move to attack with her snake strands.

Petrifying Gaze: All those within 30 feet that look at a medusa when she shows her face must succeed on a Exceptional (TC 20) Fortitude save or be permanently turned to stone. Only those that avert their eyes before she reveals her face are unaffected.

The medusa can look into the Astral and Ethereal Planes and her petrifying gaze is equally effective on creatures looking at her on the Material Plane.

Poisonous Snake Bites: A successful attack made by the medusa's snake strands deals 1d4 points of damage and injects a lethal Type IV poison. Those bitten must succeed on a Superior (TC 15) Fortitude save or die instantly.

MIMIC Hit Dice: 7 (7d8 hp) Exp: 975

AC: 13 Saves: Fort +8, Ref +8, Will +6

Attacks: (1/1): Slam +7 (3d4 plus glue)
Special Attacks: Glue, grapple, swallow

Size: L (150 cubic ft)	Movement: 10 ft
Alignment: N	Morale: 15
Appearing: 1	Treasure: None
Frequency: Rare	Terrain: Subterranean
Str 17, Dex 11, Con 13, Int 10, Wis 10, Cha 10	
Special Qualities: Immunity to acid, infravision (60 ft.), shapechange, surprise	

In their natural form, mimics are square-shaped masses. They have a hardened outer shell that is the color of light granite. This outer shell protects its soft core, which houses its soft organs and its digestive acid.

Mimics are never encountered in their natural form. They can alter their form to appear as anything, provided the new form encompasses 150 cubic feet, thus mimics often take the form of a large chest or door. They are voracious eaters and will lure in potential prey before lashing out.

Mimics are wizardborn creatures and can speak one language that is programmed by the creator.

Combat: Mimics never outwardly reveal itself to attack. They wait for someone to approach unaware. If this should occur, they quickly lash out with their slam attack and, if successful, they pull the victim into their mouth with their non-action grapple attack.

Glue: The mimic can secrete a glue from its body in any form. This glue holds fast a victim struck by its slam attack or a victim that hap-hazardly stumbles into the creature. An Average (TC 10) Strength check is required to break free.

Grapple: If the mimic succeeds on a slam attack, it receives a non-action grapple attack (CAM roll versus opponent's Strength check). If it succeeds, the victim is dragged toward the mimic's mouth. If it fails to overcome the target, the subject is instead free from the mimic's glue.

Surprise: Mimic's gain surprise on a nearby opponent unless that opponent succeeds on an Exceptional (TC 20) Wisdom check in the surprise round. Mimics do not roll.

Shapechange: The mimic can perfectly take on the shape and hue of any inanimate object having a total mass of 150 cubic feet. An Exceptional (TC 20) Wisdom check is required to spot the ruse, but only if the on-looker is actively attempting to notice something. The mimic can also shapechange into a living creature, however, the mimic's slow movement speed makes it much easier for an on-looker to notice the disguise, requiring an Average (TC 10) Wisdom check.

Swallow: The mimic's mouth can expand to fit a Medium-sized creature, so all creatures Medium or smaller that suffer the mimic's grapple

attack are automatically swallowed. The swallow attack is a non-action performed immediately after a successful grapple attack. Inside, the victim suffers 2d4 points of acid damage each round, until freed, which only results from the destruction of the mimic.

MINOTAUR Hit Dice: 6 (6d8+3 hp) Exp: 1,400

AC: 14 Saves: Fort +8, Ref +7, Will +6

Attacks: (2/1): Greataxe, maul, or flail +6 (2d6+3), horn +6 (2d4+3), bite (1d4+3)

Special Attacks: Charge

Size: L (7 to 8 ft. tall)	Movement: 30 ft
Alignment: CE	Morale: 16
Appearing: 1d8	Treasure: L: C
Frequency: Rare	Terrain: Subterranean

Str 18, Dex 10, Con 15, Int 6, Wis 12, Cha 10
 Special Qualities: Heightened senses, infravision (60 ft.), low-light vision (60 ft.)

Minotaurs are tall, strong representations of a human and ox hybrid. These bipedal behemoths stand on thick cloven feet, have coarse hair covering their body, and have a set of fiercely sharp and curved horns. Their natural underground direction sense seems to draw most minotaurs to underground lairs that remain hidden in labyrinthine passages.

Minotaurs speak Giant.

Combat: Minotaurs deliver in battle exactly what one would expect from a human/ox hybrid - blunt force trauma. Most wield an oversized, huge maul (called a Minos bar) to devastating ends. They rarely flee, and face death with courage.

Charge: A minotaur can travel up to twice its movement speed and gore a target with its horns as a full round action. If successful, the charge deals 2d8+6 points of damage.

Heightened Senses: Minotaurs have sharpened senses that allow them to track with scent and receive an additional +2 bonus on any check to avoid being surprised or flat-footed. Minotaurs have an uncanny direction sense, which immunizes them from *maze*.

MUMMY Hit Dice: 6 (6d8+3 hp) Exp: 3,000

AC: 17 Saves: Fort +8, Ref +7, Will +6

Attacks: (1/1): Slam +6 (1d12+5)
 Special Attacks: Fear, rotting touch

Size: M (5 to 7 ft. tall)	Movement: 30 ft
Alignment: LE	Morale: 15
Appearing: 1d8	Treasure: L: D; OL: P
Frequency: Rare	Terrain: Subterranean

Str 20, Dex 11, Con --, Int 7, Wis 11, Cha 10
 Special Qualities: Immunities, infravision (60 ft.), undead traits, vulnerabilities, weapon resistance

Mummies are embalmed corpses usually found wrapped in tattered linen strips. A mummy generally stands as tall as it did in life, and retains some semblance of its former shape. In undeath, they all enjoy a profoundly powerful slam regardless of size or former Strength.

Mummies can speak at least one language it knew in life.

Combat: Mummies hate all living things and will attack on sight. They employ their slam attack liberally, and attempt, at least once per encounter, to inflict its disease on at least one living creature. Creatures that die from a mummy's slam attack immediately rot to dust and can never be raised unless the ashes are first cured of the disease.

Fear: The mere sight of a mummy is enough to shake a person to his core. An Exceptional (TC 20) Will saving throw is required and a failed save results in paralyzing fear for 1d4 rounds. A +1 bonus to this save can be conferred if the subject is a member of a group attacking the mummy together.

Immunities: Mummies are immune to cold and any sleep-based, charm-based, or hold spells.

Rotting Touch: A mummy's touch spreads a disease that rots the victim, draining 2 points of Charisma each month, for six months. The subject dies upon reaching 0 Charisma, but will die after the sixth month, regardless. A subject dying of this rot rises as a mummy, unless completely burned beforehand.

Undead Traits: As an undead creature, the mummy is immune to all effects relying on a working physiology, such as poison or disease. Undead creatures are harmed by cure wounds spells and healed by inflict wounds spells.

Vulnerability to Fire and Holy Water: The touch of normal fire deals 1d3 points of damage and any flaming weapons or magical fire effects deal an additional +1 hp per die. Alchemist's fire or other fire-based grenade weapons deal 1d8 points of damage and double that each round if the mummy catches fire. Holy water splashed or thrown at a mummy deals 2d4 points of damage.

Weapon Resistance: Only magical weapons deal damage to a mummy, and still only deal half-damage (rounded down).

NAGA, DARK Hit Dice: 9 (9d8 hp) Exp: 4,000

AC: 17 Saves: Fort +9, Ref +9, Will +11

Attacks: (2/1): Bite +9 (1d4) and stinger +9 (2d4 plus poison), or bite +9 (1d4) and spell

Special Attacks: Expeditious spells, poisonous

Size: L (12 ft. long)	Movement: 40 ft
Alignment: LE	Morale: 15
Appearing: Solitary or pair	Treasure: OL: S,T or W
Frequency: Very rare	Terrain: Any non-arctic

Str 12, Dex 12, Con 11, Int 16, Wis 11, Cha 12
 Special Qualities: Detect thoughts, infravision (60 ft.), immunity to acid and poison, shielded mind



The dark naga is a magical creature that has the face of an attractive human and the body of a Large snake but with less pronounced scales. Its tail ends in a long sharp stinger. Dark nagas are either deep purple, midnight blue or black in color.

They are evil creatures and often ally themselves with a powerful being or spell caster that seeks to advance a similarly nefarious scheme. When not so aligned, dark nagas often recede to a secret tower or underground keep where they conduct extensive experiments in spell-craft.

Dark nagas prefer to speak Draconic and Common, but any individual dark naga may know up to three additional languages.

Combat: Dark nagas are smart. They believe in their ability to save against magic so they tend to focus on quickly destroying powerful martial opponents first. This is easiest to achieve by using a few stinger

attacks at one or two mighty foes. They always attack twice and they will take advantage of their unique expeditious spells ability to attack with both a bite and a spell in the same round.

Detect Thoughts: Dark nagas can use the arcane spell *detect thoughts* at will and as a non-action.

Expeditious Spells: Dark nagas learn and cast a number of arcane spells equal to that of a 6th-level wizard and receive bonus spells based on their Intelligence. A dark naga with a 16 Intelligence may prepare and cast seven 1st-level, four 2nd-level and two 3rd-level spells (7/4/2) per day.

Dark nagas remove all unnecessary incantations and tailor the spell casting to a minimal. As a result, they cast spells in a way that resembles the activation of a spell-like ability. This allows them to attack and cast a spell in the same round, however they are limited to only a bite attack in the same round they cast.

Poisonous Tail Sting: Victims struck by the dark naga's tail stinger must succeed on a Superior (TC 15) Fortitude save or fall unconscious at the beginning of the next round. This poison is a Type II poison and its effects last for 1 hour. Only an antitoxin or magical neutralization can awaken the victim.

Shielded Mind: Dark nagas are immune to *detect thoughts*.

NAGA, SPIRIT Hit Dice: 9 Exp: 5,000

AC: 16 Saves: Fort +9, Ref +9, Will +11

Attacks: (1/1): Bite +9 (1d4 plus poison)
 Special Attacks: Charming gaze, poisonous bite, spells

Size: H (15 ft. long)	Movement: 40 ft
Alignment: CE	Morale: 14
Appearing: 1d3	Treasure: OL: X
Frequency: Very rare	Terrain: Swamp, subterranean

Str 13, Dex 11, Con 12, Int 13, Wis 10, Cha 10
 Special Qualities: Infravision (60 ft.)

The spirit naga is a corrupt creature with the body of a Huge snake and the head of a misshapen human female. Its body is covered in black scales with blood-red bands that stripe it from head to tail. Their fang-filled mouths drip venom constantly and they stink of rotten flesh. Spirit nagas tend to dwell in ancient ruins and lightless subterranean caverns.

Spirit nagas speak Draconic and Common.

Combat: Spirit nagas meet their foes boldly so as to use their gaze attacks to best effect. Those who manage to avoid the beguiling gaze of the naga are attacked at range with spells. The naga will use its venomous bite attack against any creatures that come into melee range.

Charming Gaze: Anyone who meets the spirit naga's gaze must make an Exceptional (TC 20) Will save or become charmed per the *charm person*.

Poison: The bite of a spirit naga injects a deadly Type IV poison. Anyone bitten must succeed on a Superior (TC 15) Fortitude save or die instantly.

Spells: Spirit nagas cast spells as a 5th-level caster and receive the following spells per day: 3/2/1. These spells may be drawn from either the arcane or divine lists.

NIGHTMARE Hit Dice: 6+6 (6d8+6 hp) Exp: 2000

AC: 24 Saves: Fort +8, Ref +7, Will +6

Attacks: (3/1): 2 hooves +6 (1d6+4) and bite +6 (2d4)
 Special Attacks: Flaming hooves, smoke

Size: L (6 ft. at shoulder)	Movement: 40 ft, 90 ft fly
Alignment: NE	Morale: 14
Appearing: 1	Treasure: None
Frequency: Very rare	Terrain: Extraplannar

Str 19, Dex 12, Con 15, Int 12, Wis 13, Cha 12
 Special Qualities: Infravision (60 ft.), planar travel

Nightmares are evil steeds from the Lower Planes that are often called to serve as mounts for powerful evil beings. While they resemble large war horses, they are unmistakably otherworldly, having glowing red eyes, flaming nostrils, powerful fangs, a pitch black coat, a mane of shadow and hooves wreathed in flame.

Nightmares do not speak, but understand Common and Infernal

Combat: Nightmares are vicious opponents, attacking with both fangs and flaming hooves. Additionally, they are surrounded with a cloud of noxious smoke. A nightmare can fight while carrying a rider, but the rider cannot also fight unless he or she succeeds on an Average (TC 10) Ride check. The Ride check pertains to either the land-based or aerial proficiency based on whether the nightmare is flying at the time of the attack.

Flaming Hooves: A blow from a nightmare's hooves sets combustible materials alight. Flammable objects hit by a nightmare's hoof attack must succeed on a save or catch on fire. Generally, any substance that easily catches aflame (cloth, paper, plant-life, etc.) must succeed on a Superior (TC 15) save, while metal or other substances more resistant to flame are required to succeed on a Basic (TC 5) save.

Planar Travel: The nightmare can enter and travel through the astral and ethereal planes at will, taking a rider with it if it wishes.

Smoke: During battle, a nightmare snorts and neighs with rage. This snorting creates a cloud around the beast of a hot, sulfurous smoke that chokes and blinds opponents. Anyone within 10 feet of the nightmare suffers a -2 penalty on all attack and damage rolls until 1d6 rounds after leaving the cloud.

OCTOPUS, GIANT Hit Dice: 8 (8d8 hp) Exp: 2,000

AC: 13 Saves: Fort +9, Ref +8, Will +7

Attacks: (6/1): 6 tentacles +8 (1d4 plus grapple)
 Special Attacks: Attach, grapple, ink cloud

Size: L (12 ft. long body)	Movement: 30 ft swim, 20 ft land
Alignment: N	Morale: 13
Appearing: Solitary or pair	Treasure: OL: R
Frequency: Rare	Terrain: Aquatic (salt water)

Str 20, Dex 11, Con 18, Int 1, Wis 11, Cha 10
 Special Qualities: Camouflage, low-light vision (60 ft.)

The giant octopus has haunted seafarers for centuries. The annals of shipping history account for many lost ships and "stolen" deck hands. In many of these tragedies, a giant octopus is to blame. These wicked creatures live to strip large vessels of their needed help, to torment swimmers and to swallow small ships whole.

A giant octopus has a 12-ft. long and 6-ft. wide body. Each of its eight tentacles can reach 15 ft.

Combat: A giant octopus will camouflage itself to appear like the surrounding water conditions. This allows them a vantage onto a ship to attack. It will attach itself with two of its eight tentacles and begin to attack with its remaining six tentacles. If more than four of its tentacles are severed, or the beast is brought to below 10 hit points, it will flee into the water, where it will use its ink cloud to ensure a safe retreat.

Attach: As a full-round action, the giant octopus can stealthily attach to a structure, such as a boat, with two of its six tentacles. Thereafter, it requires no actions to maintain the attachment.

Camouflage: The pigmentation on the giant octopus can almost perfectly reflect its surrounding. Someone passively or actively looking in the direction of a camouflaged giant octopus can notice it only on an Exceptional (TC 20) Wisdom check.

Grapple: Any successful tentacle slap requires an immediate Average (TC 10) Strength check or the victim of the slap becomes grappled by the tentacle and its powerful suction cups. The grapple can be maintained by the octopus as a non-action each round and it deals 1d4 points of damage to the grappled victim. The victim must then succeed on an Exceptional (TC 20) Strength check to break free thereafter. In any round in which a victim is grappled, the victim cannot attack or cast spells.

Ink Cloud: If the rear of its body is underwater, the giant octopus can excrete a cloud of ink that grows in 1 round to a 100-ft. radius and completely obscures vision. It provides the octopus 100% concealment. Only one ink cloud can be secreted per hour.

OGRE Hit Dice: 4 (4d8+1 hp) Exp: 270

AC: 15 Saves: Fort +7, Ref +6, Will +5

Attacks: (1/1): Slam +4 (1d10+3) or greatclub +4 (1d10+3)
Special Attacks: None

Size: L (9 ft. tall) Movement: 40 ft
Alignment: CE Morale: 11
Appearing: 2d10-1 Treasure: L: B; OL: M
Frequency: Common Terrain: Any land

Str 18, Dex 9, Con 16, Int 8, Wis 9, Cha 8
Special Qualities: Infravision (60 ft.), low-light vision (60 ft.)



Ogres are big, strong brutes that bash their foes with blunt force trauma. Most are controlled by a more intelligent (and nefarious) mind, but ogres are known to roam the wilderness in search of food and shelter so it is not entirely rare to wander into a roaming ogre. They are 9-ft. tall, 500 pounds, with mangled humanoid features.

Ogres speak Giant and some speak Common as well.

Combat: Ogres fight in response to a command or instincts. They need to eat and do fear death, so they attack anything that appears to be a meal or an intruder. Most ogres, although dull by any measure, understand how to fight. They club or slam the largest opponents, moving about the field to avoid being surrounded. Ogres flee if they feel death is imminent. The problem is that most ogres don't realize they will lose a fight until they have already lost.

OGRE MAGE Hit Dice: 5+2 (5d8+2 hp) Exp: 650

AC: 16 Saves: Fort +7, Ref +7, Will +9

Attacks: (1/1): Slam +5 (1d10+2)
Special Attacks: Spells

Size: L (10 1/2 ft. tall) Movement: 40 ft
Alignment: LE Morale: 14
Appearing: 1d6 Treasure: L: G
Frequency: Very rare Terrain: Any land

Str 17, Dex 10, Con 15, Int 16, Wis 10, Cha 10
Special Qualities: Infravision (60 ft.), low-light vision (60 ft.), regeneration

The ogre mage is a more intelligent and dangerous variety of ogre and will sometimes be found leading a band of standard ogres. An ogre mage stands about 10 1/2 feet tall and weighs up to 700 pounds. Its skin varies in color from light green to light blue. Most have reddish colored eyes, two horns, thick tusks, sharp black nails and long dark hair. Ogre mages favor loose, comfortable clothing and lightweight armor.

Ogre mages speak Giant and Common.

Combat: Ogre mages rely on their spells, resorting to physical combat only when necessary. When faced with obviously superior forces, they prefer to retreat using their gaseous *wraith ability* rather than fight a losing battle.

Regeneration: Ogre mages regenerate 1 hit point per round. Damage from fire and acid cannot be regenerated.

An ogre mage that loses a limb or body part can reattach it by holding the severed member to the stump. Reattachment takes 1 minute. If the head or some other vital organ is severed, it must be reattached within 10 minutes or the creature dies. An ogre mage cannot regrow lost body parts.

Spells: Ogre mages may cast the following spells at will as a 9th level caster: *darkness*, *fly* (for a total of 2 hours per day), *invisibility*, and *polymorph self* (humanoid forms only); once per day they may cast the following spells, also as a 9th level caster: *charm person*, *cone of cold*, *gaseous wraith*, and *sleep*.

ORC Hit Dice: 1 (1d8 hp) Exp: 15

AC: 13 (studded leather) Saves: Fort +5, Ref +5, Will +4

Attacks: (1/1): Longsword +1 (1d8), shortsword +1 (1d6), or spear +1 (1d6) or shortbow +1 (1d6)

Special Attacks: None

Size: M (6 ft. tall) Movement: 30 ft

Alignment: LE Morale: 12

Appearing: 3d4+1 (band), 3d100x10 (tribe)

Treasure: L: C; OL: L or Q

Frequency: Common Terrain: Any

Str 13, Dex 10, Con 10, Int 9, Wis 9, Cha 9

Special Qualities: Infravision (60 ft.), scent (20 ft.)



Orcs live in the dark and filthy holes of the realms. Like many humanoid monsters, orcs segregate into tribes or family clans. If congregated in massive numbers by a motivated and intelligent leader, orcs can pose a very dangerous threat.

Orcs speak their own language and most speak Common as well.

Combat: Orc combat varies with the tribe and individual creature. Some prefer larger weapons to deal massive damage, while others prefer ranged combat. Orcs do not have a firm grasp of tactical battle, but will surround an obviously powerful foe and move around the battlefield to gain an advantage. One tactic common to all orcs is the ability to whip themselves into a battle frenzy where they allow their more bestial side to emerge. Orcs typically use their frenzy ability as part of a group attack, combining ferocity and sheer numbers to take down opponents.

Frenzy: Once per day, an orc may choose to enter into a frenzy that

lasts no more than 10 consecutive rounds. This frenzy causes the orc to fight powerfully, but recklessly. The orc suffers a -2 penalty to his AC, but he gains a +1 bonus to all attacks and damage rolls. Entering the frenzy requires a primary action. Exiting the frenzy before 10 rounds requires a full round.

OTYUGH Hit Dice: 6 (6d8 hp) Exp: 650

AC: 17 Saves: Fort +8, Ref +7, Will +6

Attacks: (3/1): 2 tentacles +6 (1d8) and bite +6 (1d4+1)

Special Attacks: Disease, grapple

Size: M (6-7 ft. diameter) Movement: 20 ft

Alignment: N Morale: 14

Appearing: 1-2 Treasure: OL: Q

Frequency: Uncommon Terrain: Subterranean

Str 11, Dex 10, Con 11, Int 10, Wis 10, Cha 9

Special Qualities: Infravision (60 ft.), never surprised, scent (20 ft.)



Otyughs are foul creatures that feed off the filth of other beings. They are often found in waste pits and refuse piles. Otyughs have no discernible head, their bodies consist of a large, thickly armored torso supported by three stocky legs. At the center of their mass is a large, fang-filled maw. Two thorny tentacles extend out from the side of the beast which it uses to grapple and crush prey. A third tentacle extends from the top of the otyugh and serves as an eye stalk for the creature's three eyes. Otyughs are typically covered in filth and reek of rot and decay.

Otyughs speak their own language and also possess a limited form of telepathy that allows them to communicate with other creatures.

Combat: Although generally content to feed on waste material, an otyugh will attack a living creature if it is hungry enough or feels threatened. Otyughs use their two tentacles to attack foes, generally attempting to grapple prey so that they can drag it into their mouths.

Disease: The bite of an otyugh is 90% likely to infect a victim with a disease. 80% of the time this is merely a Type I debilitating disease that lasts for 1d4 days and imposes a -2 penalty on all d20 rolls. 20% of the time it is Type IV fatal disease that immobilizes the subject for 2d4 days and kills the subject on the last day. One successful Superior (TC 15) Fortitude save for two consecutive days cures either disease type.

Grapple: An otyugh may attempt to grapple any opponent struck by one of its tentacles as a non-action. If the otyugh is successful, the opponent automatically takes tentacle damage each round and the otyugh gains a +2 on attack rolls with its bite attack against a grappled opponent.

OWLBEAR Hit Dice: 5 (5d8+2 hp) Exp: 420

AC: 15 Saves: Fort +7, Ref +7, Will +5

Attacks: (3/1): 2 claws +5 (1d6) and bite +5 (1d8)
Special Attacks: Hug

Size: L (8 ft. tall)	Movement: 30 ft
Alignment: N	Morale: 12
Appearing: 1 or 2	Treasure: L: C
Frequency: Rare	Terrain: Temperate forests
Str 17, Dex 10, Con 13, Int 6, Wis 10, Cha 9	
Special Qualities: Low-light vision (60 ft.), scent (30 ft.)	



Owlbears look exactly like their name suggests they do – a cross between a bear and an owl. An owlbear’s coat ranges in color from brown-black to yellowish brown; its beak is a dull ivory to yellow color. A full-grown male stands 8 feet and weighs up to 1,500 pounds. A bestial madness is evidenced in its red-rimmed eyes. It is clear from looking at it that this creature is the product of bizarre magical experimentation.

Owlbears live in the deep temperate forests of the realms, far from civilization. They speak their own strange squeaky language.

Combat: Owlbears are vicious creatures. They attack without provocation and without reason or pattern. If encountered in the wilderness, there is an 80% chance an owlbear will be accompanied by its mate. If encountered in its lair, there is a 40% chance that 1d6 eggs are near to hatching or have recently spawned young.

Hug: Once an owlbear succeeds in landing a well-placed claw attack, it will attempt to hug the target. This hug is a non-action and deals 2d6 points of damage. The owlbear will then commence with its round of attacks.

PEGASUS Hit Dice: 4 (4d8 hp) Exp: 175

AC: 14 Saves: Fort +7, Ref +6, Will +5

Attacks: (3/1): 2 hooves +4 (1d8+4) and bite +4 (1d3+4)
Special Attacks: Dive, rear kick

Size: L (5 1/2 ft. at shoulder)	Movement: 60 ft, 120 ft fly
Alignment: CG	Morale: 11
Appearing: 1d10	Treasure: None
Frequency: Very rare	Terrain: Any non-arctic forest
Str 19, Dex 12, Con 14, Int 10, Wis 11, Cha 14	
Special Qualities: Infravision (60 ft.), low-light vision (60 ft.), scent (30 ft.)	

The pegasus is a magnificent winged horse that will sometimes serve as a steed for heroes dedicated to the cause of good. The typical pegasus has an ivory white coat of fur and stands over 5 feet tall at the shoulder and can weigh as much as 1500 pounds. When fully extended, the pegasus’ wings stretch 20 feet from wing tip to wing tip. Though highly prized as aerial steeds, pegasi are wild and shy creatures not easily tamed. Despite their horse-like appearance, pegasi lay eggs; on the open market a single pegasus egg can fetch as much as 3000 silver pieces, while a freshly hatched young pegasus can be worth as much as 5000 silver pieces.

Pegasi cannot speak, but they understand Common.

Combat: Like a horse, a pegasus will attack with its two front hooves and bite with its mouth. Pegasi are intelligent creatures and will use their ability to fly to their advantage, making diving attacks against opponents on the ground.

Dive: A pegasus can make a dive attack if it is at least 50 feet above its opponents. When doing so the pegasus can attack with both front hooves, gaining a +2 to its attacks and inflicting double damage.

Rear Kick: A pegasus can attack an opponent directly behind it with its two rear hooves, each inflicting 2d6 points of damage. It cannot use its other attacks when doing so.

PHASE SPIDER Hit Dice: 5+5 (5d8+5 hp) Exp: 1400

AC: 13 Saves: Fort +7, Ref +7, Will +5

Attacks: (1/1): Bite +5 (1d6 plus poison)
Special Attacks: Poisonous bite

Size: H (14 ft. diameter)	Movement: 40 ft, 20 ft climb
Alignment: N	Morale: 15
Appearing: 1d4	Treasure: L: E
Frequency: Rare	Terrain: Any

Str 13, Dex 13, Con 11, Int 7, Wis 10, Cha 9
Special Qualities: Infravision (60 ft.), low-light vision (60 ft.), phasing

Phase spiders are aggressive predators resembling a typical giant spider, but with an almost human-like head filled with venomous fangs. What truly separates them from their mundane kin is the ability to shift in and out of phase with the Material Plane, a tactic they use to surprise foes in combat. A typical phase spider's body is 14 feet in diameter and weighs over 700 pounds.

Combat: In combat a phase spider will use its ability to shift to and from the Ethereal Plane to get the advantage over its prey. Typically, the phase spider shifts in, bites its victim, and retreats quickly back to the Ethereal Plane to wait to see if its victim succumbs to the spider's deadly venom.

Phasing: A phase spider can shift from the Ethereal Plane to the Material Plane as a free action and shift back again as a secondary action. This allows them to phase in (free action), make an attack (primary action), and then phase out (secondary action) all in the course of one round. A phase spider will almost always position itself so that it can attack a victim from the rear, thus gaining a +2 bonus on its attack.

Poisonous Bite: A phase spider's deadly bite contains a Type IV poison, anyone bitten by the creature must make a Superior (TC 15) Fortitude check or die instantly.

RAT, GIANT Hit Dice: 1/2 (1d4 hp) Exp: 15

AC: 13 Saves: Fort +4, Ref +4, Will +3

Attacks: (1/1): Bite +0 (1d3 plus disease)
Special Attacks: Diseased bite

Size: T (2 ft. long)	Movement: 20 ft
Alignment: N or NE	Morale: 6
Appearing: 5d10	Treasure: L: C
Frequency: Common	Terrain: Any

Str 6, Dex 12, Con 9, Int 3, Wis 10, Cha 9
Special Qualities: Fear of fire, low-light vision (60 ft.), scent (15 ft.)

Giant rats are vile rodents that carry disease as they feed along the floors of underground areas, such as sewers and dungeons. They are often black with a fat body. Their teeth are short but sharp.

Combat: Giant rats attack to feed and will attack as if attempting to desperately feed. They are consummate swimmers and can attack with their bite while swimming without penalty.

Diseased Bite: 5% of all injurious bites from a giant rat require a Basic (TC 5) Fortitude save. Failure indicates that the victim contracts a rabid disease that imposes a -2 penalty on all d20 rolls for 1d8 days. One successful saving throw for two consecutive days cures the disease and so to does magic.

Fear of Fire: They are afraid of fire and must make a morale check if threatened by fire.

RUST MONSTER Hit Dice: 5 (5d8 hp) Exp: 270

AC: 18 Saves: Fort +7, Ref +7, Will +5

Attacks: (2/1): Antenna +5 (0 hp plus metal rot)
Special Attacks: Metal rot

Size: M (6-ft. long)	Movement: 40 ft.
Alignment: N	Morale: 10
Appearing: Solitary or pair	Treasure: OL: Q
Frequency: Uncommon	Terrain: Subterranean

Str 10, Dex 13, Con 10, Int 2, Wis 10, Cha 9
Special Qualities: Infravision (60 ft.), metal scent (100 ft.)



Rust monsters are underground monsters that look like man-size rust-colored insects. They walk on four insectoid legs. They have a long thin tail that ends in a bony T-shaped protrusion. Two long and erratic antennae protrude out from underneath its eyes reaching up to 5 ft. from monster.

Rust monsters are not combative monsters. If a person wearing no metal wished to walk up to one and pet the monster on the head, the rust monster would likely let the person. If the person was wearing any metal, even in jewelry, the rust monster's demeanor would instantly change into a voracious beast.

Combat: These creatures can smell metal up to 100 feet away. If this should occur, the rust monster's motive turns to the devouring of this metal at the expense of all other concerns. It will immediately seek out the source and use its antennae to rot and later eat the metal. The rust monster harbors no thoughts of survival or tactics; it simply needs to eat the metal.

Metal Rot: A successful antenna attack against any source of metal requires the object to perform a saving throw versus as if it were weak to the effect, which requires a Superior (TC 15) roll. Any magical items gain a bonus to the roll equal to its enchantment. A failed roll means the object instantly turns into a pile of rust dust. The object is obviously useless.

SAHUAGIN Hit Dice: 2+2 (2d8+2 hp) Exp: 175	
AC: 15	Saves: Fort +6, Ref +5, Will +4
Attacks: (3/1): 2 claws +2 (1d2) and bite +2 (1d4) or (1/1) trident +2 (1d6+1) or spear +2 (1d6)	
Special Attacks: Rake	
Size: M (6 ft. tall)	Movement: 30 ft, 60 ft swim
Alignment: LE	Morale: 12
Appearing: 2d4x10	Treasure: OL: N
Frequency: Uncommon	Terrain: Temperate aquatic
Str 12, Dex 11, Con 10, Int 10, Wis 10, Cha 9	
Special Qualities: Blindsight (30 ft.), infravision (60 ft.)	



Sahuagin are savage fish-like humanoids of evil alignment. They dwell in shallow, warmer salt waters coming out at night to raid coastal villages for food and sport. Sahuagin have webbed hands and feet that end in wickedly curved claws that they use for tearing the flesh of their prey; likewise, their mouths are filled with razor sharp teeth similar to sharks. Sahuagin tend to be varying shades of green, darker along the back and lighter on the belly. Many have dark stripes or spots across their bodies, but these tend to fade with age. An adult male sahuagin stands roughly 6 feet tall and weighs about 200 pounds.

Sahuagin speak their own language. Some also speak Aquan and Common.

Combat: Sahuagin are savage warriors, delighting in ripping into foes with their clawed hands and powerful jaws. When swimming, a sahuagin tears with its feet as well as using its hand talons. Many sahuagin also carry weapons into battle, preferring piercing weapons like spears and tridents due to their usefulness underwater as well as on land. About half of any group of sahuagin are also armed with nets that they use to capture enemies for later feeding.

Blindsight: While underwater the sahuagin's sensitivity to changes in current and water pressure allow it to automatically locate creatures within a 30-foot radius of itself.

Rake: A sahuagin gains two rake attacks for 1d4+1 points of damage with its powerful hind legs when it attacks while swimming.

SHADOW Hit Dice: 3+3 (3d8+3 hp) Exp: 420	
AC: 13	Saves: Fort +6, Ref +6, Will +4
Attacks: (1/1): Incorporeal touch +3 (1d4+1 plus strength drain)	
Special Attacks: Incorporeal touch, strength drain	
Size: M (6 ft. tall)	Movement: 40 ft fly
Alignment: CE	Morale: 17
Appearing: 1 or 2d20	Treasure: L: F
Frequency: Rare	Terrain: Subterranean
Str --, Dex 12, Con --, Int 7, Wis 10, Cha 9	
Special Qualities: Immunities, incorporeal, infravision (60 ft.), undead traits	

Shadows are undead creatures that appear as nothing more than their name suggests, a shadowy form in the shape of a humanoid. They crave the vitality of the living and their mere touch can leave even the mightiest warrior with little more than the strength of an infant. A shadow can be difficult to see in dark or gloomy areas and by the time adventurers realize that the shadow is more than just a harmless patch of darkness it is often too late. A shadow is typically between 5 and 6 feet tall and is weightless.

Shadows cannot speak intelligibly.

Combat: Shadows lurk in dark places, waiting for living prey to happen by. They will use their natural stealth to their advantage to take a victim by surprise and then use their incorporeal touch to sap their

foe's strength. Their incorporeal state renders them immune to most mundane weapons, but holy water can strike their shadowy bodies as normal and a flask of holy water deals 2d4 points of damage to the creature.

Immunities: Shadows are immune to cold, mind-affecting spells, hold spells, paralysis and polymorph.

Incorporeal: The shadow lives primarily on the Plane of Shadow. If encountered on that plane, the creature is solid and its combat statistics remain the same, except the incorporeal touch attack becomes a 1d4+1 slam attack and it does not drain strength.

When it wishes to interact with the Material Plane, it simply manifests, but it remains a shadowy form. In this state, it is immune to all forms of physical damage with the following exceptions: magical weapons specifically created to affect ghosts, spectres or other incorporeal undead in general deal normal deal normal damage, holy water affects them normally, as do cure wounds and inflict wounds spells.

Strength Damage: Any creature struck by a shadow's incorporeal touch also loses 1 point of strength. Lost strength returns after 1 hour. If a victim is drained to 0 strength by the shadow it dies and its spirit rises from it body as a newborn shadow.

Undead Traits: As an undead creature, the shadow is immune to all effects relying on a working physiology, such as poison or disease. Undead creatures are harmed by cure wounds spells and healed by inflict wounds spells.

SHAMBLING MOUND Hit Dice: 8 (8d8 hp) Exp: 6,000

AC: 20 Saves: Fort +9, Ref +8, Will +7

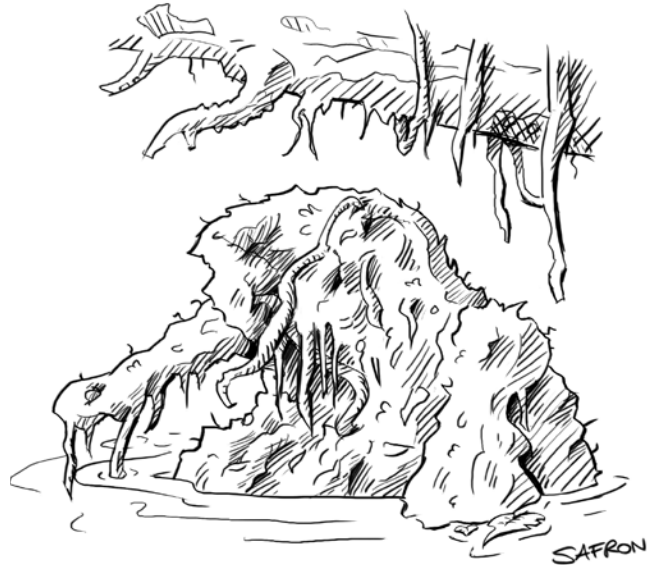
Attacks: (2/1): Slam +8 (2d8)
Special Attacks: Suffocation

Size: L (6-9 ft. tall)	Movement: 20 ft
Alignment: N	Morale: 18
Appearing: 1d3	Treasure: L: B; OL: T or X
Frequency: Rare	Terrain: Temperate swamps

Str 17, Dex 10, Con 14, Int 7, Wis 10, Cha 9
Special Qualities: Immunities, infravision (60 ft.), low-light vision (60 ft.)

Shambling mounds, also called shamblers, appear to be heaps of rotting vegetation when in fact, they are intelligent, carnivorous plants. They tend to be found in swamps and subterranean caves, but can exist where ever there is sufficient moisture. Shambling mounds aren't particular about the source of their food and will eat anything organic. They feed by engulfing their prey (typically causing the death of living creatures via suffocation) and absorbing the nutrients as the material rots. A shambler's brain and sensory organs are located in its upper body. Shambling mounds are usually between 6 and 9 feet tall when standing fully erect and they weigh about 3,800 pounds.

Shambling mounds do not speak.



Combat: A shambling mound attacks with its two arm-like appendages, either smashing foes with powerful slam attacks or attempting to engulf prey in order to choke the life out of it.

Immunities: Shambling mounds are immune to bludgeoning damage and take only half damage from piercing and slashing weapons. Shambling mounds are immune to fire and take half or no damage from cold, depending on whether or not it makes its save. Electrical attacks cause the creature to grow, gaining 1 foot in height and 1 hit die per electrical attack.

Suffocate: To use this ability, a shambler must hit with both slam attacks. It can then attempt to start a grapple as a free action. Creatures grappled by the shambling mound suffocate in the creature's slime in 2d4 rounds unless the shambler is killed or the creature breaks free by succeeding on a Superior (TC 15) Strength check.

SKELETON Hit Dice: 1 (1d8 hp) Exp: 65

AC: 13 Saves: Fort +5, Ref +5, Will --

Attacks: (1/1): Slam +1 (1d4) or weapon +1 (standard dmg)
Special Attacks: None

Size: M (5 to 6 ft. tall)	Movement: 30 ft
Alignment: N	Morale: Not Applicable
Appearing: 3d10	Treasure: None
Frequency: Uncommon	Terrain: Any

Str 10, Dex 10, Con --, Int --, Wis 10, Cha --
Special Qualities: Immunities, infravision (60 ft.), undead traits, weapon resistance

Skeletons are animated corpses of the long dead. Necromantic magic (and in some cases divine power) control the movements and motivations of these mindless automatons. On average, they understand and follow very simple instructions, but do so to robotic efficiency.

The above statistics correspond to a medium-sized skeleton. Small skeletons and much larger skeletons exist, and an advanced build is suitable for the animated remains of once-powerful creatures.

Combat: Skeletons require commands to act. Being mindless, they do not employ tactical combat since they only follow simple instructions. They take normal damage from bludgeoning weapons, 2d4 points of damage from holy water, and normal damage from fire.

Immunities: Skeletons are immune to cold. They are also immune to sleep-based, charm-based, hold, and fear spells and effects.

Undead Traits: As an undead creature, the skeleton is immune to all effects relying on a working physiology, such as poison or disease. Undead creatures are harmed by cure wounds spells and healed by inflict wounds spells.

Weapon Resistance: Skeletons take half damage from slashing and piercing weapons.



SKELETON, ANIMAL Hit Dice: 1-1 (1d8-1 hp) Exp: 65

AC: 12 Saves: Fort +5, Ref +5, Will --

Attacks: (1/1): Bite +1 (1d4) or claw (if applicable) +1 (1d4)
Special Attacks: None

Size: S to M (per animal)	Movement: 50 ft
Alignment: N	Morale: Not Applicable
Appearing: 2d10	Treasure: None
Frequency: Rare	Terrain: Any

Str 10, Dex 11, Con --, Int --, Wis 11, Cha --
Special Qualities: Immunities, infravision (60 ft.), undead traits, weapon resistance

Animal skeletons are animated corpses of long dead animals. They function in exactly the same manner as standard skeletons, above.

SPECTRE Hit Dice: 7 (7d8+3 hp) Exp: 3,000

AC: 17 Saves: Fort +8, Ref +8, Will +6

Attacks: (1/1): Incorporeal touch +7 (1d8 plus soul drain)
Special Attacks: Incorporeal touch, soul drain

Size: M (6 to 7 ft. tall)	Movement: 80 ft fly
Alignment: LE	Morale: 15
Appearing: Solitary or 1d4+2	Treasure: OL: Q (x3)
Frequency: Rare	Terrain: Subterranean

Str --, Dex 13, Con --, Int 7, Wis 11, Cha 10
Special Qualities: Immunities, infravision (60 ft.), undead traits, vulnerability to sunlight

Spectres are incorporeal undead that appear similar to ghosts, but much more noticeable as an extension of their former selves. They appear in the same clothes they wore when they died and their faces are recognizable.

Spectres are very powerful undead creatures that exist primarily on the Negative Plane, the plane of inverse energy that overlaps the Material Plane. They tend to be drawn to old and abandoned places where necromantic energy (or evil, generally) swells with power. They do grow bored. When this happens, they wander about and have been known to float into the more civilized settlements.

Combat: Spectres do not fight in the normal fashion. In fact, they rarely complete a battle. They will often focus on one living creature. Once that creature is sapped of its soul, the spectre usually recedes back into the Negative Plane. Spectres will sometimes pay no mind to others in the area, even if it takes damage. It is a rare sight to see a spectre truly enraged to a point where they engage in a full throttle battle with a group of opponents. The chance of this happening greatly increases if the spectre is encountered in an area it once called home.

A flask of holy water deals 2d4 points of damage to the creature. Likewise, a flask poured over a weapon will deal the holy water damage on a roll that would normally be successful.

Immunities: Spectres are immune to paralysis, polymorph, cold-based effects, electricity, mind-affecting spells and enchantments, and sleep-based effects.

Incorporeal: The spectre lives primarily on the Negative Energy Plane. If encountered on that plane, the creature is solid and its combat statistics remain the same, except the incorporeal touch attack becomes a 1d8 slam attack and the soul drain attack becomes an energy drain attack similar to a wight's.

When it wishes to interact with the Material Plane, it simply manifests, but it remains a ghostly form. In this state, it is immune to all forms of physical damage with the following exceptions: magical weapons specifically created to affect ghosts, spectres or other incorporeal undead in general deal normal deal normal damage, holy water affects them normally, as do cure wounds and inflict wounds spells.

Incorporeal Touch: The incorporeal touch attack ignores all bonuses for armor and deals 1d8 points of cold damage plus soul drain.

Soul Drain: The incorporeal touch of the spectre not only deals 1d8 points of cold damage, but it permanently drains an equal amount of Charisma points. These attribute points cannot be regained with rest. A restoration spell, or greater magic, is required to regain lost points. A living creature brought to 0 Charisma instantly sheds its body and becomes an incorporeal spectre. The spawn will turn to attack the nearest living thing, as it is fueled by a seething hatred for all things still living. This hatred passes with time, but it is unbearable during the early stages of unlife.

Undead Traits: As an undead creature, the spectre is immune to all effects relying on a working physiology, such as poison or disease. Undead creatures are harmed by cure wounds spells and healed by inflict wounds spells.

Vulnerability to Sunlight: Real or magical sunlight renders the spectre powerless. The spectre suffers 1d10 points of damage on its initiative in every round that the spectre is subject to such light. During this time, the spectre can take no actions, but it can roll a saving throw to recede back to the Negative Energy Plane.

SPIDER, GIANT DEADLY Hit Dice: 3 (3d8+3) Exp: 420

AC: 16 Saves: Fort +6, Ref +6, Will +4

Attacks: (1/1): Bite +3 (1d8 plus poison)
Special Attacks: Poisonous bite, web

Size: L (10 ft. long)	Movement: 30 ft
Alignment: CE	Morale: 14
Appearing: 1d8	Treasure: L: J
Frequency: Uncommon	Terrain: Any non-arctic

Str 7, Dex 13, Con 10, Int 6, Wis 10, Cha 10
Special Qualities: Infravision (20 ft.), tremorsense (60 ft.)

Giant deadly spiders come in different sub-species, each with a different color and look. They can be found in large dark and dank places. Some create lairs and live a solitary life feeding off animals and adventurers that wander in.

Combat: Giant deadly spiders are either hunters or spinners. Hunters do not spin webs but can inject a deadly poison. Spinners have a much less lethal poison but spin webs capable of holding fast most victims.

Poisonous bite: The bite of a hunter contains a Type IV poison that kills instantly on a failed Average (TC 10) Fortitude save. The bite of a spinner contains a Type II poison that causes lower body paralysis on a failed Average (TC 10) Fortitude save. The victim cannot stand and falls prone, but otherwise may act normally. The paralysis lasts for one hour.

Web: The web of a spinner is very sticky. A Strength of 19 is required to immediately break free from it, and for every 1 point of Strength below 19, one full round of struggle is required to escape. Multiple

spiders can attack a stuck victim. All attacks on the stuck victim receive a +4 bonus against the victim's AC without a Dexterity adjustment.

SPIDER, DEADLY Hit Dice: 1 (1d8+1 hp) Exp: 175

AC: 12 Saves: Fort +5, Ref +5, Will +4

Attacks: (1/1): Bite +3 (1 hp plus poison)
Special Attacks: Poisonous bite, web

Size: S (2 to 3 ft. body)	Movement: 30 ft
Alignment: N	Morale: 7
Appearing: 2d10	Treasure: L: J
Frequency: Common	Environment: Any non-arctic

Str 7, Dex 13, Con 10, Int 6, Wis 10, Cha 10
Special Qualities: Infravision (20 ft.), tremorsense (60 ft.)



Deadly spiders are generally brown to black, with a bulbous hairy abdomen and thin legs. Giant spiders come in different sub-species, each with a different color, but having the same bulbous appearance. Deadly spiders can be found anywhere, but usually congregate in forests and large cavernous areas. They are often pets or in the protective care of a giant deadly spider.

Combat: Deadly spiders are web spinners and tend to wait near a system of webs for a meal to haphazardly drop in. Once something becomes stuck in the web, many deadly spiders will crawl to attack at once. If encountered away from its webs, a deadly spider will keep its distance from its target, preferring to move away after an attack with a bite. While their name would suggest a more lethal poison, the poison of a deadly spider is Type I.

Poison: The bite of a deadly spider contains a Type I poison that deals 1d8+10 points of damage on a failed Average (TC 10) Fortitude save.

Web: The web of a deadly spider is very sticky. An Exceptional (TC 20) Strength check is required to immediately break free from it, and a successful Superior (TC 15) Strength check is required in each of three successive rounds to slowly break free. Multiple spiders can attack a stuck victim. All attacks on the stuck victim receive a +4 bonus against the victim's flat-footed AC.

STIRGE Hit Dice: 1 (1d8+1 hp) Exp: 175

AC: 12 Saves: Fort +5, Ref +5, Will +4

Attacks: (1/1): Attach +1 (0 hp), drain +3 (1d3 plus blood drain)
Special Attacks: Attach, blood drain

Size: S (2 ft. span) Movement: 10 ft, 40 ft fly
Alignment: N Morale: 8
Appearing: 2d10+1 Treasure: L: D
Frequency: Uncommon Terrain: Any non-arctic

Str 4, Dex 14, Con 10, Int 2, Wis 10, Cha 10
Special Qualities: Infravision (60 ft.), low-light vision (60 ft.)



Stirges are bird-like creatures with four appendages ending in sticky pincers, and sport long, sharp, hairless proboscises.

Each stirge has large, bat-like wings that range in color from dark gray to dull ash. Their stomachs appear either full and bloated, or shriveled and emaciated, depending on the time of their last feeding. They hunt in packs and can sometimes be found in a hive with dozens to hundreds of other stirges, as well as a hive queen.

Combat: Stirges have one attack, an attach. A stirge flies toward an opponent and attempts to latch on to the victim to allow for an extraction of the victim's blood. They approach in packs but often will separate in pairs to allow each in the lot an opportunity to feed from multiple targets.

Attach: The stirge attaches with its four pincers to a part of the victim's body that is not covered by metal. This is a secondary action. Once attached, the stirge maintains the hold until it either voluntarily detaches or is killed. Any attack made against a stirge that misses requires a second roll against the attached victim. If the second roll succeeds against the victim's AC, the victim takes damage. Stirges receive a +2 bonus to their attempts to attach.

Blood Drain: Once attached, the stirge attempts to penetrate the victim's skin with its proboscis. A successful attack (at +2) deals 1d3 points of damage and allows the stirge to begin draining the victim's blood. 1d4 points of damage are suffered each round the stirge drains. Once 12 hit points of damage have been drained, the stirge voluntarily detaches and flies away.

TIGER Hit Dice: 5 (5d8+5 hp) Exp: 650

AC: 14 Saves: Fort +7, Ref +7, Will +5

Attacks: (3/1): 2 claws +5 (1d4+1) and bite +5 (1d10)
Special Attacks: Pounce, rake

Size: M (7 ft. long) Movement: 40 ft.
Alignment: N Morale: 10
Appearing: 1, 1d3+1 Treasure: None
Frequency: Uncommon Terrain: Any land

Str 15, Dex 13, Con 12, Int 3, Wis 12, Cha 11
Special Qualities: Infravision (20 ft.), low-light vision (60 ft.)

Tigers are the largest of the great wild cats. They often have orange fur and darker stripes. They are fast, strong and ferocious predators.

Tigers are supremely protective of their homes and will attack anything that comes near their den. In this aspect, tigers exemplify their most ferocious side. Tigers are often encountered during a hunt, as well. In this case, they are smart predators, preferring to divide and sneak upon their prey.

Combat: Tigers usually start combat with a pounce attack, and follow with multiple claw and bite attacks. A tiger that lies and waits to attack will try to get a surprise pounce attack to engage. A tiger will flee when brought to below 10 hit points.

Pounce: A tiger may perform a pounce attack after positioning itself for the powerful spring. This requires one round of preparation, thus tigers often only perform one pounce attack per combat. The tiger may leap up to 10 ft. and attack with both claws at the same time. This requires one attack roll and deals 2d4+2 points of damage on impact.

Rake: A tiger that succeeds on striking with both claws, or that succeeds on a pounce attack, receives a non-action rake attack with its rear claws that deals 2d4 points of damage.

TREANT Hit Dice: 8 (8d8 hp) Exp: 2000

AC: 20 Saves: Fort +9, Ref +8, Will +7

Attacks: (2/1): Slams +8 (2d8, 3d8 or 4d8)
Special Attacks: Animate trees

Size: H (13-18 ft. tall) Movement: 30 ft.
Alignment: CG Morale: 16
Appearing: 1d20 Treasure: OL: Q or X
Frequency: Rare Terrain: Any forest

Str 23, Dex 11, Con 17, Int 12, Wis 13, Cha 11
Special Qualities: Low-light vision (60 ft.), never surprised, vulnerability to fire



Treants are large intelligent plant creatures that are virtually indistinguishable from normal trees until they start moving. Their thick torsos are covered in rough bark as are their two trunk-like legs. Their arms appear to be large branches extending out from their sides and their heads are crowned with smaller branched that sport a lush canopy of leaves that range from green in the spring and summer to vivid reds, yellows and oranges in the fall and brown in the winter. A treant stands between 13 and 18 feet tall, and weighs about 4,500 pounds.

Treants speak their own language, plus Common and Sylvan. Most also can manage a smattering of just about any other humanoid tongue—at least enough to say “Get away from my trees!”

Combat: Treants rarely rush into combat, but if their forest is threatened they can be fearsome foes. They attack by bludgeoning enemies with their branch-like arms. Against structures and objects treants’ powerful slams inflict double damage. If sorely pressed in a fight a treant will animate the trees around it to serve as additional defenders of the forest.

Animate Trees: A treant has the ability to animate trees within 180 feet at will, controlling up to two trees at a time. It takes 1 full round for a normal tree to uproot itself. Animated trees have a movement of 10 feet per round and fight as a 12 hit die treant in all respects including being vulnerable to fire. Animated trees lose their ability to move if the treant that animated them is incapacitated or moves out of range.

Vulnerability to Fire: Treants make all saves against fire based attacks at -4 and such attacks deal an extra point of damage per die against the treant.

TROGLODYTE Hit Dice: 2 (2d8 hp) Exp: 120

AC: 15 Saves: Fort +6, Ref +5, Will +4

Attacks: (3/1): 2 claws +2 (1d2) and bite +2 (1d4+1) or (1/1) spear +2 (1d6)
Special Attacks: Stench

Size: M (6 ft. tall) Movement: 30 ft
Alignment: CE Morale: 11
Appearing: 10d10 Treasure: L: A
Frequency: Common Terrain: Subterranean, mountains

Str 10, Dex 9, Con 10, Int 7, Wis 10, Cha 9
Special Qualities: Infravision (60 ft.)



Troglodytes are a warrior race of carnivorous reptilian humanoids. They have leathery scaled skin and a lizard like head. A troglodyte stands about 5 feet tall and weighs about 150 pounds. Males can be distinguished from females by the fine-like crest that runs across their heads and down their necks.

Troglodytes speak Draconic.

Combat: Troglodytes are cunning warriors, preferring to ambush opponents rather than engage them in a fair fight. Typically, half of a group of troglodytes are armed only with claws and teeth while the rest carry weapons; troglodytes tend to prefer clubs and axes for melee combat and javelins for ranged attacks. A standard tactic for troglodytes is to lie in wait for opponents and then loose a volley of javelins to soften them up before moving to engage in melee.

Stench: When a troglodyte is angry or frightened, it secretes an oily, musk-like chemical that is overwhelming revolting to most living creatures. All living creatures (except troglodytes) within 30 feet of a troglodyte must succeed on an Average (TC 10) Fortitude save or become weakened, a condition that imposes a -4 penalty on all combat rolls. The penalty is removed after 10 rounds.

TROLL Hit Dice: 6 (6d8+6 hp) Exp: 1,400

AC: 16 Saves: Fort +8, Ref +7, Will +6

Attacks: (3/1): 2 claws +6 (1d4+4) and bite +6 (1d8+4) or (1/1) large club (2d6+4)

Special Attacks: None

Size: L (9 to 10 ft. tall) Movement: 30 ft
 Alignment: CE Morale: 14
 Appearing: 1d10 Treasure: L: D; OL: Q
 Frequency: Uncommon Terrain: Any land

Str 19, Dex 12, Con 15, Int 7, Wis 10, Cha 6
 Special Qualities: Infravision (60 ft.), low-light vision (60 ft.), regeneration, scent (30 ft.)



Trolls are large, green, ugly, and mean. They rank high among the most revolting creatures in the world, with a mangled and hunched body covered in moss-colored hide. They have long and thin, but powerful, arms ending in large claws. Their heads are covered in a tangling mass of swampy hair and their eyes are black and sunken. Trolls frequent marshes, swamps, dank caverns, and other remote and despicable places. These creatures attack non-trolls without provocation, hoping to muster up a good meal before resorting back to the filth they usually eat.

Trolls speak Giant, but some of the more intelligent ones speak Common as well.

Combat: Trolls fight mercilessly. Their ferocious appetite is clear with each attack. Fire seems to be the only viable repellent, since fire damage negates the troll's natural regeneration. Trolls usually proceed in battle with caution if a source of fire is visible.

Regeneration: Each round, the troll regenerates 3 hit points on its turn. Only fire and acid damage does not regenerate. If any of the troll's arms (or claws) are severed (which occurs on a natural 20 with a slashing weapon at least Medium-sized), that part will continue to fight using the troll's normal combat statistics and movement speed. Severed parts can be instantly reattached or they regrow in one week. If reduced to 0 hit points, the troll will become temporarily incapacitated until regaining 3 hp the next round. Only by consuming the incapacitated body in fire or acid can one actually kill a troll.

UNICORN Hit Dice: 4+4 (4d8+4 hp) Exp: 650

AC: 18 Saves: Fort +7, Ref +6, Will +5

Attacks: (3/1): 2 hooves +4 (1d6) and horn +4 (1d12)

Special Attacks: Charge

Size: L (5 feet at shoulder) Movement: 60 ft
 Alignment: CG Morale: 14
 Appearing: 1d6 Treasure: OL: X
 Frequency: Very rare Terrain: Temperate forests

Str 20, Dex 13, Con 15, Int 10, Wis 14, Cha 12
 Special Qualities: Animal empathy, infravision (60 ft.), low-light vision (60 ft.), scent (30 ft.), teleport

Unicorns reside in secluded temperate forests. They avoid contact with all but sylvan creatures, but will appear in defense of their forest homes. A unicorn might be mistaken for a large and powerful horse if not for their cloven hooves and the single ivory horn growing from the center of its forehead. Their hair is the shining white of new fallen snow and as smooth as silk; their long manes and forelocks are equally as silky and males can be distinguished from females by the white tuft of hair beneath their chin. A typical adult unicorn grows to 8 feet in length, stands 5 feet high at the shoulder, and weighs 1,200 pounds. Females are slightly smaller and slimmer than males.

Unicorns speak Sylvan and Common.

Combat: Unicorns are normally peaceful creatures and will only attack if they or their forest is in danger. When attacking the unicorn strikes with its hooves and horn. The horn is a +2 magic weapon, though its power fades if removed from the unicorn. If presented with the opportunity, a unicorn will also charge a foe using its horn like a lance.

Animal Empathy: This power works like the rangers class ability with the unicorn's level being considered 6th.

Charge: To charge an opponent there must be at least 30 feet between the unicorn and its target. A successful hit deals 3d12 points of damage to the opponent.

Detect Danger: A unicorn constantly detects the presence of danger

Monsters: Vampire

within 240 yards of itself. Aside for the area of effect, this otherwise functions identical to the detect danger spell.

Immunities: Unicorns are immune to charm, hold, and death spells. They are also immune to all poisons.

Teleport: Once per day a unicorn can use a *teleport* spell to move up to 360 yards with no chance of error.

VAMPIRE Hit Dice: 8+3 (8d8+3 hp) Exp: 8,000

AC: 19

Saves: Fort +9, Ref +8, Will +7

Attacks: (1/1): Slam +8 (1d6+3) or bite +8 (1d4+3 plus Constitution drain) or (1/1) weapon (standard dmg)

Special Attacks: Dominating presence, blood drain

Size: M (5 - 6 1/2 ft.)	Movement: 30 ft, 40 fly (bat form)
Alignment: CE	Morale: 16
Appearing: 1d4	Treasure: L: F
Frequency: Rare	Terrain: Any land

Str 18, Dex 17, Con --, Int 16, Wis 13, Cha 14

Special Qualities: Immunities, infravision (60 ft.), regeneration, shape change, spider climb, undead traits, vampiric weaknesses, vampirism

Unlike many undead, vampires appear as they did in life (although a bit paler if they haven't fed recently), a trait they use to their advantage when hunting prey. They are active at night, stalking mortal victims to feed upon, but must return to their coffins during the day to avoid the destructive rays of the sun. Although it is often impossible to tell a vampire's true nature until it attacks, perceptive individuals may note that the vampire casts no reflection and has no shadow.

Vampires speak any languages they knew in life.

Combat: Vampires tend to use their human appearance and powers of mental manipulation to avoid combat altogether. Often times, a vampire's victim will be charmed into being a willing accomplice to its feedings. If forced to enter combat, vampires are fierce opponents and make full use of both their great strength and their magic abilities to destroy their foes.

Blood Drain: A vampire can suck blood from a living victim with its fangs by successfully grappling an opponent. This attack drains blood, draining 1d4 points of Constitution each round the grapple is maintained. On each such successful attack, the vampire gains 5 temporary hit points. If the vampire drains the victim's Constitution to 0 the victim dies only to rise as a vampire itself the following night. Such newly risen vampires are under the control of the vampire that created them. Victims that survive a vampire's bite attack must make an Exceptional (TC 20) Fortitude save or become afflicted with vampirism (see below). A successful saving throw avoids vampirism and lost Constitution points return naturally at a rate of one per day.

Dominating Presence: This ability manifests in two different ways. When used against humanoids, it enable the vampire to charm an in-

dividual within 30 feet. This effect is identical to the *charm person* spell with an Exceptional (TC 20) Will save. When used on animals it enables the vampire to either call forth and command a swarm of 10d10 bats or rats, or to call forth and command a pack of 3d6 wolves. These creatures arrive in 2d6 rounds and serve the vampire for up to 1 hour.

Immunities: Vampires are immune to mind-affecting spells, hold spells, and paralysis. Vampire take only half damage from cold and electrical attacks. Vampires are also immune to any damage inflicted by a weapon without at least a magical +1 bonus.

Regeneration: A vampire regenerates 3 hp each round so long as it has at least 1 hit point. If reduced to 0 hit points in combat, it automatically assumes gaseous form and attempts to escape. It must reach its coffin home within 2 hours or be utterly destroyed. (It can travel up to nine miles in 2 hours.) Any additional damage dealt to a vampire forced into gaseous form has no effect. Once at rest in its coffin, a vampire is helpless. It regains 1 hit point after 1 hour, then is no longer helpless and resumes healing at the rate of 3 hit points per round.

Shape Change: A vampire can assume the form of a bat or a cloud of fog at will as a primary action. Assuming the form of a cloud of fog has an effect identical to the *gaseous wraith* spell except that there is no limit to how long the vampire can remain in this form.

Spider Climb: A vampire can climb sheer surfaces at will as though with a *spider climb* spell.

Undead Traits: As an undead creature, the vampire is immune to all effects relying on a working physiology, such as poison or disease. Undead creatures are harmed by cure wounds spells and healed by inflict wounds spells.

Vampiric Weaknesses: For all their power, vampires have a number of weaknesses. Vampires cannot tolerate the strong odor of garlic and will not enter an area laced with it. Similarly, they recoil from a mirror or a strongly presented holy symbol. These things don't harm the vampire—they merely keep it at bay. A recoiling vampire must stay at least 5 feet away from a creature holding the mirror or holy symbol and cannot touch or make melee attacks against the creature holding the item for the rest of the encounter. Holding a vampire at bay takes a primary action. Direct contact with holy water or a holy symbol deals 2d4 points of damage to a vampire.

Vampires are also unable to cross running water, although they can be carried over it while resting in their coffins or aboard a ship. They are utterly unable to enter a home or other building unless invited in by someone with the authority to do so. They may freely enter public places, since these are by definition open to all.

Reducing a vampire's hit points to 0 or lower incapacitates it but doesn't always destroy it (see the note on regeneration). However, certain attacks can slay vampires. Exposing any vampire to direct sunlight disorients it: It can take only a single action and is destroyed utterly in the next round if it cannot escape. Similarly, immersing a vampire in running water robs it of one-third of its hit points each round until it is destroyed at the end of the third round of immersion. Driving a wooden stake through a vampire's heart instantly slays the monster. However, it returns to life if the stake is removed, unless the body is

destroyed. A popular tactic is to cut off the creature's head and fill its mouth with holy wafers (or their equivalent).

Vampirism: A character acquires this affliction as a result of surviving being bitten by a vampire and failing his saving throw. Every night the character loses a point of Constitution. The only way to prevent this loss is to have a priest cast a *protection from necromantic energy* spell upon the victim. Casting the spell in this manner causes it to be discharged immediately as the positive energy of the spell attempts to counteract the negative energy of the vampiric corruption. Success is not guaranteed, however; the priest must make an Exceptional (TC 20) caster level check (1d20+caster level), even if successful the priest has merely staved off the corruption for one night. For every step the afflicted character has moved up on the vampiric corruption chart the caster level check suffers a -1 penalty.

Every time the character loses a point of Constitution from this affliction he moves up one step on the vampiric corruption chart. Loss of all Constitution from the affliction results in the character dying and rising as a vampire the following night, as does reaching stage 7 on the chart.

VAMPIRIC CORRUPTION CHART

Step	Effects
1	The character's feral strength increases and he receives a +1 damage bonus, but his skin becomes pale and he no longer casts a reflection or shadow.
2	The character gains the ability to <i>spider climb</i> at will. From this point on, he must be invited in order to enter a house.
3	The character can be hit only by +1 or better magical weapons, but garlic, mirrors and holy symbols now physically repulse him. Strength increases to 17 (+2 attack/damage).
4	The character acquires the dominating presence ability, but sunlight now burns him, inflicting 1d4 points of damage each round.
5	The character gains the vampire's shapeshifting ability, but holy water and symbols now inflict 2d4 points of damage to him on contact and he can now be turned or commanded as a vampire.
6	The character gains the ability to regenerate 3 hit points per round, but sunlight can irrevocably destroy him in one round. Strength increases to 18 (+3 attack/damage).
7	At this point the character has become a full vampire. The character gains the ability to drain blood (Constitution) via a bite attack, but he can now be incapacitated by a stake through the heart. The character cannot regenerate while the stake is in place, but he will be completely restored if the stake is removed. The character is also undead and acquires the full range of vampiric immunities. Finally, the character's alignment shifts to chaotic evil and he become an NPC under the control of the GM.

Once infected with vampirism there are only two known cures. The first involves finding a priest capable of casting both *dispel evil* and *restoration*. The second involves the brewing of a magical potion requiring at least one unusual ingredient (details are left to the GM, but

typical ingredients might include powdered unicorn horn or the blood of a phoenix). In either case, the cure must be administered before the character fully turns into a vampire (either through loss of all Constitution or reaching level 7 on the vampiric corruption chart) in order to be effective. Once a character has fully turned, nothing short of a carefully worded wish or divine intervention can restore the character to his former state.

WEREWOLF Hit Dice: 4 (4d8+3 hp) Exp: 420

AC: 15 Saves: Fort +7, Ref +6, Will +5

Attacks: (2/1): Claw +4 (2d4+1), bite +4 (2d8+1)

Special Attacks: Lycanthropic bite

Size: M (7 ft. tall both form) Move: 30 ft. (bipedal), 60 ft. (wolf)

Alignment: CE Morale: 14

Appearing: 1-2 or 3d6 Treasure: L: B

Frequency: Uncommon Terrain: Any

Str 15, Dex 12, Con 13, Int 10, Wis 10, Cha 10

Special Qualities: Infravision (60 ft.), low-light vision (60 ft.), scent (40 ft.), weapon immunity



Werewolves are feared lycanthropes - humans able to take on the form of an animal, in this instance, that of a wolf. Werewolves actually have two forms, bipedal and wolf. In either case, the werewolf is 7 ft. tall, from floor to head. In bipedal form, some of its clothing is usually tattered and remaining; it's head is that of a wolf, it's hands are powerful claws and its body is covered in fur. They are nocturnal.

There are two types of werewolves: true and infected. A true werewolf is born a werewolf and can assume bipedal or wolf form at any time during the day or night. An infected werewolf is afflicted with the lycanthropy curse from either a bite from a true were or a magical curse. Those so infected are forced to turn on the full moon and the nights immediately preceding and following the full moon. Infected werewolves cannot voluntarily change and they only assume wolf form.

Combat: Werewolves are savage beasts that hunt to eat and long to kill. They rarely attack alone. They prefer to split their numbers and attack from the front and rear simultaneously. As intelligent monsters, they will flee from imminent death.

Lycanthropic Bite: Only true werewolves have this special attack. Any victim of a successful bite attack must succeed on a Fortitude save based on the amount of damage dealt by the bite, according to the following:

LYCANTHROPIC BITE SAVE

Damage Dealt	Required TC
1 - 12	Average (TC 10)
13 - 15	Superior (TC 15)
16 +	Exceptional (TC 20)

A person afflicted with lycanthropy falls unconscious four days before the next full moon. Upon the rising of the full moon, the afflicted victim turns into a wolf and wreaks havoc. The next day, the victim remembers nothing. Thenceforth, the victim will assume wolf form every month during the nights preceding, during, and after the full moon. In no case will the person remember the events of the night before. All hit point damage that was incurred during a change is fully healed the next morning, although other signs of struggle, such as bloodied clothes or dead bodies, remain.

PC lycanthropy: The GM controls the PC during the nights in which a change occurs. It is completely story-driven at that point.

Curing lycanthropy requires a *remove curse* spell cast by a caster at least 12th level. One can delay only the first change by ingesting belladonna two nights before a full moon. The belladonna causes the person to fall unconscious and remain sleeping for four straight nights, thus avoiding the forced change. This reduces the victim's Constitution by 1 point for the remainder of the month.

Weapon Immunity: Werewolves are only harmed by magical weapons or specially prepared silver weapons of masterwork quality

WIGHT Hit Dice: 4 (4d8+3 hp) Exp: 1,400

AC: 15 Saves: Fort +7, Ref +6, Will +5

Attacks: (1/1): Claw +4 (1d4 plus energy drain)
Special Attacks: Energy drain

Size: M (5 to 7 ft. tall) Movement: 30 ft
Alignment: LE Morale: 14
Appearing: 1-2, 3d6 (pack) Treasure: L: B
Frequency: Uncommon Terrain: Any land

Str 11, Dex 11, Con --, Int 10, Wis 10, Cha 10
Special Qualities: Immunities, infravision (60 ft.), low-light vision (60 ft.), undead traits



Wights are nocturnal grave dwellers. Being undead, they were once humanoids of some sort and they retain the general build and appearance of their former self. Upon closer examination, one can see the wight's mummified features, glowing red eyes and long white claws.

Wights carry a tremendous amount of negative energy wherever they go. As such, it is generally 15 degrees colder than the local temperature within 30 feet of the wight.

Combat: Wights are vicious creatures that wish only to destroy and spawn new wights. They are very aggressive and fight with brutality, not strategy. They employ their claw attack every round, hoping to drain enough energy from their victims to spawn one more of their own. They never travel in the day and will flee from a bright light

source, but they often lurk and follow a person that presents such light, later to destroy them in the dark. A flask of holy water will deal 2d4 points of damage to a wight on contact.

Energy Drain: A touch or claw attack by the wight requires a Superior (TC 15) Fortitude saving throw to avoid losing one's life force. A successful save deals an additional 1d6 points of damage (in addition to the damage from any attack made). This damage stems purely from the negative energy of the wight sapping one's positive life force. A failed save deals 2d6 points of additional damage. This additional damage is permanent hit point loss. It cannot be healed naturally or magically, unless by means of a restoration spell or lesser restoration spell.

The wight heals half as many hit points as it drained.

In addition, any living creature that is slain at any time after suffering an amount of permanent hit point loss equal to half its previous total will rise immediately as a wight. There is no duration. Only by regaining lost hit point does a living creature hope to stave off this horrific fate.

Immunities: Wights are undead and so they are immune to any effect requiring a living physiology, such as poison, and are also immune to cold, mind-affecting spells, hold spells, paralysis and polymorph. Wights are also immune to any damage inflicted by a weapon with at least a magical +1 bonus or one forged from silver.

Undead Traits: As an undead, the wight is immune to all effects relying on a working physiology, such as poisons or disease. Undead creatures are harmed by cure spells and healed by inflict wounds spells.

WOLF Hit Dice: 3 (3d8 hp) Exp: 65

AC: 13 Saves: Fort +6, Ref +6, Will +4

Attacks: (1/1): Claw +3 (1d4+1) or bite +3 (1d4+1)
Special Attacks: None

Size: M (4 to 6 ft. long)	Movement: 50 ft
Alignment: N	Morale: 10
Appearing: 2d6 (pack), 5d4 (lair)	Treasure: None
Frequency: Uncommon	Terrain: Any non-tropical

Str 12, Dex 12, Con 10, Int 3, Wis 12, Cha 10
Special Qualities: Infravision (60 ft.), low-light vision (60 ft.), scent (20 ft.)

Wolves are animals that live in familial packs in the outskirts of the wilderness. They generally measure between 4 and 6 feet long and have colored fur based on their surroundings. Many mountain and northern wolves have white fur, while those in temperate forests have a much darker fur.

Combat: Wolves hunt in packs. If encountered in the wilderness, there is a good chance (75%) that a pack is nearby. Wolves encountered close to their lairs will not immediately attack unless they are protecting young. In combat, they prefer to have 2 to 4 wolves attack from the front while the rest of the pack stealthily flanks the enemies.

WORG Hit Dice: 3+3 (3d8+3 hp) Exp: 120

AC: 14 Saves: Fort +6, Ref +6, Will +4

Attacks: (1/1): Claw +3 (1d6) or bite +3 (2d4)
Special Attacks: None

Size: Medium (4-7 ft. long)	Movement: 50 ft
Alignment: NE	Morale: 11
Appearing: 3d4	Treasure: None
Frequency: Rare	Terrain: Any forest

Str 13, Dex 12, Con 11, Int 7, Wis 11, Cha 10
Special Qualities: Infravision (60 ft.), low-light vision (60 ft.), scent (20 ft.)



Worgs are large wolves with a greater degree of intelligence than their smaller brethren and a strong tendency toward evil. A typical worg has gray or black fur, grows to 5 feet long and stands 3 feet tall at the shoulder, and weighs 300 pounds. Due to their intelligence and evil inclinations, worgs are prized as mounts by goblins.

More intelligent than their smaller cousins, worgs speak their own language. Some can also speak Common and Goblin.

Combat: Mated pairs or packs work together to bring down large game, while lone worgs usually chase down creatures smaller than themselves. Both often use hit-and-run tactics to exhaust their quarry. A pack usually circles a larger opponent: Each wolf attacks in turn, biting and retreating, until the creature is exhausted, at which point the pack moves in for the kill. If they get impatient or heavily outnumber the opponent, worgs attempt to pin it.

WYVERN Hit Dice: 7+7 (7d10+7 hp) Exp: 1400

AC: 17 Saves: Fort +8, Ref +8, Will +6

Attacks: (2/1): Bite +7 (2d8), sting +7 (1d6 plus poison) or 2 talons +7 (1d6)

Special Attacks: Grab, poisonous sting

Size: G (35 ft. long)	Movement: 20 ft, 60 ft fly
Alignment: NE	Morale: 14
Appearing: 1d6	Treasure: L: E
Frequency: Rare	Terrain: Any temperate

Str 19, Dex 11, Con 15, Int 7, Wis 11, Cha 10
Special Qualities: Infravision (60 ft.), low-light vision (60 ft.), scent (20 ft.)

Wyverns are distant cousins to dragons. They are enormous flying reptiles that lack front legs but possess a scorpion-like stinger on the end of their tail. A wyvern's body is 35 feet long, and dark brown to gray; half that length is tail. Its wingspan is about 50 feet.

Wyverns speak Draconic, but usually don't bother with anything more elaborate than a loud hiss or a deep-throated growl much like that of a bull alligator.

Combat: Wyverns are stupid but incredibly aggressive, they will attack nearly anything that moves unless it is clearly more powerful than them. On the ground they will use their powerful jaws to tear into opponents and their tail stinger to inject lethal doses of venom, but they

are far more deadly from the air where they can use their hind talons to snatch opponents from the ground and carry them off.

Grab: To use this ability, a wyvern must be flying and must hit with at least one of its talons. It can then attempt to start a grapple as a free action. Once airborne with its prey, the wyvern stings and bites each round (with a +4 bonus to its attack) until the victim is motionless.

Poisonous Sting: The wyvern's stinger injects a lethal Type IV venom into its victim who must succeed on a Superior (TC 15) Fortitude save or die instantly.

ZOMBIE Hit Dice: 2 (2d8 hp) Exp: 65

AC: 12 Saves: Fort +6, Ref +5, Will --

Attacks: (1/1): Slam +2 (1d8)

Special Attacks: None

Size: M (5 to 6 ft. tall)	Movement: 30 ft
Alignment: N	Morale: Not Applicable
Appearing: 3d8	Treasure: None
Frequency: Rare	Terrain: Any

Str 13, Dex 12, Con --, Int --, Wis 8, Cha --
Special Qualities: Immunities, infravision (60 ft.), vulnerability to holy water

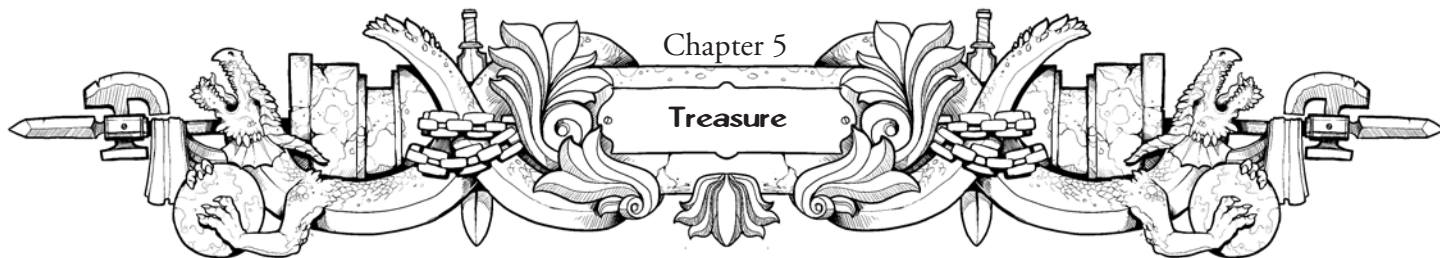
Zombies are the animated corpses of the somewhat-recently dead. Enough flesh still clings to the bones of these automatons to differentiate their appearance and capabilities from skeletons. They are slow, but strong.

Combat: Zombies fight on either instinct or command and employ a constant and simple barrage of attacks. A zombie will usually attack the first open target it sees. Because they have slow reflexes, zombies always take last initiative in each round.

Immunities: Zombies are immune to cold-based, sleep-based, and charm-based spells and effects, as well as hold spells.

Vulnerability to Holy Water: Zombies suffer 2d4 points of damage from holy water.





For decades, fantasy roleplaying games have come to be known as your chance to stand against mythological beasts, wield mind-bending magic and amass a vault of glittering gold and mystical items. *Myth & Magic* stays true to this legacy and retains treasure's importance to the soul of the game.

AWARDING TREASURE

You determine how much treasure is found. There are no rules tying treasure values to encounter levels. There are no rules that govern how much gear or wealth a typical adventurer should have at certain levels. In fact, high-level adventurers might fight a dragon miles from its horde, leaving nothing but the prospect of finding its lair one day. That same day, a lone and weak kobold might find the horde and provide a windfall for the upstart adventuring group that slays it. In this circumstance, the epic adventurers have a tale to tell, but the young adventurers get rich.

THE RIGHT AMOUNT

The first and only determination that a GM makes is how much treasure the PCs should earn at each point of the campaign. This is related to the story and the world. There is nothing stopping a group of 1st level adventurers from finding themselves entwined in an epic campaign. If that is your intention, you would be justified in providing a certain amount of treasure, including magical items, early in the campaign. On the other hand, a campaign focused on the PCs' struggles to rise above slavery and start a revolution against a tyrannical ruler may not provide much treasure. It may not be needed.

Too much treasure is not good for a campaign, unless it is planned and required. PCs that can buy and sell their way to the end of an adventure find little satisfaction in adventuring. Too little treasure, when money and equipment are necessary, can be equally counter-productive. The players may find little motivation in starting out on the next quest if there is little hope of gaining wealth. GMs that find their campaigns wavering toward either extreme are cautioned to adjust and regulate the treasure. Take some away. Give some more. There is a perfect balance that may only reveal itself with play.

WHERE IT LIES

Adventurers often find treasure in dungeons and lairs, as well as on NPCs or monsters. They may also receive rewards and gifts for their services.

Dungeons and Lairs: This is often lost or hoarded treasure. Treasure found in a dungeon should complement the inhabitants of the dun-

geon or the era in which the dungeon was built. Some of the most coveted and sought after treasure rests in ancient tombs and ruins. On the other hand, treasure in an active lair is brought to the lair by whatever lives in the lair. Hoarded treasure in lairs is often a collection of various findings and can be very interesting. The type of treasure found in a lair usually relates to the Intelligence and greed of the inhabitants and their past endeavors. Although even non-Intelligent creatures may find and keep shiny things, most lairs of instinctual beasts and monsters have little treasure. Dragons, however, maintain a vast store of treasure.

NPCs and Monsters: Some of the PCs' enemies have treasure. This type of treasure is often coins, gems and items, and often corresponds to whatever the enemy uses in combat. For example, an enemy fighter may have magical items that add to his Armor Class and attacks. An enemy mage may have a wand, staff, rod, etc. A monster, such as an orc or goblin, has equipment and some coin, while its leaders may have better gear and more valuable items. More so than in other cases, the relative power level of the NPC or monster has a relation to its treasure.

Gifts and Rewards: Treasure is a motivator. It often serves as consideration by the benefactor to convince the adventuring group to undertake a dangerous mission. Perhaps the benefactor gifts enough gold to purchase necessary equipment. Perhaps a valuable magic item is given instead. Once the mission is complete, the PCs may earn yet more treasure as a reward for success.

THE OPEN MARKET

Adventurers undoubtedly deal with the open market at some point to either sell or buy goods. For most mundane items, even artwork, this is a common practice. When buying items, the cost of the item listed in the book, if any, is the price commonly paid; however, negotiation can move the price up or down. If the item has a value instead of a price (as is commonly the case with pieces of art), the value is not always what is paid. It merely serves as a launching point for discussions between the merchant and customer. Selling an item with a value usually nets the seller about 33 – 50% of the listed value. A buyer usually purchases such an item for about 75-90% of its value. It should be noted that items costing more than 1,000 gold pieces are not sold in stores - not even the ritzy kind. In fact, most stores rarely carry items worth over 50 gold pieces. More expensive items require a specialized craftsman or dealer.

Trying to buy or sell magical items is very difficult. It is hard to find the right merchant willing and able to afford a magical item for sale, unless the merchant is absolutely sure of a quick profit. Similar to items of value, magical items are sold by adventurers at 33-50% of their value, but always purchased by these adventurers for at least full value.

There are few markets for magical items or other valuable goods. A PC usually must search out a proper channel for such dealings, which is often a fence that leads to interesting future dealings.

RANDOM OR PLANNED TREASURE

Treasure can be determined randomly. In this case, you consult the charts splattered across the next few pages, which provide a way to generate individual and lair treasures. Lair treasure is designated as Types A to I and appears in a monster's inhabited lair. Out of lair trea-

sure is designated as Types J to Z and is held treasure gathered from destroying a foe away from its lair. Notwithstanding the existence of the charts, you may plan treasure found on bodies or in lairs to suit your campaign.

RANDOM TREASURE IN LAIR

Type	Lairs or Hordes						
	Copper	Silver	Gold	Other Coin	Gems	Art	Magic
A	25% 1d4 x 1,000	30% 3d8 x 100	40% 2d4 x 1,000	35% 2d8 x 100	60% 1d4 x 10	50% 2d6	30% Any 3
B	50% 1d6 x 1,000	25% 1d4 x 1,000	25% 2d8+1 x 100	25% 3d4 x 100	30% 1d6+1	20% 1d4	15% 1 Armor or Weapon
C	25% 1d10 x 1,000	35% 2d4 x 1,000	-- --	15% 1d8 x 100	25% 1d4+1	20% 1d4	10% Any 2
D	10% 1d4+1x1,000	20% 3d4 x 1,000	50% 1d4 x 1,000	20% 1d6 x 100	30% 1d8+1	25% 1d4+1	20% Any 2 + 1 potion
E	5% 1d10 x 1,000	30% 1d8 x 1,000	30% 1d4 x 1,000	25% 4d4 x 100	20% 1d12	15% 1d6	30% Any 3 + 1 scroll
F	-- --	20% 2d8 x 1,000	50% 1d4+1x1,000	20% 1d6 x 1,000	25% 3d6+1	15% 1d6+1	35% Any 5 except weapons
G	-- --	-- --	50% 3d6 x 1,000	50% 2d6 x 1,000	40% 3d6	35% 1d4+1	30% Any 5
H	30% 2d10 x 1,000	40% 2d10 x 1,000	50% 2d10 x 1,000	40% 2d4 x 1,000	50% 4d8	50% 3d6+1	20% Any 6
I	-- --	-- --	-- --	25% 1d10 x 100	50% 3d4	50% 1d8+1	20% Any 1

GEMS CHART

d%	Value	Average	Flawed	Examples
01-25	4d4 gp	10 gp	10%	Banded, eye, or moss agate; azurite; blue quartz; hematite; lapis lazuli; malachite; obsidian; rhodochrosite; tiger eye turquoise; freshwater (irregular) pearl
26-50	2d4 x 10 gp	50 gp	10%	Bloodstone; carnelian; chalcedony; chrysoprase; citrine; iolite, jasper; moonstone; onyx; peridot; rock crystal (clear quartz); sard; sardonyx; rose, smoky, or star rose quartz; zircon
51-70	4d4 x 10 gp	100 gp	15%	Amber; amethyst; chrysoberyl; coral; red or brown-green garnet; jade; jet; white, golden, pink, or silver pearl; red spinel, red-brown or deep green spinel; tourmaline
71-90	2d4 x 100 gp	500 gp	15%	Alexandrite; aquamarine; violet garnet; black pearl; deep blue spinel; golden yellow topaz
91-99	4d4 x 100 gp	1,000 gp	15%	Emerald; white, black, or fire opal; blue sapphire; fiery yellow or rich purple corundum; blue or black star sapphire; star ruby
100	2d4 x 1,000 gp	5,000 gp	15%	Clearest bright green emerald; blue-white, canary, pink, brown, or blue diamond; jacinth

RANDOM TREASURE OUT OF LAIR

Type	Outside Lair or Horde						
	Copper	Silver	Gold	Other Coin	Gems	Art	Magic
J	100% 3d8+1	--	--	--	--	--	--
K	--	100% 4d4+1	--	--	--	--	--
L	--	--	--	100% 2d6+1	--	--	--
M	--	--	100%	--	--	--	--
N	--	--	--	100% 1d6+1	--	--	--
O	100% 1d6 x 10	100% 1d4 x 10	--	--	--	--	--
P	--	100% 1d8 x 10	--	100% 2d8+1	--	--	--
Q	--	--	--	--	100% 1d4	--	--
R	--	--	100% 2d10	100% 1d6 x 10	100% 1d8+1	100% 1d4	--
S	--	--	--	--	--	--	100% 2d4 potions
T	--	--	--	--	--	--	100% 1d4 scrolls
U	--	--	--	--	90% 2d6+1	80% 1d6+1	75% 1
V	--	--	--	--	--	--	100% 2
W	--	--	100% 3d10+2	100% 1d6+2	55% 2d8+2	50% 1d8	60% 2
X	--	--	--	--	--	--	100% 2 potions
Y	--	--	100% 2d6 x 100	--	--	--	--
Z	100% 1d4 x 100	100% 1d4 x 100	100% 1d4+1 x 100	100% 1d4 x 100	55% 1d6	55% 2d6	55% Any 3

OBJECTS OF ART CHART

d% Result	Value	Average	Examples
01-10	1d10 × 10 gp	55 gp	Silver ewer; carved bone or ivory statuette; finely wrought small gold bracelet
11-25	3d6 × 10 gp	105 gp	Cloth of gold vestments; black velvet mask with numerous citrines; silver chalice with lapis lazuli gems
26-40	1d6 × 100 gp	350 gp	Large well-done wool tapestry; brass mug with jade inlays
41-50	1d10 × 100 gp	550 gp	Silver comb with moonstones; silver-plated steel longsword with jet jewel in hilt
51-60	2d6 × 100 gp	700 gp	Carved harp of exotic wood with ivory inlay and zircon gems; solid gold idol (10 lb.)
61-70	3d6 × 100 gp	1,050 gp	Gold dragon comb with red garnet eye; gold and topaz bottle stopper cork; ceremonial electrum dagger with a star ruby in the pommel
71-80	4d6 × 100 gp	1,400 gp	Eyepatch with mock eye of sapphire and moonstone; fire opal pendant on a fine gold chain; old masterpiece painting
81-85	5d6 × 100 gp	1,750 gp	Embroidered silk and velvet mantle with numerous moonstones; sapphire pendant on gold chain
86-90	1d4 × 1,000 gp	2,500 gp	Embroidered and bejeweled glove; jeweled anklet; gold music box
91-95	1d6 × 1,000 gp	3,500 gp	Golden circlet with four aquamarines; a string of small pink pearls (necklace)
96-99	2d4 × 1,000 gp	5,000 gp	Jeweled gold crown; jeweled electrum ring
100	2d6 × 1,000 gp	7,000 gp	Gold and ruby ring; gold cup set with emeralds

TREASURE TABLES

The treasure tables are consulted when generating random treasure. Each monster has a treasure rating in its entry in Chapter 4. Consult that rating on the Random Treasure tables on page 62 or 63 and make the appropriate rolls to determine what treasure is found.

Treasure ratings correspond to the treasure type. Most monsters have only lair ratings, but some have both. If a monster had a treasure rating of L: C; OL: L, the GM refers to the C lair entry if encountered in the lair, and to the L individual entry if encountered away from its lair.

The charts above have a column for each type of treasure that can be found. The chance percentage is rolled first on the d%. If successful, the quantity roll is then made. Gems and art each have a separate random table below to help determine what types are found. The magical items section has its own tables.

Any treasure type having a ‘--’ reference in a column means that no such coin or object of that type is found.



The following chapter details the various types of magical weapons, armor, scrolls, wands, staves, rods, potions, rings and wondrous items suitable for low to mid-level play.

MAGIC WEAPONS

There are many types of magical weapons, some entirely unique and some employing common magical modifications.

Although the following will be repeated, please note that some magical weapons have different bonuses for attack and damage. Some even have a third category of bonuses when used against a specific target. If a weapon instead has only one enhancement, such as “+1 sword”, the weapon uses this enhancement for both attacks and damage.

MAGICAL WEAPONS & BANE WEAPONS

Magical weapons are either simple (and self-explanatory) or highly specialized. Simple magical weapons have enhancement bonuses to attack and damage or have a magical property that needs no elaborate explanation. **They are extremely easy to create as a GM.** A +1 long sword grants a +1 bonus to attack and damage rolls against all targets. An invisible long sword is a long sword that is invisible. There are millions of possible examples of simple magical weapons and there is no real need to explore these options. You can create these weapons for your campaign with ease.

Some enhanced weapons have two sets of bonuses, a standard bonus and a higher bonus versus certain targets. For example, a +1 long sword/+2 versus giants grants a +1 bonus to hit and damage against almost all enemies, but grants a +2 bonus to attacks and damage when employed against a giant. These are often referred to as bane weapons.

Examples of Bane Weapons: +1 lance/+3 versus dragonkind, +1 dagger/+2 versus sneak attack victim, +2 long sword/+4 versus good-aligned creatures, +1 maul/+5 versus skeletons.

Bane weapons are also extremely easy for a GM to create for his campaign and there is no real need to provide a list of them.

SPECIFIC MAGICAL WEAPONS

Some magical weapons are special. They were crafted to be used most effectively in a specific situation. Most specific magical weapons have a simple enhancement that constantly applies (such as +1) and a special property that requires activation or a certain circumstance to reveal its true power.

The following list contains a sampling of the game’s specific magical weapons that are suitable for starter play:

ARROW OF SLAYING

This is the perfect bane weapon. These arrows have a standard attack and damage bonus between +1 and +3 versus all targets, but are created to slay a certain creature on a failed Exceptional (TC 20) Fortitude saving throw. The creature suffers a saving throw penalty equal to the standard bonus of the arrow. The arrow must be specifically crafted with an actual piece of the creature or a symbol of the creature that easily tips off the true intent of the weapon. An arrow of slaying can be tied to any specific monster type, racial subtype, or player character class. They cannot be tied to playable character races in whole.

AXE OF THROWING

This +2 throwing axe can be thrown up to Medium range and it retains its bonus to hit and damage when thrown or wielded in hand.

BOW, TWINSHOT

This bow normally functions as a +1 bow, but if a nonmagical arrow is fired from the bow and a charge is expended, the bow creates a duplicate of the arrow, thus allowing two arrows to be propelled with one pull. Both arrows must target the same opponent, but are resolved as separate attacks. All arrows shot from this bow, whether they hit or not, are destroyed upon impact (or as soon as it is determined that they did not hit) and cannot be recovered. A newly crafted twinshot bow has 50 charges and, once all charges have been expended, the bow thereafter functions as a normal +1 weapon.

CROSSBOW OF SPEED

This +1 crossbow automatically cocks back a bolt placed inside the groove, which doubles the type of crossbow’s normal rate of fire. This magical property can be placed upon hand or light crossbows.

DAGGER OF THROWING

This dagger has a +1 to +4 enhancement to attack and damage whether thrown or wielded. If thrown, however, it can reach up to Medium range and deals 2d4 points of damage (plus enhancement bonus) on impact.

DAGGER OF VENOM

This black, +1 dagger has a hilt that can hold up to six doses of the same type of poison. On a natural attack roll of 20, it automatically injects a dose of poison into the opponent, who must then succeed on an Fortitude save at the poison’s complexity or suffer the poison’s effects as well as damage from the successful attack.

RANDOM MAGICAL ITEM CHARTS

d%	Magical Weapons
01-39	+1 Weapon
40-59	+1/+2 versus Creature
60-64	+1/+3 versus Creature
65-69	+2 Weapon
70-74	+2/+3 versus Creature
75	+3 Weapon
76-77	Arrow of Slaying
78	Axe of Throwing
79	Bow, Twinshot
80	Crossbow of Speed
81	Dagger of Throwing
82	Dagger of Venom
83	Dart of the Swarm
84	Dragon Slayer
85	Foot Dagger
86	Javelin of Lightning
87	Mace of Disruption
88	Mace of Smiting
89	Net of Entrapment
90	Quarterstaff, Magical
91	Spear, Cursed Backbiter
92	Sword of Defending
93	Sword, Flame Tongue
94	Sword, Frost Brand
95	Sword, Giant Slayer
96	Sword, Mage Bane
97	Sword of Planes
98	Sword of Speed
99	Sword, Wolfsbane
00	Thirst Weapon
d%	Magical Scrolls
01-40	1st Level Scroll
41-52	2nd Level Scroll
53-58	3rd Level Scroll
59-61	4th level Scroll
62-64	5th Level Scroll
65-69	Cursed Scroll of Level 1 - 3
70-74	Crused Sroll of Level 4 - 5
75-85	Protection from Element or Energy
86-94	Protection from Poison
95-00	Protection from Spells

d%	Magical Armor & Shields
01-30	+1 Armor
31-39	+1 Shield
40-54	+2 Armor
55-64	+2 Shield
65-71	+3 Armor
72-74	+3 Shield
75-76	Armor of Attraction
77-78	Armor of Blending Glamer
79-88	Elven Chain Mail
89-90	Plate Mail of Command
91-92	Plate Mail of Fearsome Presence
93-94	Plate Mail of Invisibility
95-00	Shield of Missile Protection

d%	Potions & Oils
01-05	Animal Control
06-10	Clairaudience
11-15	Clairvoyance
16-20	Climbing
21-25	Dimunition
26-28	Extra Healing
29-32	Fire Resistance
33-35	Flying
36-40	Gaseous Form
41	Giant Strength
42-50	Healing
51-54	Health & Wellbeing
55-58	Heroism
59-63	Invisibility
64-68	Oil of Bludgeoning Impact
69-70	Oil of Fumbling
71-75	Oil of Slipperiness
76-80	Poison
81-85	Potion of Delusion
86-90	Speed
91-95	Sweet Water
96-100	Water Breathing

d%	Rings
01-04	Animal Friendship
05-09	Beguiling Influence
10-14	Blinkiong

CHART CONTINUED

15-19	Chameleon Power	19-21	Bracers of Defense	77	Periapt of Proof Against Poison
20-21	Clumsiness	22	Bracers of Defenselessness	78	Periapt fo Wound Closure
22-29	Feather Fall	23-26	Brooch of Shielding	79	Pipes of Haunting
30-34	Fire Resistance	27	Chime of Opening	80	Pipes of Persistent Pain
35-39	Freedom of Movement	28	Cirlet of Blasting	81	Robe of Blending
40-42	Ghostwalk	29-30	Cloak of Elvenkind	82	Robe of Climbing
43-49	Invisibility	31	Cloak of the Arachnida	83	Robe of Powerlessness
50-54	Mind Shielding	32	Cloak of Displacement	84-85	Robe of Useful Items
55-69	Protection	33	Crystal Ball	86	Rope of Constricting
70-74	Ram	34	Crystal Hypnosis Ball	87-90	Slippers of Spider Climbing
75-79	Resolve	35	Decanter of Endless Water	91-93	Sovereign Glue
80-84	Shock	36	Dust of Appearance	94-95	Stone of Weight
85-89	Sustenance	37	Dust of Disappearance	96-97	Universal Solvent
90-93	Truthspeaking	38	Dust of Sneezing and Choking	98	Vacuous Grimoire
94-99	Warmth (Cold Resistance)	39-40	Dust of Tracelessness	99-100	Wind Fan
00	Weakness	41	Flask of Curses		
d%	Wands, Staves & Rods	42	Gauntlets of Fumbling	d%	Cursed Items Only
01-04	Wand of Detect Magic	43	Gauntlets of Ogre Power	01-04	Amulet of Inescapable Location
05-09	Wand of Illuminating Lights	44	Gem of Seeing	05-08	Armor of Attraction
10-39	Level 1 Spell Wand	45	Girdle of Giant Strength	09-12	Bag of Devouring
40-59	Level 2 Spell Wand	46	Gloves of Arrow Catching	13-16	Bracers of Defenselessness
60-69	Level 3 Spell Wand	47	Gloves of Dexterity	17-20	Crystal Hypnosis Ball
70-93	Wand of Magic Missiles	48	Gloves fo Swimming and Catching	21-24	Cursed Rod, Staff, or Wand
94	Staff of Commanding	49	Handy Haversack	25-28	Cursed Scroll
95	Staff of Healing	50	Harp of Charming	29-32	Dust of Sneezing and Choking
96	Staff of Thunder and Lightning	51-52	Hat of Disguise	33-37	Flask of Curses
97	Rod of Alertness	53-55	Helm of Comp Lang & Read Mag.	38-41	Foot Dagger
98	Rod of Fear	56	Helm of Opposite Alignment	42-45	Gauntlets of Fumbling
99	Rod of Flailing	57	Helm of Underwater Action	46-49	Helm of Opposite Alignment
00	Rod of Splendor	58	Horn of Fog	50-53	Incense of Obsession
d%	Wondrous Items	59	Horn of Goodness/Evil	54-57	Medallion of Thought Projection
01	Amulet of Inescapable Location	60	Incense of Meditation	58-61	Oil of Fumbling
02	Amulet of Proof Against Detection	61	Incense of Obsession	62-65	Pipes of Persistent Pain
03	Bag of Devouring	62-65	Ioun Stones	66-69	Potion of Delusion
04-08	Bag of Holding	66	Iron Bands of Binding	70-73	Ring of Clumsiness
09-12	Bead of Force	67	Lens of Detection	74-77	Ring of Weakness
13	Boots of Elvenkind	68-69	Medallion of Thought Detection	78-81	Robe of Powerlessness
14	Boots of Levitation	70	Medallion of Thought Projection	82-85	Rope of Constricting
15	Boots of Speed	71	Necklace of Adaptation	86-89	Spear, Cursed Backbiter
16	Boots of Striding and Springing	72	Necklace of Fireballs	90-93	Stone of Weight
17-18	Bracers of Archery	73-74	Pearl of Power	94-97	Thirst Weapon
		75-76	Periapt of Health	98-100	Vacuous Grimoire

DART OF THE SWARM

A dart of the swarm multiplies when thrown, becoming a veritable swarm of stinging projectiles. When one is hurled, percentile dice are rolled to determine the attack bonus and number of darts in the swarm. Only one attack roll is made to determine whether or not all of the darts strike the target. Note that the bonus applies only to attack rolls, not to damage, which is the standard amount for a dart (1d3 v. S or M; 1d2 v. L). Darts of the swarm are often found in bundles of ten.

DART OF THE SWARM CHART

% Roll	Attack Bonus	No. of Darts
01-40	+1	5d4
41-70	+2	4d4
71-90	+3	3d4
91-100	+4	2d4

DRAGON SLAYER

Dragon slayers are usually lances or swords, but any weapon can be imbued with this magic. This is a type of special bane weapon. Dragon slayers are always +2 weapons; however that bonus doubles to +4 when used against any metallic or chromatic dragon, not merely against any dragonkind, and the damage is also tripled. Furthermore, each dragon slayer is specifically tied to one type of dragon in the same way as an arrow of slaying. Roll a d% first. A roll of 1 – 75 indicates the slayer is forged against an evil dragon type. A roll of 76 – 100 indicates it is tied to a good dragon type. Then roll a d6 on either the good or evil chart to determine exactly what type of dragon the weapon is attuned to slay:

DRAGON SLAYER ATTUNEMENT

(d6) Good Dragons	(d6) Evil Dragons
1. Gold	1. Red
2. Bronze	2. White
3. Silver	3. Black
4. Brass	4. Green
5. Copper	5. Blue
6. GM's Choice	6. GM's Choice

JAVELIN OF LIGHTNING

These javelins have a standard +1 to +3 enhancement bonus. Activated by a command word during flight, the javelin turns into a lightning bolt with a Medium range that deals an additional 20 points of damage on impact. This lightning bolt has a line of attack similar to the arcane spell, so those near the direct path of the lightning bolt may suffer half damage on a failed save.

MACE OF DISRUPTION

This +1 mace is the bane of all undead. Any undead creature struck by it takes double damage from the weapon and must succeed on a Superior TC (15) Fortitude saving throw or be destroyed.

MACE OF SMITING

This +3 heavy mace deals double damage against golems and creatures native to a plane of existence other than the Prime Material. Additionally, any golem struck by it on a natural 20 is completely destroyed.

NET OF ENTRAPMENT

On command, a thrown net of entrapment can reach Short range and encompass a 10 ft. square area. All those in the 10 ft. space must save vs. breath weapon or suffer the net's effects. The net is very strong and it cannot be cut unless 5 points of damage are dealt to the net, which, for purposes of these attacks, has Armor Class 30. The net can be thrown, set on the floor to snatch upward, hanged from a ceiling as a trap, etc. The magical property of the net causes it to purposefully entrap with ease.

QUARTERSTAFF, MAGICAL

This appears to merely be an ornately finished quarterstaff and, in fact, if a detect magic spell is cast upon it, it resonates no magic. A command word wreathes the staff in a soft glow that illuminates an area half as large as that of the light spell. It also can be commanded to elongate up to 12 feet or to shorten up to 6 feet. In battle, it deals normal quarterstaff damage, but each magical quarterstaff is enhanced with a +1 to +5 bonus to attack and damage.

SWORD OF DEFENDING

This +4 sword allows the wielder to transfer some or all of the +4 bonus to the wielder's AC for one round. For example, the wielder can, on the first round of battle, opt to reduce the sword's attack and damage bonus to +2, thus receiving a +2 bonus to his Armor Class. This can be done on the wielder's initiative each round as a secondary action and the effects last until the beginning of the wielder's initiative the next round.

SWORD, FLAME TONGUE

This +1 sword can also be commanded to crackle with natural flames. While the flames deal no damage to the wielder of the sword, they empower the weapon when used against creatures or objects susceptible to flame. As such, the sword grants a +2 enhancement bonus versus any regenerating creature, a +3 versus any cold-based creatures or those with cold-based attacks, and a +4 against any undead creature not specifically immune to fire. The flames on this sword radiate light equivalent to a torch.

SWORD, FROST BRAND

This +3 sword becomes a +6 weapon against any fire creature, which

are creatures either native to the Elemental Plane of Fire or those with natural fire attacks and/or full invulnerability to fire. The sword also sheds light as a torch when the temperature drops below 0°F; at such times it cannot be concealed when drawn, nor can its light be shut off. Its wielder is protected from fire as if wearing a ring of fire resistance. A frost brand extinguishes all nonmagical fires in a 10-foot radius. It has a 50% chance to extinguish any magic fire it is thrust into, including a wall of fire.

SWORD, GIANT SLAYER

This +2 longsword actively assists its wielder in the destruction of giant kind. It provides a +4 bonus versus any giant, giant-kin, ettin, ogre mage, or titan. Against any of the true giants (hill, stone, frost, fire, cloud, storm) the sword causes 2d12+4 points of damage instead. Furthermore, like the famed dragon slayer, each giant slayer is specifically tied to one type of giant in the same way as an arrow of slaying. Roll a d6 to determine the type of giant that the sword is attuned to slay.

GIANT SLAYER ATTUNEMENT

d6	Giant
1	Hill
2	Stone
3	Frost
4	Fire
5	Cloud
6	Storm

SWORD, MAGE BANE

This is a specific and special bane weapon that resonates no magic upon detection. In fact, the sword is always a +1 sword, but is a +2 versus spell casters and magically enchanted creatures.

SWORD OF PLANES

This longsword has a bonus of +1 when wielded on the plane in which it was forged, but on any other plane of existence, or against creatures native to other planes, its enhancement bonus increases to +4. Additionally, once per week the sword may be used to temporarily cleave the fabric that separates one plane from the next; this has the effect of a plane shift spell, but only for the wielder of the blade.

SWORD OF SPEED

Any small or medium-sized sword can be a sword of speed. A sword of speed always grants its wielder one free attack action before initiative is rolled each round. Thereafter, the wielder rolls initiative and attacks normally. Swords of speed all have a base enhancement bonus between +1 and +3.

SWORD, WOLFSBANE

This is also a specific and special bane weapon. It normally functions

as a +1 sword, but grants a +3 bonus to attack and damage versus any shape-shifters. The sword is laced and infused with mystical wolf's bane, as well. On command, the sword exudes an aura of the herb which, on a failed save, keeps at bay any werewolves or natural wolves. Furthermore, a natural 20 attack roll against a werewolf temporarily forces the werewolf to revert to its original form for 1 hour.

SWORD OF WOUNDING

This +1 weapon inflicts damage that cannot be regenerated or healed by a spell, item, or other magical means short of a wish or peripart of wound closure. Additionally, the wounds caused by the sword continue to bleed from round to round, causing the opponent to lose an additional hit point for each wound inflicted by the blade. Loss of such additional hit points stop after either a successful first aid check or the passing of ten rounds.

MAGIC ARMOR

Similar to weapons, magical armor comes in the basic enchanted type and in very unique suits or shields crafted for a specific purpose.

BASIC ENCHANTED ARMOR & SHIELDS

Armor and shields can receive a magical enhancement bonus, usually between +1 and +5. This enhancement bonus adds to the wearer's AC. For example, +1 leather armor grants leather armor's normal AC bonus, but also adds +1 due to the magical enhancement.

SPECIFIC MAGICAL ARMOR & SHIELDS

Here are some special types of armor and shields:

ARMOR OF BLENDING GLAMER

This armor can be of any type. Upon command, the armor can disguise itself via an illusion to appear as mundane clothing of the wearer's choice. This illusion cannot be disbelieved, however. Only magical detection reveals it. The most common form of this armor provides no AC enhancement; enhanced versions do exist, but they are very expensive.

ELVEN CHAIN MAIL

This is the epitome of finely crafted armor. Although not magical, elven chain is crafted to provide the same bonus to AC as chain mail, but be only slightly more restrictive than leather armor. It is thin and can be concealed under mundane clothing. It is also lighter than chain mail, so classes restricted to light armor often can wear elven chain with slight penalties.

PLATE MAIL OF COMMAND

This +1 suit of plate mail grants its wearer an 18 Charisma when wearing the armor. It also grants clerics a +2 bonus on turn undead checks.

PLATE MAIL OF INVISIBILITY

At will, the wearer of this suit of +1 plate mail can render the armor invisible per the spell, thus concealing the fact that he is wearing any armor at all. Once per day, upon command, the armor can render its wearer invisible per the spell as well (caster level 10th).

PLATE MAIL OF FEARSOME PRESENCE

This armor functions as normal plate mail +1. However, upon uttering a command word, the wearer radiates a 25-foot radius aura of fear as per the *frightening aura* spell. All creatures (except the one wearing the armor) must succeed on an Exceptional (TC 20) Fortitude save or be affected. The armor has 4d10 charges when found and when all charges are spent, the armor functions as normal plate mail +1. It cannot be recharged.

SHIELD OF ARROW DEFLECTION

This large shield normally acts as a +1 shield, but acts as a +4 shield versus all normal missile attacks. Additionally, the shield reflects any magic missile attacks targeting its wielder back at the caster on a d6 roll of 5 or 6.

SHIELD OF MISSILE PROTECTION

This +1 shield is always a large shield. It grants an additional +4 bonus to AC versus any small and medium projectile and grants 25% Magic Resistance versus all magical missiles and rays, including those that unerringly strike.

MAGIC SCROLLS

Scrolls hold a number of spells that can be activated by a reader. There are generally two types of scrolls, those that can be activated by anyone – these are called trigger scrolls – and those that require a spell caster of the appropriate type – these are commonly called spell scrolls.

ACTIVATING SCROLLS

There are different rules for activating trigger scrolls and spell scrolls:

Trigger Scrolls: To activate a trigger scroll, the reader need only read the scroll. If the scroll is written in a foreign language, it will need to first be translated. Note that most cursed scrolls are trigger scrolls and simply activate upon attempting to read them. Trigger scrolls use the minimum required caster level for calculations to a maximum of 9th level. If no caster level can be discerned, they are considered 9th level.

Spell Scrolls: To activate a spell scroll, the reader must first cast *read magic*, unless the written spell is already known. Some scrolls may be written in a language that is unknown to the reader, thus requiring a comprehend languages spell, as well. Once deciphered, the caster reads the mystical words. This activates the spell. If the caster has the spell on his list of known spells, there is no chance of failure. If the spell is of a level and/or type that the caster has access to, there is no chance

of failure. If the spell is of a level too high for the caster, or it belongs to a school or type of magic the caster cannot employ, an Exceptional (TC 20) Intelligence check is required or the attempt fails. At that point, take note of the activation check result and consult the following section.

Failed Attempts: More often than not, a failed attempt simply indicates the caster failed to invoke the spell's energy. The attempt can be retried. Sometimes, though, the failed attempt results in an unfortunate mistake that either harms the reader or invokes the exact reverse of the spell scroll. An explosion occurs on any activation check that would result in an Average check (between TC 10 and TC 14). A reversal occurs on any result on the activation check that would put the caster in a Basic check (between TC 1 and TC 9).

Explosion: 1d6 points of damage per spell level to the reader only.

Reversed Effect: The reader or reader's allies suffer the spell's effects, receiving a save if allowed.

CASTING TIME AND DURATION

Unless otherwise stated, the casting time for all scrolls is +4 and the duration of the spell's effects lasts 1d4+4 rounds.

EXAMPLES OF TRIGGER SCROLLS

Almost every protection spell is a trigger scroll, allowing any class to enjoy the benefits of the protection. Here are three common types:

SCROLL OF PROTECTION FROM ELEMENT OR ENERGY

These scrolls protect against acid, fire, cold, electricity, gas, and water. Once activated, a 10-ft. radius globe appears around the reader and shields those within from any form of natural element or energy. In the case of water, the globe creates an air pocket. Those in the globe are rendered immune to any damaging effects of existing sources of the energy or element. Targeted effects, however, still require a save, but are performed with a +6 to the roll and always deal half damage on a failed save.

SCROLL OF PROTECTION FROM POISON

These scrolls render the reader immune to all forms of poisons for 1d4+10 rounds.

SCROLL OF PROTECTION FROM SPELLS

These scrolls provide the reader with a +4 bonus on all saving throws versus spells cast at the subject. Spells that target the reader from a triggered effect (such as a trap) do not enjoy the bonus.

SPELL SCROLLS

Spell scrolls hold a number of spells that can be found in the spell descriptions in the *Spells* chapter. These spells work exactly as they read in that chapter and, unless otherwise stated, use a caster level equal to the minimum required to cast the spell, to a maximum of 9th level.

Spell scrolls may contain more than one spell.

POTIONS & OILS

Potions are liquid shots of magic. They are stored in flasks or vials using a process that protects the potion from disintegration, and with enough liquid to serve as one dose for one subject. Potion brewers have unique processes, so it is impossible to guess a potion's effects by sight or even scent. Only by once experiencing the potion in the past and tasting a small portion of the potion does one glean its effects. An Intelligence check is often required to recall the potion this way.

COMBINING POTION RESULTS

d%	Result
01 – 05	Internal explosion causing 6d10 points of damage. If the amount of damage suffered is enough to kill the subject, the body explodes, dealing 1d10 points of damage to all those within 5 feet.
06 – 19	The subject retches up both potions, losing the effects of any previously enjoyed effect. The retching continues for 1d4 minutes, during which the subject can take no other actions.
19 – 30	Mild poisoning of the subject causes a loss of 2 points from Strength, Dexterity, and Constitution for 24 hours.
31 – 40	Deadly poisoning of subject that, unless neutralized within 1 hour, kills the subject.
41 – 65	Absolutely nothing happens. The first potion remains active.
66 – 75	The second potion safely overrides the first potion. The second potion's effects take effect normally.
76 – 80	The second potion actually empowers the first potion, extending the first potion's duration by an additional 1d4+4 rounds.
81 – 90	The two potions work in harmony. The subject enjoys both effects normally.
91 – 95	A totally new magical effect takes hold of the subject and a new potion is discovered.
96 – 100	The mixture causes the subject to exude a beacon of antimagic. All magical items worn, stored, or carried by the subject, including armor and weapons, become completely and permanently non-magical.

Drinking a potion imposes a +1 initiative penalty. Once imbibed, the potion's effects take effect before initiative the next round.

Oils are magically infused and activated when they are sufficiently spread over a creature or object. The process for applying oil takes one full round and the oil's effects take hold before initiative the next round.

Duration: Unless otherwise stated, the effect of a potion or oil lasts 1d4+4 rounds.

Saving Throws: Unless otherwise stated, where a saving throw is allowed to thwart a potion's effect, the saving throw is Exceptional (TC 20) as is customary for spells.

Combining Potion Effects: The introduction of a potion while one is under the effects of another potion can be a very disastrous occasion. Simply put, some potion effects interact dangerously with others. As a general mode of precaution then, the standard operating procedure of adventurers is to never combine potions.

Although you have full discretion to adjudicate the complications involved in mixing potions, the chart below can be consulted on the fly.

SPECIFIC POTIONS & OILS

Here is a list of potions and oils suitable for low to mid-level play:

ANIMAL CONTROL

The subject can control the emotions of an animal through an instant empathic link. If the subject can actually communicate with the animal, this potion will render the animal charmed and under the complete control of the subject for 1d4+4 rounds. Animals with an Intelligence score of 5 or higher receive a Will saving throw to thwart the effects, but, unless threatened, most animals waive the save. The following chart can be used to randomly generate the type of animal controlled:

RANDOM ANIMAL CONTROLLED

D%	Animal
01 – 14	Avians/Birds
15 – 24	Water-based/Fish
25 – 65	Land-based mammal
66 – 79	Amphibians
80 – 89	Reptiles
90 – 96	Insects
97 – 100	Roll Twice Above

CLAIRAUDIENCE

The subject enjoys the effects of the clairaudience spell for 1d4+4 rounds, although nearby areas (within close range) do not require the subject to have any form of familiarity.

CLAIRVOYANCE

The subject enjoys the effects of the clairvoyance spell for 1d4+4 rounds, although nearby areas (within close range) do not require the subject to have any form of familiarity.

CLIMBING

The subject essentially receives the rogue proficiency, climb, free of charge and receives a +20 additional bonus on all Climb checks for 2 minutes per day. Although no racial modifications apply, the subject

does suffer from wearing armor based on the following chart. A carried shield shifts the armor type one category.

CLIMB POTION ARMOR PENALTIES

Penalty	Armor Type
-1	Any magically lightened armor
-1	Studded Leather/Elven Chain Mail
-2	Ring Mail
-3	Scale Mail
-4	Chain Mail
-5	Banded or Splint Mail
-6	Plate Mail or Field Plate
-8	Full Plate
-10	Full Plate with Shield

DIMINUTION

The subject shrinks down in size a percentage equal to the percentage of the potion drunk. For example, drinking 50% of the potion reduces the subject 50% in size. If the entire potion is consumed, the subject shrinks down to as small as a few inches tall.

EXTRA HEALING

This potion need not be entirely consumed. It essentially holds three doses of a healing potion (which heals 1d8+1 hp) in concentrated form. If entirely consumed, the subject enjoys the effects of the three potions at once.

FIRE RESISTANCE

The subject becomes immune to all mundane fire or heat sources and gains a +4 save bonus vs all heat-based magical or special effects and spells (including a fiery breath weapon from a dragon or a *fireball* spell). Whenever the subject takes fire or heat damage, two points of damage are subtracted from each die of damage rolled.

FLYING

The subject flies as if he was the subject of the *fly* spell.

GASEOUS FORM

For 1d4+4 minutes, the subject and all his gear turn into a gaseous form and can float about at a speed of 30 feet per round. The gas can penetrate the smallest holes, cracks and gaps. While in this form, the subject is rendered immune to all normal attacks, but can be harmed by magical fire and lightning.

GIANT STRENGTH

The subject enjoys a Strength score of 20 for 1d4+4 rounds. The magic only works on those with an aggressive personality, so it generally only

works for fighters, barbarians, paladins and battle priests.

HEALING

This potion heals 1d8+1 point of damage to the subject.

POTION OF HEALTH & WELL BEING

This potion does not actually heal hit point damage, but it does remove any natural or magical ailment, poison, mental defect, or physical impairment (such as blindness or deafness). If the subject suffers from more than one malady, he must consume the entire potion to remove all defects. If less than the entire potion is consumed, only one (randomly determined) issue is resolved.

POTION OF HEROISM

The subject magically gains a certain bonus on all combat rolls (attack, damage and saving throw), as well as a certain amount of temporary hit points equal to 1d10+1 per bonus granted.

HEROISM BONUS PER LEVEL

Level	Bonus Gained
1-3	+3
4-6	+2
7-9	+1

POTION OF INVISIBILITY

This potion imbues the subject with the effects of the *invisibility* spell. It can commonly be found or purchased as an 8-dose potion, each dose granting the subject invisibility for 2d3 minutes. Any outwardly hostile action dispels the effects, requiring another dose.

OIL OF BLUDGEONING IMPACT

If spread on a bludgeoning weapon, the oil enchants the weapon with a temporary +3 enhancement bonus. Two-handed weapons deal 3 additional points of damage (total +6). Melee weapons so enchanted last for 1d4+8 rounds. Ranged weapons remain enchanted for 1d4+8 rounds, or until hurled. Ranged weapons do not deal any additional damage above the +3 enhancement.

OIL OF SLIPPERINESS

If spread on an object or creature, the subject cannot be grabbed, grappled, entangled, or constricted in any way. The oil allows a creature to easily spring from any sort of restraint, even webs. If placed on a floor, any creature that steps on the oil must roll an Exceptional (TC 20) Reflex save. Failure causes the creature to fall prone. Subsequent rolls must be rolled when attempting to regain footing. Any form of alcohol, if poured on the oil, will dilute its effectiveness.

POISON POTION

This is a magical poison that affects its subject via contact, injury, or ingestion. In any case, it is a Type IV poison that requires a Superior (TC 15) Fortitude saving throw to avoid death. Older potions of poison may be weak, in which case an Average save is required. Likewise, horribly potent potions exist that require an Exceptional or Legendary save!

POTION OF SPEED

This potion doubles the movement speed of the subject and grants the subject one additional attack action before initiative in every round. The subject ages one year upon the expiration of the potion's duration, which is 5d4 rounds.

POTION OF SWEET WATER

This potion utterly cleanses up to 100,000 cubic feet of contaminated liquid (even poison). The effect is permanent and for 5d4 rounds after the introduction of sweet water into the polluted liquid, the liquid cannot be re-contaminated.

POTION OF WATER BREATHING

The subject can breathe underwater. Potions of water breathing usually contain two doses, but rarer potions may contain up to four doses. Any single dose provides water breathing for 1 hour.



RING OF BEGUILING INFLUENCE

This ring has the effect of raising the wearer's Charisma to 18 for the purpose of influence with regards to humans and humanoids. Additionally, the wearer can cast *charm person* and *suggestion* once per day.

RING OF BLINKING

On command, this ring makes the wearer blink as per the spell. The ring will function for six rounds before becoming dormant for one hour while it replenishes itself.

RING OF CHAMELEON POWER

Similar to the way a thief can hide in shadows, the wearer of this ring is proficient in hiding in his surroundings with a +15 bonus on the Dexterity check to succeed.

RING OF FEATHER FALL

The wearer is always under the effects of a *feather fall* spell. Anytime the wearer falls more than 5 ft., the ring's magic takes effect.

RING OF FIRE RESISTANCE

The wearer becomes immune to all mundane fire or heat sources and gains a +4 saving throw versus all heat-based magical or special effects and spells (including a fiery breath weapon from a dragon or a *fireball* spell). Whenever the subject takes fire or heat damage from a magical or special effect, two points of damage are subtracted from each die of damage rolled. Furthermore, if completely engulfed in a source of extreme heat, such as lava, the wearer suffers only 1d6+6 points of damage each round.

RINGS

Magical rings must be worn to imbue their magic, and only one magical ring may be worn on a hand at any one time. There is no required style of crafting a magical ring, and so two magical rings of the same type may have two different styles. Most rings, when found, will not fit the finder. Some magical rings, however, are crafted with the ability to change their size to fit its wearer. If not, the ring can still be worn loose or the finder can hire a jeweler to fashion a fitter to the ring.

Examining a magical ring with one's eyes is useless; they never seem magical. Only through magical detection or experimentation does one learn what a particular magical ring does. All magical rings are considered 12th level casters, unless a higher level is noted.

SPECIFIC MAGICAL RINGS

Here is an introductory list of magical rings:

RING OF ANIMAL FRIENDSHIP

Whenever the wearer of this ring approaches within short distance of a non-magical and mundane animal, the animal must succeed on an Exceptional (TC 20) Will save or be forced to become a temporary friend of the wearer. Up to 12HD of animals can be affected at one time.

RING OF FREEDOM OF MOVEMENT

This ring enables its wearer to move and attack normally, even under the influence of magic that usually impedes movement, such as paralysis, solid fog, *slow*, and *web*.

The ring also allows the subject to move and attack normally while underwater, even with slashing weapons such as axes and swords or with bludgeoning weapons such as flails, hammers, and maces, provided that the weapon is wielded in the hand rather than hurled. This does not, however, provide any form of water breathing.

RING OF GHOSTWALK

These are actually rings of invisibility (see below) but also render the wearer completely silent. Speaking breaks the silence effect instantly, but does not affect the invisibility.

RING OF INVISIBILITY

The wearer enjoys the ability to render himself invisible per the spell *invisibility*. Similar to the spell, any outward act of hostility immediately dispels the effect.

RING OF MIND SHIELDING

The wearer of this ring is continually immune to *detect thoughts*, *detect lie*, and any attempt to magically discern his alignment.

RING OF RESOLVE

While this ring is worn, the wearer gains the temporary benefit of adding 1 point to Wisdom (18 maximum). Additionally, the wearer is immune to sleep, charm, and fear.

RING OF PROTECTION

A ring of protection covers its wearer in an invisible layer of force that provides a bonus to AC between +1 and +3. The vast majority of rings of protection are +1.

RING OF THE RAM

The ring of the ram is an ornate ring forged of hard metal, usually iron or an iron alloy. It has the head of a ram as its device.

The wearer can cause the ring to shoot forth a ram-like force up to 30 ft. that is shaped to resemble the head of a ram or goat. This force strikes a single target, dealing 1d6 points of damage if one charge is expended, 2d6 points if two charges are expended, or 3d6 points if the maximum three charges are expended. The force of the blow can also open magical or mundane doors that are stuck naturally or via magic with an 80% chance of success. Expending two charges increases this chance to 85%, while expending three charges increases it to 90%.

A ring of the ram can be used in a few additional ways, all of which relate to the use of a powerful force. For example, the ring could be

used to knock a target off a ladder or ledge (requiring a save with a bonus equal to any damage bonus for high Strength). It could be used to knock someone prone or into a dangerous object. It could also be used to smash an item (requiring an item saving throw). Expending three charges will cause a magical item to save or be smashed.

A newly created ring has 50 charges, but those found usually do not have more than 10. When all the charges are expended, the ring becomes a nonmagical item until recharged.

RING OF SHOCK

The wearer may expend one charge upon touching someone or something and deal 1d8+6 points of electrical damage.

RING OF SUSTENANCE

After 1 week of wearing this ring, the wearer need only sleep two hours per day to be completely refreshed, and needs no food or drink. If it is removed, even for a second, it will not function again until it has been worn for another week.

RING OF TRUTHSPEAKING

The wearer of this ring can instantly discern if someone is lying per the spell *detect lie*. Conversely, while the ring is worn, the character is unable to tell a lie himself. If the wearer tries to tell a lie, he finds himself speaking the literal truth instead.

RING OF WARMTH (COLD RESISTANCE)

The wearer is never affected by cold environments and enjoys a +2 saving throw bonus against any cold-based special attack. Even on a failed save, the damage suffered by a cold-based effect is reduced by 1 point per every die rolled.

WANDS

Wands are small, thin shards of a sturdy material, such as bone, wood, or ivory, that store a certain number of charges of a specific magical spell or effect. Wands must be commanded to expend a charge, which usually requires the knowledge of a command word or phrase. Some wands have their commands written magically on their shaft. A simple read magic spell suffices if this is the case. Other wands deliver their command via an empathic or telepathic connection. You, as GM, determine how secretive the command word or phrase is, and what is required to attain it.

All wands are created with 10 to 100 (1d10 x 10) charges, but are usually found with far less than the original lot. You determine the exact amount of remaining charges. Once all of the charges are expended, the wand could disappear, turn to dust, explode, or simply become an inert piece of material.

Activating a wand, unless otherwise stated, adds a +4 penalty to the initiative roll. Furthermore, all wands are considered 6th level casters

for calculations, unless the specific wand states a different level is to be used.

SPECIFIC WANDS

Here are some wands suitable for starter play:

WAND OF DETECT MAGIC

A wand of detect magic locates the strongest magical aura within 30 feet of the wielder. This initial detection takes one round. The wielder can expend an additional charge to spend a full round discerning the properties of the magical aura (similar to the detect magic spell) or can locate the second most-powerful magical aura within range. Every attempt to locate magic or discern magic requires one round and costs one charge.

WAND OF ILLUMINATING LIGHTS

A wand of illuminating lights produces one of a few different illuminating effects based on the amount of charges expended. One charge musters a *light* spell or *dancing lights* spell. Two charges muster a *continual light* spell. When three charges are expended, the wand summons forth a 20 ft. radius ray of light, equal in intensity to sunlight, that can strike a point at up to medium range. Any living creatures in the area of effect must succeed on an Exceptional (TC 20) Reflex save or be blinded for 1 round. Any undead in the area suffer 6d6 points of damage, no save.

WAND OF MAGIC MISSILES

A wand of magic missiles functions exactly like the spell of the same name. The wielder can use one or two charges each round to expel one or two magic missiles that deal 1d4+1 points of damage on impact.

STAVES

Magical staves are tall and relatively slender shafts of any sturdy material, such as bone or wood. They are frequently carved in elaborate fashion with metal bands and/or gems. Similar to wands, staves store a certain number of charges of a specific magical spell or effect. Staves must be commanded to expend a charge, which usually requires the knowledge of a command word or phrase. Some have their commands written magically on their shaft. A simple read magic spell suffices if this is the case. Other staves deliver their command via an empathic or telepathic connection; some even speak to the wielder in the wielder's dreams. It is up to you to determine how secretive the command word or phrase is, and what is required to attain it.

All staves are created with 24 charges, but are usually found with less than the original lot. Once all the charges are expended, someone trained to do so can recharge the staff.

Activating a staff, unless otherwise stated, adds a +4 penalty to the initiative roll. Furthermore, all staves are considered 8th level casters for calculations, unless a specific staff states a different level is to be used.

TYPES OF MAGICAL STAVES

There are many magical staves. Most are crafted for a specific spell caster who has a predetermined vision of the staff's functions. As such, a magical staff can have any number of various spells and spell effects attuned to it.

SPECIFIC MAGICAL STAVES

The following is but one example of a type of magical staff that can be created or found.

STAFF OF COMMANDING

When in the hands of an arcane spellcaster, a charge can be expended to cast the *suggestion* spell or to activate an effect similar to that of a ring of animal control. A divine caster can also use the suggestion and animal control powers, but may also use a charge to control plants and plant-creatures in a 10-ft area.

STAFF OF HEALING

This white ash wood staff is inlaid with silver runes. It allows the wielder to expend a certain amount of charges to bring forth the effects of the following spells:

- Neutralize poison* (1 charge)
- Cure serious wounds* (1 charge)
- Remove blindness or deafness* (2 charges)
- Remove disease* (3 charges)

The activation of any spell requires a primary action in combat that does not suffer an initiative penalty normally associated with the spell.

STAFF OF THUNDER & LIGHTNING

Constructed of wood and bound with iron set with silver rivets, this staff has the properties of a +2 quarterstaff but also allows the activation of other magical effects with the expenditure of a certain number of charges. Its other magical powers are as follows:

Thunder Strike: The staff is now considered a +3 quarterstaff and strikes with a deafening clap. The victim struck must succeed on an Exceptional (TC 20) Fortitude save or be unable to take any further action in the round struck. This power expends one charge.

Lightning Strike: A powerful current of electricity covers the staff and leaps forth when the staff strikes an opponent. This electricity adds an extra 2d6 points of electricity damage to the attack. This function requires the expenditure of one charge.

Thunderclap: The staff emits a deafening boom in a 40-foot long cone that deals 2d6 points of damage to all those in the area of effect. In addition, those affected must succeed on an Exceptional (TC 20) Fortitude saving throw or be deafened for 2d6 rounds. This function expends two charges.

Lightning Bolt: The staff shoots out a 5-foot-wide lightning bolt (9d6

points of damage, save for half) that extends to a range of 200 feet. This function requires the expenditure of two charges.

Thundering Lightning: The wielder of the staff effectively combines the thunderclap effect with the lightning bolt effect described above to create a deafening and sonic version of the normal lightning bolt. The lightning bolt has a range of 200 feet and deals 9d6 points of electricity damage to those in its path (damage rolls of 1 or 2 are considered rolls of 3, for a range of 27 to 54 points), and the accompanying thunderclap deals 2d6 points of additional damage to those directly in the line of the bolt and deals a like amount of damage to those within 10 feet of the bolt. A single save applies to both effects. This function expends four charges.

RODS

Rods are only slightly longer than wands but are about twice as thick and sturdy. They can be fashioned from any hard material and are usually ornately and gaudily adorned. Similar to wands and staves, rods store a certain number of charges of a specific magical spell or effect. Rods must be commanded to expend a charge, which usually requires the knowledge of a command word or phrase. Some rods have their commands written magically on their shaft. A simple *read magic* spell suffices if this is the case. Other rods deliver their command via an empathic or telepathic connection. You determine how secretive the command word or phrase is and what is required to attain it.

Almost all rods are created with 50 charges, but are usually found with less than the original lot. Once all of the charges are expended, someone trained to do so can recharge the rod.

Activating a rod, unless otherwise stated, adds a +4 penalty to the initiative roll. Rods function as 10th-level casters.

SPECIFIC RODS

ROD OF ALERTNESS

This rod is indistinguishable from a +1 light mace. It has eight flanges on its mace-like head. The rod allows its wielder to roll a d8 for all initiative checks when the rod is being wielded. If grasped firmly and activated, the rod enables the holder to effectively cast the following spells: *detect evil* (or *detect good*), *detect magic*, *detect lies*, and *invisibility*, as well as all illusion spells of Level 3 or lower. The use of the detect spells does not expend any of the charges in the rod.

If the head of the rod is planted in the ground, and the possessor wills it to alertness, the rod senses any creature within 120 feet who intends to harm the possessor. At the same time, the rod creates the effect of a prayer spell upon all creatures friendly to the possessor in a 20-foot radius. Thereafter, the rod sends forth a mental alert to these friendly creatures, warning them of possible danger from the unfriendly creature or creatures within the 120-foot radius. These effects last for 10 minutes, and consume one charge.

The rod can be used to simulate the casting of an *animate objects* spell, utilizing any eleven (or fewer) small objects located around the perim-

eter of a 5-foot-radius circle centered on the rod when planted in the ground. Objects remain animated for 11 rounds. This effect uses one charge.

The rod can be recharged by a priest of 16th level or higher, as long as at least one charge remains in the rod when the recharging is attempted.

ROD OF FEAR

This rod functions as a +2 mace. On command, the rod causes the wielder to appear to all living creatures within 30 feet as the embodiment of each creature's darkest and most horrific nightmare. All subjects within the range that fail an Exceptional (TC 20) Will saving throw become panicked as if by a fear spell (normal save applies). Each use of the fear effect expends one charge.

ROD OF FLAILING

There are two distinct functions of this rod. The first function, which expends one charge, is to grant the wielder a +4 bonus to both AC and saves for one minute. The second function, which does not expend a charge, is to transform upon command into a double-headed flail. In its weapon form, the flail is a +3 weapon. The wielder can choose to transform the rod into either a footman's or horseman's flail. In either case, the flail has two heads, and so an additional attack action each round can be taken against a single opponent or against an opponent standing adjacent to the primary target. If the wielder is restricted to only one attack per round, he may expend five charges to receive a second attack immediately after the first attack is rolled.

ROD OF SPLENDOR

Firstly, the wielder of this rod enjoys a Charisma score of 18. This is automatic and does not expend any of the rod's charges. Secondly, the wielder may expend one charge to garb himself in an outfit of the finest clothing (including jewels and furs) worth 1d10 x 1,000 gold pieces. This entire outfit disappears if any part of it is removed from the wielder. Thirdly, the wielder may expend one charge to create a palatial tent that is large enough to fit up to 100 people comfortably. The tent is equipped with food and magical instruments that can feed and entertain up to 100 people. The tent remains for 1 day before it, and all of its contents, disappears. Anything taken out of the tent immediately teleports back inside. The wielder can expend one additional charge per day to maintain the tent. Once all charges are expended, the wielder's Charisma returns to its former score, a created outfit or tent disappears, and the rod can never again be recharged.

WONDROUS ITEMS

Wondrous items are miscellaneous magical items, such as boots, books, gloves, bags, dusts, etc. Most wondrous items do not appear magical and some require a detailed procedure for detecting their magical nature. All items of clothing can be tailored or arranged to fit the wielder, unless the item has been enchanted to change size. Also, items that are broken usually lose all magical properties forever.

Wondrous items do not usually require a casting level, but, if necessary, the specific item's description will list a level. Furthermore, any class can use a wondrous item, unless specifically forbidden by the item or the subject's race.

SPECIFIC WONDROUS ITEMS

AMULET OF PROOF AGAINST DETECTION AND LOCATION

This silver amulet protects the wearer from all magical attempts to locate the wearer, including: *clairaudience*, *clairvoyance*, *detect thoughts*, *crystal balls*, and other scrying devices. Additionally, the character is immune to any spell that detects alignment.

BAG OF HOLDING

All bags of holding are 2 x 4 ft. cloth sacks. The inside is a non-dimensional space that holds far more than what the outside of the bag suggests. The type of bag rolled determines the amount of weight and space the non-dimensional space can hold. Regardless of how much is actually placed inside a bag of holding, all bags of holding of a certain type weigh what is indicated.

TYPE OF BAG OF HOLDING FOUND

d%	Result
01-30	Type I bag always weighing 15 pounds and able to hold 250 pounds, or 30 cubic feet, of contents
31-70	Type II bag always weighing 25 pounds and able to hold 500 pounds, or 70 cubic feet, of contents
71-90	Type III bag always weighing 35 pounds and able to hold 1,000 pounds, or 150 cubic feet, of contents
91-100	Type IV bag always weighing 60 pounds and able to hold 1,500 pounds, or 250 cubic feet, of contents

If overloaded, pierced, or torn, the magical properties of the bag cease and all contents are forever lost.

BEAD OF FORCE

A bead of force is a small black pearl that, once thrown, can be targeted to strike a point within Medium range. On impact, all those within 10 feet take 5d4 points of damage and must roll a successful Superior (TC 15) Reflex saving throw. The bead explodes outward at the same time as it forms a globe of force. Those that save are forced outward and are not captured. Those that fail are caught within the globe of force for 3d4 rounds. Nothing can penetrate either side of the globe until it is magically dispelled or the duration expires.

BROOCH OF SHIELDING

This appears to be a mundane brooch that is used to fasten a cape or cloak. The brooch absorbs a total of 101 hit points of *magic missile* damage (regardless of source) before it loses its magical properties.

BOOTS OF ELVENKIND

These soft boots allow their wearer to enjoy a +15 bonus on any Dexterity or stealth checks to move silently in imperfect conditions, such as walking over dry leaves. Perfect conditions require no roll for success.

BOOTS OF LEVITATION

On command, these leather boots allow the wearer to levitate as per the spell cast by a 5th-level caster.

BOOTS OF SPEED

The wearer of these boots can command them to activate a *haste* spell for 2 rounds. The wearer ages 6 months after each activation.

BOOTS OF STRIDING AND SPRINGING

These boots increase the wearer's base land speed by 10 feet. In addition, these boots help the wearer to make great leaps by providing a +6 bonus on all Athletics proficiency checks.

BRACERS OF ARCHERY

These bracers grant the wearer an automatic proficiency in all bows (not crossbows). If the wearer already is proficient, the wearer instead enjoys a stackable +1 bonus to attack and +2 bonus to damage rolls.

BRACERS OF DEFENSE

These seemingly mundane bracers grant the wearer an Armor Class as if wearing armor. They do not function if armor is worn that confers a greater AC bonus than the bracers and they do not function if only one bracer is worn. The magic of the bracers does stack with other types of bonuses from protective magic, such as a ring or cloak of protection, and does stack with a Dexterity AC adjustment. The type of AC conferred is based on a random d% roll below. The parenthetical bonus is listed only to allow one to determine whether a certain set of bracers works with a certain suit of armor:

RANDOM BRACES OF DEFENSE

d%	Result
01-05	12 (+2)
07-16	13 (+3)
17-36	14 (+4)
37-50	15 (+5)
51-71	16 (+6)
72-86	17 (+7)
87-96	18 (+8)
97-99	19 (+9)
100	20 (+10)

CHIME OF OPENING

A chime of opening is a hollow mithral tube about 1 foot long. When struck, it sends forth magical vibrations that cause anything that shuts to open and anything that locks to unlock. The device functions against locks, lids, doors, valves, portals, normal bars, shackles, chains, bolts, and so on. A chime of opening also automatically dispels a *hold portal* spell or even an *arcane lock* cast by a wizard of 14th level or lower.

The chime must be pointed at the object to be unlocked or opened (which must be visible and known to the user). The chime is then struck, a clear tone rings forth, and in 1 round the target object is opened or unlocked. Each sounding only affects one object; it takes four uses of a chime of opening to affect an object under an *arcane lock* spell. A *silence* spell negates the power of the device. A brand-new chime can be used a total of ten times before it cracks and becomes useless.

CIRCLE OF BLASTING

Once per day, this simple golden headband can be commanded to project a blast of searing light that acts as a ray with a range of 200 feet and deals 3d8 points of damage.

CLOAK OF DISPLACEMENT

This item appears to be a normal cloak, but when worn and activated its magical properties distort and warp nearby light waves. This distortion grants the wearer a +2 bonus to AC. Further, any missile or melee attack aimed at the wearer automatically misses the first time. This can apply to first attacks from multiple opponents only if the successive attackers were unable to observe the initial displacement miss.

CLOAK OF ELVENKIND

This cloak is always a dull gray and indistinguishable from a normal cloak. When the hood is drawn, the wearer blends almost perfectly with his surroundings. In natural outdoor environments, the chance of total concealment is 98%; in shadowy interior environments or when outside in an urban area, the chance is 90%. If indoors and in a lit area, the chance of total concealment is 50%.

CLOAK OF PROTECTION

These cloaks add a bonus to the wearer's AC when not worn in conjunction with the use of magical armor, metal armor, or shields. The bonus ranges from +1 to +5.

CLOAK OF THE ARACHNIDA

This black garment, embroidered with a web-like pattern in silk, gives the wearer the ability to climb as if a *spider climb* spell had been placed upon her. In addition, the cloak grants her immunity to entrapment by *web* spells or webs of any sort—she can actually move in webs at half his normal speed. Once per day, the wearer of this cloak can cast web. He also gains a +2 bonus on all attribute checks against poison from spiders.

CRYSTAL BALL

This 6-in. crystal sphere is the most common form of scrying device, and is used by mages to find and look upon a person or object with which the mage is familiar. Familiarity may be from personal experiences with the target or through accumulated information from third party sources. The level of familiarity is critical and affects the chances of location, duration, and maximum attempts per day. Magical protections against divination thwart an attempt, revealing a hazy and incomprehensible image. Scrying attempts against a target on another plane of existence suffer a 25% penalty.

SCRYING ATTEMPTS

Level of Familiarity	Chance of Locating*	Maximum Duration	Maximum Views per Day
Intimately familiar	100%	1 hour	3
Slightly familiar	85%	30 min.	2
Detailed information & picture	50%	30 min.	1
Body part in possession	50%	30 min.	1
Belonging in possession	25%	15 min.	1
Detailed accurate information	25%	15 min.	1
Rumors, vague information	20%	10 min.	1

As with many other types of divination magic, the image granted by the crystal ball uses the mage's full visual acuity, including any magical effects. In addition, the following spells have a 5% chance per caster level of operating through the ball: detect good, detect evil, detect magic, and message. Spells that enhance a subject's sight may improve the user's chances of a successful scry.

Targets notice the scry on an Exceptional (TC 20) Wisdom check. Spell casters can use their Intelligence for the check instead.

Certain crystal balls have the *clauraudience* spell (caster level 10) attached to them, allowing their user to hear the target and the target's immediate surroundings.

A *dispel magic* spell causes the item to cease functioning for 1 day.

DECANTER OF ENDLESS WATER

If the stopper is removed from this unassuming flask and a command word is spoken, an amount of fresh or salt water pours out. Separate command words determine the type as well as the volume and velocity of the water.

“Stream” pours out 1 gallon per round.

“Fountain” produces a 5-foot-long stream at 5 gallons per round.

“Geyser” produces a 20-foot-long, 1-foot-wide stream at 30 gallons per round.

The geyser effect causes considerable back pressure, requiring the holder to make an Average (TC 10) Strength check to avoid being knocked

prone. The force of the geyser deals 1d4 points of damage to one target per round in the geyser's area of effect; however, any target larger than Medium is unaffected.

The command word must be spoken again to stop the flow of water.

DUST OF APPEARANCE

This fine metallic dust can be blown or spread to reveal magically or naturally hidden or distorted objects and creatures. Often, a handful of dust can be thrown up to 10 feet (to cover a 10-foot area) or blown through a tube up to 20 feet to affect a 15-foot area. The effects of spread dust lasts for 2d10 minutes.

DUST OF DISAPPEARANCE

This looks and works similarly to dust of appearance; however, any object or creature touched by it turns invisible. No magic or mundane means of sight can reveal the invisibility, except dust of appearance. Invisible creatures that take outward acts of hostility still remain invisible. The effects last for 2d10 minutes.

DUST OF TRACELESSNESS

A handful of this dust can be thrown in the air to perform one of two functions. If used indoors, the dust spreads throughout a maximum space of 100 x 100 ft., replacing any traces of traffic with cobwebs and dust. This effectively causes the space to appear as if unmolested for ages. If used outdoors, the dust spreads over a path as far as 1 mile and removes any tracks made by up to 12 men and accompanying horses. The dust does not resonate magic. A bag of this dust commonly contains 12 to 24 handfuls.

GAUNTLETS OF OGRE POWER

These are heavy gauntlets and only a person with a Strength 15 or higher can put them on. Once on, the weight of the gauntlets diminishes and the wearer henceforth enjoys 18 Strength. If one gauntlet is lost, destroyed or dispelled, the magic ceases to function.

GEM OF SEEING

A gem of seeing appears as a fine stone with flattened opposite sides and does not appear magical. When one looks through one side of the gem, the viewer can see all things magically hidden and can discern the true property of things. Mundane disguises and naturally hidden objects cannot be seen. It takes the gem one full round to focus and the magic of the gem can sometimes malfunction. On a roll of 1 on a d20, the gem actually shows the viewer false images.

GIRDLE OF GIANT STRENGTH

The wearer of this seemingly ragged belt enjoys the Strength and boulder-throwing ability of a giant. Each belt is laced with the muscle of a specific giant, a determination made by a % roll and consulting the following chart:

GIRDLES OF GIANT STRENGTH

d%	Result
01-60	Hill Giant (Strength 19)
61-80	Stone Giant (Strength 20)
81-90	Frost Giant (Strength 21)
91-95	Fire Giant (Strength 22)
96-98	Cloud Giant (Strength 23)
99-00	Storm Giant (Strength 24)

GLOVES OF ARROW CATCHING

Once snugly worn, these gloves seem to meld with the hands, becoming almost invisible. They allow the wearer to catch all forms of Small or Medium sized missile weapons (arrows, bolts, darts, bullets, javelins, axes, hammers, spears, and the like), thus preventing possible harm. The gloves also enable the wearer to return a caught, hand-thrown missile to its original sender as a non-action attack immediately upon catching it. Each glove can thwart one missile attack per round, and both gloves must be worn for the magic to work.

GLOVES OF DEXTERITY

These thin leather gloves are very flexible and allow for delicate manipulation. They add to the wearer's Dexterity score as follows: 4 points if the wearer's Dexterity is 6 or less; 2 points if the wearer's normal score is between 7-13; and, by 1 point if the wearer's Dexterity is 14 or higher. Both gloves must be worn for the magic to work.

GLOVES OF SWIMMING AND CLIMBING

These apparently normal lightweight gloves grant the wearer a +10 bonus on all swim and climb checks. Both gloves must be worn for the magic to be effective.

HANDY HAVERSACK

This is a finely crafted and tanned leather backpack with two outside pouches and a central hold. The two outside pouches are actually bags of holding that can hold up to 20 pounds, or 2 cubic feet, of contents. The central compartment is another bag of holding that can hold up to 80 pounds, or 8 cubic feet, of contents. Any sought object appears at the top of the bag when commanded. While this item performs saving throws as a magical item, it also receives a +2 bonus. On a failed save, all the sack's contents are lost forever. On a successful save, all the items inside also save.

HARP OF CHARMING

This instrument is a golden, intricately carved harp. When played, it enables the performer to work one *suggestion* spell into the music for each 10 minutes of playing if he can succeed on a Superior (TC 15) Performance check. If the check fails, the audience cannot be affected by any further performances from the harpist for 24 hours.

HAT OF DISGUISE

The wearer of this hat can change his form per the *alter self* spell. The hat itself can be disguised to appear as any headpiece.

HELM OF COMPREHEND LANGUAGES AND READ MAGIC

The wearer of this helm can understand the spoken words of any language with a 90% chance of success and can read the writings of any language with an 80% chance of success.

HELM OF UNDERWATER ACTION

The wearer of this helmet can see underwater. By drawing the helm's small lenses on either side into position before his eyes, the wearer activates the visual properties of the helm, allowing him to see five times farther than the water and light conditions would normally allow. (Weeds, obstructions, and the like block vision in the usual manner.) If the command word is spoken, the helm of underwater action creates a globe of air around the wearer's head and maintains it until the command word is spoken again, enabling him to breathe freely.

HORN OF FOG

This bugle emanates a deep, fog horn noise, which abruptly drops in register at the end. During each round during which the bugle is blown, it emits a burst of thick fog in a 10-foot cube centered on the user. The fog can be enlarged with subsequent rounds of use. Each burst of fog remains for 2d4 rounds and reduces vision to 2 - 5 feet. Strong winds can immediately disperse the fog and slighter winds can reduce the duration of a blast by 50%.

HORN OF GOODNESS OR EVIL

In the hands of a good-aligned user, the horn produces a *protection from evil* spell effect in a 10-ft radius around the user. In the hands of an evil-aligned user, the horn produces the reverse of the spell in the same space. In either case, the horn can be blown but once per day and its effects last for 1 minute.

IOUN STONES

These crystalline stones always float in the air and must be within 3 feet of their owner to be of any use. When a character first acquires a stone, he must hold it and then release it, whereupon it takes up a circling orbit 1d3 feet from his head. Thereafter, a stone must be grasped or netted to separate it from its owner. The owner may voluntarily seize and stow a stone (to keep it safe while she is sleeping, for example), but she loses the benefits of the stone during that time. Ioun stones have AC 4, 10 hit points, and save as a +1 magical item. The following list shows the available stones in the intro rules:

TYPES OF IOUN STONES

Type (d8)	Shape	Effect
1. Clear	Spindle	Sustains w/out food or water
2. Dusty rose	Prism	+1 bonus to Armor Class
3. Deep red	Sphere	+1 to Dexterity
4. Incandescent blue	Sphere	+1 to Wisdom
5. Pale blue	Rhomboid	+1 to Strength
6. Pink	Rhomboid	+1 to Constitution
7. Pink and green	Sphere	+1 to Charisma
8. Scarlet and blue	Sphere	+1 to Intelligence

IRON BANDS OF BINDING

When initially discovered, this very potent item appears to be a 3-inch-diameter rusty iron sphere with bands on the globe. When the proper command word is spoken and the spherical iron device is hurled at an opponent, the bands expand and then contract to bind the target creature on a successful attack roll. A single Large or smaller creature can be captured and held immobile until the command word is spoken again to return the bands into spherical form. The creature can break (and destroy) the bands with an Exceptional (TC 20) Strength check; however, due to the magical nature of the bands, the check is made with a -5 penalty. Iron bands of binding are usable once per day.

LENS OF DETECTION

This item is a framed 6 in. prism with a handle. It allows its user to see much better at a distance of 1 foot, granting a +4 bonus on any attempts to find a trap, secret door or other hidden object, including tracks.

MEDALLION OF THOUGHT DETECTION

This appears to be a normal pendant disk hung from a neck chain. The medallion allows the wearer to read the thoughts of others, as with the spell *detect thoughts*.

NECKLACE OF ADAPTATION

The magic of the necklace wraps the wearer in a shell of fresh air, making him immune to all harmful vapors and gases (such as cloudkill and stinking cloud effects, as well as inhaled poisons) and allowing him to breathe freely, even when underwater or in a vacuum.

NECKLACE OF FIREBALLS

This device appears to be nothing but beads on a string, which is sometimes tied to form a necklace. Once held, however, all around can see the strand as it really is—a golden chain from which a number of golden spheres hang. The spheres are detachable by the wearer (and only by the wearer), who can easily hurl one of them up to 70 feet. When a sphere arrives at the end of its trajectory, it detonates as a fireball spell.

Spheres come in different strengths, ranging from those that deal 2d6 points of fire damage to those that deal 10d6. All spheres deal their damage to subjects within 20 feet of the detonation spot. An Average (TC 10) Dexterity check allows the wearer to accurately hurl a sphere.

Each necklace is found with a random number of missiles, and each missile can be of a different power level in terms of damage. The amount and power of the fireballs are determined by rolling 1d20 and consulting the table below:

NUMBER OF MISSILES AND POWER

D20 Roll	Number of Missiles per HD							
	10 HD	9 HD	8 HD	7 HD	6 HD	5 HD	4 HD	3 HD
1-4	-	-	-	-	-	1	-	2
5-8	-	-	-	-	1	-	-	2
9-12	-	-	-	1	-	2	-	4
13-16	-	-	2	-	2	-	2	-
17-18	-	1	-	2	-	2	-	2
19	1	-	2	-	2	-	4	-
20	-	2	-	2	-	2	-	2

For example, on a roll of 9-12, the necklace will possess seven missiles—one 7-dice, two 5-dice, and four 3-dice fireballs.

If the necklace is being worn or carried by a character who fails her saving throw against a magical fire attack, the item is allowed an item saving throw as well (as if the item was strong to the effect). If the necklace fails to save, all remaining spheres detonate simultaneously and deal their damage to the wearer at once.

PEARL OF POWER

A pearl of power looks like a mundane pearl but is quite magical and useful to any spellcaster. Each pearl is keyed to a certain level of spells. Once per day, the owner can use the pearl to recall one previously cast spell of the pearl's given level. For example, a 1st level pearl of power allows its owner to recast a 1st level spell already used that day. 50% of all pearls of power are either keyed to the 1st or 2nd level of power, and 5% are actually cursed. These cursed pearls permanently remove one spell per day until the caster sufficiently breaks the curse.

PERIAPT OF HEALTH

This appears to be a fine gem, but when claimed and worn somewhere on the owner's body, the gem immunizes the owner against all diseases.

PERIAPT OF PROOF AGAINST POISON

This item is a brilliant-cut black gem on a delicate silver chain. The wearer is immune to all natural poisons and receives a +4 bonus on any saving throw to stave off a magical poison. Poisons active when the periapt is first donned still run their course, though.

PERIAPT OF WOUND CLOSURE

The periapt doubles the wearer's normal rate of healing to 2 points per level per night of rest and allows the normal healing of wounds that cannot be healed without magical aid. Hit point damage that involves magical, continual bleeding, such as damage from a wounding weapon, is negated, but the wearer is still susceptible to damage from bleeding out, such as when the wearer is reduced to below 0 hit points.

PIPES OF HAUNTING

This magical item appears to be a small set of pan pipes and resonates magic when detected. When played by a person proficient in musical instruments, the pipes create an eerie, spell-binding tune. Those hearing the tune must make an Exceptional (TC 20) Will save or become frightened. This panic calls for a morale roll if in combat and imposes a -2 penalty to the check. If under the effects of the pipes before combat and a surprise roll is required, those panicked suffer a -1 to the roll.

ROBE OF BLENDING

When this robe is initially worn, the wearer intuitively knows that the garment has very special properties. A robe of blending enables its wearer to seemingly blend into his surroundings. This allows him to hide as a thief with a +15 bonus. The wearer can also adopt the appearance of another creature, as with the *change self* spell, at will. All creatures familiar with the wearer see him normally.

ROBE OF USEFUL ITEMS

This appears to be an unremarkable robe to everyone but the person who dons it. The wearer sees that the robe is covered in small cloth patches of various shapes and colors. The wearer alone may detach one patch each round. Detaching a patch causes it to become an actual item, as indicated below. A newly created robe of useful items always has two each of the following patches:

- * Dagger
- * Bullseye lantern (filled and lit)
- * Mirror (a highly polished 2-foot-by-4-foot steel mirror)
- * Pole (10-foot length)
- * Hempen rope (50-foot coil)
- * Sack

In addition, the robe has several other patches. Roll 4d4 for the number of other patches and then roll for each patch on the table below to determine its nature:

SECONDARY PATCHES

d%	Result
01-08	Bag of 100 gold pieces
09-15	Coffer, silver (6 in. by 6 in. by 1 ft.), 500 gp value
16-22	Door, iron (up to 10 ft. wide and 10 ft. high and barred on one side—must be placed upright, attaches and hinges itself)

23-30	Gems, 10 (100 gp value each)
31-44	Ladder, wooden (24 ft. long)
45-51	Mule (with saddle bags)
52-59	Pit, open (10 ft. by 10 ft. by 10 ft.)
60-68	Extra healing potion
69-75	Rowboat (12 ft. long)
76-83	Random scroll
84-90	War dogs, pair (treat as riding dogs)
91-96	Window (2 ft. by 4 ft., up to 2 ft. deep)
97-99	Portable ram
00	Roll twice

ROPE OF CLIMBING

A 60-foot-long rope of climbing is no thicker than a wand, but it is strong enough to support 3,000 pounds. Upon command, the rope snakes forward, upward, downward, or in any other direction at 10 feet per round, attaching itself securely wherever its owner desires. It can unfasten itself and return in the same manner.

A rope of climbing can be commanded to knot or unknit itself. This causes large knots to appear at 1-foot intervals along the rope. Knotting shortens the rope to 50-feet until the knots are untied. A creature must hold one end of the rope when its magic is invoked.

ROPE OF ENTANGLEMENT

A rope of entanglement looks just like any other hempen rope 30 feet long. Upon command, the rope lashes forward 20 feet or upward 10 feet to entangle a victim (as per the spell). An entangled creature can break free with an Exceptional (20) Strength check.

The rope has an AC of 22 and 12 hit points. The rope repairs damage to itself at a rate of 1 point per 5 minutes, but if a rope of entanglement is severed (all 12 hit points lost in one attack), it is destroyed.

SCARAB, GOLEMBANE

This beetle-shaped pin enables its wearer to detect any golem within 60 feet although he must concentrate for a primary action in order for the detection to take place. A scarab enables its possessor to combat golems with weapons, unarmed attacks, or natural weapons as if it were a normal monster with no special defenses.

SLIPPERS OF SPIDER CLIMBING

The wearer of these slippers can climb vertically along walls with a 20 ft. base movement speed and can climb on ceilings with a 60 ft. speed. Any slippery surface can cause the spider climber to slide or fall.

SOVEREIGN GLUE

This pale amber substance is thick and viscous and always stored in a flask lined with oil of slipperiness. Any given flask found will have

1-10 ounces of the glue. Because of its particular powers, each time any amount of the glue is poured from the flask, a new 1-ounce application of oil of slipperiness must be put on the flask within 1 round to prevent the container and its stopper from being coated with the glue, making it difficult to touch. If left open and kept completely stable, a flask of sovereign glue will not lose its magical properties. Any amount of glue that spills from a resting and open flask, however, will likely fasten the flask to whatever surface on which it rests.

One ounce of the adhesive will cover approximately 1 square foot of surface and will permanently bond together virtually any two substances. The glue takes 1 full round to set; if the objects are pulled apart before that time has elapsed, that application of the glue will lose its stickiness and be worthless. If the glue sets, then attempting to separate the two bonded objects is impossible, unless universal solvent is applied.

STONE OF GOOD LUCK (LUCKSTONE)

This stone is typically a bit of rough polished agate or some similar mineral. Its possessor gains a +1 bonus on saving throws, attribute checks, and proficiency checks.

THERMOC'S AMULET OF SHIELDING

Upon command, this small stone amulet generates a *Thermoc's shield* spell to protect its wearer with a duration of 1 hour. The amulet contains up to 24 charges and each use consumes 1 charge.

UNIVERSAL SOLVENT

This is a very thin and watery solvent that is commonly contained in a large 24-ounce glass decanter. When a certain amount of this solvent is poured on any material covered in an adhesive or sticky material, the solvent immediately dissolves the adhesive. Universal solvent also works to dissolve cement-based adhesives and sovereign glue. One ounce of the solvent can dissolve about 1 square foot of adhesion. More than 1 ounce may be required to dissolve a larger amount and three times as much universal solvent is required to dissolve sovereign glue.

Universal solvent resonates as a magical substance and further investigation reveals a strange convergence of *dispel magic* and *disintegrate* with an oil of slipperiness. If the solvent is alchemically concentrated down to remove 66% of its fillers (a process requiring an Exceptional (TC 20) Alchemy check), this concentrated liquid is actually an oil of disintegration, which can be poured on any one-foot cube of living or inanimate matter. An Exceptional (TC 20) item saving throw is required if poured on inanimate matter, including a magical item; failure indicates the item is disintegrated. Living creatures take 6d6 points of damage if the entire decanter is poured or splashed on flesh.

WIND FAN

A wind fan appears to be nothing more than a wood and papyrus or cloth instrument with which to create a cooling breeze. The utterance of a preset command word causes the fan to generate air movement duplicating a gust of wind spell (as a 5th-level caster). The fan can be

used once per day with no risk. If it is used more frequently than once in a single day, there is a cumulative 20% chance per additional usage that the device will tear into useless, nonmagical tatters.

CURSED ITEMS

Cursed items can be accidentally created and often result from a failed attempt to properly create the item. Crafters can also actively attempt to imbue an item with a general or specific curse. Any magical item can be cursed, including scrolls, rings, wands and wondrous items. Most of these cursed items detect as a normal magical item and do not reveal their curse until used.

TYPES OF CURSES

Curses come in many varieties. Accidentally created cursed items usually backfire on the activator or wearer of the item. A scroll of fireball may erupt in the face of the reader, while a ring of shocking grasp may instead shock its wearer when used. Accidentally created cursed items might grant the activator or wearer the exact opposite effect: a ring of protection +1 would actually impose a –1 penalty to AC; a +1 sword would actually be a –1 sword. The effect of an item cursed as a result of the creation process almost always retains some semblance to the intended magical effect.

An item purposefully cursed can work one of two ways. The item may react in an unintended but related way – similar to the items cursed by accident – and may be created to constantly impose the cursed effect or be keyed to unleash its curse at a specific time or in response to a specific stimulus. For example, a –1 sword could be crafted to work as a normal +1 sword until used against a giant, when it then converts to a –1 or –2 sword. The alternative is to create an item that appears to perform one function but instead imposes a cursed effect that is totally unrelated and surprising. For example, a set of bracers that appear to increase Armor Class could instead change the wearer's gender.

REMOVING A CURSE

Most curses require a remove curse spell. This does not necessarily remove the curse permanently from the item. It more often allows the owner of the item to part with it, thereafter suffering no more ill effects. Unless specifically noted, the GM determines how a cursed item is dealt with.

SPECIFIC CURSED ITEMS

The various realms of *Myth & Magic* are filled with uncountable cursed items. The following lists only those most commonly encountered at low levels.

CURSED WEAPONS

FOOT DAGGER

Foot daggers resonate as magically enhanced throwing daggers. When hurled, the dagger automatically strikes its thrower in the foot, dealing normal damage. From that point, until the curse is removed by a remove curse spell, the owner feels compelled to continue to use it at least once every encounter.

SPEAR, CURSED BACKBITER

This weapon seems like a normal +1 or +2 spear and, in fact, will function as such until a natural 1 is rolled in combat with it. At that exact moment, the spear will curve around the wielder and strike the wielder in the back, dealing normal damage. Henceforth, the wielder is compelled to always use the spear and each time a natural 1 is again rolled, the wielder is struck in the back. If the wielder uses the spear as a ranged weapon, and a natural 1 result is rolled, the spear will reverse its direction, fly past the wielder, curl around and strike the wielder in his back, dealing double damage.

THIRST

A weapon of thirst can come in any form, even a bow, and with any apparent magical enhancement. When wielded in combat, the cursed weapon requires its wielder to continue using it until at least one creature perishes, including the wielder. This curse is not readily apparent upon magical inspection and usually springs forth after the wielder's first actual kill with the weapon.

CURSED ARMOR

ARMOR OF ATTRACTION

This cursed armor can come in any type, and with any apparent enhancement. If attacked in earnest, the armor of attraction reveals its curse. When multiple targets exist, this cursed armor makes the wearer twice as likely to become the target. Armor of attraction can attract either melee or ranged attacks and this designation is made at the time of the cursed armor's creation. Armor of Melee Attraction causes nearby foes to engage in melee combat. Armor of Missile Attraction causes ranged attackers to target the wearer. Whatever magical enhancement is tied to the armor does not function against its designated attacks. For instance, a +2 suit of full plate under an Armor of Missile Attraction curse would grant its +2 bonus against melee attacks but not against missile attacks.

CURSED SCROLLS

There is no single cursed scroll. Scrolls can be cursed to reverse their effect or target the reader with the normal spell's effect. Other scrolls can be purposefully cursed to trigger upon anyone even looking at the scroll. These scrolls may have strange effects, such as perpetual clumsiness, change of alignment, reduction of Strength, etc. The GM normally creates his own unique cursed scrolls.

CURSED POTIONS & OILS

POTION/OIL OF DELUSION

A potion or oil of delusion simply tricks its user into believing that the potion or oil granted some magical effect when, in reality, nothing happened. This trickery lasts for 15 minutes and, during this time, no amount of persuasiveness can detract the user from the truth. If multiple people drink the same potion or use the same oil, there is a 90% chance that they are all equally duped.

POTION/OIL OF FUMBLING

A potion or oil of fumbling does not take effect until the next time the user is in a stressful combat situation. The user then suffers a 50% chance each action to drop a held or affected weapon or item. If in potion form, the cursed elixir causes the subject to drop whatever weapon he is attempting to use at the time or whatever held item is earning his attention. Oil of fumbling must be applied to a single item or weapon, but once activated through a stressful combat situation, the affected object slips from the owner's hand but remains easy to regain. Each subsequent round requires another 50% chance roll.

CURSED RINGS

RING OF CLUMSINESS

A ring of clumsiness will detect, and actually function as, any other magical ring. At some point, during a stressful situation, the ring will revert to its true cursed form, thereafter imposing a 50% penalty to the Dexterity score (and any skills that require stealth or manual dexterity) of its wielder (rounded down). Any attempts to cast spells after the curse takes effect require an Exceptional (TC 20) Dexterity check. Once the curse of the ring is activated, only a 12th-level caster using *dispel magic* can attempt to remove the curse. If successful, both the curse and former magical effect are dispelled.

RING OF WEAKNESS

Once worn, the ring depletes the wearer's Strength and Constitution to a minimum of 3 in each attribute at a rate of 1 point per round. The results are only reversed after a *dispel magic* spell is successfully cast after a *remove curse* spell. An unsuccessful *dispel magic* attempt forces the subject to wait one day per lost attribute point before regaining full strength and vitality. If a natural 20 is rolled on the dispel check, the ring of weakness actually turns into a magical ring that grants 2 points to both Strength and Constitution.

CURSED WANDS, STAVES, AND RODS

Cursed wands, staves, and rods are similar to cursed spell scrolls in that they usually appear as a normal magical wand, staff, or rod until activation. At that point, the item either targets the activator or imposes the exact opposite of its intended effect.

CURSED WONDROUS ITEMS

AMULET OF INESCAPABLE LOCATION

This appears and detects as if it wards against divination spells and effects. In truth, this amulet either doubles the chances of divination for the other party or imposes a -6 on the wearer's save, whichever results in a greater chance of the wearer suffering the divination.

BAG OF DEVOURING

This appears and detects to be a Type I bag of holding but is actually one of the feeding orifices of a creature lurking in another dimension. Upon the initial introduction of any substance or item into the bag, there is a 90% chance that the bag will ignore this intrusion. Thereafter, there is a 60% chance the bag will attempt to bite and swallow

any living flesh that enters. So, if its owner places something in the bag without simply dropping it in, the owner may be sucked into the bag. There is a 75% chance of the bag successfully eating the person, with a 5% modification to the chance per Strength modifier of the target. Swallowed creatures are gone forever unless they can manage in 1 round to cross the dimensional barrier, which requires powerful magic. Before this happens, however, the bag will act like a Type I bag of holding, but each round that it stores anything, there is a 5% chance the bag will purge its contents onto another plane.

BRACERS OF DEFENSELESSNESS

These bracers detect as bracers of defense of any enhancement; however, when attacked in earnest, the wearer's AC becomes 10 regardless of any bonuses for other armor, magic, or Dexterity. A *remove curse* spell is required to remove them.

CRYSTAL HYPNOSIS BALL

This cursed item appears to be a standard crystal ball and will detect as such. However, when used, the item actually connects the user to a powerful being or caster. The user believes that he has been granted whatever vision for which he was searching, but he was actually hypnotized and under a *suggestion* spell from the being or caster. With each use, the user may fall deeper under the control of the other party and the GM determines to what extent the user is controlled and when full control has been assumed.

DUST OF SNEEZING AND CHOKING

This magical dust detects as another magical dust, e.g., dust of disappearance, etc. When a handful is thrown or scattered, all living creatures in a 20-ft spread, including the originator, must succeed on a Superior (TC 15) Fortitude save. Regardless of the result, all those in the area break down in a fit of coughing and sneezing. Those that failed their save, die. Those that succeeded stop coughing and sneezing in 5d4 rounds and are considered stunned during this period.

FLASK OF CURSES

This can be any small container with a stopper. The contents are unimportant. They can be anything, such as liquid, smoke, gel, or body parts. Once the container is opened, all those within 20 ft suffer a curse created by the GM. The most common curse is one that distracts the subjects, causing them to suffer -2 on all combat rolls, saves, and AC.

GAUNTLETS OF FUMBLING

These gauntlets may be of supple leather (gloves) or heavy protective material (gauntlets) suitable for use with armor (ring, scale, chain, etc.). If gloves, they appear to be gauntlets of dexterity; if gauntlets, they appear to be gauntlets of ogre power. They perform according to every test as if they were actually their ruse. However, when the wearer is under immense stress from a life and death situation, the curse takes hold. The wearer becomes very clumsy, with a 50% chance each round of dropping anything held in either hand. The curse also lowers Dexterity by 2 points. Once the curse is activated, the gloves can be removed only by means of divine intervention, *wish*, or *remove curse*.

HELM OF OPPOSITE ALIGNMENT

This metal hat looks like a typical helmet and detects as magical, often as a helm of comprehend languages and read magic. Once placed upon the head, however, its curse immediately takes effect, and the alignment of the wearer is altered to as radically different an alignment as possible. Good becomes evil, law becomes chaos, and neutrality takes a sharp approach to either good or evil. Once under the effects of this helm, the wearer actually desires to exemplify his new alignment and will not purposefully or willingly attempt to return to his former alignment. This is a 1 charge item and once the curse takes hold, the helm never again radiates magic.

Only a *wish* spell can restore the subject's former alignment, but if a paladin is concerned, *wish* has no effect. A paladin must undergo a special quest and atone for divine intervention to lift the curse.

INCENSE OF OBSESSION

This cursed item resembles and detects as incense of meditation. A divine caster burning them, however, suffers a curse that deludes them into becoming obsessed with casting their divine spells with reckless abandon. The curse lasts until all the caster's spells are expended or after 24 hours has elapsed. The curse also has a 10% chance of causing the caster to expend any divine scrolls or potions in his possession once he casts his daily spells.

MEDALLION OF THOUGHT PROJECTION

This device detects as a medallion able to discern others' thoughts, but actually conjures and delivers false thoughts. The wearer actually believes that the targeted people are saying what is heard. Worse yet, the targets pick up the thoughts of the wearer on a roll of 1-5 on a d6.

PIPES OF PERSISTENT PAIN

These pipes appear as any normal set of musical pipes and, once played, sound truly wonderful. All those within Short range of the piper must succeed on a Superior (TC 15) Will save or become overwhelmed with peace and tranquility, only able to perform a calm sway. Once the pipes stop, and for 1d4 rounds thereafter, any normal noise heard by these subjects is painfully amplified, causing 1d4 points of damage. Naturally loud sounds deal 3d4 points of damage. After this initial period of time, the subjects' hearing is quite sensitive and still requires constant attention to block loud sounds. The subjects suffer a -2 on all combat rolls, saves, and AC until the curse is removed by a *remove curse* spell or *forget* spell.

ROBE OF POWERLESSNESS

This appears to be a robe of another sort, and detection reveals only the fact that it is magical. As soon as it is donned, the wearer's Strength and Intelligence scores instantly drop to 3 and the wearer forgets all spells and magical knowledge accordingly. The robe can be removed easily, but in order to restore mind and body, the character must have a *remove curse* spell cast upon him, followed immediately by a *heal* spell.

ROPE OF CONSTRICTING

This 50-ft. rope detects as magical and seems to be a rope of climbing; however, when used as a rope of climbing, it instead lashes around the user's neck and begins constricting like a strong snake. The next round, the rope extends itself outward to constrict around the necks of 1d4 other targets within 20 feet. A Superior (TC 15) Reflex save is required to avoid being strangled and suffering 2d6 points of damage. Only a successful *dispel magic* cast against the rope will stop the entire rope from constricting. A small portion of the rope can be temporarily subdued by cutting a portion of it off. The rope has AC 22 and 22 hit points. One round later, the severed portion re-grows.

Subjects caught by the rope are considered grappled and entangled, so they cannot cast spells with somatic components.

STONE OF WEIGHT

This stone appears as a normal stone or gem and does not radiate magic. When placed in a pouch, the curse takes effect. The person who placed the stone into the pouch cannot remove the stone. If the stone is tossed away or destroyed, it simply returns and places itself somewhere on the person's body. Upon the first instance of physical stress and danger, the owner of the stone becomes weighed down to a point where his movement is halved and he suffers a +5 penalty on all initiative rolls. The subject may take only 1 attack per round and suffers a -2 on all combat rolls, Reflex saves and AC.

VACUOUS GRIMOIRE

A book of this sort conforms its look and title to complement surrounding works and, aside from detecting as magical, it appears otherwise normal. Anyone who opens the work and reads a single word therein must succeed on two successive Exceptional (TC 20) Will saves. The first is to determine if the reader loses 1 point of Intelligence. The second is to find out if the reader loses 2 points of Wisdom. To destroy the book, a *remove curse* spell must be cast upon it while the book is burning.



This chapter introduces four very important tools in the GM's arsenal: poisons, diseases, curses and traps. It should be easy with the following information to introduce these dangers with minimal work.

Poisons, diseases, curses and traps are essentially challenges for your players to overcome, whether one is merely a nuisance or an agent of deadly consequence.

of a deadly spider or the bile of a deceased dragon. Below you will find a number of poisons to use indiscriminately in your game.

In all instances, a character afflicted by a poison receives a Fortitude saving throw to fend off the poison at the moment of introduction. If the character succeeds on her save, you still need to concern yourself with any effects of a successful save, which will be noted in the poison's entry on the chart below.

POISONS

POISON ENTRIES

Name: The most common name associated with the poison.

Poisons are toxic liquids, oils and gases that can harm, debilitate or even kill. Some poisons are concocted with special alchemical processes or pulled directly from a poisonous source, such as from the bite

Type: I-IV determines the relative strength of the poison. This becomes important for trying to neutralize the poison, since higher types are more difficult to work with. The entry after the slash determines

SAMPLE POISONS

Name	Type	Fortitude Save TC	Onset	Effect on a Failed Save	Effect on a Successful Save
Assassin's friend	II/injury	Superior (15)	immediate	debilitated for 2d10 rounds plus 2d6 damage	half damage
Black lotus extract	IV/contact	Exceptional (20)	1 minute	death	2d10 damage
Blood fire	I/injury	Average (10)	immediate	2d4 damage	half damage
Deadly spider venom	I/injury	Average (10)	immediate	1d8+10	None
Death drops	IV/ingested	Superior (15)	2d4 minutes	death	debilitated for 1d4 days
Dragon bile	III/contact	Exceptional (20)	immediate	8d8 point of damage	half damage
Dream venom	II/injury	Superior (15)	2d6 rounds	unconscious for 1 hour	None
Ghoul's touch	III/injury	Superior (15)	immediate	paralyzed for 2d6 rounds	slowed for 1d4 rounds
Giant wasp venom	III/injury	Exceptional (20)	immediate	5d6 damage and paralysis for 2d6 hours	2d6 damage
Insanity powder	I/contact	Average (10)	immediate	act as if under confusion spell for 2d4 rounds	half duration
Knight's bane	II/ingested	Superior (15)	1d4 hours	debilitated for 1d4 days plus partial paralysis	debilitated 1d6 hours
Lich dust	III/ingested	Exceptional (20)	2d6 minutes	paralyzed for 2d6 hours	slowed for 1 hour
Mage killer	I/injury	Average (10)	immediate	unable to speak for 2d6 rounds	None
Oath keeper	IV/ingested	Exceptional (20)	1 day (see below)	death	3d10
Shadow essence	II/injury	Superior (15)	immediate	1d4 Str loss for 2d4 hours	None
Sight stealer	II/contact	Superior (15)	immediate	Blindness for 1d4 hours/	-4 Perception for 1d4 hours
Sleeping powder	II/ingested	Superior (15)	1 minute	unconscious for 2d4 hours	fatigued for 1 hour
Striped toadstool extract	I/ingested	Average (10)	2d6 minutes	debilitated for 2d4 hours	None
Thief catcher	III/contact	Superior (15)	2d4 rounds	paralyzed for 1d4 hours	debilitated for 1 hour
Wyvern venom	IV/injury	Superior (15)	immediate	death	None

how the poison is administered. Poisons are administered through either injury, ingestion, or contact.

Injury: The target must be injured by an object coated with the poison. Even on a successful hit with the weapon or object, the target must take hit point damage for the poison to enter his system. Bludgeoning weapons can be coated with a poison but only transfer the poison into the bloodstream of the target if the target is already wounded when hit or upon a successful critical hit.

Ingested: The poison must enter the digestive system by way of eating or drinking the poison.

Inhaled: The poison must enter the lungs of the subject. Holding one's breath does effectively defend against the poison; however, breathing through a cloth mask does not.

Contact: Contact poisons actively seep through the subject's skin or hair into his or her bloodstream. Contact gas poisons need only touch the skin or eyes of a subject and can travel through tear ducts, thus holding one's breath would not defend against the poison.

Fortitude Save TC: The TC needed for a successful Fortitude save to avoid or lessen the effects of the poison.

Onset: The amount of time between when the poison is administered and when it takes effect.

Effect: The first column, Effect of a Failed Check, describes the effect of the poison on a failed Fortitude save and the second column, Effect of a Successful Save, indicates the effect of the poison (if any) on a successful save.

Poisons that note debilitation as an effect cause a -2 penalty on all d20 rolls.

SAMPLE POISON DESCRIPTIONS

A description of each poison that appears in the chart on the previous page follows. This is but a sampling of the multitude of poisons that can exist in your campaign world.

Assassin's friend: This is a typical example of a poison commonly employed by professional assassins. It debilitates its target and causes additional injury. This viscous poison is usually applied to a weapon.

Black lotus extract: A powerful and lethal toxin, black lotus extract is made from the distilled essence of the rare black lotus flower. It is a colorless and odorless liquid that can kill on contact.

Blood fire: A relatively common toxin, blood fire is a red liquid that can easily be applied to a weapon. It reacts instantly to contact with blood to create a caustic compound that causes burning pain and blisters the area around the wound.

Deadly spider venom: This poison is produced by milking the venom of a deadly spider. It is commonly used to tip darts and arrow heads.

Death drops: This powerful toxin is produced via a combination of

rare and poisonous herbs. It is colorless, odorless, tasteless, and dissolves instantly in water or wine. A common use of this poison is to place it in a victim's drink or food.

Dragon bile: This caustic substance causes pain and injury upon contact. Although dragon bile can be used to coat weapons, it has a tendency to corrode them over time; hence the most common method of using this poison is to keep it stored in glass vials and hurl it at a foe much like a vial of acid.

Dream venom: This toxin is a typical example of a sleeping poison that can be applied to a weapon (most often a dart or crossbow bolt) and is generally used when the poisoner wants to take the target alive.

Ghoul's touch: This poison can cause temporary paralysis of its target and, like many other poisons, is commonly employed via a melee or ranged weapon.

Giant wasp's venom: As the name suggests, this is the poison obtained via milking the stinger of a giant wasp. It is a powerful venom that can both injure and paralyze its victim. A common method of employing the venom is on arrow heads crafted from the giant wasp's own stinger.

Insanity powder: This fine powder is made from thoroughly grinding up dried hallucinogenic fungi. It is typically kept in a sealed pouch and then flung into its victim's face.

Knight's bane: So named because of its use in jousting tournaments by unscrupulous competitors to weaken their opponents, this poison can leave its target weakened for days and also has a tendency to leave one of its victim's limbs completely paralyzed during that time. A common tactic is to slip this clear liquid into the target's drink the night before a tournament.

Lich dust: A fine, bone white powder that readily dissolves in alcohol, lich dust is a powerful paralytic that within minutes of being ingested can cause complete paralysis of its victim.

Mage killer: This viscous blue liquid causes temporary paralysis of the vocal cords upon being insinuated into the bloodstream. It is most often employed via a ranged weapon and used to target enemy spellcasters.

Oath keeper: Sometimes called the poor man's quest spell, this potent poison will eventually cause the death of its victim. What makes it unique is that it takes a day to become active once inside the body. Its name comes from its use to ensure that its victim behaves in a specific way or performs a specific duty on behalf of the poisoner. In return, the victim is typically promised the antidote to the poison. An interesting property of oath keeper is that if another dose is taken before the first dose's onset time has elapsed, the onset time is reset to 1 day from the new dose. This allows for longer quests on behalf of the employer of the poison if he is willing to supply the victim with additional doses in order to delay the onset.

Shadow essence: This deep black, oily liquid is so named because once it is insinuated into an opponent's bloodstream it causes temporary weakness much like that caused by the touch of an undead shadow.

Sight stealer: This clear liquid is usually kept in a vial to be splashed upon its victim. Upon contact, sight stealer causes the target's vision to become blurred and he may even lose his sight altogether.

Sleeping powder: Much like other powdered poisons, this gray powder dissolved instantly in liquid and upon ingestion causes the imbiber to fall into a deep sleep which can last for several hours.

Striped toadstool extract: The distilled essence of the poisonous striped toadstool, this clear, tasteless liquid dissolves in water and causes severe cramping and pain to anyone who ingests it.

Thief catcher: This toxic liquid dries clear when applied to an object. It is virtually undetectable via mundane means, requiring an Exceptional Wisdom (or find/remove traps) check (TC 20) to notice it. The poison is so named because it is frequently employed to coat valuable objects in order to serve as a trap for would-be thieves, who upon coming into contact with the poison will often be left paralyzed for an hour or more.

Wyvern venom: This poison is obtained by either milking the stinger of a live wyvern or extracting the toxin from the venom gland of a recently slain wyvern. It is among the more potent poisons known, and upon entering the blood the victim must succeed on a Constitution check or die instantly.

nuisance, such as a mundane cold, to a life-threatening supernatural ailment like the dreaded mummy rot.

In most cases, if a monster has a communicable disease, the effects of the disease will be listed in the monster's entry. In cases where you wish to introduce more realism to your campaign, you may require periodic Fortitude saves to see if a character has become infected with a disease. In most cases, the checks should be few and far between, no more frequent than once a month. However, in situations where you feel the chance for infection is much greater, require checks on a daily basis. Such situations may include being in the presence of other infected individuals, being in an environment conducive to disease (swamps and jungles being two of the most common), or having suffered some ill effect that has significantly reduced a character's ability to fight off infection (untreated injuries or having a reduced Constitution score are possibilities).

DISEASE ENTRIES

Type: Like poisons, diseases are ranked Type I-IV, with Type I diseases being relatively mild, while Type IV can be life-threatening.

Fortitude Save: When a character is exposed to a disease she receives an initial Fortitude save to avoid infection. If she fails this check, she must make a new check at intervals based on the disease's frequency to see if she can stave off its effects.

Onset: Like many poisons, diseases usually have an onset time. This time can vary, but is usually at least a day for mundane diseases.

Frequency: Unlike poisons, which have an effect then vanish, diseases continue to hinder an infected character for some time. Frequency is how often a character is allowed to make a save to fight off the effects of a particular disease. Once per day is the typical frequency of most diseases.

DISEASES

Diseases are similar in nature to poisons in that they require the infected character to make a Fortitude save in order to resist their effects. Where they differ from poisons is in the fact that diseases tend to have longer lasting durations. Diseases also tend to have a wider range of possible effects on a character's health; a disease can range from a mild

SAMPLE DISEASES

Name	Type	Fortitude Save	Onset	Frequency	Effect	Cure
Blinding Ache	III	Superior (TC 15)	1d3 days	1/day	-2 to Perception checks per failed check. Three failed checks in a row result in permanent blindness	2 consecutive saves
Blight	IV	Superior (TC 15)	1 day	1/day	1d4 points of Con loss; cannot heal naturally and gain only one-half benefit from magical healing.	remove disease and remove curse spell
Bubonic Plague	IV	Exceptional (TC 20)	1 day	1/day	1d4 Con loss and subject is fatigued	2 consecutive saves
Common Cold	I	Average (TC 10)	1d3 days	1/day	-1 on all d20 rolls	2 consecutive saves
Dysentery	II	Average (TC 10)	1d3 days	1/day	1d6 subdual damage per failed save and subject is fatigued	2 consecutive saves
Rot Foot	III	Superior (TC 15)	1 day	1/day	Speed reduced by 5 feet per round and permanently paralyzed once speed is reduced to 0 feet	2 consecutive saves or burning and skinning of feet (4d8 damage)

Effect: Diseases can have a wide range of effects. When designing a disease, look to the effects of the various poisons as a guideline for how potent the disease should be; in general, a disease can have any of the listed effects for poisons, including damage, attribute loss, paralysis, unconsciousness, and even death.

Cure: In most cases, a mundane disease can be cured by the infected character successfully making two consecutive saving throws at the disease's target complexity, one successful check each day. A *remove disease* spell automatically cures the disease, but not necessarily the damage the disease has already inflicted. In some cases, particularly with supernatural diseases, the character cannot recover naturally and even a *remove disease* spell may prove insufficient.

SAMPLE DISEASE DESCRIPTIONS

The following are a few examples of diseases that a character might encounter. The mechanics appear in the chart on the following page:

Blinding Ache: This disease starts with the headache behind the eyes and blurred vision. The headache increases, as does the blurriness, with each failed save. On the third consecutive failed save, the subject's eye balls ooze forth a white cloudy mucous and his eyes are thereafter blanch white and incapable of sight.

Blight: This is a rotting disease that starts from the inside. It is very aggressive and affects the natural metabolism of the body. Normal healing works only half as good. Furthermore, this blight has a supernatural curse attached to it that halves the efficacy of magical healing as well. A *remove curse* spell is actually required to remove this part of the disease, which will remain after the bog blight has been cured.

Bubonic Plague: This disease starts in the digestive system of the subject and causes cramping, vomiting and incontinence. It can spread quickly to the lungs and cause fever and chills as well. If the disease is allowed to mature, within a few days, the subject will be totally fatigued, delirious and ultimately die when Constitution reaches 0.

Common Cold: This is the standard cold, with slight fever, chills, runny nose and body aches. It's merely more than a nuisance.

Dysentery: The symptoms of dysentery are similar to a mild form of the bubonic plague with mucous-filled diarrhea and vomiting. If allowed to mature, dysentery can be potentially deadly, as well.

Rot Foot: The feet of the subject begin to fester with boils that quickly ooze and cause the death of many skin cells. After a day, the skin of the feet begin to then scale off and, if the disease is allowed to mature, the skin will eventually die off and the feet will begin to rot down to the bone, ultimately causing paralysis.

CURSES

Curses are supernatural afflictions brought into being by magic or other mystical traditions. Mystical yet non-magical curses cannot be dispelled by normal means and usually require a *remove curse* spell to be cast in conjunction with the completion of another specific task.

CURSE ENTRIES

Name: The most common name associated with the curse. In most cases, "curse of" will precede the name.

Type: Type I-IV determines the relative strength of the curse.

Save: The TC of the Fortitude save required to avoid the curse.

Cause: The typical source of the curse. Type I and II curses are generally caused by a *bestow curse* spell (the reverse of a *remove curse* spell). Type III and IV curses are often the result of either a specific ritual or a unique circumstance (such as being bitten by a lycanthrope). Rituals to invoke a curse vary in their methods and requirements, but require a Dark Arts check with an Exceptional (TC 20) check at the least.

Effect: The effect of a curse on a failed save.

SAMPLE CURSE DESCRIPTIONS

Here is a description of the sample curses contained in the chart below. The realms have uncountable curses that range from the mundane and trivial aggravation to the penultimate scarring of one's soul.

Ashen Feast: This particularly nasty curse causes all food that comes in contact with the victim to turn to ash, thus preventing him from eating. If the curse is not removed, the afflicted character will eventually starve to death.

Bard's Bereavement: This curse causes the afflicted character to seem boorish and uncouth, suffering a -4 to all Charisma checks and Charisma based proficiency checks.

Betraying Hand: A particularly irksome curse, those affected by the Curse of the Betraying Hand are at great risk during combat to drop any held items, including weapons, magic items, holy symbols and spell components. Targets of the curse must succeed on a Superior (TC 15) Dexterity check each round in order to maintain a steady hold on to all held items. Failure causes the target to drop the held items.

Clumsiness: A typical example of a Type II curse, those afflicted lose a measure of agility and grace as the curse saps 2d6 points of Dexterity from them.

Cowardliness: The bane of brave warriors everywhere, this curse causes the victim to flee combat (as if affected by the fear spell) if they fail a Superior (TC 15) Will save.

Eternal Slumber: A potent curse, those affected by the Curse of Eternal Slumber fall into a deep sleep from which they cannot be awakened by any means short of a *limited wish*.

Fool: Much like the Curse of Clumsiness, the Curse of the Fool is an example of a curse that drains a victim's attribute scores, in this case 2d6 Intelligence.

Foul Stench: Characters afflicted by this curse radiate a foul smelling aura that extends out to a 30 ft. All animal handling, disguise, interaction, performance, riding and stealth checks made within the 30 foot aura of stench suffer a -4 penalty.

SAMPLE CURSES

Name	Type	Save TC	Cause	Effect
Ashen feast	IV	Superior (15)	ritual	All food touched turns to ash, target will eventually starve to death
Bard's bereavement	I	Exceptional (20)	spell	-4 on all Charisma and Charisma based proficiency checks
Betraying hand	III	Exceptional(20)	spell	Make a Superior (TC 15) Dex check to hold onto anything in combat
Clumsiness	II	Exceptional(20)	spell	Lose 2d6 Dex
Cowardliness	III	Superior (15)	ritual	In combat make a an Superior (TC 15) will save or be affected as if by a fear spell
Eternal slumber	III	Exceptional(20)	ritual	Target becomes permanently unconscious
Fool	II	Exceptional(20)	spell	Lose 2d6 Int
Foul stench	I	Exceptional(20)	spell	-4 on all Animal handling, disguise, interaction, performance, riding and stealth checks made within 30 feet of a creature with a sense of smell
Ill fortune	II	Exceptional(20)	spell	On all d20 rolls always roll twice and take the worst roll
Incompetence	II	Exceptional(20)	spell	-4 on all attacks, AC, and saving throws
Lycanthropy	III	Varies	bite by true lycanthrope	Target becomes a lycanthrope
Mystic doom	III	Superior (15)	ritual	Target can not memorize spells (if an arcane caster) or receive spells (if a divine caster)
Rage	II	Exceptional(20)	spell	In combat target must make an average (TC 10) will save or attack nearest creature, even if an ally
Ravaging years	IV	Superior (15)	ritual	Age 1 year every day
Retribution	III	Superior (15)	ritual	Target takes damage equal to amount he deals to a foe
Truth	I	Exceptional(20)	spell	Must always speak the truth.
Weakness	II	Exceptional (20)	spell	Lose 2d6 Str
Weeping wounds	IV	Superior (15)	ritual	Wounds can't be cured magically and don't heal naturally
Withering	III	Superior (15)	ritual	1 of the target's limbs becomes withered and useless
Wizards lament	II	Exceptional(20)	spell	Lose the ability to learn new spells

Ill Fortune: Misfortune follows the victims of this curse wherever they go. Cursed subjects must roll all d20 attempts twice, taking the lower roll each time.

Incompetence: A powerful curse, the Curse of Incompetence subjects its victims to a -4 penalty on all attack rolls, AC, and saving throws.

Lycanthropy: One of the most feared curses known, lycanthropy is transmitted via the bite of a true lycanthrope. It forces the afflicted to transform into a beast on the nights of the full moon. See the individual descriptions of the various lycanthropes for more details.

Mystic Doom: This curse is the stuff of nightmares for all spellcasters. Any such character so afflicted loses the ability to regain their spells until the curse is lifted. If a cure cannot be found this curse eventually signals the end of the character's spellcasting career.

Rage: The Curse of Rage forces the target to succeed on an Average (TC 10) Will save every round of combat or be forced to attack nearest living combatant, including allies. If the nearest opponent is felled

in battle, the afflicted character must immediately make another Will save at the same TC or be forced to attack the next nearest creature. This cycle continues for the rest of the fight until one of three things happen: all other creatures on the battlefield are killed or knocked unconscious; the affected character is killed or knocked unconscious; or the affected character withdraws from combat on a round where he has succeeded on making his Will save.

Ravaging Years: The bane of youth, this curse causes the target to age at an accelerated rate, becoming one year older for every day that passes. If the curse is removed before the character dies of old age then he immediately regains his youth.

Retribution: The effects of the Curse of Retribution are often enough to cause a warrior to hang up his sword for good, for whenever the target of this curse deals damage to another with either a melee or ranged attack, he takes an equal amount of damage himself.

Truth: Sometimes called the Liar's Lament, the Curse of Truth renders its targets unable to tell any forms of falsehood. Even if the affected

character attempts to remain silent, he must make an Average (TC 10) Will save or be forced to answer any question he is asked with utter truth.

Weakness: Another curse in the same vein as the Curse of Clumsiness and the Curse of the Fool, this curse saps the target of his physical prowess, causing him to lose 2d6 points of Strength.

Weeping Wounds: The curse of Weeping Wounds renders its victims unable to regain hit points, either via magic or natural healing.

Withering: This foul curse causes its victims' limbs to become withered and feeble. For all practical purposes, the afflicted limb is useless. A withered arm cannot hold anything or be used for somatic casting, while a withered leg reduces a character's movement rate to a maximum of 10 feet per round.

Wizard's Lament: While not quite as fearsome as Mystic Doom, this curse is still greatly feared by arcane spellcasters. The victim of this curse is unable to learn new spells or record them in his spellbook; all rolls to learn a new spell automatically fail, and if the character normally receives a new spell automatically for advancing to a new level, he fails to do so while under the effects of this curse.

TRAPS

Menacing traps litter the corridors and crypts of many ancient dungeons and provide added protection to hordes and wealthy treasure. In your campaign world, traps can be as prevalent as you prefer, but one fact remains true – traps exist and, therefore, you must know how to build them.

INTERACTING WITH TRAPS

Before you delve into building your first trap, it is helpful to consider how you want your players to interact with traps in general. One approach proclaims that a trap is a mechanical challenge and it should be dealt with using character abilities instead of narration. In this approach, rolls are most important and members of non-thief classes are almost assuredly inept at locating even the most simple trap. At the opposite end of the spectrum, traps could be manipulated by just about anyone and ability rolls should only be resorted to when ingenuity fails. In this second approach, players running thief characters should be required to declare their actions as they search for a trap and may not be required to roll. As a GM, feel free to take a side or play the safer middle ground. Regardless, you should decide how traps will be played out, since traps are designed differently for the various paradigms.

Trap-building can be sanitized to its purest form (complexity and effect) when building such hazards for players that will rely solely on the rolls. The building process is more complex, but more enjoyable, when crafting traps for players that are allowed to manipulate traps through role-playing. (You may also wish to thoroughly construct a trap if you are taking a middle ground, as well.) A very descriptive set up of the action of a trap helps to run the trap when a player interacts with it and certain elements, such as a bypass, prove to be very interesting sources of role-playing magic.

BUILDING TRAPS

All traps have certain elements in common: type, trigger, action, duration and bypass. Once you have mastered these common elements, trap-building becomes an accessible and enjoyable exercise.

TYPE

There are two general types of traps: mechanical and magical. Mechanical traps are manufactured to trigger by a natural mechanism. Magical traps are manufactured to release some form of harnessed magic as an effect; they do not necessarily release a known spell, but they do at least evoke some form of energy from one or more schools to produce a magical effect. Mechanical and magical traps have many of the same qualities, so building either type should be easy for an adventure.

Some mechanical traps have in their action a substance that is born from magic, i.e. a magical gas or potion. This fact alone does not change the type of trap. It is still mechanical. The natural mechanism of the trap simply thrusts a magical component into action.

Likewise, magical traps may employ some natural mechanisms, such as when a spell is triggered when the false bottom is manipulated. This fact alone does not change type of trap; it still brings into existence a magical effect and so it is still a magical trap.

TRIGGER

The trap's trigger entry is the explanation of how someone brings the trap's effect into being. Most triggers will be hidden from apparent view. Common triggers include:

Location: The location of a person can spring a trap. The most common example of a location trigger is a pressure plate, which triggers the trap's action if a person puts a certain amount of pressure upon it. If you create a trap with a location trigger, it is important to note exactly where the trigger is located and how it is set off. As you will read below, non-thief characters should have an opportunity to avoid a trap if they describe their character's actions; it is possible that a character at your table will locate a trap's trigger without rolling.

Proximity: Magical traps may have a magical means of determining when a person is standing or moving through a particular area. This is often expressed as a proximity trigger. Proximity triggers rely on the magical sense of a trap in a way similar to sight, sound, smell, etc. Magical traps with a proximity trigger will have a Wisdom score and the trap must succeed on a roll to notice the presence of an intruder. If an intruder is not attempting to sneak past a proximity trigger, the trap's magical senses pick up the intruder on an Average (TC 10) roll. Similar to a standard, mechanical location trigger, you should also describe the area of the proximity trigger with specificity. There is again a chance that an intuitive non-thief player will have a method of detecting a proximity trigger, such as through a detect magic spell, etc.

Timed: Both magical and mechanical traps can be timed to trigger. A pressure plate built into the bottom of an hour-glass-type mechanism is one such example. A magical contingency placed upon a magical trap that triggers the action once every hour is another example.

Touch: This is a common trigger for traps placed upon the locks of a chest or door. Touch triggers care not for your exact location; they trigger when a person touches a particular spot. Some traps triggered by

touch have no action. A poisonous needle in the lock is one such trap. The action is the touching of the needle. Traps infused with a touch spell are common examples of magical traps with such a trigger.

ACTION

The action of a trap is the explanation of what happens when it is triggered. The action is also the term most commonly used to describe the trap's actual mechanism, thus a thief may say, "I need to reset the action of this trap manually." Feel free to craft an elaborate action for a trap. Creative and particularly menacing traps can be quite memorable.

Effect: The last element of the trap's action is the actual effects of suffering the trap's design. The vast milieu of traps either deal damage or bring a magical effect into being. Some rare species of traps bring about an entirely unique result.

Damage: Mechanical traps almost always endeavor to deal damage. The most common examples are an arrow trap, crushing wall, pit trap and spear trap. All of these examples deal damage to a subject that either fails his or her Reflex save or suffers a successful attack by the trap. Damaging effects are the easiest to resolve. Simply roll the listed damage dice.

Magical Effect: Sprung traps may instead produce a magical effect. This the most apparent feature of a magical trap. Oftentimes, this magical effect mirrors a known spell. In this case, the trap is said to have a "spell effect". Similar to when utilizing damaging traps, spell effects are relatively easy to use in play. Simply refer to the spell in the Player's Starter Guide and handle this as you would a cast spell.

Other magical effects may be crafted specifically for the trap by a powerful spellcaster working in conjunction with a master trap-builder. The caster taps into one or more schools of magic and produces a unique magical effect that is tied to the trap. In this narrow manner, the trap is in essence a new spell. When building your first trap with a unique magical effect, it is best to choose one school of magic and emulate an effect that belongs to that school. For example, if you wish to construct a trap that changes the sex of the victim, the trap would draw from the alteration school. Unique magical effects can affect a subject temporarily or permanently. The spellcaster either attaches the permanency spell to the effect or sets the effect's duration, if temporary.

Unique magical effects can be detected and studied, unless properly warded against such divination (see below in the Detecting Magical Traps section). Notwithstanding, you need not prepare an elaborate name and explanation of the exact trappings of the magical effect. You can, and often should, only provide the school of magic and the fact that the magical effect is unlike any spell or magical aura previously studied. Of course, if the player frequently encounters the same unique effect, later successful attempts to discern the magical properties of the trap could reveal more information. By withholding information the first few times the unique effect is encountered, you are preserving the utility of a well-placed creative trap and ensuring a level of suspense with the location of each new trap.

Special: Some traps defy the norm and affect those that spring them in a special way. When building a trap, if you wish to produce an effect

that is neither damaging nor magical in nature, you are most likely creating a special effect. Common special effects include entrapping a victim (by way of an ankle-hold or body-hold rope trap, for example) and imposing a condition (e.g. a caltrop trap that does not deal damage but instead slows the subject in the area of effect). A trap that, once triggered, creates a barrier to separate the springing intruder from another area is another example of a special effect. Imagine the party's thief carefully lifting the statue from its pedestal when suddenly a ceiling block falls down behind the thief, separating the party.

Note on Poisons, Diseases and Curses: A poison, disease or curse can be built into a trap. If so, this is noted in the effect entry, along with any rules for staving off its effects. Experience points are also awarded based on the Type of poison, disease or curse employed.

Range: The range of the trap's effect should also be listed along with information on how many subjects can be affected.

Reset: It is important to decide whether a trap's action can be reset or not. The action of a trap may remain in place, open for view and readily accessible, e.g., a slicing blade falls from the ceiling, then hangs about innocently. If so, one or more players may wish to reset it.

No Reset: The action of this particular type of trap cannot be reset. Some common examples include an explosive rune and gas trap.

Manual: In this case, the trap's mechanism may be set again manually with a successful Engineering or Find/Remove Traps check against the complexity required to interact with the trap. Note that the recasting of a spell, if that is the only requirement to setting the trap, is still a manual reset. The inner workings of the trap may or may not be accessible on a manual reset trap upon its completion. The slicing blade example above is an example of such a trap. That same trap could have been designed to allow someone to reset the blade into the mechanism which will reset the trigger.

A failed attempt to properly reset a trap may, in some circumstances, subject the tinkerer to some or all of the trap's effect.

Automatic Reset: The action automatically resets. A time frame is provided that denotes how many rounds or minutes it takes for the trap to reset.

DURATION

Once triggered, most traps have an instantaneous effect, such as when a blade drops from a ceiling or a burst of fire emits from a lock. In these cases, the duration is noted as instantaneous. You know that the trap's action can affect the subjects only once. If the trap receives an attack roll, instantaneous traps receive only one attack.

Traps can be built with a duration longer than instantaneous. Mechanical traps with such a build have more than one attack or require more than one saving throw if an attack is not required. Magical traps remain in play for more than one round. In either case, if you are building a trap with a duration longer than instantaneous, you will need to note how many attacks the trap has or how many rounds the trap stays in play.

BYPASS

A trap-builder can create a mechanical bypass for a trap, e.g. a small level concealed in a secret compartment in the wall not far from the scythe trap hidden above the door. Finding a mechanical bypass is not unlike locating a secret compartment and requires a Wisdom (or find and remove traps) check to uncover it. If such a bypass exists, the trap lists the complexity required to find it. The secret compartment that houses the small level, for example, may require a Superior (TC 15) check.

Magical traps often have a contingency bypass, which can be as simple as a password or as complex as a series of strange movements performed in a specific area. Contingency bypasses are often unknown to the players and feel free to create a contingency bypass that is considered extremely obscure if the trap is important to the person who commissioned its creation.

TRAP COMPLEXITY

A trap has an associated complexity to a) locate it, b) disable or reset it, and c) to avoid its effects if triggered (Reflex save). While most, if not all, traps will have a complexity set to locate or interact with it, some traps do not allow for a saving throw once triggered. The animate dead trap below is one such example.

Assign whatever complexities you want. Higher complexities for finding, removing or avoiding a trap create a higher XP value (see below).

EXPERIENCE POINTS

Traps are challenges that have an associated amount of experience points rewarded to characters that successfully overcome them. This readily applies to a thief character that succeeds in finding and removing the trap. While not customary, you may award experience points for simply surviving the effects of a trap, though such an award is more appropriate if the characters attempt to discern information on the trap's mechanisms instead of simply walking through the trap with abandon. Characters traveling with a thief may or may not deserve experience points. This is discretionary and dependent upon the characters' level of interaction. If more than one character help the thief overcome the trap, split the experience points equally among them.

Characters that overcome a trap's challenge receive experience points once, even if the trap has multiple attacks, a duration that lasts more than one round, or an automatic reset.

CALCULATING A TRAP'S XP

Use the following charts to determine a trap's experience point value. What follows is very formulaic and granular. As GM, feel free to simply get a handle on the material and assign a value ad hoc.

Base XP	0
Add XP for Trigger	
Location	+0 XP
Proximity	+5 XP
Timed	+10 XP
Touch	+0 XP

2) Add XP for Effect	
Damage	+5 XP per 1d4 points of damage; +10 XP per 1d6 damage; +15 XP per 1d8 points of damage;
	+20 XP per 1d10 points of damage; +25 XP per 1d12 points of damage;
	+250 XP for instant death, e.g. incapacitation.
Magical	If damage is the only effect of the triggered magic, follow the damage values above;
	+50 XP per spell level if the magical effect varies from damage and it stems from a spell effect (assign a level to a special and unique magical effect)
Special	Add a discretionary value. Most traps that are designed to separate or entrap a subject are worth +50 XP.
Poison, Disease, Curse	+50 XP/Type, unless it simply deals damage, in which case use the XP for damage above.

3) Add XP for Reset	
None	+0
Manual	+0
Automatic	+5 XP

4) Add XP for Complexity to Locate	
Basic	-5 XP
Average	+0 XP
Superior	+10 XP
Exceptional	+15 XP
Legendary	+20 XP

5) Add XP for Complexity to Remove/Disable	
Basic	+0 XP
Average	+0 XP
Superior	+10 XP
Exceptional	+15 XP
Legendary	+20 XP
Save Only	+10 XP

6) Add XP for Complexity to Reflex Save	
None	+0 XP
Basic	+0 XP
Average	+5 XP
Superior	+10 XP
Exceptional	+15 XP
Legendary	+20 XP

Add up the elements for the total experience point value that is awarded to players who face and overcome the dangers of the trap to your satisfaction.

SAMPLE MECHANICAL TRAPS

Below are some sample mechanical traps using creativity, a slight bit of discretion and the experience point charts on the previous page. As you will see, traps can be designed as simply or as complex as the situation warrants. Sample magical traps can be found in the next section.

You will notice that some of the material in a trap's design is pertinent to the actual adventure. For example, the stat block for each trap has an Action and Bypass that is entirely constructed to the adventure. Don't feel compelled to use these traps wholesale; modify the particulars to suit your intended design.

False Door Arrow Trap (25 XP): *Type* Mechanical; *Trigger* Touch (open the false door); *Action* Arrow propelled forth by gas; *Effect* 2d6 damage to one subject within 20 ft. from the false wall; *Reset* None; *Locate* Average (TC 10); *Remove/Disable* Average (TC 10); *Avoid* Average (TC 10) Reflex Save; *Duration* instantaneous; *Bypass* None.

Gas Trap, Sleep (65 XP): *Type* Mechanical; *Trigger* Touch (place the key into the chest's keyhole); *Action* Upon the sound of the lock opening, a clear gas emits and rapidly spreads while changing into a whitish cloud that affects all those within 10 feet of the chest; *Effect* Gas is infused with the sleep spell per PSG; *Reset* None; *Locate* Superior (TC 15); *Remove/Disable* Average (TC 10); *Avoid* Average (TC 10) Reflex Save; *Duration* Instantaneous; *Bypass* The actual lock that contains the trap can be rotated 180 degrees and the key placed inside the lock upside down to bypass the trap.

Pit Trap (45 XP): *Type* Mechanical; *Trigger* Location (stand on the 10 x 10 ft. pit covered by leaves and dirt, requires 100 pounds); *Action* The leaves and dirt cover multiple layers of stretched parchment which breaks if triggered, sending a subject on a 20 ft. fall to a bone-covered pit floor; *Effect* 3d6 damage to any subject that falls; *Reset* Manual; *Locate* Superior (TC 15); *Remove/Disable* Basic (TC 5); *Avoid* Average (TC 10) Reflex Save; *Duration* Instantaneous; *Bypass* none.

Sarcophagus Containment Trap (70 XP): *Type* Mechanical; *Trigger* Location (stand on a pressure plate directly in front of the Emperor's sarcophagus which is also coated with sovereign glue); *Action* The sarcophagus rests in the northeast corner. The sarcophagus, as well as the section of the wall that comprises the corner, rests on a rotating section of the floor and pivots on an axle 180 degrees stopping in a tight and dark alcove built beyond the northeast corner. Those in the room see the quick rotation and a flat circular wall jutting out of the corner where the sarcophagus once stood; *Effect* The trap separates the person stuck to the pressure plate and locks in place for 24 hours. Nothing else happens, but there is no method of reversing the trap without magic or breaking through the wall, which will breach the bottom of the sarcophagus where 1d12 rot grubs are laired; *Duration* 24 hours; *Reset* Automatic after 24 hours; *Locate* Average (TC 10); *Remove/Disable* Average (TC 10); *Avoid* Legendary (TC 25) Reflex Save to quickly pull free before sovereign glue takes hold; *Bypass* None.

Sarcophagus Trap, Diseased (180 XP): *Type* Mechanical; *Trigger* Location (stand on a pressure plate directly in front of the Emperor's sarcophagus); *Action* The cover of the sarcophagus is intricately carved to appear as the Emperor did in sleep. Once the pressure plate is triggered, the eye slits and mouth of the cover open. A bright red glow from within the eyes and mouth and affects the nearest subject that looks upon the glow with the withering curse; *Effect* Withering curse (Type III curse; Superior TC 15 Fortitude save; Withers the subject's strong arm and renders it permanently useless); *Duration* Instantaneous; *Reset* Automatic after 1 round; *Locate* Superior (TC 15); *Remove/Disable* Superior (TC 15); *Avoid* Superior (TC 15) Reflex Save to quickly look away from glow; *Bypass* None.

Spiked Pit Trap, Poisoned (70 XP): *Type* Mechanical; *Trigger* Location (stand on either or both of two adjacent 5 x 5 ft. stone tiles, requires 50 pounds); *Action* Two stone tiles open at the grout line if triggered, sending a subject on a 10 ft. fall to a spike-covered pit floor; *Effect* 3d6 damage to any subject that falls plus hag blood poison (Type I poison that deals an additional 2d6 points of damage only); *Reset* Manual; *Locate* Average (TC 10); *Remove/Disable* Superior (TC 15); *Avoid* Superior (TC 15) Reflex Save; *Duration* Instantaneous; *Bypass* Small concealed pressure plate on the floor 20 ft. to the south of the trap that, if pressed, will render the trap inert for 1 minute (requires a Superior (TC 15) check to locate).

SAMPLE MAGICAL TRAPS

Animate Dead Trap (65 XP): *Type* Magical; *Trigger* Touch (touching the heart-shaped ruby in the tomb); *Action* The ruby is trapped and the armored skeletons lining the tomb's walls animate and attack the intruders; *Effect* *Animate dead* spell, affects all ten armored skeletons permanently or until destroyed; *Reset* Automatic after 1 day, unless skeletons are removed from tomb; *Locate* Average (TC 10); *Remove/Disable* Exceptional (TC 20); *Avoid* Not applicable; *Duration* Instantaneous; *Bypass* Removing the skeletons from the tomb before touching the ruby.

Black Tentacle Drowning Trap (180 XP): *Type* Magical; *Trigger* Location (coming within 5 feet of the illusion); *Action* An illusion of a fully equipped adventurer's corpse rests at the bottom of the murky moat 20-ft. deep. When an intruder comes within 5 feet of the illusion, a black tentacles spell is triggered; *Effect* *Black tentacles* spell as cast by a 10th-level caster (10 hour duration), all Reflex saves underwater suffer a -10 (2 shift) penalty; *Reset* Automatic after 1 minute; *Locate* Average (TC 10) while underwater reveals the shimmering nature of the corpse illusion and allows for a Will Save to disbelieve. If successful, an Average (TC 10) check reveals the black tentacles trap. If the illusion is not removed, an Exceptional (TC 20) check is required to find the black tentacle trap while the illusion persists; *Remove/Disable* Exceptional (TC 20); *Avoid* Reflex save (per spell); *Duration* 10 hours; *Bypass* None.

Note: The additional special effect of being drowned by a grappling spell added 100 XP to the build per the discretionary XP rule for special effects.

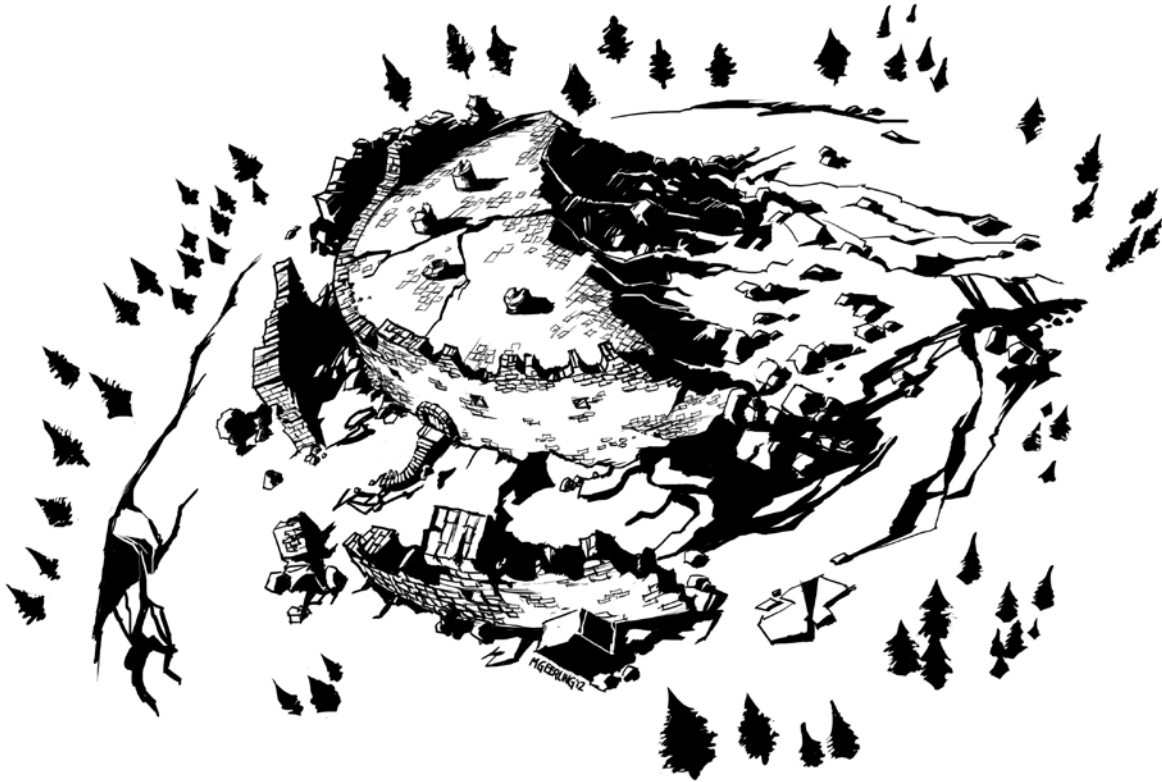
Fireball Keystone Trap (135 XP): *Type* Magical; *Trigger* Touch (touch the door's handle); *Action* The keystone above the stone door is shaped as the sun and upon triggering, a massive fireball shoots at the triggering subject; *Effect* 10d6 damage to triggering subject and all those within 20 ft.; *Reset* Automatic after 1 round; *Locate* Exceptional (TC 20); *Remove/Disable* Superior (TC 15); *Avoid* Superior (TC 15) Reflex Save; *Duration* instantaneous; *Bypass* Blow powder onto the keystone before touching the door's handle.

Illusionary Floor Pit Trap (260 XP): *Type* Magical; *Trigger* Touch (walk on the illusionary surface); *Action* Subject falls through the illusionary surface spell and lands in a pit 40 ft. below. Others nearby no longer see the illusionary floor; *Effect* 4d6 damage; *Reset* None; *Locate* Average (TC 10); *Remove/Disable* Successful Will save only if attempting to disbelieve; *Avoid* Superior (TC 15) Reflex Save; *Duration* Instantaneous; *Bypass* Disbelieve.

Inorganic Matter Trap (335 XP): *Type* Magical; *Trigger* Touch (fully entering the swirling mist); *Action* The mist is infused with specially-prepared conjuration (teleportation) magic that is triggered one round after immersion in the mist; *Effect* Magical conjuration (teleportation) magic that will instantly teleport all non-living matter it touches, causing all items and dead cells to be teleported away from their owner; *Reset* Automatic after 1 round or when a new batch of non-living matter enters; *Locate* Legendary (TC 25) on the keystone of the portal's entrance; *Remove/Disable* Exceptional (TC 20); *Avoid* Not applicable; *Duration* Instantaneous; *Bypass* None.

Note: The additional special effect of losing all gear added 300 XP to the build per the discretionary XP rule for special effects.

Sleep Pillow Trap (70 XP): *Type* Magical; *Trigger* Touch (touching the pillow on the bed); *Action* The pillow is trapped with a standard sleep spell; *Effect* Sleep spell; *Reset* none; *Locate* Superior (TC 15); *Remove/Disable* Average (TC 10); *Avoid* Save per spell; *Duration* Instantaneous; *Bypass* None.



THE SHATTERED ACADEMY

By: Tom Ryan

*An adventure for 1st or 2nd level characters
built from the Myth & Magic Player's Starter Guide*

ADVENTURE BACKGROUND

Artek's Academy taught small classes of would-be wizards for decades. Originally built as a country retreat for the wizard, it was a garden variety wizard's keep built in a far flung recess of the wilderness. Converted years later into a scholastic institution, the academy attracted teenage pupils excited to learn magic under the tutelage of the Great Artek – a boarding school for upstart mages. What could be more fun?

An explosion rocked the countryside one fateful night. Claims trickled in to the nearby settlements that the scholarly compound of the wizard Artek had been destroyed. By all accounts, the destruction was total. All the lives were claimed, including Artek's. Was it treachery within? Was it borne from an enemy without? Did a magical experiment go terribly wrong?

The families of some lost pupils combined resources and commissioned a band of adventurers to investigate. Specific answers to the question of what happened that night were not to be had. The adventurers found the ruins of the shattered academy scattered across the hillside and scoured the grounds and bodies for clues to the cause of the explosion. The adventurers returned without a clear explanation, but each swore to feeling terribly unsettled as they searched what remained of the academy. "Eyes were on us, no doubt", one said. Another adventurer hauntingly proclaimed, "It was as if unseen hands were grasping at my soul."

The families never gave up hope, though unfortunately no further exploration of the ruins occurred. A pilgrimage happened to cross by the ruins on the anniversary of the explosion last year. The pilgrims hurried into a nearby town a few days later and recounted their sighting of various "wizard ghosts" looming about the hillside and ruins.

The families of a few lost pupils heard the stories and journeyed to the ruins on short notice, but saw no ghosts. Almost a year has since passed, the anniversary looms in the near future and the mystery of Artek's Academy remains unsolved. A certain family has set aside some gold to hire adventurers to explore the ruins on the anniversary of that fated night in hopes that the ghosts will appear and answer their many questions.

A WIZARD'S LAMENT

Artek's past is fraught with tragedy. His wife Arlene died in childbirth some years after Artek passed his Test of Sorcery. Losing so much had a profound impact on him. The wizard decided to dedicate his life to the bettering of young wizards and thus he set upon the task of starting an academy. At the same time, from a deeply disturbed recess of his mind, he spawned an obsession with his late wife that caused him to exhume her body with the hope of one day bringing her back to life.

He retired to his country retreat. He first built a secret workshop in the bowels of the keep's foundation, where he began his study of necromancy. His goal was to preserve her body, leash her soul and ultimately bring her back to life. Artek then hired many carpenters, engineers and masons to convert his keep into a functional school.

Some years later, Artek's Academy graduated its first class of eight wizards and Artek had mastered enough necromancy to call upon Arlene's soul when he desired. Arlene's body was an animated zombie and Artek's secret workshop was frothing with illusions that made his wife appear quite alive and his workshop to appear as a quaint cottage. In time, Artek's Academy would graduate many more classes and Artek's grasp of necromancy would allow

him to enchant his wife's wedding ring to shackle Arlene's soul nearby. His life plans were nearing a successful completion. Of course, that was until a mysterious explosion took his life and the lives of everyone else...

GHOSTS OF WIZARDS PAST

The ruins of Artek's Academy are indeed haunted. The ghosts of Artek, his three assistants and twenty-two young wizards wander the Ethereal Plane on a very tight leash to the Academy. Unlike ghosts of popular culture, the ghosts here cannot manifest at will and cannot break free. Only once per year, on the anniversary of the explosion, do the ghosts manifest. They do so unwillingly and without the power to affect anything on the Prime Material Plane. Living beings cannot hear their words or feel their ghostly touch. In this way, the ghosts are merely impressions - stickers in space. All the turmoil stems from Arlene's wedding ring, which is worn by the zombie in the secret chambers that Artek built beneath the academy. The ring, with its unique magic, chains them to the ruins of the academy and has altered their abilities.

In a word, the ghosts are harmless.

ONE MAN'S TRASH

Very few people mention the haunted ruins in the woods and no one ventures to the site. It's over a day from the nearest settlement and those that made the journey in the past returned with nothing but stories of strange feelings and a general creepiness. Ergo, aside from the memories and emotions harbored by the affected families, Artek's Academy is utterly left to waste.

But one man's trash is another man's treasure...

A quiet and sheltered set of ruins so far from prying eyes is bound to attract someone at some point. To this point, a small gang of monstrous humanoids stumbled upon this place and claimed it. Led by a megalomaniac bugbear, Deebol, the group began using the ruins as a base of operations to pillage the nearby trade paths and towns. To help navigate the new terrain, Deebol hired a group of local bandits. The gang has only occupied the premises for two months, but they have successfully robbed a few caravans, nearby farms and a cemetery. The ghostly and disturbed energy of the place is tangible and recognizable to all of Deebol's underlings.

A VAMPIRE'S DELIGHT

So much concentrated necromantic energy is bound to attract some nefarious caster or intelligent undead creature at some point. In this instance, a fledgling vampire named Katia stumbled upon this place last week and desired it as her home. The energy's manipulation of the minds of Deebol and his gang made them all easy to dominate. Katia has even bitten Deebol and the human bandits, hoping to begin her long unlife here at the ruins with a small coven of spawn to command. She plans to turn every person and every monster into a vampire, if possible.

ON THE DAY OF ADVENTURE

Deebol and the bitten bandits no longer care to pillage and raid. They desire only to serve Katia. Deebol has since descended to the second stage of vampiric corruption, while each of the human bandits are making their transformation from live to unlife as the adventurers explore the academy. Most of Deebol's original band of monstrous humanoids defected and fled to the mountains. Only six hobgoblins remain out of fear. Katia swore she would hunt down and torture cowards that fled, a risk that many took. The six remaining hobgoblins have reserved themselves to their fate.

None of the monsters at the academy knows of the anniversary or the accompanying manifestation of the ghosts. Katia certainly feels the necromancy. She guesses some magical item or relic is responsible, but she has been too rash in her newfound vampirism to really set upon the task of uncovering the ruins' secrets herself. Instead, she ordered her goblin slave, Nuggles, to search through the rubble and collect anything that looks or feels interesting.

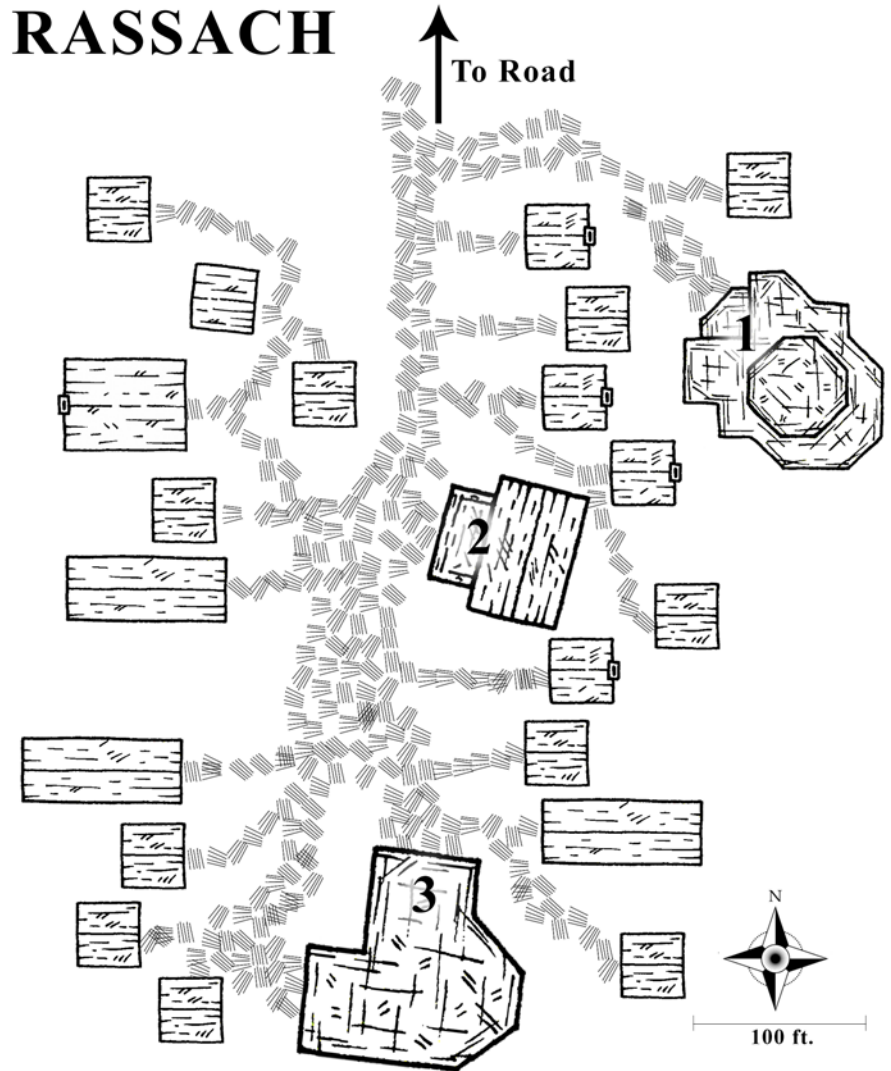
During this adventure, Katia is not intended to threaten the PCs directly. A vampire, fledgling or not, should prove lethal to the entire party. If the PCs storm by day, she is in her coffin and vulnerable to destruction (which really is a super-cool badge of honor for upstart adventurers). If the PCs storm by night, Katia is making good of her promise to hunt down the defected monsters in the mountains. Groups mulling around the academy through dawn or dusk may confront Katia at a time that she would sensibly awaken or return. Work around this. Perhaps she does not return at night, being forced to seek out a different resting spot. Perhaps she has been partially staked and is too wounded to care about the adventurers and rushes off to her sarcophagus in Area 19. Perhaps she is so intrigued by the PCs that she stays in gaseous form and follows the PCs. In all cases, feel free to use the vampire entry on page 64, but remember that Katia is not the target here. Deebol is.

The ghosts will manifest on the anniversary as planned. The sight of the PCs attempting to destroy the monsters brings hope to the ghosts. Although they cannot actually speak to the PCs or aid them in combat, the ghosts will help the band locate the magical wedding ring if they manage to rout out the monsters.

BEGINNING THE ADVENTURE: RASSACH

The adventure begins in the Village of Rassach. Thirty years ago, an aged and senile Lord Bellabus Rasson commissioned the building of an opulent and grandiose waystation near the local trade road. Several engineers deemed the plot unbuildable due to excessively high water tables and "mud flooding", but Lord Rasson ignored the outcries and ordered his workers to commence posthaste. He envisioned a collection of manor homes and buildings that resembled an exaggerated version of a small Vikinesque village he once travelled to. The Lord went so far as to contract with a traveling company of actors that would dress and behave as authentically Viking as possible.

The Lord died half-way through construction, which left the village abandoned and incomplete. Over time, folks began settling and fortifying the decrepit buildings with tarps, thatching, hide (and whatever else they could find). Today, the village is a colorful collection of makeshift cottages and buildings built on stilts among a mud-soaked field. Cut logs and wooden planks plopped over the mud provide a network of paths.



The village can be placed in any campaign setting. The accompanied map shows the general layout of the village. Area 1 is the Magic Missiles Inn. Area 2 is the Provisioners Shop and Area 3 is the Manor Home. There is only a brief description of each area. Feel free to add color to the locations as needed.

The following serves as a fine introduction to Rassach and Area 1 for any or all PCs:

Hoping to rest from your travels, you entered the Village of Rassach, a collection of oversized cottages, halls and manor homes built on stilts over a mud-soaked field. Planks of wood and log serve as a floating network of paths. Locals quickly direct you to the Magic Missiles Inn for good food and employment opportunities, although you doubt the Inn can provide either. Rassach is a pit of poor folk and vagabonds. Children flock to you as you walk, selling ragtag novelties for copper. Women of less repute ply their wares, as well.

The inn is near to the northern entrance of the village and set

back a bit. It is a mess of a building built from crude stone and topped with a roof made of thatch and thick tarp. To the left of the entrance stands the village gallows. To the right of the entrance is a pen of squealing pigs. A wooden placard nailed into the front door proclaims, "Magic Missiles Inn - Huebar Krem, Proprietor and Retired Fighting Man".

The inside of the inn fares no better with its wobbly chairs, rat infestation and unsightly staff. A large barrel sits atop a makeshift bar across the room with the words "Hangman's Special - 3 cp" painted on it. A look around the room and over its patrons suggests the inn's Hangman's Special to be spiced ham, yams and a vegetable soup. The liquor is flowing, slowly, but still flowing.

A portly waitress sits you at the nearest table and mumbles something about her name being Ursula and that 1 silver piece gets you all you can drink.

If the PCs wish to begin the adventure as a group, simply read on; otherwise, allow the PCs to meet each other here at the Magic Missiles Inn, which is marked Area 1 on the Rassach map. They each look weary. They each look competent. They each look eager for adventure. Once assembled as a group, read the following:

As you begin packing up to venture forth, two women present themselves without announcement. One is an older human, 5'2", thin and topped with long white hair. The other is a half-elf, the same height, slender and young. While still marred by the dirt that hangs over this town, the two women attempt to look presentable. They appear nervous and somewhat desperate. The half-elf speaks:

"My name is Ivy and this is my mother, Mabel. We live here in Rassach. We moved here almost four years ago after we sold our home to hire an adventuring group that ultimately failed us. We saved up some money again and we need to hire capable folk to succeed where the first group failed. May we have some of your time?"

Presumably, Ivy is allowed to continue:

"My brother Lincoln was a very smart child. He loved to read and of course once he read of wizards, Lincoln couldn't wait to be one. Can't even tell you how many wizards and witches parties we threw him growing up. When he turned thirteen, he decided to apply to Artek's Academy. Our father was a ranger in the country's guard, so we had just enough money for him to board. In any event, Artek accepted Lincoln as an apprentice. It was the happiest day of Lincoln's life. My brother literally packed up and left as soon as he could. The academy was to be his school and home for several years."

At that point, Mabel interjects:

"If you don't already know what happened, four years ago, Artek's Academy was destroyed. No one knew how it happened. The explosion took the lives of everyone in the school, my son included. Local guards investigated, but they were worthless swine. A few families decided to raise money to hire able men to investigate. We didn't have much in the way of gold so we sold the house. Others did too. But, in the end, we had enough money to hire adventurers, one of which was even a wizard.

They returned with no clear knowledge of what happened or

who was responsible. My husband died soon thereafter. Ivy and I were left to survive with almost nothing. We were forced to relocate here.

The family of another student found us here last year and gave us some exciting news. Apparently, pilgrims visited the ruins last year and saw ghosts wandering about. The timing of the pilgrims' visit should have brought them to the ruins on the anniversary of the explosion.

The anniversary is only three days away. Although we'd love to know what happened, the thought of my son wandering as a ghost keeps me up at night. Please. Can you help us? Can you go to the ruins and give my son peace?"

Mabel and Ivy are genuinely desperate. So much so that Mabel purposefully redacts the first band's accounts of "unseen hands grasping at my soul". The two have saved a total of 83 gold pieces, the lion's share being proceeds of Ivy's new (unmentionable) job. They offer the lot of gold and a detailed set of directions to the ruins. Once the offer is accepted, Mabel also produces a crude hunting knife. She explains that Lincoln's father gave the boy the skinning knife when he was eight years old and it may help to befriend the ghost.

The PCs have three days to reach the ruins. It takes one and half days to travel there, so that leaves a little time to get provisions, get on the road, and rest at the ruins (or nearby) for a night if needed.

A few locals have heard the tale of Artek's Academy either on the road or from Mabel herself. A Superior (TC 15) Charisma check suffices to encourage such a citizen to recount the true tale of the first group of adventurers. Feel free to divulge to the successful PC as much of the adventure background as you see fit. Additionally, a PC succeeding on an Average (TC 10) Local History check knows the background information and knows that Mabel has purposefully removed the scary parts of the story.

Note that if the PCs quest becomes known, whether by Mabel, Ivy, Tippet, or the group itself, a few families friendly to Mabel and Ivy offer some rope, torches, a lantern and some oil.

Area 2: Provisioners Shop: Rassach does have one small general store. Tippet Penhopp has one of the larger (yet equally decrepit) cottages and he runs his general store inside it. (Most wares are sprawled about his kitchen.) The selection is quite limited. There is only a 25% chance that any rudimentary supply, even rope or torches, is currently for sale. If so, prices are 10% higher than what is noted in the Equipment chapter of the Player's Starter Guide. Anyone with proficiency in Mercantile automatically removes this premium.

Tippet is a tall, stick-thin, 38-year-old human with balding blond hair and a scratchy short beard.

Area 3: The Manor Home: This large two-story manor home has a farmer's porch that raps around the entire front and western side of the building and provides access to either of two entrances, one directly to the north on the central thoroughfare and one to the west. Once built to store Lord Rasson on his visits, the manor home is now a local brothel and tavern owned and managed by Hellisan Scott, a former criminal turned business man. While his employees (and the citizenry of Rasson in general) fear and loathe the man, visitors adore him. He has parties every month, provides free food and ale

Sample Adventure: The Shattered Academy

to many travelers, and stocks his brothel with women from many cultures.

Hellisan Scott is a stocky human male, 57 years old with dark black hair streaked with gray. His full beard is worn short and displays the same black and gray coloring. He is a fabulous piano player and can be often found in the tavern of his establishment playing on his grand piano. Hellisan rarely wears anything other than a full gentleman's suit and hat. (His bodyguards provide enough protection to find armor and weaponry necessary.)

For all intents and purposes, Hellisan and his boys are the law here. Furthermore, they collect small taxes from other establishments in exchange for protection.

Hellisan is a 1HD commoner, but his four bodyguards are all 3 HD cage fighters (+6 to hit, 1d4+3 damage unarmed (18 Str) and all with the Unarmed Combat proficiency so 3/2 attacks and AC 14 with no armor.) Hellisan does not interfere with the characters, unless one or more of them starts a fight in his establishment, permanently scars one of his girls, or fails to pay a "tab". Hellisan takes a pretty direct approach, first asking for money to repay him for damage to his property and quickly releasing his bodyguards if not promptly made whole.

THE RUINS

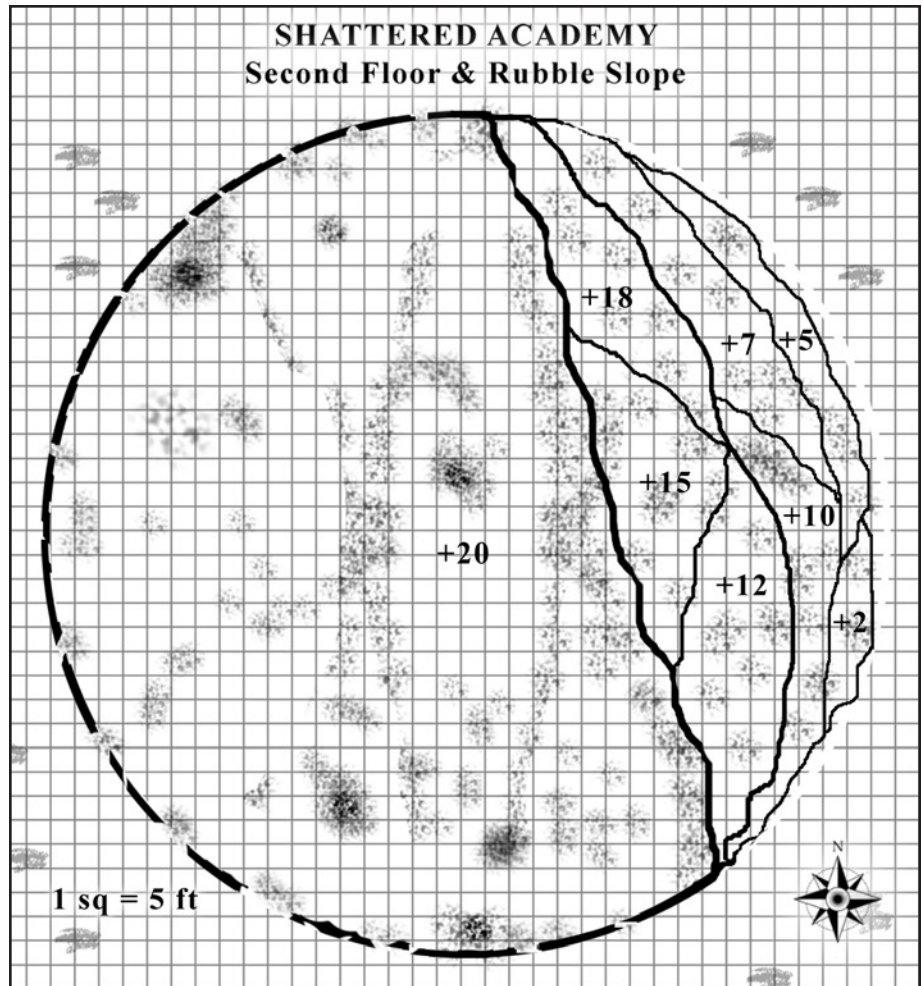
At some point, the PCs leave Rassach and follow Mabel's directions. The route takes them northeasterly from Rassach on a 1.5-day journey that skirts a winding river. At the end of the trek, the PCs turn north, away from the river and follow a half-mile constructed road through the woods marked and referred to as Wizards Road. The paved road is overgrown and beset on both sides by tall overgrown hedge walls. Tree limbs overbear the hedge walls and weed vines choke out most of the walls' luster.

You may choose wandering monsters during the PCs' journey from the many monsters included in this book, although monster encounters worth more than 120 xp is not recommended. The PCs must arrive before or on the anniversary, whether by day or night (which is a matter of their discretion). Track time as closely as you can. The PCs may or may not have spare time to rest and regain spells.

THE APPROACH

Built on an elevated clearing amidst a thickly-settled forest, the ruins of the Academy cannot be missed. The PCs following or skirting Wizards Road will shortly see the base of the elevated clearing. The paved road winds fairly sharply at the end, placing visitors within a few feet of the entrance to the hill almost suddenly.

The hillside is completely devoid of trees, and it is being watched by sentries positioned on the roof of the keep; two facts that combine to make a stealthy approach difficult.



Read aloud this description when the PCs break out of the trees:

The trees open at the foot of a hill that rises slowly to its apex, where the base of a wide, once-circular keep rises 20 ft. to a broken ruin. Large chunks of moss and vine-covered stone litter the hillside and from the wide scattering of such strange rock debris, one can imagine the tremendous explosion that shattered this once-great edifice. What is left of the academy seems only partly intact and covered by clinging vegetation. Almost the entire eastern half of the tower has caved in and has spilled out into a mound of rubble.

Encounter: Two human (and bitten) bandits and two hobgoblins maintain watch on the top of the keep, which is only 20' from the ground. The top is the old second floor, now merely a roof protected on the westerly side by the jagged remains of the exterior wall. The top is accessible by climbing up the mound of rock rubble on the academy's easterly face. Plenty of vantage points exist on the second floor to notice a group of adventurers scaling up the hill. Furthermore, the open-aired nature of the space provides each guard with a discretionary Wisdom check to hear noises from the approaching party.

If the PCs approach by day, the human bandits are sleeping under a makeshift tent placed anywhere on the top floor. Katia's bite took hold and the bandits have just entered Step 1 of their vampiric corruption (see the Vampiric Cor-

ruption Sidebar on the next page for more.) The bandits find it necessary to get plenty of rest, especially during the day. If awoken by alarm, the bandits take two full rounds to gather themselves before they may roll initiative.

If the PCs approach at night, they notice the shadows of a fire burning on the top of the tower and a few figures walking around. (A crafty PC gaining an incredible view of the top of the tower may notice the fact that the human bandits cast no shadows.) Two fresh hobgoblins have replaced the two hobgoblins that pulled guard duty that day. (Please note that hobgoblins have infravision up to 60 feet.)

Bitten Bandits (2)(15 XP each): HD 1-1 (4 hp each); AC 13 (studded leather); SV F+5/R+5/W +4; #AT 1/1, shortbow +1 (1d6, +6 init), longsword +1 (1d8+1, +7 init); SZ M; MV 30; AL CN; ML 16; Str 16, Dex 11, Con 10, Int 9, Wis 9, Cha 9.

SPECIAL step one vampirism (pale and sickish appearance, visible bite on neck, no reflection or shadow, +1 bonus to damage).

ITEMS shortbow, quiver w/22 arrows, longsword, and studded leather armor.

Hobgoblin Sentries (2) (35 XP each): HD 1 (7, 6 hp); AC 14 (brigandine); SV F+5/R+5/W +4; #AT 1/1, shortbow +1 (1d6, +6 init), longsword +1 (1d8, +7 init) or hand mace +1 (1d4+1, +4 init); SZ M; MV 30; AL LE; ML 6; Str 12, Dex 11, Con 11, Int 9, Wis 10, Cha 9.

SPECIAL infravision 60'.

ITEMS shortbow w/ 14 arrows, either a longsword or mace, and finely-kept brigandine armor.

Tactics: If alerted to the PCs, the guards react quickly and quietly. The first reaction of a watchful guard is to wake the sleeping bandits, if any. The bitten bandits will then scale down the debris slope to engage in melee, while the hobgoblins begin a surprise round with arrows, using the jagged wall as a battlement. The hobgoblins likely remain on the tower for two rounds before joining in melee. Note that it takes around 85' of careful movement to scale the debris slope. It very well could take two full rounds of hurried movement for any guards on top of the tower to reach the PCs (and vice versa).

Because this is an introductory adventure, the guards should not be allowed to enter the tower to alert the others inside. It's recommended that the PCs deal with the guards fully before entering the ruins.

VAMPIRIC CORRUPTION SIDEBAR

Once a living creature is bitten by a vampire, there is a seven-step corruption that takes their living form into the undeath. As the victim slips deeper into vampirism, more of the vampire's abilities and weaknesses become evident, but they are not yet considered undead.

Victims that enter the first step of vampiric corruption are very sickly and pale. They sweat profusely and battle violent shakiness. The victim no longer casts a shadow, which is a traumatic realization often causing outbursts and fits of anger (and sometimes suicide). Keep this all in mind when playing the bitten bandits. They are feral and desperate.

Step two victims begin to gain a grip on their transformation, though remain mad and fierce. They can spider climb now and feel the ward of a person's private home. They know they will soon be a vampire and contemplate the transformation and what is to come. Deebol is the only creature in the academy that is at this stage. Play him accordingly.

Morale: The bitten bandits are utterly mad and will fight to the death, unless their lunacy causes them to act unpredictable in battle. The hobgoblins are a different story. They have a lowered morale and could be placated easily if a PC presents the option to flee. Hobgoblins generally despise meddling folk, and the fear of Katia does spur most to action, but the option for some to fail morale should be present. A failed morale roll can play out a few different ways. The hobgoblins could flee or they could be convinced to divulge information about the keep and Katia. They will not join to assist the PCs at any cost.

Treasure: As an introductory module, it is not intended to prove utterly impossible within the first hour of play. Feel free to equip the hobgoblins with up to four *potions of healing* to help heal injured members. This should help lift the PCs into action.

INSIDE THE TOWER

On the southern face of the keep, a small set of stairs leads up to an overhang that shelters two large wooden doors. The doors lead directly into Area 1. They are not locked, but are slightly damaged. There is a 25% chance that unless a PC is explicitly careful, a door is pulled off its hinges. Such a sound certainly gets the attention of Red Fang in Area 3, but it might catch the attention of the guards on top of the tower if they were avoided.

The first floor is the only level intact above the dungeon. The combination spiral staircase in Area 10 once led to the upper floors as well as the lower dungeon. Due to rubble, the stairs now only provide access to the dungeon.

The First Floor in General: All interior walls are cracked, some very much so. The ceiling is also cracked in many places. Debris in the form of dust, clumps of mortar and stucco, and planks of wood litter almost every inch of this place. The doors are all wooden. Some tilt off the hinges and barely stay in place. A few are less damaged and can be opened and closed.

Travel in most areas on the first floor is fairly unimpeded, though you should often comment on the general disrepair of the place to help the players stay in character.

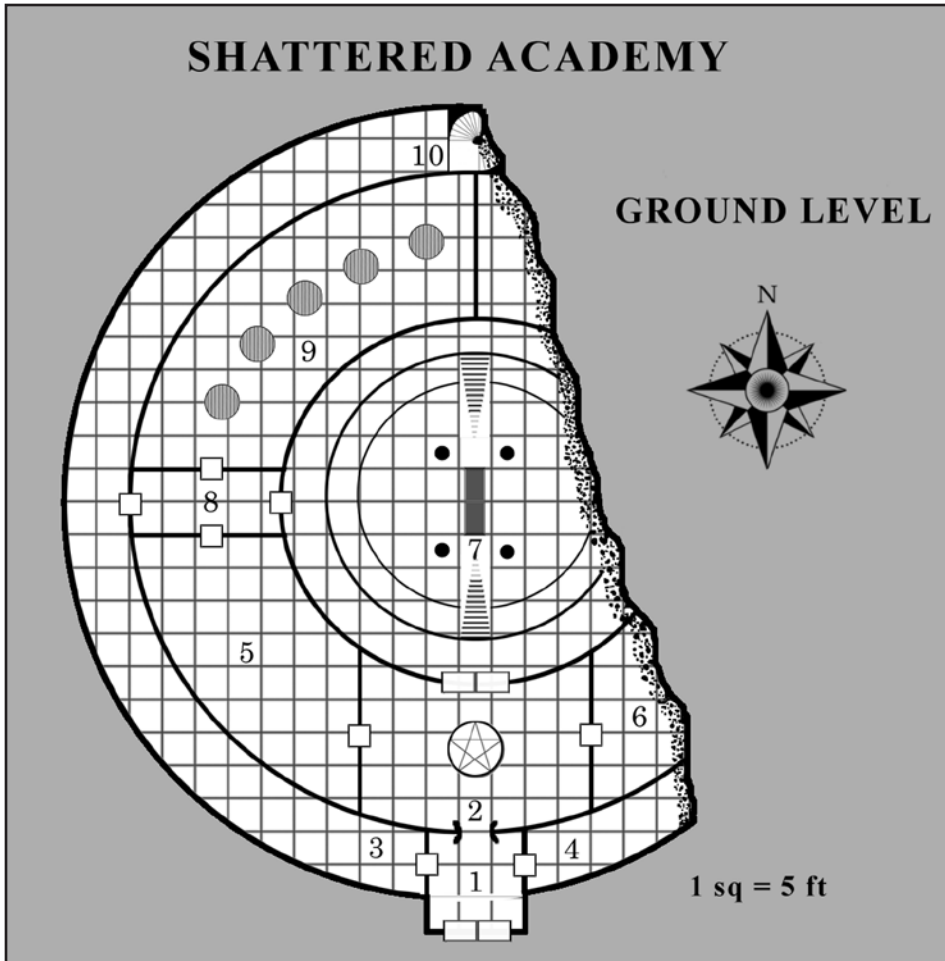
Orbs of continual light provide balanced, subtle lighting in every room on this floor.

The Second Floor in General: Without a ceiling and full of rubble, the second floor is totally ruined. It can be considered one open space, broken up by piles of rock and wood. Only the exterior wall to the west and south remains and even that is jagged and uneven, providing several vantage points to the clearing and forest below. The entire northeasterly half is a pile of rubble sloping down to the hillside. One can walk up and down the rocky slope for access to and from the second floor. Going is slow and it takes two to three full rounds of careful movement to climb the rubble slope.

The slope and the second floor are sturdy despite the appearance. No chance of a cave-in exists.

1. ENTRANCE FOYER

The interior of this 15-ft square antechamber shows signs of structural damage. Many floor tiles are broken and uprooted, providing uneven footing. In many places, the ceiling is cracked and the broken ends of support timbers protrude down haphazardly. The walls



chamber. Most of the upper torso and face of the figure is covered by broken beams.

There are three doors in this room. A wooden door on the west is closed. A wooden door on the east wall hangs off its hinges. A set of grandiose double doors lead to the north and bear a glowing arcane sigil, half on each door. The double doors are closed.

Navigating this room is difficult because of the many beams cutting down from the ceiling. Movement is halved and each round of movement requires an Average (TC 10) Dexterity check or a wooden beam is bumped with enough force to cause it to fall on the person that disturbed it (1d4 damage).

The sigil on the double doors resembles a celestial constellation comprising the shape of a diamond with a more complex, smaller arcane sigil in its center. This is the visible arcane mark of Artek.

The statue is of Artek. The first graduating class commissioned the sculpture and had it placed here in the visitor's chamber. Gaining access to the actual statue requires some crawling and pulling away of beams and other debris, requiring a Superior (TC 15) Dexterity check to avoid a beam cave-in (2d4 damage). If the boards are safely cleared, the PCs see the face of Artek, which was slightly damaged in the destruction: elderly, clean-shaven male with bushy eyebrows, bald top and a big 'ol nose; despite the damage, it seems like he's cracking a smile. (No pun intended.) The chair is high-backed and another of Artek's glowing arcane

marks is placed on the chair's top piece.

Note: An Average (TC 10) Wisdom check reveals the sounds of the cows and chickens in Area 5 (the deer are pretty quiet). An Average Wisdom check also reveals the smell of death from Area 5 as well. If Red Fang in Area 3 is alerted to intruders by way of loud sounds, the wolf positions itself at the door to Area 3 and will jump initiative on the first PC to open the door. The fight with Red Fang may spill into the visitor's chamber, where the timbers could provide a problem to Medium-sized PCs, who suffer a -1 attack penalty from fighting in cramped quarters or from fighting to avoid taking a wood slab to the head.

3. LONG CURVING HALLWAY

A 10' wide hall curves out of sight to the north. The western wall bears multiple 10' wide tapestries running its length, each depicting a different arcane sigil sewed with amazing complexity.

There are twenty total tapestries running the western wall. The eastern wall is bare. Each sigil represents a wizard's training from levels 1 through 20. Such sigils are often used in conjunction with a wizard's individual arcane mark to identify their level of experience (a factoid known by all wizards and others that can succeed on a Superior (TC 15) Spellcraft check). The 11th sigil

bow out in some places; in other places, the walls bear deep cracks. The entire place looks structurally unsound. Among other piles of debris on the floor, shards of a stone pedestal can be seen in the center of this room. An orb of subtle light floats near the ceiling.

A wooden door on the west wall is closed shut. A wooden door on the east wall hangs precariously from its hinges. To the north, an open archway leads to a larger room with a statue covered by debris.

Artek created dozens of orbs of continual light to float a few inches below the ceiling in most sections of the academy. They can be moved with telekinesis or a successful Exceptional (TC 20) Spellcraft proficiency check. The orbs may also be dispelled.

The pedestal once held a scale-bound book signed by each student on his or her first day. The ledger book is presently in the library of Area 9 randomly tossed on the floor.

2. VISITORS ANTECHAMBER

This large room seems to have once supported a tall, raftered ceiling. Now, the broken ends of many splintered wooden beams hang down to a height that varies from one to six feet. A statue of a figure wearing robes and sitting at a throne-like chair occupies the center of this

on the wall is identical to the small symbol in the middle of Artek's arcane mark.

Each tapestry is 10' wide by 15' tall and weighs 150 pounds. While quite respectable, the tapestries were not created by a master seamstress and they have been marred by dust, so they fetch 10 gold pieces on average.

Encounter: Katia has a favored wolf pet, Red Fang, that guards the spiral stairs to the academy's underground level. Catching Red Fang unaware is almost impossible. The wolf hears the opening of the door to Area 3. The wolf often simply runs down the corridor and attacks head on with zero hesitation. However, if provided with time, the wolf waits behind the door to Area 3 and pounces on the first PC to open the door.

Red Fang is a fairly large gray wolf who has been stained a reddish color by numerous coatings of blood. He wears a collar of braided strands of hardened muscle fibers. From the collar hangs a single, bleach-white fang plucked from a saber-toothed tiger. Red Fang is a vicious example of a wolf. He exhibits a ferocious and maddened temperament in battle, scratching and whipping spit as he prepares to launch attacks at his enemies.

Red Fang (advanced wolf)(120 XP): HD 4 (29 hp); AC 14; SV F +7/R +7/W +5; #AT 1/1, claw +4 (1d4+1, +3 init), bite +4 (1d4+1, +6 init); SZ M; MV 30; AL N; ML 11; Str 13, Dex 12, Con 10, Int 3, Wis 12, Cha 10. SPECIAL infravision 60', low-light vision 60', scent 20'. ITEMS muscle collar with fang pendant worth 38 gp.

Note: If the PCs take possession of the collar, Katia might find a way in the future to discern the location of either. She might be crazy, but she's a crafty vampire who could easily gain a powerful spellcaster as her thrall.

4. PARTIAL HALLWAY

A short curved hall stops abruptly at a wall of rubble.

Katia's slave-goblin, Nuggles, is here searching through the rubble. He has a small, dirty burlap sack with him. The sound of the door to Area 1 opening and closing is not something that will alarm the goblin. In fact, sounds of fighting in the other room may not either. There has been nothing but insane chaos since the bandits were bitten and Nuggles has grown accustomed to the weirdness. Hence, PCs could easily sneak upon Nuggles going about his business intently, poking the rock and rubble with a spear.

Nuggles is covered in light-gray soot from sifting through loose stone and dirt for too long. He wears a dirty toga and has a dog collar of hardened flesh.

Encounter: Nuggles is a goblin with a mission, and that mission does not include combating fully-equipped heroes. He will attempt to flee to Deebol in Area 19 if encountered. If forced to fight, the goblin uses his short spear.

He has barely no morale and will talk if pressed. Nuggles knows all about Katia's plan and the transformation of Deebol and the bitten bandits, as well as the vampire's desire to hunt down all the monsters that fled (many of whom were Nuggles' clansmen). Nuggles does not know about the ghosts, only that Katia feels that something in the academy causes the whole place to feel so "good". It is his job for the moment to find things. If Nuggles should talk, he begs the party to let him flee the academy. With the amount of scattered defectors, he thinks he'll live longer out there.

Nuggles (goblin)(15 XP): HD 1-1 (3 hp); AC 10; SV F +5/R +5/W +4; #AT 1/1, spear +1 (1d4, +6 init); SZ S; MV 20; AL LE; ML 6; Str 7, Dex 11, Con 9, Int 8, Wis 10, Cha 9.

SPECIAL infravision 60', light sensitivity (-1 AC and d20 rolls).

ITEMS spear, burlap sack containing a small silver eagle statue worth 50 gp, a quartz eyeball worth 80 gp and a bunch of worthless cutlery and personal items, such as hairbrushes and mirrors.

Treasure: Quickly searching through the rubble here reveals nothing. The devastation leveled the eastern half of the building and this wall of debris is a collage of rock, wood, dirt, metal and bone. Ten minutes of digging around reveals a gem randomly determined on the Gems Chart on page 70. Ten more minutes of searching around reveals a piece of treasure randomly determined from the Objects of Art Chart on page 72.

5. LIVESTOCK FARM

This large room has a curved glass case for an eastern wall and a western wall covered by tapestries. Dozens of various livestock, including deer, cows and chickens move about the room's many statues and animal carcasses.

Katia's bandit thralls murdered a nearby farmer and took several days to slowly bring the animals to the academy. Since that time, the animals have been slowly offered to Katia. The carcasses of the eaten animals are brought back to the room. Katia favors the smell and enjoys the other animals' reactions.

The smell is overbearing and so too is the amount of flies and maggots. An Average (TC 10) Constitution check is required to avoid becoming overwhelmingly nauseous and ultimately vomiting, a condition that lasts until 10 minutes of fresh air can be breathed. A -1 penalty applies to all actions taken while nauseous and spellcasters must first succeed on an Average (TC 10) Constitution check to successfully cast a spell without vomiting.

The animals are not hostile, although they are quite disturbed. It takes 20 minutes for a team of four to successfully escort the cows and deer out through Area 1. The chickens are an entirely different matter. They're very uncooperative and a chance exists that some chickens end up running around the other areas of the academy before they leave. If this should occur, there is a chance that a chicken wanders into Red Fang, or down the stairs to the dungeon. This could be an indication that something is amiss.

6. PARTIAL ROOM

This wide room only extends 10' before stopping at a wall of rubble.

Similarly to Area 4, quickly rummaging through the rubble reveals nothing but spending ten minutes of time. One 5' x 5' square can be safely excavated with one hour of labor. If the PCs accomplish this, roll once on the Random Treasure Table.

7. AUDITORIUM

This large room appears to be the remains of a bowl-shaped auditorium. The eastern quarter of the room is a wall of caved-in rubble. Shattered desks, wooden beams and rock shards cover everything.

The room has three tiers. The top tier is a walkway that wraps

around the room. There are two doors on this top tier, as well as two staircases that provide access to the lower tiers. The second tier contains some desks, although most appear utterly ruined. The bottom tier is a stage with a large professor's desk and four large pedestals.

There are ten desks on the second tier. Only two remain moderately intact. The two intact desks are built with a writing table that lifts up to reveal a small storage compartment. One desk contains the rotted remains of a mouse. The second desk contains a small spell journal. There are 50 pages in the journal. The first forty pages are forty bad attempts to scribe a spell page. The last ten pages contain the following 1st level spells in perfect form: *alarm*, *burning hands*, *comprehend languages*, *enlarge*, *floating disc*, *message*, *mount*, *phantasmal image*, *Thermoc's shield*, and *unhinge*. An arcane character can use the journal to learn the preceding spells.

The top of the large professor's desk has several dusty glass beakers and equipment for alchemy scattered across it. Sprinkled around the base of the desk are dozens of broken glass vials, metal stirrers, mortars and pestles.

The professor's desk has four visible drawers built into its rear side (to the east). They are all shut fast by an *arcane lock* spell. The password for all four is Barnabus Crane. If opened, the four drawers contain the following:

- Top drawer on the left side contains fifteen pieces of parchment paper. Each paper contains a random 2nd level spell in spellbook form with markings and commentary from a grading professor. A Legendary (TC 25) Intelligence check allows a spellcaster to glean from any given spell and its commentary how to cast that specific spell.
- Bottom drawer on the left side is coated with glass and once contained eighteen vials of acid. It now contains the broken shards of twelve glass vials, a thin layer of green liquid (acid) collected at the bottom of the drawer, and six intact glass vials of green liquid sitting there in the acid. Retrieving any intact glass vial causes 1 hp of acid damage to the skin or to whatever gloves are being worn. If one gallon of water is poured in the drawer, it is possible to retrieve the vials without taking damage.
- Top drawer on the right side contains four scrolls, each with one of the following spells scribed on it: detect evil, detect thoughts, message and ventriloquism.
- Bottom drawer on right side contains six broken glass vials and eight potions of healing, all in usable form. The broken vials once contained similar potions, which are now reddish stains in the drawer.

A small piece of the wooden table just below the lip behind the desk can be pressed inward. This is a security feature put in place due to several miscast spells and potion accidents. An Exceptional (TC 20) Wisdom check is required to notice it by sight if one is studying the back of the desk for oddities. (A PC who states that he or she is actually feeling around the back of the desk should find this switch without a roll.) The switch is one inch tall by four inches long. It can only be pressed inward. Once pressed, a magic mouth spell appears on the front of the desk, which shouts, "Emergency in the Auditorium. Proceed to the outside in a safe and orderly manner!" Several other magic mouth spells were cast upon various surfaces on all levels of the tower. The auditorium's magic mouth triggers another magic mouth on the first level and a chain reaction occurs in the academy, each shouting the same thing and putting the entire complex on alert.

Development: If the alarms sound, Deebol orders two of his four hobgoblin guards to investigate. He then rushes off to retrieve the insane bandits in the guard barracks. Deebol, his remaining two hobgoblin guards and the four insane bandits will then wait to make a stand in Area 19.

8. HALLWAY

This is an empty hallway with a floating orb of continual light in it.

All doors here are only slightly damaged, unlocked, and perfectly usable.

9. GRAND LIBRARY

Empty, multi-tiered bookcases fill the walls in this tossed library. Most of the floor is covered with books, likely thousands of them. There are several sturdy wooden tables in the room as well; one is covered with the carcass of a cow.

A mess of crunching sounds can be heard. Two bitten bandits (who happen to be more deranged than the rest) sit on the floor behind the most northerly table while they each eat a chicken raw, feathers and all.

The bandits turned this place upside down. They also had been carving up a cow on one of the tables and bringing the meat up to the roof to cook and eat. Investigating the cow with an Average Intelligence check (or First Aid) pinpoints the date of death and the last cut made about five days ago. The bandits stopped eating altogether a few days ago.

There is a 10% chance that anyone spending 10 minutes worth of searching will find a book with a 5 gp value. There is a 50% chance that any such book will also relate to one of the knowledge-based proficiencies. If so, a character could study the book for a level of so and then choose that knowledge-based proficiency when a new slot opens up. The signature ledger from Area 1 lies among the piles of books. There is a 1% chance per hour the ledger is located. If so, it would serve as a great memento to any of the listed wizards. Create a wizard NPC, who would then become a steady contact, employer or trainer to the PCs, and plug him or her into your campaign.

Encounter: The bandits here will attack the PCs on sight, using their first primary action to throw their respective chickens in the face of a PC. This is a called shot at -4. If successful, the blood of the chicken blinds the PC until a full round action is expended to clean the blood out.

Although they both wear armor, neither bandit has a weapon. They resort to grappling, punching and raking. They may attempt Exceptional called shots (-8) to snap necks and rip out throats.

Bitten Bandits (2)(15 XP each): HD 1-1 (5 hp each); AC 13 (studded leather); SV F+5/R+5/W +4; #AT 1/1, claw or punch +1 (1d2+1, +3 init); SZ M; MV 30; AL CN; ML 16; Str 16, Dex 11, Con 10, Int 9, Wis 9, Cha 9.

SPECIAL step one vampirism (pale and sickish appearance, visible bite on neck, no reflection or shadow, +1 bonus to damage).

ITEMS studded leather armor.

10. SPIRAL STAIRS

The hallway ends at a large spiral staircase built to provide access to an upper floor and the lower level. Ruins have choked up the staircase. It looks impossible to travel upward, though the broken stone stairs leading down into darkness seem clear.

The stairs led up to the second floor. They cannot be cleared. The bandits have cleared the stairs leading down. Unless a source of light is present, anyone attempting to walk down the stone stairs has a 50% chance of stepping on an unsteady portion of a step, requiring an Average (TC 10) Reflex save to avoid falling down the stairs. No damage would incur, but the sound of the tumble would likely alert those on the lower level.

THE DUNGEON

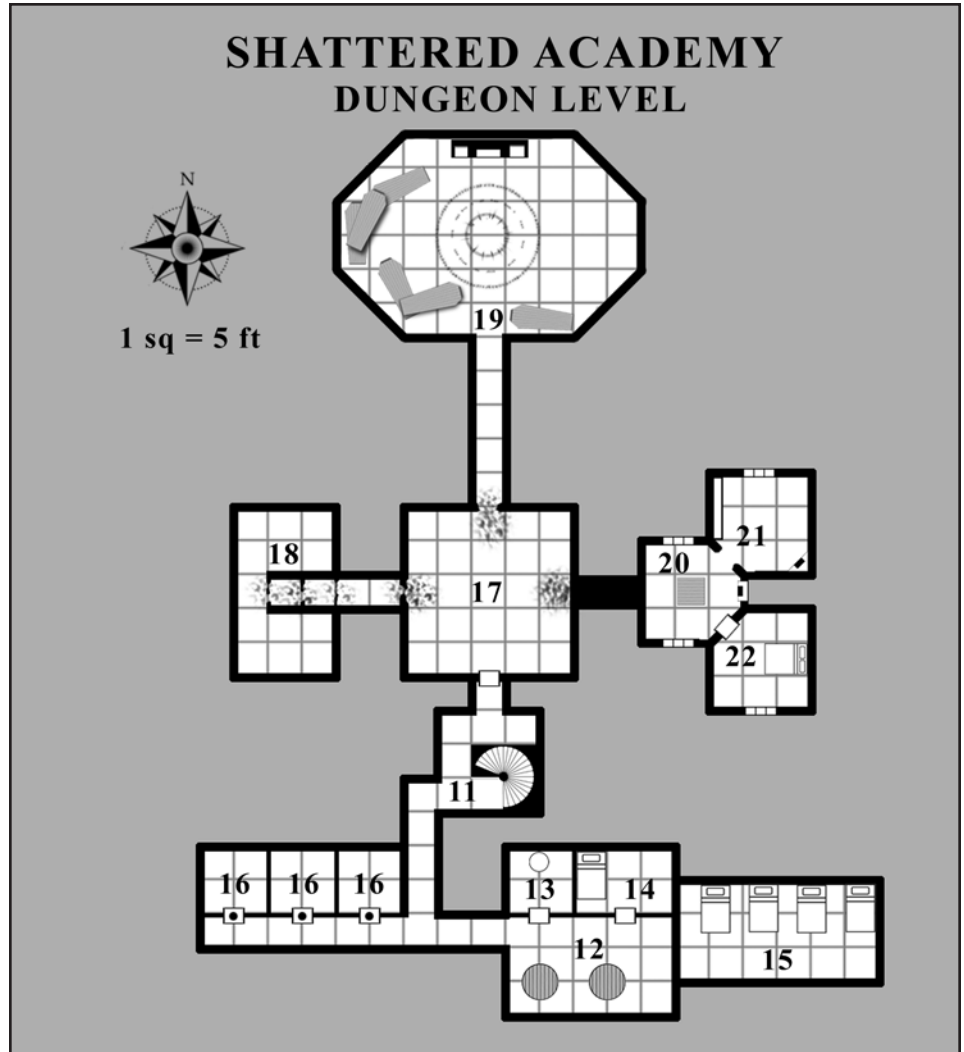
The dungeon level is 40' below the ground floor. It previously encompassed Areas 11-16 only, but Artek extended it. Areas 11-16 are cut from the foundation of the keep, so the walls are different than those in Areas 17-22.

Despite the occasional crack in the wall, all evidence suggests that the dungeon survived the devastation almost unscathed. Thick and choking dust clings to everything and with additional movement in some areas, the dust could impose a -1 penalty on all d20 rolls and require all casters to succeed on a Superior (TC 15) Constitution check to bear through the casting of a spell.

Stone Doors: The doors to Areas 17, 13, 14 and 15 are made of stone and intricately carved. They are well-made into nested hinges and work perfectly well. All stone doors are unlocked, but each has a visible keyhole. A successful Superior (TC 15) open locks check allows a character to lock and unlock a stone door without a key.

Cell Doors: The doors to Area 16 are composed of 1"-thick iron. A small 1' square was cut out of the door at a height of 5'. Three iron bars were placed therein. What resulted was a very solid and cold iron cell door. They are all unlocked and empty.

Inhabitants: If the PCs manage to reach the dungeon without an alarm going off or a monster alerting Deebol, Deebol and four hobgoblins are currently tending to Katia's sarcophagus (whether she's present or not), while four bitten bandits sit around Area 12 doing various crazy things. If Deebol learns of the PCs intrusion before they reach the dungeon, two hobgoblin guards have been sent to the first floor to investigate, while Deebol and the remaining hobgoblin guards and bitten bandits wait for trouble in Area 19. The statistics for the hobgoblins can be found in the description for Area 19, while those for the bitten bandits can be found in the descriptions for both Area 12 and 19.



11. STAIRWELL

The spiral stairs end at a hallway that leads to the north and south.

Unless the PCs have a source of light, this section of the dungeon is dark; the orb of continual light has long been dispelled.

As one travels down the southern hall toward Areas 12 – 16, the light from Area 12 can be seen. An orb of continual light in Area 12 provides illumination in the guard room alone. The hall to Area 16 is also quite dark. The door to Area 17 is shut, but unlocked.

Read Area 12 quickly. There is a chance the PCs hear the insane chattering of the bandits as they travel from Area 11.

12. GUARD ROOM

Note: There are four bitten bandits currently stationed here if they were not otherwise alerted or dispatched. If present, the bandits can be heard from the corridor in Area 11. Each of the four bandits is sitting on the floor, with his

Sample Adventure: The Shattered Academy

back against the southern wall, and rocking while loudly mumbling incomprehensible phrases. Their weapons are nearby on the floor.

This large room has two round tables surrounded by chairs. The top of one table holds dirty plates and piles of old fly-infested food; the top of the other table holds a few small wooden barrels, some mugs, a pile of tobacco and a sprawled out deck of cards. Three doors lead from this room, two to the north and one to the east. One of the doors on the north wall has a red smear on it.

Encounter: Four bitten bandits spend time here unless dispatched to another section of the academy. They are dealing with their transformation poorly. On examination, the hands of each bandit bear many new scrapes and scratches, as well as dozens of deeply set splinters – wounds suffered from making their own coffins. They are unarmored. Their brigandine armor lies nearby in a pile, along with a few coin purses.

Tactics: The bandits are as deranged as the rest and will fight fiercely. Roll morale for the lone survivor only. A failed morale check sends the bandit running to Deebol in Area 19.

Bitten Bandits (4)(15 XP each): HD 1-1 (6, 5, 4, 4 hp); AC 10 (unarmored); SV F +5/R +5/W +4; #AT 1/1, battle axe +1 (1d8+1, +5 init); SZ M; MV 30; AL CN; ML 16; Str 16, Dex 11, Con 10, Int 9, Wis 9, Cha 9.

SPECIAL step one vampirism (pale and sickish appearance, visible bite on neck, no reflection or shadow, +1 bonus to damage).

ITEMS battle axe

TREASURE four sets of brigandine armor, a pile of exotic tobacco worth 3 gp, and four coin purses each containing 2d8 silver pieces.

13. OLD PRIVY

This room has a musty smell emanating from a 2' diameter hole in the floor. There are no other contents.

The hole is 8' deep. Humanoid waste is piled up at the bottom. In the past, there have been times when guards accidentally dropped items of value into the privy hole. A crafty PC that finds his or her way to the bottom of the hole is rewarded with finding a ring of keys, 10 gp, a brooch worth 60 gp and an uncut diamond worth 1,000 gp. Such a PC that fails to explicitly create some method of blocking his or her nose automatically begins retching and continues to do so for 30 minutes.

The keys open and lock the stone doors on this level.

14. SINGLE BEDCHAMBER

This 10' x 15' room contains the shattered remains of a single bedchamber. Furniture lies in ruin everywhere amongst ripped shards of cotton and an upturned bed. A layer of dust covers most everything.

Deebol found this room in shambles and ordered his hobgoblins to search it. They turned it upside down and discovered two giant centipedes. One hobgoblin wanted to smash them and the other wanted to keep them. So, they decided to simply lock them in the room until a later time.

Encounter: The giant centipedes are hiding among the rubble. They are in

opposite sides of the room. Any PC spending one round searching through one-half of the room invokes a surprise attack from a centipede. Once combat occurs with one centipede, the other joins at the end of the round.

Giant Centipedes (2)(35 XP each): HD 1/4 (2 hp each); AC 11; SV F +5/R +4/W +3; #AT 1/1, bite +0 (1 hp plus poison, +3 init); SZ T (1 ft. long); MV 20; AL N; ML 7; Str 7, Dex 13, Con 6, Int --, Wis 9, Cha 2.

SPECIAL poisonous bite (Type I poison that requires an Average (TC 10) Fortitude save or the victim becomes slightly paralyzed and suffers a –2 on all attacks, damage rolls, saves and AC. The poison wears off with 8 hours of rest.); infravision (15 ft.).

15. GUARD BARRACKS

This long rectangular room is in disarray. There are four sets of bunk beds bolted to the north wall. Uncountable scraps of cotton, piles of feathers and mounds of broken wood literally cover every inch of the room. Chaotic smears of blood and waste mark the walls and the bunks.

Choose two random beds. Under a thin sheet on each bed lies the corpse of a bandit that did not survive the bite of Katia.

Among the mess on the floor, one can find a ring of keys that are used to open and lock the cell doors in Area 16. A successful Exceptional (TC 20) Wisdom check (or ten minutes of searching) reveals them.

16. DUNGEON CELLS

A thick iron door bars access to a 10' x 10' cell of cold, jagged stone.

The cell doors are shut but unlocked. The cells are still viable. An Exceptional (TC 20) Open Locks check suffices to work the locks. The keys are hidden among the mess in Area 15.

17. GUARDIANS OF STONE

The walls in this 25' square room are made of black granite and, although dulled by dust, the stone's bright red veins easily shine through. A stained glass ceiling arches to a 25' dome. In the center of the dome shines a large orb, its light bouncing off the stained glass in a way that creates a 10' wide column of multicolored light to extend to the floor. Three statues (one on the north, east and west walls) lie in ruin. The statues on the north and west walls once stood in front of a door. The doors have been smashed into blocks of stone as well, revealing their own passage.

This was once part of a test of sorcery held here in the academy for all candidates for graduation. Over the years, humanoid visitors and tomb raiders smashed the statues and infiltrated the treasury and chamber of sorcery. The result is a lot of rubble, but easy access to Areas 18 and 19.

The orb in the center of the dome is more than just an orb of continual light. Arcane casters that stand in the column of light for one round have a moment of clarity. They receive one additional spell slot that may be filled immediately by a known spell with no studying required.

The orb cannot be moved or dispelled; it can be used once in the lifetime of a caster. (This was the first stage of the test and thus all candidates for graduation had but one chance to pass.)

Development: Regardless of whether the keep is on alert, Deebol currently guards Katia's tomb in Area 19 with some hobgoblins. Provide Deebol with a few Wisdom checks to hear PCs in Area 17. If he should hear anyone, he will retrieve his axe and shield and spider climb above the door, while his guards flank the entrance into Area 19.

Secret Hallway: Artek built Areas 20 – 22 almost entirely from spells, two of the most prevalent were *wall of stone* and *permanent illusion* (6th level arcane). A *wall of stone* was placed to block the hall from Area 17 to 20, with small fissures to allow for gaseous travel.

As a precautionary measure, he had a secret compartment built on the wall in Area 17 to store a few *potions of gaseous form*. An Exceptional (TC 20) Wisdom (or Perception) check reveals this compartment.

Help of the Ghosts (Triggered Event): PCs returning back to Area 17 after successfully defeating Deebol and his minions will see and hear something.

First, they'll notice the shimmering of the fissures in the wall of stone. The shimmering is actually caused by the ghosts' partial manifestation.

Second, they'll notice a secret stone compartment on the eastern wall of Area 17 open automatically, unless the PCs previously located it. The compartment contains a number of gaseous form potions equal to the amount of PCs plus 1.

Please see the section on Artek's Cottage for more.

18. Empty Treasury

Three broken-down doors lead to a few connected rooms filled with shattered pottery, upturned chests and broken scroll tubes.

This was a treasury but raiders long stripped it of its worth.

19. Chamber of Sorcery

This large octagonal-shaped room has a starlit ceiling, the height of which cannot be quickly discerned. Poorly constructed pine coffins are haphazardly strewn about the west section of this room, some actually piled three high. An ornate stone sarcophagus rests flush against the east wall. Piles of coin have been laid to rest at the foot of the sarcophagus, along with two large chests. In the center of the room, three concentric arcane circles shimmer with life. A plush



padded, three-seat stone throne looks down from a small platform on the north wall, accessible by three short steps.

Candidates for graduating Artek's Academy came here for their final tests of sorcery. They would stand in the outer ring, face an arcane challenge and move inward with success. The final circle was deemed the toughest challenge, but the last. Artek and his two highest ranking assistant professors administered the test from the throne.

Several sharp angles in the ceiling bring it to a height of 20'. A *permanent illusion* provides the space-like scene.

Destroying Katia Sidebar

PCs storming the academy during the day find Katia sleeping in her sarcophagus in the Chamber of Sorcery (Area 19). She is a stunning beauty with spiral-curved, fire-red hair. She sleeps in a black leather corset.

Her beauty captivates, even when she sleeps. A Superior (TC 15) Will save is required to bring oneself to destroy her. A stake (fashioned from pine perhaps) in her heart, coupled with the severing of her head and the placing of a blessed wafer (or blessed piece of bread from the party cleric) in her mouth, utterly destroys her.

Katia has a matching ring and amulet set worth 400 gp.

The bitten bandits recently fashioned the pine coffins. They are poorly made. Scattered around the coffins are nails and a few hammers. The sarcophagus is Katia's. All the inhabitants, including Deebol, ripped the tomb from a mausoleum in a town cemetery two days away and carted it here to the academy.

In the day, Katia rests peacefully and without any knowledge of the PCs' exploits. In the night, the sarcophagus is empty; she is hunting the defectors in the woods far to the north of the academy.

Encounter: If ignorant to the PCs' intrusion, Deebol is commanding four hobgoblins to clean and shine the sarcophagus. If alerted to danger, he waits ready for battle here with two guards. Deebol possesses a legendary ego, one that poisons his brain into believing he is the most powerful hobgoblin alive. He harbors no fear and will fight to the death.

Deebol is 6' 5" and weighs about 300 pounds. His facial hair and eyes are red. Deep red veins snake throughout the region around his eyes and the bridge of his nose, enhanced by his pale skin. He wears banded mail, black chain covered in places by thick and shiny leather bands (all bright red). He uses a large metal shield in battle; banded mail identical to that of his own covers the shield. His wicked-looking masterwork battle axe is decorated with dangling bones and body parts.

Deebol (advanced vampiric hobgoblin) (120 XP): HD 2 (16 hp); AC 16/18 (banded mail/large shield); SV F +6/R +6/W +5; #AT 1/1, masterwork battle axe +3 (1d8+2, +5 init); SZ M; MV 30; AL LE; ML 19; Str 18, Dex 11, Con 13, Int 9, Wis 10, Cha 10.

SPECIAL step two vampirism (pale and sickish appearance, visible bite on neck, no reflection or shadow, +1 bonus to damage, spider climb at will); infravision 60'.

ITEMS masterwork battle axe, banded mail armor.

Hobgoblin Sentries (2 or 4) (35 XP each): HD 1 (8, 7, 6, 6 hp); AC 14 (brigandine); SV F +5/R +5/W +4; #AT 1/1, longsword +1 (1d8, +7 init) or battle axe +1 (1d8, +5 init); SZ M; MV 30; AL LE; ML 6; Str 12, Dex 11, Con 11, Int 9, Wis 10, Cha 9.

SPECIAL infravision 60'.

ITEMS either a longsword or battle axe, and finely-kept brigandine armor.

The statistics for the bitten bandits is copied here for convenience:

Bitten Bandits (4)(15 XP each): HD 1-1 (6, 5, 4, 4 hp); AC 10 (unarmored); SV F +5/R +5/W +4; #AT 1/1, battle axe +1 (1d8+1, +5 init); SZ M; MV 30; AL CN; ML 16; Str 16, Dex 11, Con 10, Int 9, Wis 9, Cha 9.

SPECIAL step one vampirism (pale and sickish appearance, visible bite on neck, no reflection or shadow, +1 bonus to damage).

ITEMS battle axe

TREASURE four sets of brigandine armor

Tactics: Deebol spider climbs out of view and waits a few feet above the entrance to this Area for the first person to enter. His two guards will engage anyone that comes through and he'll swing his battle axe down while spider climbing in the area where the wall meets the ceiling. Spider climb is a new ability for Deebol. If the first attack succeeds, he might battle through a few rounds while positioned above the PCs.

(Note that he has his shield strapped to his back when spider climbing, so he may or may not have the shield bonus to AC at times.)

At some point, he drops to the floor to deliver full frontal, blunt-force-trauma, but not before screaming for the bandits in Area 12. The echo reaches such bandits and they scurry off to join the fight in Area 19. (It takes them 2 rounds.) If appropriate, he squares up against the largest opponent first and then moves on to the next, attempting to take his enemies one-by-one. When beset by archers, Deebol uses his shield as cover, if necessary. When pressed by casters, he might forgo the larger melee opponents to attack the casters first. He never flees. Not until death descends does Deebol see his folly.

Treasure: The large chests contain coins and gems collected from the raids prior to Katia. There is the matter of the many coins scattered at the foot of the tomb. The total value of the treasure equals 200 gp per player character and contains copper, silver, gold and minor gems.

ARTEK'S PRIVATE COTTAGE

Walls of stone fill the hallway that leads to Area 20. Artek built this section and sealed it off. The wizard employed magic to replicate a country cottage. *Wall of stone, fabricate, minor creation, major creation, minor cantrip* and several illusion spells were used. He animated his wife's corpse here and then used a *permanent illusion* that overlapped her zombie form and made her appear as she did in life. The *minor cantrip* spell was used liberally to remove the zombie smell and additional illusions were cast to create the windows which look out to a beautiful landscape and the fire in the fireplace. Most of the contents of the room are real, but the cottage décor (wooden floors and walls, etc.), as well as the fire, the windows and the female figure vanish once the illusions are disbelieved.

PCs must use the gaseous form potions to gain access to this section.

20. Cottage Kitchen

This 15' room is a cottage kitchen equipped with a rustic wooden table, chairs, cutting block, food preparation table, fireplace on the far wall with a built-in cooking pot and a small circular tea table in front of a large bay window that looks out onto a beautiful pond. The walls are log and the floor is hardwood. A window to the south looks out into a well-manicured garden. Standing motionless at the table is a beautiful female human with long black hair and dark brown eyes. She seems to be ready to cut bread on the table. She appears pregnant.

Any character succeeding on a Basic (TC 5) Wisdom check notices that she looks frozen in place. Such a character also notices that the fire in the fireplace and the landscapes visible through the north and south windows seem frozen in place. Any character explicitly attempting to disbelieve the illusions may roll a Will save. An Exceptional (TC 20) save is required; however, a discretionary bonus may apply. It becomes obvious that this section is not a cottage, but in fact more rooms cut from stone.

Only one check (and perhaps one save) per character is allowed before a fight breaks out. This fight is almost immediate and thus no true exploration of the room has commenced.

Encounter: The *permanent illusion* spell requires the caster to concentrate. When concentration ceases, the illusion freezes. Artek's last command to the zombie was to remain in place. This fact, coupled with the restrictions of the illusion spells, has created the snapshot being viewed by the PCs. Immediately after the Wisdom checks (and perhaps Will saves) are rolled, read the following:

Suddenly, a zombie rushes out of the body of the young female, leaving an impression of the pregnant female standing still in space, as this monster rushes forward.

The zombie attacks as a normal zombie, lurching at the nearest PC. This is a surprise round. The next round, roll initiative and proceed normally.

Zombie (65 XP): HD 2 (13 hp); AC 12; SV F +6/R +5/W --; #AT 1/1, slam +2 (1d8+3, +5 init); SZ M; MV 30; AL N; ML n/a; Str 13, Dex 12, Con --, Int --, Wis 8, Cha --.

SPECIAL immunity to cold, sleep spells, charm spells and hold spells; infravision 60'; vulnerable to holy water (2d4 damage per vial).

ITEMS wedding ring (magical ghost link).

The Manifestation of the Ghosts: All the ghosts surround the room during the PCs fight with the zombie Arlene. Once the PCs destroy the zombie, Artek floats forward and retrieves from the fallen zombie the soul of his wife (which looks exactly like the illusion). A thick ethereal strand connects the wife's soul to the wedding ring. In fact, a cord extends from every ghost to the ring. At that point, it should be clear that the ring is the issue. (If not, the ghosts gesture to the ring.) One bludgeon destroys the ring in a blinding flash. The ghosts then smile and slowly recede into nothingness. During their departure, the young and caring face of Lincoln can be seen smiling and thanking the PC.

The wall to Area 17 then converts to an active passwall, which will allow one-way travel back to Area 17 whenever the party is ready.

21. Study

This small study has a corner fireplace, a large chair and a bookcase. Curtains are drawn in front of a window on the northern wall.

The fireplace is empty. The chair is covered in a thick layer of dust. The bookcase, equally covered in dust, contains the following books: Artek's necromantic journal (worth 100 gp); Spell books for every nec-

romancy spell from Level 1 through 5 (5 books total, worth 100 gp per level, and usable to learn spells); manuals of necromantic spellcraft (10 books total, each worth 20 gp); anatomy books (total worth 8 gp); manuals on illusionary spellcraft (5 books total, each worth 15 gp); and a few ritual books of dark arts (2 books total, each worth 25 gp).

22. Bedchamber

The contents of this small, well-acquainted bedchamber are covered in a thick layer of dust. Everything seems so still and undisturbed.

There is a bed, wardrobe and two bureaus here, all cramping the space. The drawers contain all manner of casual to formal clothing for a female. The wardrobe contains the same for a male, along with an old wizard's robe of antiquated fashion.

Dust practically hides a painting on the wall above the bed. It is of Arlene and Artek on the day of their marriage.

The PCs find nothing else of value here.

CONCLUDING THE ADVENTURE

Once the ring is destroyed and the ghosts find peace, the PCs may travel back to Rassach and claim their 82 gold. (If they deny the reward, award each PC an additional 50 xp.) Mabel and Ivy express their appreciation with a high level of emotion. The two excuse themselves soon thereafter to begin life anew.

The shattered academy can be converted into a base of operations. In exchange for a small quarterly tax, a local lord could certainly provide a deed to the abandoned property. The position of the academy on a cleared hill provides a defensible position assisted by the 360-degree second floor vantage, and the dungeon rooms could prove quite useful.

Katia, our vampiric femme fatale, is yours to control if she lives. She harbored no love for her spawn at the academy and exacts no immediate revenge on the PCs. She could periodically stalk the PCs or boldly present herself as an interesting NPC (or villain) someday.

The PCs, in any case, are now free to hit the road. A road, no doubt, to adventure...

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