RENEGADE
CORRUPTION

RENEGADE - CORRUPTION

Renegade ~ Corruption
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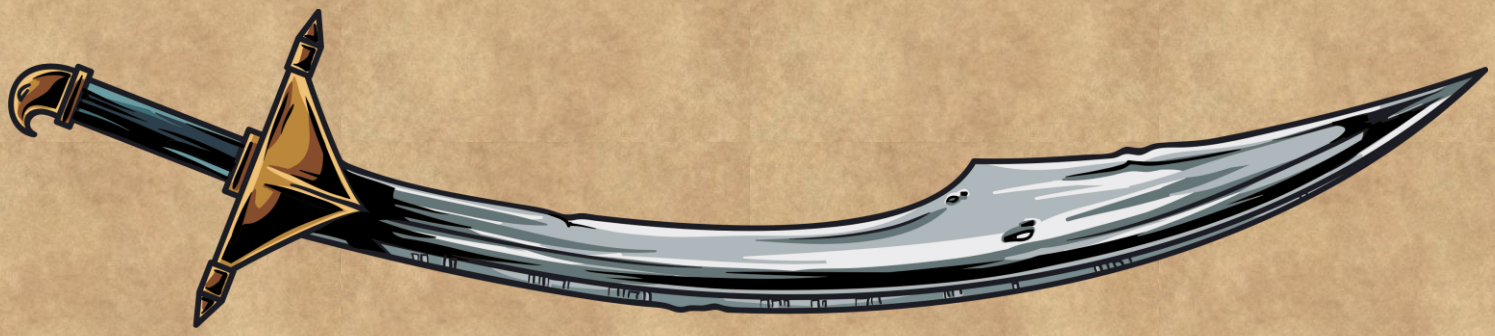
PLAYERS GUIDE

Roleplaying games (RPGs) are all about shared storytelling and imaginary adventures. Renegade ~ Corruption is a fantasy roleplaying game:

1. **Players adopt the role of an adventurer or player character (PC).**
2. **An adventurer might be a powerful wizard, a hard-as-nails warrior or one of several other fantasy avatars representing a player in the game world.**
3. **Players control their adventurers' actions during play.**
4. **One player becomes the Gamesmaster (GM), or Referee, who designs adventures, describes what the adventurers see and interprets outcomes. That includes rolling dice for the monsters.**
5. **Players' adventurers explore imaginary worlds, meeting many different creatures in imaginary settings, such as castles and dungeons.**
6. **Adventurers gain more skills and experience as they explore, allowing them to meet increasingly difficult challenges in return for greater prizes.**
7. **Over time adventurers' imaginary lives become a part of the many settings, creatures and events that make up their world.**

To get started:

1. **If you are the Referee you will usually find it easier to prepare the adventure first. How to do so is covered in the Referee's Guide.**
2. **Find some tokens or figures to place or locate your adventurers in the game.**
3. **Complete an adventurer sheet displaying your adventurer's abilities and equipment.**
4. **Sit down around a table with some dice and start playing. The Internet has plenty of 'free RPG dice rollers' if you don't have any gaming dice: d4, d6, d8, d10, d12 and d20.**
5. **Try not to take the rules too seriously – it's a roleplaying game and the only way to 'win' is for the group to have fun.**



CREATING AN ADVENTURER

Your first action as a player is to create an adventurer. A Referee who is learning the rules should also find out how this part of the game works.

SETTING UP THE ADVENTURER SHEET

Your adventurers' abilities, skills and equipment go on an adventurer sheet. It is possible to make many different kinds of decorated sheets, but it can be helpful to start with a very clear, one page summary sheet. GMs may also wish choose to hand-out a Bonus XP Sheet for each new adventurer.

Adventurer's Name

Armor Class		Hit Points		Saving Throw	
Class		Speed		XP	
Level		Race		Corruption	
Strength		Dexterity		Constitution	
Intelligence		Wisdom		Charisma	
Gold		Spell Levels			
Bonuses					

Weapon/ Magic Item	Attack Bonuses	Charges and Features

Equipment	Weight	Equipment	Weight	Equipment	Weight
Backpack		Dagger			
Canteen		Rope 50'			
Tinderbox					

Climb	Delicate	Hear	Hide	Move	Open Locks

Spell	Level	Spell	Level	Spell	Level

BONUS ACTIONS XP SHEET

Class	Actions Completed	XP
Any	Establish a base where your equipment can be kept safely	
Any	Gain a magic item	
Any	Make a loyal ally	
Any	Negotiate a cease fire	
Any	Rescue a fellow party member	
Any	Scout and map a wilderness region	
Any	Survive an encounter with the undead	
Any	Take a potion	
Any	Talk to a dragon	
Any	Carry an important message through enemy territory	
Bard	Cast a song in combat	
Bard	Collect seven songs in your songbook	
Bard	Entertain a paying audience	
Cleric	Cast a spell that benefits a whole party	
Cleric	Heal an ally to full hit points	
Cleric	Turn an undead creature	
Fighters	Hand-to-hand critical hit	
Fighters	Missile critical hit	
Fighters	Parry	
Magic-User	Cast a spell in combat	
Magic-User	Cast a spell that causes damage to an opponent	
Magic-User	Collect seven spells in your spellbook	
Monk	Dodge a missile	
Monk	Donate 500gp to a worthy cause	
Monk	Strike and stun an opponent	
Renegade	Carry-out a backstab	
Renegade	Complete a life-threatening climb	
Renegade	Disarm a deadly trap	

BONUS MISSIONS SHEET

Missions Completed	XP
Bounty hunting	
Capture a fort or dungeon stronghold	
Capture an enemy leader	
Complete vital negotiations	
Escort a convoy through dangerous territory	
Establish a fortified base	
Explore an area of wilderness and make it safe for travelers	
Make a cross-country escape	
Recover a specific enchanted item	
Rescue a prisoner/ s from a dungeon	
Scout and spy on enemy positions	
Transport fragile goods	

ROLL ATTRIBUTE SCORES

An adventurer's basic attributes are numbers for Strength, (force), Dexterity, (speed and agility), Constitution, (health), Intelligence, (thought), Wisdom, (good sense), Charisma, (charm and leadership), and Corruption, (Chaotic or Lawful).

To begin to create your own adventurer roll 3d6 seven times and assign a score to each of the seven ability scores. Players can arrange the scores as they like to help them to make adventurers they want to play, but once an adventurer goes into play for the first time the order is usually fixed. Players may also roll an extra 2d4 to be spread across any of the scores.

Alternatively, roll 2d6+6 for each score and put them in any order - but don't add any extra points.

STRENGTH

Roll 3d6 for your adventurer's Strength score and write it on your adventurer sheet. High Strength lets the adventurer force doors open more easily and allows more weight to be carried. The table below shows the effects of your adventurer's Strength score. Write down these bonuses on your adventurer sheet. Strength is the Prime Attribute for all types of Fighters.

STRENGTH TABLE

Score	To-Hit Modifier	Damage Modifier	Open Doors	Carry Modifier (Pounds)
3–4	-2	-1	1	-10
5-6	-1	+0	1	-5
7-8	+0	+0	1-2	+0
9–12	+0	+0	1-2	+5
13–15	+1	+0	1-2	+10
16	+1	+1	1-3	+15
17	+2	+2	1-4	+30
18	+2	+3	1-5	+50
19	+2	+4	1-5	+70

DEXTERITY

Roll 3d6 for your adventurer's Dexterity score. A high Dexterity score gives your adventurer bonuses when attacking with a missile weapon and improves your Armor Class, (AC), which makes you harder to hit. Dexterity is the Prime Attribute for the Renegade class and a Prime Attribute for Bards, Monks and Rangers. Adventurers with a Dexterity score of 13 or better can fight on the defensive, parrying enemy blows and dodging attacks instead of attacking.

DEXTERITY TABLE

Score	Missile Weapon To-Hit Bonus/Penalty	Effect on Armor Class	Parrying: Penalty to Enemy Attacks
3–8	–1	Worse by 1 point	None
9–12	+0	None	None
13–14	+1	Better by 1 point	-1
15-18	+1	Better by 2 points	-2
19-21	+2	Better by 2 points	-3

CONSTITUTION

Roll 3d6 for your adventurer's Constitution score. A high Constitution gives your adventurer extra hit points (hp) for each Hit Die (HD). Constitution is also used to determine an adventurer's chance of successfully being raised from the dead or surviving other major shocks to the system like reversing a transformation into stone, ('Raise Dead Survival').

CONSTITUTION TABLE

Score	Hit Point Modifier (per HD)	Raise Dead Survival
3–8	-1	50%
9–12	+0	75%
13–18	+1	100%
19	+2	100%

INTELLIGENCE

Roll 3d6 for your adventurer's Intelligence score. A high score allows an adventurer to speak additional languages. Intelligence is the Prime Attribute for Magic-Users. Only Magic-Users with high Intelligence are able to learn the highest-level spells.

INTELLIGENCE TABLE

Score	Maximum Additional Languages	Maximum Spell Level
3–8	0	4
9	1	5
10	2	5
11	2	6
12	3	6
13	3	7
14	4	7
15	4	8
16	5	8
17	5	9
18	6	9

Available languages include the Common Tongue, (known by all adventurers), Dwarven, Elvish, Dragon, Giantish, (which includes Ogres), Goblin, (which includes Orcs), and various other possibilities depending on your Referee's campaign.

WISDOM

Roll 3d6 for your adventurer's Wisdom score. Wisdom is the Prime Attribute for Clerics and a Prime Attribute for Monks, Paladins and Rangers. If a Cleric has a Wisdom score of 18 the adventurer gains two additional 1st Level spells. If a Cleric has a Wisdom score of 15, or greater, the adventurer gains an additional 1st Level spell.

CHARISMA

Roll 3d6 for your adventurer's Charisma score. Charisma is a prime requisite for Bards and Paladins. Highly charismatic adventurers have a better chance to talk their way out of trouble and can lead more followers than adventurers with low

Charisma. Charisma also limits the number of special hirelings your adventurer can attract into service as vassals. These are aides who are adventurer-types: Magic-Users, Clerics and others. Charisma does not affect the number of regular troops, lantern-bearers and pack-carriers you can employ - although it might affect how loyal they are.

Those with a very high Charisma gain a bonus to rolls involving attempts at influencing others. This includes attempts to turn undead creatures made by Clerics and Paladins.

CHARISMA TABLE

Score	Maximum Number of Special Hirelings	Turning and Influencing
3–12	3	
9–12	4	
13–15	5	
16–17	6	
18	7	+1
19	8	+2

CORRUPTION

Roll 3d6 for your adventurer's Corruption score. Corruption measures the deep inner balance between law and chaos in an adventurer's make-up. During play adventurers may be drawn or forced towards chaos through particularly evil places, items, creatures, actions and events.

Corruption does not concern minor or trivial events and exists largely beyond adventurers' conscious awareness. The evil slowly seeps into adventurers' minds, but they can usually be alerted to the onset of Corruption through Detect Evil, observing the symptoms of Corruption or the obvious Corruption radiated by extreme evil.

Corruption has direct effects on adventurers and monsters. Many Chaotic creatures may already be easily identified as displaying the effects of Corruption. Others conceal it well:

1. **Chaotic opponents with less than 5HD often have a basic Corruption of 7.**
2. **Chaotic opponents with 5 to 10HD usually have a basic Corruption of 6.**
3. **Chaotic opponents with over 10HD may have a base Corruption of 5.**
4. **Undead, demons, devils and the like may have a basic Corruption of 3.**

In games where adventurers are exposed to Corruption on a regular basis, Corruption scores change according to the adventurers' actions and the amount of Corruption they are exposed to.

Corruption does not act directly on other attributes except during certain bouts of corrupt behavior expressed as Corruptions - which involve Pain and Gain. The number of cumulative Corruptions acting on a creature as a result of its Corruption score is shown below. If Corruption rises above 6 any Corruptions are removed within d4 weeks.

NUMBER OF CORRUPTIONS TABLE

Score	Alignment	Cumulative Corruptions	Raise Dead/ Reincarnation
3	Chaotic	+2	Raised or Reincarnated as Undead
4	Chaotic	+2	Raised or Reincarnated as Undead
5	Chaotic	+1	Reincarnated as an Abomination
6	Chaotic	+1	Reincarnated as an Abomination
7	Chaotic		
8	Neutral		
9	Neutral		
10	Neutral		
11	Neutral		
12	Neutral		
13	Neutral		
14	Neutral		
15	Lawful		
16	Lawful		
17	Lawful		
18	Lawful	Blessed	Choose Reincarnation race
19	Lawful	Holy Grace	Choose Reincarnation as same race

Severely corrupted adventurers are not raised from the dead or reincarnated as normal unless an Atonement spell is cast at the same time. Instead they are raised as undead or reincarnated as an abomination. Unlike monsters created through spells and elaborate rituals these creatures are partially shaped through Corruption.

A player can, therefore, choose to play an undead creature or an abomination as a multi-classed or dual-classed adventurer. However, each such adventurer has to develop the special skills of its new form and gain experience as a monster to progress. In time these adventurers can become powerful and their titles reflect their ability to combine monster and class skills.

1. Undead classes include: Imperial Lich and Regal Vampire.
2. Abomination classes include: Divine Succubus, Majestic Mind Eaters and Royal Eyes of True Terror.

The frequency of bouts of evil or unstable behavior depends on the Corruptions affecting a creature. Adventurers with Corruptions take the Pain the first time the adventurer rolls a 1 on a saving throw or tries to hit a target. The adventurer can control the timing of episodes by taking the Pain before a 1 is rolled. If an adventurer does not take the Pain within the time given all other concerns are set aside until the Pain is taken.

CORRUPTIONS TABLE

d20	Corruptions	Frequency	Pain	Gain
1	Compulsion	Weekly	Make an expensive sacrifice to your gods of at least 100gp/ level	Clerics gain 2 extra 1st Level spells
2	Contagion	Monthly	Disease affects you and anyone who shares food, water or items with you	Rats and other vermin will not bite you
3	Corruption	Weekly	Corrupt allies or innocents to participate in Chaotic actions	Animate Dead once/ week

d20	Corruptions	Frequency	Pain	Gain
4	Cowardice	Weekly	Seek cover behind an ally or an innocent	+1 Dexterity to 19
5	Destruction	Weekly	Destroy valuable items and locations to the value of 50gp/ level	Destruction gives 5% chance of uncovering a cache of coins worth 50gp/ level in unexplored locations
6	Fury	Weekly	Stay at the front and rush into combat	+1 Strength to 19
7	Gloom	Constant	Mist, fog, cold draughts, clouds and rain frequently occur near the adventurer	-1 Charisma for everyone in your presence
8	Gluttony	Nightly	Eat often and greedily	+2hp/ night
9	Greed	Weekly	Steal or seize an item of considerable value	+1 Dexterity to 19
10	Haunted	Nightly	Save or lose d4hp/ night	Speak with the Dead once/ night. You can gain answers only from bodies that have been dead 1d4 days
11	High Rolling	Weekly	Place bets of at least 50gp/ level at high odds	Any winnings
12	Idolization	Monthly	Build an evil temple, landmark, shrine or similar monument to chaos paying a minimum of 500gp each week	+1 Wisdom to 19

d20	Corruptions	Frequency	Pain	Gain
13	Intimidation	Weekly	Coerce someone into doing something they really don't want to do	A Grasping Hand can be used at will once/ week
14	Merciless	Weekly	Show no mercy	Receive no mercy
15	Narcissism	Monthly	Build statues, commission portraits, arrange poetry readings and construct landmarks in celebration of yourself paying a minimum of 500gp/ level each month	Unholy Grace allows the character to add any existing Charisma modifier as a bonus on its saving throws
16	Panicked	Weekly	Flee from combat and run in a random direction for two rounds	Anyone else in the same area must make a saving throw or panic at the same time
17	Slaughter	Monthly	Participate in a violent crime or outrage	-1 from Corruption
18	Stormy	Monthly	A rainstorm with thunder and lightning forms close to the adventurer	The storm spreads over a radius of 1 mile/ 2 km for each level and disrupts travel while it lasts for d4 hours
19	Roll Twice			
20	Roll Twice			

An adventurer with a low Corruption score is much more likely to suffer the effects of Corruption. The effects and their likely origins are explained in the rules for alignment and Corruption. Corruption is more prevalent among certain societies, but players' adventurers begin play with a Corruption score selected from their seven attribute scores.

HONORS

Those who work to cleanse themselves of Corruption may try to gain Honors. These cleanse Corruption as each Honor adds +1. However, each Honor on the Honors Table can only be gained once, so there is a limit to how much Corruption can be drawn out in this way. Completing major quests or challenges across a whole series of adventures can remove Corruption, as set out in the Campaign Challenges Table.

HONORS TABLE

Honor	Pain
Vanquish a Demon Lord	Defeat and vanquish a Demon Prince, Demon Princess or Demon Lord.
Vanquish a Fiend	Defeat and vanquish an Archdevil.
Show Mercy	Find alternatives to executing numerous captives.
Rescue Mission	Complete a rescue mission while hampered by those you rescue.
Charity	Surrender precious items to the value of 500gp/ level.
Intervention	Prevent a disaster or a massacre of innocents.
Iron Will	Endure a harrowing ordeal for the sake of others.
Last Stand	Stay behind to face overwhelming odds while innocents escape.
Consecrate	Capture an Chaotic citadel and consecrate the ground.
Worship	Create an influential Lawful institution to protect and serve.

Those who are exceptional Lawful may gain benefits as a result of having a very high Corruption score. A creature with a Corruption of 18 is continually blessed in

the manner of a Bless spell. A creature with a Corruption of 19 has Holy Grace, which allows an adventurer to add any Charisma bonuses to saving throw rolls.

ALIGNMENT AND CORRUPTION

There are three alignments or moral frameworks, which form a spectrum from the well-intentioned Lawful, on to the ambivalent Neutral, and then on to the deliberately malicious Chaotic. The use of spells and items may be affected by or based on an adventurer's alignment. Each adventurer or creature's alignment can be indicated by its current Corruption attribute score.

SECRECY

A player may choose whether or not to attempt to conceal an adventurer's Corruptions. For adventurers that are undead or abominations it's hard to conceal physical signs of Corruption, but other adventurers can hide or mask the symptoms of Corruption.

The Referee can choose to let individual players suggest how adventurers' corrupt behavior is dealt with, (or masked), to allow players to try to keep adventurers' Corruptions secret from other players. However, it's not difficult to reveal Corruption using Detect Evil and similar methods.

SOURCES OF CORRUPTION

Some creatures, places and items are so evil that exposure to affects an adventurer in a very real and difficult-to-cleanse way. Corruption is an evil so intense it warps the very plane of reality. For example, a weapon used to slaughter thousands of innocents or a forest growing on land soaked in the blood of an evil deity are both likely sources of Corruption.

Adventurers get a saving throw against the effects of Corruption shown on the Corruption Sources Table. In addition, Corruption caused by monsters and

adventurers is removed if the monster or adventurer is defeated. The initial effects of coming into direct contact with a strong source of Corruption are shown on the Corruption Sources Table.

CORRUPTION SOURCES TABLE

Source	Type of Exposure	Save or Corruption
Adrammelech's Throne	Presence: 12 Hours	-1
Adrammelech's Throne	Possession	-4 (no save)
Altar of Demonic Enchantment	Use	-1 (no save)
Archdevil	Encounter	-1
Baalroch	Presence: 48 Hours	-1
Black Book	Possession	-4 (no save)
Book of Blood	Possession	-1 (no save)
Cadmium's Incredible Fireworks	Use	-1
Crown of Corruption	Presence: 12 Hours	-1
Crown Of Corruption	Possession	-4 (no save)
Demilich	Encounter	-1
Demon Lord, Prince or Princess	Encounter	-1
Heavily Corrupted Magic Item	Possession	-1 / item (no save)
Corrupt Ground	Presence: 12 hours	-1
Unholy Temples and Shrines	Presence: 12 hours	-1
Witching Tree	Presence: 12 Hours	-1

PACTS

Playing as a team is central to playing Renegade ~ Corruption and adventurers who in-fight or betray others in their party without good reason are usually either short on challenges or looking for a different kind of game.

If a player insists on seeking in-game rewards through manipulating the rules rather than taking on challenges, the player's adventurers are likely to find themselves isolated.

The same applies to players who select a monster class to gain an unearned advantage - instead of trying a monster class to have a go at roleplaying a slightly 'alien' mindset.

In the case of new players a win-mentality may change when the consequences of killing a fellow party member are played out through vengeful relatives, law enforcement agencies and bounty hunters.

In a game like Renegade ~ Corruption, (with monster classes and plenty of options for playing as an anti-hero), it can be helpful for adventurers to agree a pact before setting-off. For example, if a heavily corrupted adventurer is going to adventure alongside a Paladin it would seem more authentic to put in place obligations and shared goals, which make it possible for them to work together - up to a point.

Holding hostages, taking oaths, exchanging valuables, swearing loyalty to a third party, joining a shared quest, signing contracts with forfeits and similar options can strike a balance by setting-out boundaries that may persist or breakdown authentically.

Renegade ~ Corruption is particularly reliant on either pacts or informal agreements among players, as some Corruptions will cause adventurers to behave chaotically, making it easy for misunderstandings and feuding to arise unless there's a certain amount of consensus within the group.

CHOOSING A CLASS

Once you have rolled up your ability scores, the next step is to choose a 'class'. The currently available classes are:

Assassin
Bard
Cleric
Corrupt
Fighter
Magic-User
Monk
Paladin
Ranger
Renegade

If the Referee agrees adventurers may also become multi-classed monsters under certain conditions. These adventurer class options are not usually part of making a new adventurer. The following options may be available:

Divine Succubus
Imperial Lich
Majestic Mind Eater
Regal Vampire
Royal Eye of True Terror

Referees can rule that playing any monster class as an adventurer is too problematic to allow. This is often the case if a monster sinks into deeper Corruption and either appalls or restricts other adventurers.

Equally, the Referee can adapt conditions to take account of the strengths and weaknesses of monster classes. This might well include steps that creatures living in a world where monster classes exist could be expected to take to defend themselves.

HIT DICE

Each new adventurer receives a full HD at 1st Level. The type of dice rolled for Hit Dice are shown for each class, so a 1st Level Fighter receives 10hp and a 1st level Magic-User receives 4hp. Further HD are based on standard rolls.

ASSASSIN

An Assassin shares many of the skills of a Renegade, but is much more focused on spreading fear and calamity behind enemy lines.

As a result of the difficulty of the specialist training they have to endure Assassins take longer than Renegades to become expert at a number of skills.

While many Assassins are Chaotic mercenaries, it is not unknown for Neutral and Lawful characters to decide that Assassins' skills are a necessary part of the battle against chaos and evil. Such characters will typically support a cause and reserve the use of their skills for those they believe to be evil or harmful.

Assassins may negotiate payment for contracts, including expenses which can be high if a contract calls for elaborate planning and execution. Lawful Assassins are more likely to take an oath than to form a contract and will typically only ask for expenses to be paid.

REQUIREMENTS

Prime Attribute: Strength, 12+; Intelligence, 14+; Dexterity, 13+
Hit Dice: 1d6/ Level (Gains 2hp/ Level after 9th)
Armor/ Shield Permitted: Leather Armor Only; No Shield
Weapons Permitted: Any

ASSASSIN CLASS ABILITIES

BACKSTAB

When attacking with surprise an Assassin gains the opportunity to attempt an assassination. Armed or unarmed, the Assassin inflicts double damage and a natural 20 reduces a small- or medium-sized, human or humanoid opponent with less HD than the Assassin to 0hp. Death takes place when the target reaches negative hit points equal to the adventurer's level. If successful the Assassin can choose whether or not a victim stays unconscious or bleeds to death at 1hp/ round.

SAVING THROW BONUS

Assassins gain a +2 bonus on saving throws against devices, including traps, magical wands, magical staffs and other magical devices.

READ NORMAL LANGUAGES

Assassins of 3rd Level and above can figure out the gist of most written languages and have an 80% chance to comprehend treasure maps or written documents. This does not mean they can automatically decipher codes or solve riddles, but they could understand the code or riddle.

ESTABLISH GUILD

At 9th Level an Assassin is well enough known to assemble a small guild of Assassins if the adventurer chooses. These relative novices will work for the Assassin in return for training and a share of the fees from any contracts they complete.

FORGERY AND COUNTERFEITING

At 13th Level an Assassin can make non-magical forgeries and counterfeit currencies with a 75% basic chance of having them accepted at face value. The chance of success is modified by the conditions, including the alertness or complacency of guards and officials.

READ MAGICAL WRITINGS

At 9th Level an Assassin has gained enough knowledge to decipher magical writings, (although not the 'divine' writings of Clerics). Their understanding is not perfect when the magic is complicated, (i.e. for spells higher than 6th Level). Assassins can cast Magic-User spells from scrolls, but for high-level spells they have a 10% chance to get a dangerously unpredictable result, (which is usually the reverse of the intended effect).

ASSASSINS SKILLS

CLIMBING WALLS OR CLIFFS

The percentage shown is what the Assassin needs to roll under to climb a wall that others cannot climb. If the wall is more difficult than normal the Referee may lower an Assassin's chances of success. In general, if a normal person has a chance to climb a wall, an Assassin can most likely do it automatically.

DELICATE TASKS

This skill is used for disabling small mechanical traps like poisoned needles and is also used for picking pockets. The same skill may be used to detect whether a mechanism, keyhole or other small location contains a trap that can be removed.

HEARING SOUNDS

Assassins can hear well if they concentrate; including listening at doors. Rolls for success will usually be adjusted to take account of the circumstances.

HIDING IN SHADOWS

Assassins can make themselves hard to see when lurking in the shadows. Any adventurer can attempt to hide, but an Assassin is particularly well-concealed when hiding and is also able to move while hiding.

MOVING SILENTLY

Assassins can move without making any sound. Distractions may increase the chances of success, while security measures may reduce them.

OPENING LOCKS

Assassins can pick locks; some locks might be unusually difficult, in which case the Referee might reduce the percentage chance as appropriate.

INFILTRATION

An Assassin practices infiltration techniques, including how to profile a mark and learning to adopt local and personal mannerisms. The percentage given may be adjusted up or down, (as, for example, even with a mask, trying too impersonate a monster is going to be hard). Nevertheless, a successful check indicates that the Assassin has given a convincing performance and that further checks can often be limited to encounters with new observers.

IMPROVISE WEAPON

Using whatever hand-to-hand and missile weapons come to hand generally results in low damage, as a frying pan or a wine bottle are ill-suited to fighting experienced and/ or armored opponents. Assassins specialize in improvising and targeting deadly weapons to such an extent that they can scale damage dice. For example, a weapon causing 1 or 2hp of damage can cause d4hp; a weapon causing d4hp can cause d6hp; and a weapon causing d6hp can cause d8 hp.

POISONS

Learning to manufacture and weaponize poisons wherever they are found helps Assassins to either kill at a safe distance or to dispatch opponents more reliably. Assassins are able to apply and prepare poisons without the risk of exposing themselves to the poison. (However, a natural attack roll of 1 with a poisoned weapon does poison an Assassin. Due to their skills Assassins can prepare and use monster venoms that deliver the full effect of the poison). In addition, they have a 5% chance/ level of successfully preparing a specialist poison capable of attacking, for example, plant life or the undead. These exotic venoms are likely to involve rare and expensive ingredients, as well as lengthy preparation. The costs of ingredients are usually non-recoverable if an attempt fails.

ASSASSINS SKILLS TABLE

Level	Climb Walls	Delicate Tasks	Hear Sounds	Hide in Shadow	Move Silently	Open Locks	Improvise Weapon	Infiltration
1	80	20	3 in 6	20	30	20	30	30
2	81	20	3 in 6	20	30	20	30	30
3	82	20	3 in 6	20	30	20	30	30
4	83	20	3 in 6	20	30	20	30	30
5	84	25	3 in 6	25	35	25	35	35
6	85	30	3 in 6	30	40	30	40	40
7	86	35	4 in 6	35	45	35	45	45
8	87	40	4 in 6	40	50	40	50	50

Level	Climb Walls	Delicate Tasks	Hear Sounds	Hide in Shadow	Move Silently	Open Locks	Improvise Weapon	Infiltration
9	88	45	4 in 6	45	55	45	55	55
10	89	50	4 in 6	50	60	50	60	60
11	90	55	4 in 6	55	65	55	65	65
12	91	60	4 in 6	60	70	60	70	70
13	92	65	5 in 6	65	75	65	75	75
14	93	70	5 in 6	70	80	70	80	80
15	94	75	5 in 6	75	85	75	85	85
16	95	80	5 in 6	80	90	80	90	90
17	95	80	5 in 6	85	90	85	90	90
18+	Max 95	Max 80	Max 5	Max 90	Max 90	Max 90	Max 90	Max 90

Some non-human Assassins gain bonuses to certain skills, as described in the table below.

NON-HUMAN ASSASSINS BONUSES TABLE

Race	Climb Walls	Delicate Tasks	Hear Sounds	Hide in Shadow	Move Silently	Open Locks	Improvise Weapon	Infiltration*
Drow	-	+5	-	+10	+5	-	+5	+5
Dwarf	-	+10	-	+5	+5	+5	+5	-
Elf	-	-	-	+15	+10	-	+5	+5
Half-Elf	-	-	-	+10	+5	-	+5	+5
Half-Orc	+10	-	-	-	-	-	+5	-5
Halfling	-	+5	-	+10	+10	+10	-	-
Minotaur	-80	-10	+10	-10	-10	-10	+5	-

* - The figures given for infiltration assume an attempt to infiltrate a cosmopolitan community where several races are widely represented. If a character tries to impersonate another race or to operate in a community where their race is rarely or never represented is looking at a sizeable deduction. It may be possible to get round this by using magic to augment a disguise.

ASSASSINS ADVANCEMENT TABLE

Level	XP for Level	HD (d6)	Saving Throw
1	0*	1	15
2	2,500*	2	14
3	5,000*	3	13
4	10,000*	4	12
5	20,000*	5	11
6	40,000*	6	10
7	80,000*	7	9
8	160,000*	8	8
9	320,000*	9	7
10	+120,000/ level	+2hp/ level	6
11			5
12			Min: 4

* - Referee's may choose to offer an adventurer the following choices when a level is gained: a single spell or song of d4 levels on a scroll, a single roll on the Potions Table or an attribute point added to any attribute currently below 10 except Corruption.

BARD

Bards are multi-skilled characters with the ability to hold their own in combat, while also offering some of the skills of Renegades and Magic-Users. A Bard's spellcasting is carried-out in song or rhyme; but the effects are the same as when spells are cast by a Magic-User.

REQUIREMENTS

Prime Attributes: Charisma, 13+, Dexterity 13+
Hit Dice: 1d6/ Level (Gains 2hp/ Level after 9th)
Armor/ Shield Permitted: Leather Armor Only; No Shield
Weapons Permitted: Any

BARD CLASS ABILITIES

SONGS

A Bard owns a songbook, which doesn't necessarily include all of the songs aka spells on the standard Magic-User lists. Singing from this book, Bards force selected songs into their minds, 'preparing' as many songs as the adventurer can mentally sustain. Bards are allowed to prepare the same song multiple times if desired, up to the available 'slots' in the Bard's memory and mental capability). Once a prepared song is sung, it fades from the Bard's ability to cast until it is prepared again.

KNOWING SONGS

A beginning Bard's songbook contains as many of the basic 1st Level songs as the novice adventurer can know. A Bard needs to find and copy new songs into his or her song book. The same procedure applies to each higher song level. The process works in much the same manner as that for Magic-Users and a Read Magic song will usually be needed to make use of scrolls. However, a Referee may decide that higher level Bards and Magic-Users have learned to read most magic.

STEALTH

A Bard can use Renegades' Skills at 5 levels below the Bard's level.

BARDS ADVANCEMENT TABLE

				Number of Spells (By Level)**					
Level	XP for Level	HD(d6)	Saving Throw	1	2	3	4	5	6
1	0*	1	15	2	—	—	—	—	—
2	2,500*	2	14	3	—	—	—	—	—
3	5,000*	3	13	3	2	—	—	—	—
4	10,000*	4	12	4	3	—	—	—	—
5	20,000*	5	11	4	3	—	—	—	—

				Number of Spells (By Level)**					
Level	XP for Level	HD(d6)	Saving Throw	1	2	3	4	5	6
6	40,000*	6	10	4	4	2	—	—	—
7	80,000*	7	9	4	4	3	—	—	—
8	160,000*	8	8	4	4	3	—	—	—
9	320,000*	9	7	4	4	4	2	—	—
10	+120,000/ lvl	+2hp/ lvl	6	4	4	4	3	—	—
11			5	4	4	4	3	—	—
12			5	4	4	4	4	2	—
13			5	4	4	4	4	3	—
14			5	4	4	4	4	3	—
15			Min: 4	5	4	4	4	4	2
16				5	5	4	4	4	3
17				5	5	5	4	4	3
18				5	5	5	5	4	3
19				5	5	5	5	5	3
20				5	5	5	5	5	4
21+				5	5	5	5	5	5

* - Referee's may choose to offer an adventurer the following choices when a level is gained: a single spell or song of d4 levels on a scroll, a single roll on the Potions Table or an attribute point added to any attribute currently below 10 except Corruption.

** - Bards continue to gain songs after 21st Level with 1 each at Levels 1-4, followed by 1 each at Levels 5-6.

CLERIC

Clerics are holy warriors exploring and fighting in service to their god/ s. Some may prefer to avoid bloodshed, but few shirk from joining battle in defense of their faith. Most Clerics start out with strong links to a temple or shrine that already has an established following.

REQUIREMENTS

Prime Attribute: Wisdom, 13+
Hit Dice: 1d6/ Level (Gains 2hp/ Level after 9th)
Armor/ Shield Permitted: Any
Weapons Permitted: Blunt Weapons Only

CLERIC CLASS ABILITIES

SPELL CASTING

Clerics cast 'divine' spells from a specific list; the Clerics' Advancement table tells you how many spells of each spell level. Clerics of specific deities might have different lists of available spells, (or even some new spells), but that's for your group of gamers to decide and invent if you want to.

Each day, a Cleric selects and prays for a particular set of spells, choosing any spells from the list. Once a spell is cast, it can't be cast again until the next day, unless a Cleric has prepared, (prayed for), the spell more than once.

A Cleric needs to concentrate on prayer while preparing spells and it takes 15 minutes/ level to regain a spell that has been expended or to learn a new one.

BANISHING OR TURNING UNDEAD

Lawful and Neutral Clerics can turn undead monsters away, (see 'Turning and Rebuking the Undead' in the Combat section), forcing them flee from the Cleric's holiness.

REBUKING AND CONTROLLING UNDEAD

Chaotic and Neutral Clerics can attempt to rebuke or control undead monsters, (see Turning and Rebuking the Undead in the Combat section), which may result in the undead being forced to serve the Cleric's will for a short period of time.

SAVING THROW BONUS

Clerics gain a +2 bonus on saving throw rolls against being paralyzed or poisoned.

RELIGIOUS STRONGHOLD

At 9th Level, a Cleric adventurer may establish a stronghold and attract a body of troops who will swear fealty to the adventurer as loyal, (or perhaps even fanatical), soldiers and retainers.

CLERICS ADVANCEMENT TABLE

				Number of Spells (By Level)**								
Level	XP for Level	HD (d6)	Saving Throw	1	2	3	4	5	6	7	8	9
1	0*	1	15	1	–	–	–	–	–	–	–	–
2	2,500*	2	14	2	–	–	–	–	–	–	–	–
3	5,000*	3	13	2	1	–	–	–	–	–	–	–
4	10,000*	4	12	2	2	–	–	–	–	–	–	–
5	20,000*	5	11	2	2	1	–	–	–	–	–	–
6	40,000*	6	10	2	2	1	1	–	–	–	–	–
7	80,000*	7	9	2	2	2	1	1	–	–	–	–
8	160,000*	8	8	2	2	2	2	2	–	–	–	–
9	320,000*	9	7	3	3	3	2	2	–	–	–	–
10	+120,000/ lvl	+2hp/ lvl	6	3	3	3	3	3	1	–	–	–
11			5	4	4	4	3	3	1	–	–	–
12			5	4	4	4	4	4	2	–	–	–
13			5	5	5	5	4	4	2	–	–	–
14			5	5	5	5	5	5	3	1	–	–
15			4	6	6	6	5	5	3	1	–	–
16			Min: 4	6	6	6	6	6	4	2	1	–
17				7	7	7	6	6	4	2	1	–
18				7	7	7	7	7	5	3	2	1

				Number of Spells (By Level)**								
Level	XP for Level	HD (d6)	Saving Throw	1	2	3	4	5	6	7	8	9
19				8	8	8	7	7	5	3	2	1
20				8	8	8	8	8	6	4	3	2
21+				9	9	9	8	8	6	4	3	2

* - Referee's may choose to offer an adventurer the following choices when a level is gained: a single spell or song of d4 levels on a scroll, a single roll on the Potions Table or an attribute point added to any attribute currently below 10 except Corruption.

** - Clerics continue to gain spells after 21st Level with 1 each at Levels 1-4, followed by 1 each at Levels 5-7.

THE CORRUPT/ ANTI-PALADIN

The Corrupt are often former Clerics or Paladins who now serve evil and chaos at every opportunity. They may have snapped under pressure or simply been exposed to too much Corruption at one time. Whatever their past these now corrupt individuals have entirely forsaken the values they once held and seek to spread misery and desperation.

The Corrupt often actively seek out the Lawful and take a special pleasure in bringing the honest and charitable over to their twisted way of thinking. These creatures consider slaying or thoroughly corrupting a Paladin as a major achievement. If they have a weakness it may lie in their appreciation of evil as beauty, which makes them reluctant to destroy the utterly evil or Chaotic.

Possessions are not restricted and many travel with a suit of magical armor, magic weapons and miscellaneous magic items. Much of their wealth is hoarded and/ or handed over to churches and causes dedicated to evil.

Working with Lawful adventurers is acceptable where the ends justify the means. They place little value on Chaotic henchmen and eventually betray any Lawful henchmen they can deceive.

Corruption may vary but most will have a score of 7 or below and be likely to exhibit outbursts of corrupt behavior on a regular basis. A PC may start play as one of the Corrupt or undergo a conversion from life as a Cleric or a Paladin.

REQUIREMENTS

Prime Attribute: Charisma, 15+; Strength, 13+; Wisdom, 11+
Hit Dice: 1d8/ Level (3hp/ Level after 9th)
Armor/ Shield Permitted: Any
Weapons Permitted: Any

CORRUPT CLASS ABILITIES

MULTIPLE ATTACKS

The Corrupt make one attack per level each round against creatures with 1HD or less.

WAR HORSE

They may summon a special war horse, but only one time each 10 years. The horse has AC 5, 5+5HD and movement of 180' (60').

WITHER

The Corrupt can wither living things by touch once per day causing 2hp per level.

TANTRUM

They are able to throw a tantrum once/ day. Creatures with Intelligence below 11 must save or suffer the effects of a Fear spell. Those with Intelligence of 12+ must save against Confusion.

CHOKE

Once/ day the Corrupt can use a burst of rage and exceptional Strength to seize a humanoid of small or medium size by the throat and lift the target from the ground. The physical injury for those without plate mail or a mail coif is d4+4/ round.

UNHOLY GRACE

This ability allows the character to add any existing Charisma modifier as a bonus on its saving throws.

IMMUNE TO DISEASE/ CAUSE DISEASE

The Corrupt are immune to diseases and can Cause Disease 1/ day for every 5 levels.

DETECT GOOD

Detect Good to 60' when focused on doing so.

PROTECTION FROM GOOD

Project Protection from Good in a 10' radius at all times.

REBUKE UNDEAD

From 3rd Level they are able to rebuke undead as a Cleric of 2 levels lower.

SPELL CASTING

At 9th Level they gain the ability to cast Cleric spells at 5 levels below their Current level.

THE CORRUPTS ADVANCEMENT TABLE

Level	XP for Level	HD (d8)	Saving Throw	The Corrupts' Skills
1	0*	1	14	
2	2,500*	2	13	
3	5,000*	3	12	At 3rd Level the Corrupt can try to rebuke undead creatures
4	10,000*	4	11	
5	20,000*	5	10	
6	40,000*	6	9	At 6th Level it is possible to make an attack roll and a parry during a single round
7	80,000*	7	8	
8	160,000*	8	7	At 8th Level it is possible to make 2 hand-to-hand attacks/ round
9	320,000*	9	6	From 9th Level the Corrupt can cast spells
10	+120,000/ lvl	+3hp/ lvl	5	From 10th Level on, whenever a hand-to-hand attack succeeds by 5 more than needed on a d20, a small or medium-sized opponent is stunned for 1d4 rounds
11			Min: 4	

* - Referee's may choose to offer an adventurer the following choices when a level is gained: a single spell or song of d4 levels on a scroll, a single roll on the Potions Table or an attribute point added to any attribute currently below 10 except Corruption.

FIGHTER

Fighters are adventurers, warriors and knights who specialize in combat skills.

REQUIREMENTS

Prime Attribute: Strength, 13+

Hit Dice: 1d10/ Level (Gains 3hp/ Level after 9th)

Armor/ Shield Permitted: Any

Weapons Permitted: Any

FIGHTER CLASS ABILITIES

MULTIPLE ATTACKS

Against creatures with 2HD or less, a Fighter makes one attack per level each round.

TARGET

Fighters' specialization with missiles allows them to aim at a target with +2 to-hit once/ day for each level.

ESTABLISH STRONGHOLD

At 9th Level a Fighter may establish a stronghold and attract a body of men-at-arms who will swear their loyalty to the adventurer as their liege Lord, (or Lady). Most likely, the castle will attract peasants seeking safe places to establish homes and the Fighter will become more influential as the number of such followers increases. The stronghold is often a freehold situated in territory claimed from the wilderness.

FIGHTERS ADVANCEMENT TABLE

Level	XP for Level	HD (d10)	Save	Fighters' Skills
1	0*	1	14	
2	2,500*	2	13	At 2nd Level a Fighter learns to stitch her/ his own combat wounds. Providing the Fighter is conscious, once/ day the Fighter can call for the dice for a hand-to-hand or missile attack to be rolled twice. The first roll shows the damage done, while the second shows the damage repaired.
3	5,000*	3	12	

Level	XP for Level	HD (d10)	Save	Fighters' Skills
4	10,000*	4	11	At 4th Level or above a Fighter gains a +2 damage bonus when fighting with two weapons, (which are not two-handed weapons)
5	20,000*	5	10	
6	40,000*	6	9	At 6th Level a Fighter is able to make an attack roll and a parry during a single round
7	80,000*	7	8	
8	160,000*	8	7	At 8th Level a Fighter can make 2 hand-to-hand attacks/ round
9	320,000*	9	6	
10	+120,000/ lvl	+3hp/ lvl	5	From 10th Level on, whenever a Fighter succeeds with a hand-to-hand attack by 5 more than needed on a d20, a small or medium-sized opponent is stunned for 1d4 rounds.
11+			Min: 4	

* - Referee's may choose to offer an adventurer the following choices when a level is gained: a single spell or song of d4 levels on a scroll, a single roll on the Potions Table or an attribute point added to any attribute currently below 10 except Corruption. Referees can easily find a way to introduce these benefits during play.

MAGIC-USER

Magic-Users are mysterious sorcerers and students of arcane knowledge. They are capable of casting powerful spells, but have to be careful to avoid physical combat whenever possible, as they cannot use armor and have a very limiting choice of weapons.

REQUIREMENTS

Prime Attribute: Intelligence, 13+

Hit Dice: 1d4 (Gains 2hp/ Level after 9th)

Armor/ Shield Permitted: None

Weapons Permitted: Dagger, Staff, Darts

MAGIC-USER CLASS ABILITIES

SPELL CASTING

A Magic-User owns a book of spells, which doesn't necessarily include all of the spells on the standard lists. Reading from this book, Magic-Users force selected spell formulae into their minds, readying as many spells as the adventurer can mentally sustain. (Note: Magic-Users are usually allowed to prepare the same spell multiple times if desired, up to the available 'slots' in the Magic-User's memory and mental capability). Once a prepared spell is cast, it disappears from the Magic-User's ability to cast, until it is prepared again. If a Magic-User finds scrolls of spells while adventuring these spells can be added to the Magic-User's spellbook.

KNOWING SPELLS

A beginning Magic-User's book of spells contains as many of the eight basic 1st Level spells as the novice adventurer can know. A Magic-User needs to find and copy new spells into his or her spellbook. The same procedure applies to each higher spell level.

Copying a spell into a spellbook takes a day/ level of the spell and a Magic-User needs 15 minutes/ level to regain a spell that has been expended or to learn a new one. Spells can only be learned while the Magic-User is able to concentrate and in good health, i.e. at 50% or more hp.

SAVING THROW BONUS

Magic-Users gain a bonus of +2 on all saving throw rolls against spells, including spells from magic wands and staffs.

WIZARDS TOWER

At 11th Level a Magic-User gains the title of Wizard and can build a stronghold to contain the necessary libraries and laboratories of a high level mage. Such a powerful sorcerer will attract a mixed bag of mercenaries, strange servants and

perhaps even a few monsters. This colorful crew will swear fealty and serve the wizard with considerable, (but not unlimited), loyalty. In general, such a freehold will encompass a small territory around the tower as well – whatever quantity of wilderness the Magic-User chooses to tame and protect.

MAGIC-USERS ADVANCEMENT TABLE

				Number of Spells (By Level)**								
Level	XP for Level	HD	Save	1	2	3	4	5	6	7	8	9
1	0*	1	15	1	–	–	–	–	–	–	–	–
2	2,500*	2	14	2	–	–	–	–	–	–	–	–
3	5,000*	3	13	2	1	–	–	–	–	–	–	–
4	10,000*	4	12	3	2	–	–	–	–	–	–	–
5	20,000*	5	11	4	2	1	–	–	–	–	–	–
6	40,000*	6	10	4	2	2	–	–	–	–	–	–
7	80,000*	7	9	4	3	2	1	–	–	–	–	–
8	160,000*	8	8	4	3	3	2	–	–	–	–	–
9	320,000*	9	7	4	3	3	2	1	–	–	–	–
10	+120,000/ lvl	+2hp/ lvl	6	4	4	3	2	2	–	–	–	–
11			5	4	4	4	3	3	–	–	–	–
12			5	4	4	4	4	4	1	–	–	–
13			5	5	5	5	4	4	2	–	–	–
14			5	5	5	5	4	4	3	1	–	–
15			5	5	5	5	5	4	4	2	–	–
16			5	5	5	5	5	5	5	2	1	–
17			5	6	6	6	5	5	5	2	2	–
18			Min: 4	6	6	6	6	6	5	2	2	1
19				7	7	7	6	6	6	3	2	2
20				7	7	7	7	7	7	3	3	2
21+				8	8	8	7	7	7	4	3	3

* - Referee's may choose to offer an adventurer the following choices when a level is gained: a single spell or song of d4 levels on a scroll, a single roll on the Potions

Table or an attribute point added to any attribute currently below 10 except Corruption.

** - Magic-Users continue to gain spells after 21st Level according to the same pattern.

MONKS

Monks are spiritual warriors who rely on mastery of mind and body in service of their chosen path. They generally have little interest in personal possessions.

REQUIREMENTS

Prime Attribute: Dexterity, 13; Wisdom 15
Hit Dice: 1d6/ Level (Gains 2hp/ Level after 9th)
Armor/ Shield Permitted: No Armor; No Shield
Weapons Permitted: Any

MONKS CLASS ABILITIES

EXTRA WEAPON DAMAGE

Monks gain +1hp damage when using weapons/ 3 levels of experience.

STUN

When a Monk succeeds in an attack by 5 more than needed on a d20 the opponent is stunned for d4 rounds.

NATURAL AC

Natural AC improves with each level. These are indicated on the table below.

DODGE MISSILES

They may dodge missiles of a non-magical nature with a successful saving throw. When saving against other effects that deal damage, successful saving throws result

in no damage even when damage would normally be half. At 9th Level, even an unsuccessful save results in half damage.

SURPRISE

Monks are surprised only with 1 in 6 on a d6.

RENEGADES SKILLS

Monks can use Renegades' Skills at 3 levels below a Monk's level.

MONKS ADVANCEMENT TABLE

Level	XP for Level	HD (d6)*	Saving Throw	Natural AC	Monks' Skills
1	0*	1	15	9 [10]	
2	2,500*	2	14	8 [11]	At 2nd Level a Monk gains the ability to fall 20' and suffer no damage, so long as she/ he is no further than 1' from a wall
3	5,000*	3	13	7 [12]	Monks gain the ability to Speak with Plants
4	10,000*	4	12	6 [13]	
5	20,000*	5	11	5 [14]	At 5th Level, Monks may Feign Death for a number of turns equal to 1d6 x their level
6	40,000*	6	10	4 [15]	At 6th Level, ESP will only work on a monk 10% of the time, -1% per level above 6th. At 6th Level a Monk gains the ability to fall 30' and suffer no damage, so long as he is no further than 4' from a wall to help break the fall
7	80,000*	7	9	3 [16]	Monks may meditate for 1 turn,

Level	XP for Level	HD (d6)*	Saving Throw	Natural AC	Monks' Skills
					healing 1d6+1hp of damage once per day. An additional point is added for each level above 7th
8	160,000*	8	8	2 [17]	Monks gain the ability to speak with animals and they become immune to hypnotizing effects and Suggestion. They are 50% immune to charm related effects
9	320,000*	9	7	1 [18]	A Monk can attract 1d4+1 1st Level monk followers and one or two additional followers per level of experience beyond 8th
10	+120,000/ level	+2hp	6	0 [19]	
11		+2hp	5	-1 [20]	At 11th Level Monks become immune to the effects of Geas and Quest
12		+2hp	5	-2 [21]	At 12th Level Monks become immune to all poisons
13		+2hp	Min: 4	-2 [22]	The Monk gains a 'Quivering Palm' attack. The Monk declares the attack against an opponent and must strike within 3 rounds. If successful, the attack kills, at any time within 1 day per level of the Monk. Once attempted the ability cannot be used again for a week. Undead creatures, anyone feigning death and creatures with more HD or levels than the Monk are not killed

Level	XP for Level	HD (d6)*	Saving Throw	Natural AC	Monks' Skills
14		+2hp		-2 [23]	The Monk gains the ability to fall from an unlimited height and suffer no damage providing the Monk is within 8' of a wall
15+		+2hp/ level		-3 [24]	

* - Referee's may choose to offer an adventurer the following choices when a level is gained: a single spell or song of d4 levels on a scroll, a single roll on the Potions Table or an attribute point added to any attribute currently below 10 except Corruption.

PALADINS

Paladins are Fighters who act as defenders of their faith. They often actively seek out the corrupt and Chaotic in a constant battle to convert them or bring them to justice. A Paladin's mission includes a personal commitment to cleansing themselves of Corruption.

Paladins' possessions are usually restricted to a suit of magical armor, magic weapons and miscellaneous magic items. Much of their wealth is handed to their own church or worthy causes unless needed to pursue the battle against evil in other ways.

Working with Chaotic adventurers is acceptable where the ends justify the means. However, Paladins may take exception to extreme bouts of evil or corrupt behavior. They only hire Lawful henchmen.

REQUIREMENTS

Prime Attribute: Charisma, 15+; Strength, 13+; Wisdom, 11+
Hit Dice: 1d8/ Level (3hp/ Level after 9th)

Armor/ Shield Permitted: Any
Weapons Permitted: Any

PALADIN CLASS ABILITIES

MULTIPLE ATTACKS

As with Rangers, Paladins make one attack per level each round against creatures with 1HD or less.

WAR HORSE

A Paladin may summon a special war horse, but only once every 10 years. The horse has AC 5, 5+5HD and movement of 180' (60').

LAY-ON-HANDS

Paladins can Lay-on-Hands once per day to heal 2hp per level.

IMMUNE TO DISEASE/ CURE DISEASE

Paladins are immune to diseases and can Cure Disease 1/ day for every 5 levels.

DETECT EVIL

Detect Evil to 60' when focused on doing so.

PROTECTION FROM EVIL

Project Protection from Evil in a 10' radius at all times.

TURN UNDEAD

From 3rd Level Paladins are able to turn undead as a Cleric 2 levels lower.

SPELL CASTING

At 9th Level Paladins gain the ability to cast Cleric spells at 5 levels below the Paladin's level.

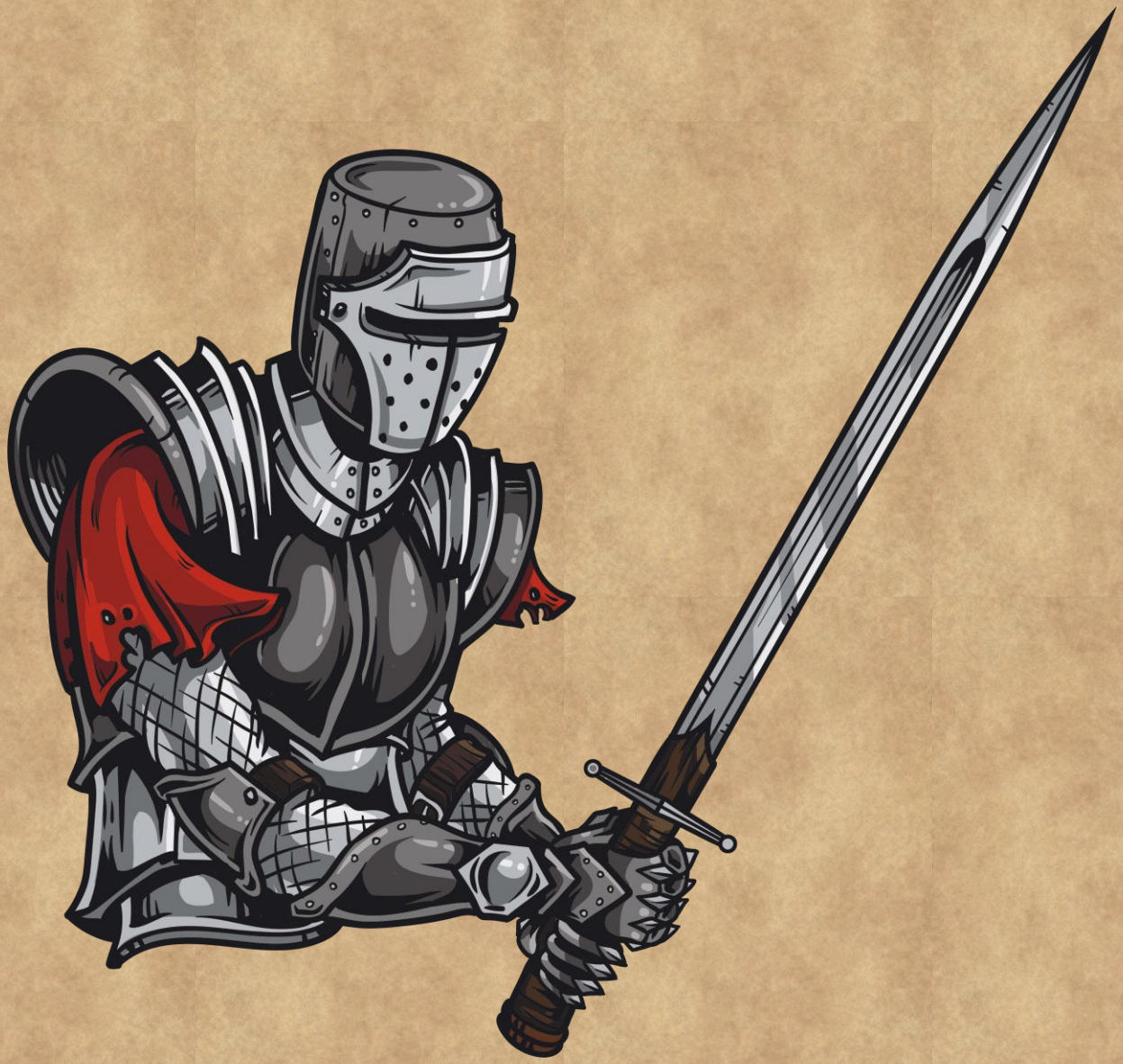
PALADINS ADVANCEMENT TABLE

Level	XP for Level	HD (d8)	Saving Throw	Paladins' Skills
1	0*	1	14	
2	2,500*	2	13	
3	5,000*	3	12	
4	10,000*	4	11	
5	20,000*	5	10	
6	40,000*	6	9	At 6th Level a Paladin is able to make an attack roll and a parry during a single round
7	80,000*	7	8	
8	160,000*	8	7	At 8th Level a Paladin can make 2 hand-to-hand attacks/ round
9	320,000*	9	6	
10	+120,000/ level	+3hp/ level	5	From 10th Level on, whenever a Paladin succeeds with a hand-to-hand attack by 5 more than needed on a d20, a small or medium-sized opponent is stunned for 1d4 rounds
11			Min: 4	

* - Referee's may choose to offer an adventurer the following choices when a level is gained: a single spell or song of d4 levels on a scroll, a single roll on the Potions Table or an attribute point added to any attribute currently below 10 except Corruption.

RANGERS

Rangers are battle-hardened Fighters familiar with surviving in wilderness conditions. They generally travel light and live a nomadic lifestyle. Most do not recruit henchmen until at least 8th Level.



REQUIREMENTS

Prime Attribute: Dexterity, 12+; Strength, 13+; Wisdom, 11+
Hit Dice: 1d8/ Level (Gains 3hp/ Level after 9th)
Armor/ Shield Permitted: Any
Weapons Permitted: Any

RANGER CLASS ABILITIES

MULTIPLE ATTACKS

As with Paladins, Rangers make one attack per level each round against creatures with 1HD or less.

EXTRA DAMAGE

Rangers receive +1 per level to damage against goblinoids, giants and dragon-kind, (including Bugbears, Orcs, Kobolds, Goblins, Hobgoblins and Ogres).

INSECTS AND SWARMS

Distraction caused by swarms does not affect Rangers, because they are accustomed to ignoring bites and stings in the wilderness.

SURPRISE

Rangers are surprised only on 1 on 1d6; they may surprise others on 1-3 on 1d6.

TRACKING

Rangers can track creatures in wilderness and underground environments. The basic chance is 90% when in the wilderness, with +2% for every creature more than one in a party to be tracked. Further modifiers include:

-25% for every hour of rain
-10% for every day that has passed since tracks were made.

Underground the base chance is 65%, modified as follows:

-40% if the creature enters a secret door
-20% if the creature enters a concealed door or passage
-10% if the creature enters a normal door or switches path
-0% if the creature continues on a path without much deviation

RENEGADES' SKILLS

A Ranger can use Renegades' Skills at 5 levels below the Ranger's level.

RANGERS ADVANCEMENT TABLE

Level	XP for Level	HD (d8)	Save	Rangers' Skills
1	0*	1	14	
2	2,500*	2	13	
3	5,000*	3	12	
4	10,000*	4	11	
5	20,000*	5	10	
6	40,000*	6	9	At 6th Level a Ranger is able to make an attack roll and a parry during a single round
7	80,000*	7	8	
8	160,000*	8	7	At 8th Level a Ranger can make 2 hand-to-hand attacks/ round
9	320,000*	9	6	
10	+120,000/ lvl	+3hp/ lvl	5	From 10th Level on, whenever a Ranger succeeds with a hand-to-hand attack by 5 more than needed on a d20, a small or medium-sized opponent is stunned for 1d4 rounds
11			Min: 4	

* - Referee's may choose to offer an adventurer the following choices when a level is gained: a single spell or song of d4 levels on a scroll, a single roll on the Potions Table or an attribute point added to any attribute currently below 10 except Corruption.

RENEGADES

Renegades are adventurers who often live on the edge of the law - but are not necessarily evil. Some may be jewel thieves or outlaws, while others can be freedom fighters or rebels. They all share the ability to act with stealth and a willingness to undertake covert missions.

REQUIREMENTS

Prime Attribute: Dexterity, 13+
Hit Dice: 1d6/ Level (Gains 2hp/ Level after 9th)
Armor/ Shield Permitted: Leather Armor Only; No Shield
Weapons Permitted: Any

RENEGADE CLASS ABILITIES

BACKSTAB

When attacking with surprise, from behind, the Renegade gains +4 to-hit and inflicts double damage. At levels 5-8 damage is tripled and a similar attack from a Renegade above 8th Level inflicts quadruple damage.

SAVING THROW BONUS

Renegades gain a +2 bonus on saving throws against devices, including traps, magical wands, magical staffs and other magical devices.

READ NORMAL LANGUAGES

Renegades of 3rd Level and above can figure out the gist of most written languages and have an 80% chance to comprehend treasure maps or written documents. This does not mean they can automatically decipher codes or solve riddles, although it would allow them to understand what a riddle says, for example.

ESTABLISH GUILD

At 9th Level a Renegade is well enough known to assemble a small band of Renegades if the adventurer chooses.

FORGERY AND COUNTERFEITING

At 13th Level a Renegade can make non-magical forgeries and counterfeit currencies with a 75% basic chance of having them accepted at face value. The chance of success is modified by the conditions, including the alertness or complacency of guards and officials.

READ MAGICAL WRITINGS

At 9th Level a Renegade has gained enough knowledge to decipher magical writings, (although not the 'divine' writings of Clerics). Their understanding is not perfect when the magic is complicated, (i.e. for spells higher than 6th Level). Renegades can cast Magic-User spells from scrolls, but for high-level spells they have a 10% chance to get a dangerously unpredictable result, (which is usually the reverse of the intended effect).

RENEGADES SKILLS

CLIMBING WALLS OR CLIFFS

The percentage shown is what the Renegade needs to roll under to climb a wall that others cannot climb. If the wall is more difficult than normal the Referee may lower a Renegade's chances of success. In general, if a normal person has a chance to climb a wall, a Renegade can most likely do it automatically.

DELICATE TASKS

This skill is used for disabling small mechanical traps like poisoned needles and is also used for picking pockets. The same skill may be used to detect whether a mechanism, keyhole or other small location contains a trap that can be removed.

HEARING SOUNDS

Renegades can hear well if they concentrate; including listening at doors. Rolls for success will usually be adjusted to take account of the circumstances.

HIDING IN SHADOWS

Renegades can make themselves hard to see when lurking in the shadows. Any adventurer can attempt to hide, but a Renegade is particularly well-concealed when hiding and is also able to move while hiding.

MOVING SILENTLY

Renegades can move without making any sound. Distractions may increase the chances of success, while security measures may reduce them.

OPENING LOCKS

Renegades can pick locks; some locks might be unusually difficult, in which case the Referee might reduce the percentage chance as appropriate.

RENEGADES SKILLS TABLE

Level	Climb Walls %	Delicate Tasks %	Hear Sounds	Hide in Shadows %	Move Silently %	Open Locks %
1	85	20	3 in 6	20	30	20
2	86	25	3 in 6	25	35	25
3	87	30	4 in 6	30	40	30
4	88	35	4 in 6	35	45	35
5	89	40	4 in 6	40	50	40
6	90	45	4 in 6	45	55	45
7	91	50	4 in 6	50	60	50
8	92	55	5 in 6	55	65	55
9	93	60	5 in 6	60	70	60
10	94	70	5 in 6	70	80	70
11	95	80	5 in 6	80	90	80

Level	Climb Walls %	Delicate Tasks %	Hear Sounds	Hide in Shadows %	Move Silently %	Open Locks %
12	95	90	5 in 6	90	90	90
13+	Stays at 95	Stays at 90	Stays 5 in 6	Stays at 90	Stays at 90	Stay at 90

Some non-human Renegades gain bonuses to certain Renegades' Skills, as described in the table below:

NON-HUMAN RENEGADE BONUSES TABLE

Race	Climb Walls	Delicate Tasks	Hear Sounds	Hide in Shadows	Move Silently	Open Locks
Drow	-	+5	-	+10	+5	-
Dwarf	-	+10	-	+5	+5	+5
Elf	-	-	-	+15	+10	-
Half-Elf	-	-	-	+10	+5	-
Half-Orc	+10	-	-	-	-	-
Halfling	-	+5	-	+10	+10	+10
Minotaur	-80	-10	+10	-10	-10	-10

RENEGADES ADVANCEMENT TABLE

Level	XP for Level	HD (d6)	Saving Throw
1	0*	1	15
2	2,500*	2	14
3	5,000*	3	13
4	10,000*	4	12
5	20,000*	5	11
6	40,000*	6	10
7	80,000*	7	9
8	160,000*	8	8
9	320,000*	9	7

Level	XP for Level	HD (d6)	Saving Throw
10	+120,000/ level	+2hp/ level	6
11			5
12			Min: 4

* - Referee's may choose to offer an adventurer the following choices when a level is gained: a single spell or song of d4 levels on a scroll, a single roll on the Potions Table or an attribute point added to any attribute currently below 10 except Corruption.

MONSTER CLASSES

As noted, the following classes typically occur as a result of very corrupt creatures returning to life. A Referee can easily use them as Non-Player Characters (NPCs). However, their use as adventurers is largely dependent on players accepting that those who encounter such characters are likely to have developed some methods to limit the threat they present.

DEMON, DIVINE SUCCUBUS

These demons sit on or over the edge between their former rational selves and the demonic essence coursing through them. A few may reclaim some degree of humanity over time, but most are deadly soul-seekers.

REQUIREMENTS

Prime Attribute: Charisma Rises to 15; Corruption Lowers to 6 Maximum
Hit Dice: 1d6/ Level (Gains 2hp/ Level after 9th)
Armor/ Shield Permitted: Leather Armor Only; No Shield
Weapons Permitted: Any

An adventurer killed while heavily corrupted may return as a Succubus or Incubus, but the transformation is flawed either because the adventurer still struggles against chaos or because Corruption has completely distorted the process. As a

result, the Succubus is formed with Corruption altering twisted Reincarnation which creates a Divine Succubus.

A new Divine Succubus is vulnerable to the weaknesses of Succubi and needs time to gain more of the powers possessed by monstrous Succubi.

Kissing a humanoid is necessary each week or a Divine Succubus' Strength and Constitution are lowered by -4. Succubi that drain energy from any of the adventurer races are going to have problems if Lawful or Neutral adventurers find out.

A Succubus can choose to try to control its Corruption and look to persuade other adventurers that outbursts of corrupt behavior are controllable. A Succubus may even start to remove Corruption.

DIVINE SUCCUBI ABILITIES

A Divine Succubus continues as a multi-class adventurer. Levels which already existed continue to progress with shared XP, but only after the new monster class equals any levels held in any pre-existing classes.

The Succubus has the option of becoming a dual-classed Divine Succubus at this stage, but having done so it may no longer call on the skills of former classes except as a last resort.

FLYING

A Divine Succubus has the ability to fly, but needs to keep her wings furled unless there is enough room to extend and fly with a wing span of 10'. In addition, after a Divine Succubus takes more than half her overall damage the wings are disabled, because they are not as tough as those of monstrous Succubi.

KISS

A Succubus is able to use the touch of its lips as a weapon while carrying a weapon. This is done by parrying and, if successful, rolling to kiss the attacker.

MAGICAL ABILITIES

These spell-like effects are detailed in the Succubi Advancement Table.

MAGIC RESISTANCE

Succubi receive greater protection from Magic Resistance as they become more experienced.

SUCCUBI ADVANCEMENT TABLE

Level	XP for Level	HD (d6)	Saving Throw	Magic Resistance	Succubus' Abilities
1	0*	1	15	5%	Charm Person once/ day
2	2,500*	2	14	5%	Suggestion once/ day
3	5,000*	3	13	5%	Non-magical weapons attack at -1
4	10,000*	4	12	10%	ESP once/ day
5	20,000*	5	11	10%	Clairaudience once/ day
6	40,000*	6	10	10%	Darkness 15' Radius once/ day
7	80,000*	7	9	15%	Non-magic weapons attack at -2
8	160,000*	8	8	15%	
9	320,000*	9	7	15%	Shape Change into human-like form once/ week for a full day
10	+120,000/ level	+2hp/ level	6	20%	Kiss drains 1 level
11			5	20%	Non-magical weapons attack at -3
12			Min: 4	20%	
13				25%	Shape Change into human-like form twice/ week for a full day
14				25%	Use abilities twice/ day

Level	XP for Level	HD (d6)	Saving Throw	Magic Resistance	Succubus' Abilities
15				25%	
16				25%	A Divine Succubus can summon a Baalroch with a 40% chance of success once/ month. It will expect to be paid handsomely
17				25%	
18+				30%	Once/ month a Succubus can summon a Demon Prince or Princess, (25% chance to succeed), but there will be a very high price to pay

* - Referee's may choose to offer an adventurer the following choices when a level is gained: a single spell or song of d4 levels on a scroll, a single roll on the Potions Table or an attribute point added to any attribute currently below 10 except Corruption.

EYE OF TRUE TERROR, ROYAL

These creatures are 5' wide orbs with a large central eye and a mouth full of serrated teeth. Royal Eyes of True Terror float naturally and have two 3' long tentacles, which can grasp much like a hand and cause d6hp each. Eight stalks, each with an eye, also extend round the body of a Royal Eye of True Terror and each has a magical power.

REQUIREMENTS

Prime Attribute: Dexterity, 13; Intelligence 15; Corruption Lowers to 6 Maximum
Hit Dice: 1d6/ Level (Gains 2hp/ Level after 9th)
Armor/ Shield Permitted: Armor Class: 0 (Body), 2 (Central Eye), 3 (Eyestalks)
Weapons Permitted: 2 Tentacles (D6), Bite (2d4)

The main eye contributes 30% of the creature's total hp and has an AC of 2. Each individual stalk has an AC of 3 and 1d6+8hp. The stalks usually regenerate after a week if damaged. The stalks are evenly distributed round the body, so as many as four eyestalks can be brought to bear on a target in front of a Royal Eye of True Terror.

An adventurer slain while corrupted may return as a Royal Eye of True Terror, but the transformation is flawed either because the adventurer still struggles against chaos or because Corruption has utterly distorted the process. As a result, the Royal Eye of True Terror is formed with Corruption altering the magic which keeps an Eye of True Terror alive.

The new Royal Eye of True Terror is vulnerable to all the weaknesses of an Eye of True Terror and needs time to develop the powers possessed by Eyes of True Terror.

A Royal Eye of True Terror can choose to try to limit its Corruption and look to persuade other adventurers that outbursts of corrupt behavior are controllable. A Royal Eye of True Terror may even set out to remove its Corruption.

Feeding on humanoids' fear with a Death Spell is necessary each week once a Royal Eye of Terror gains the ability to do so. Royal Eyes of True Terror that terrorize any of the adventurer races are going to have problems if Lawful or Neutral adventurers find out. A Royal Eye of True Terror that does not feed on fear has its Strength and Constitution lowered by -4.

ROYAL EYES OF TRUE TERRORS ABILITIES

A Royal Eye of True Terror continues as a multi-class adventurer sharing it's XP between advancing as a Royal Eye of True Terror and becoming a Cleric and/ or even more powerful Magic-User.

Any Cleric or Magic-User levels which already existed continue to progress with shared XP, but only after the new monster class matches the level/ s held in any pre-existing classes. The Royal Eye of True Terror has the option of becoming a dual-classed Royal Eye of True Terror at this stage, but having done so it may no longer call on the skills of former classes except as a last resort. The eyes gain the same powers as those of an Eye of True Terror when they become active and can function once/ day initially.

ROYAL EYE OF TRUE TERRORS ADVANCEMENT TABLE

Level	XP For Level	HD (d6)	Saving Throw	Eyes' Abilities
1	0*	1	14	Levitate to a height of 6'
2	2,500*	2	13	The main eye becomes active
3	5,000*	3	12	A new eye is activated: roll d8
4	10,000*	4	11	Levitate to a height of 12'
5	20,000*	5	10	Select a new active eye
6	40,000*	6	9	Use each active eye twice/ day
7	80,000*	7	8	A new eye is activated: roll d6
8	160,000*	8	7	Levitate to a height of 25'
9	320,000*	9	6	Select new active eye
10	+120,000/ lvl	+2hp/ lvl	5	A new eye is activated: roll d4
11			Min: 4	Select a new active eye
12				Levitate freely
13				Select a new active eye
14				Select a new active eye
15				Use each eye three times/ day
16				Teleport up to 1,000gp in weight

* - Referee's may choose to offer an adventurer the following choices when a level is gained: a single spell or song of d4 levels on a scroll, a single roll on the Potions Table or an attribute point added to any attribute currently below 10 except Corruption.

LICH, IMPERIAL

An Imperial Lich is a particularly dangerous opponent, which can possess the powers of a Cleric, a Magic-User or a Monk.

REQUIREMENTS

Prime Attribute: Dexterity, 13; Intelligence 15; Corruption Lowers to 6 Maximum
Hit Dice: 1d4/ Level (Gains 2hp/ Level after 9th)
Armor/ Shield Permitted: No Armor; No Shield
Weapons Permitted: Any

An adventurer slain while corrupted may return as an Imperial Lich, but the transformation is flawed either because the adventurer still struggles against chaos or because Corruption has totally distorted the process. As a result, the Lich is formed with Corruption altering the magic which keeps a Lich alive.

The new Imperial Lich is vulnerable to all the weaknesses of liches and the undead, but needs time to grow into the powers possessed by monstrous liches.

Referees can rule that playing an Imperial Lich as an adventurer is too problematic to allow. This is often the case if the creature sinks into deeper Corruption and either appalls or restricts other adventurers.

An Imperial Lich can choose to try to limit its Corruption and look to persuade other adventurers that outbursts of corrupt behavior are controllable. An Imperial Lich may even be capable of removing some of its Corruption.

Feeding on fear by paralyzing a humanoid through touch is necessary each week after 5th Level. Imperial Liches that terrorize any of the adventurer races in this way are going to have problems if Lawful or Neutral adventurers find out. An

Imperial Lich which does not feed in this way has its Strength and Constitution lowered by -4 until it feeds.

IMPERIAL LICHES ABILITIES

The Imperial Lich continues as a multi-class adventurer sharing it's XP between advancing as an Imperial Lich and becoming or continuing as a Cleric, Magic-User or Monk.

Any Cleric, Magic-User or Monk levels which already existed continue to progress with shared XP, but only after the new monster class matches any levels held in any pre-existing classes. The Imperial Lich has the option of becoming a dual-classed Imperial Lich at this stage, but having done so it may no longer call on the skills of former classes except as a last resort.

Imperial Liches receive a bonus against being turned or controlled as they become more experienced.

IMPERIAL LICHES ADVANCEMENT TABLE

Level	XP for Level	HD (d4)	Saving Throw	Resist Turning	Liches' Abilities
1	0*	1	14	+1	The adventurer is able to make a single use phylactery. The cost is 5,000gp each
2	2,500*	2	13	+1	
3	5,000*	3	12	+1	Any being of less than 1HD is paralyzed with fear
4	10,000*	4	11	+1	Any being of 1HD or less is paralyzed with fear unless a saving throw succeeds
5	20,000*	5	10	+2	Touch causes paralyzation for d4 rounds with a saving throw at +6

Level	XP for Level	HD (d4)	Saving Throw	Resist Turning	Liches' Abilities
6	40,000*	6	9	+2	The Imperial Lich can summon an Army Ant Swarm once/ week
7	80,000*	7	8	+2	Able to make a finished phylactery for 20,000gp
8	160,000*	8	7	+3	Touch causes paralyzation for d4 rounds with a saving throw at +4
9	320,000*	9	6	+3	Any being of 2HD or less is paralyzed with fear unless a saving throw succeeds
10	+120,000/ level	+2hp/ level	5	+3	Touch causes paralyzation for d4 rounds with a saving throw at +2
11			Min: 4	+3	The Imperial Lich can summon an Awakened Bee Swarm once/ week
12				+4	Unholy Grace allows the Imperial Lich to add any Charisma bonuses to saving throw rolls
13				+4	Touch causes paralyzation for d4 rounds, but a save is allowed
14				+4	The Imperial Lich can summon a Giant Wasp Swarm once/ week
15				+4	Touch causes paralyzation with a saving throw at -2
16				+4	The Lich can raise an Undead Legion once/ year
17+				+5	Resistance to turning stays at -5

* - Referee's may choose to offer an adventurer the following choices when a level is gained: a single spell or song of d4 levels on a scroll, a single roll on the Potions Table or an attribute point added to any attribute currently below 10 except Corruption.

MIND EATER, MAJESTIC

While Majestic Mind Eaters are not fully accepted by other Mind Eaters, their abilities make them well-respected as they gain levels.

REQUIREMENTS

Prime Attribute: Intelligence Rises to 15; Corruption Lowers to 6 Maximum
Hit Dice: 1d6/ Level (Gains 2hp/ Level after 9th)
Armor/ Shield Permitted: No Armor; No Shield
Weapons Permitted: Tentacles 4 (2hp), Any

These are creatures created either through corrupt reincarnations or as by-products of mind-eating where a Mind Eater has rejected a brain it has latched on to. The tentacles may release the brain because of incompatible Corruption or, possibly, enchantment. (It is said that some corrupt humans have been released by Mind Eaters' tentacles). In either case a rarely experienced side-effect of having your brain grabbed, but not consumed, by a Mind Eater kicks in.

Traces of Mind Eater tissue left in the brain infect neighboring cells and within 6 hours the infected creature becomes part Mind Eater. This involves growing facial tentacles, which begin to work much like a standard Mind Eater's tentacles. The victim then becomes multi-classed between the victim's original adventurer class and that of a Majestic Mind Eater. The adventurer continues to take on more of the appearance of a Mind Eater every day. The victim's Charisma drops to 4 as the process starts, but not when dealing with other Mind Eaters or Majestic Mind Eaters.

Portions of a new Majestic Mind Eater's original adventurer remain, including class and level. Corruption is also not altered immediate, but human-like creatures will treat the Majestic Mind Eater with fear and distrust. Majestic Mind Eaters can

also face hostility from other Mind Eaters, who may view them as a distortion of controlled Mind Eater reproduction.

A Majestic Mind Eater can choose to try to control its Corruption and/ or look to persuade other adventurers that outbursts of corrupt behavior are controllable. A Majestic Mind Eater may even begin to remove its Corruption.

Majestic Mind Eaters need to eat a humanoid brain each week or their Strength and Constitution drops by -4 until they feed. Mind Eaters that feed on any of the adventurer races are going to have problems if Lawful or Neutral adventurers find out. Majestic Mind Eaters' can gain knowledge from the brains they consume.

MAJESTIC MIND EATERS ABILITIES

A Majestic Mind Eater continues as a multi-class adventurer sharing it's XP between advancing as a Majestic Mind Eater and becoming a Bard, Cleric, Magic-User, Monk or Renegade.

Any Bard, Cleric, Magic-User, Monk or Renegade levels which already existed continue to progress with shared XP, but only after the new monster class matches any levels held in any pre-existing classes. The Majestic Mind Eater has the option of becoming a dual-classed Majestic Mind Eater at this stage, but having done so it may no longer call on the skills of former classes except as a last resort.

FEEDING

Details of the knowledge Majestic Mind Eaters can gain is shown in the Majestic Mind Eaters' Advancement Table.

MENTAL BLAST

Majestic Mind Eaters are also able to 'fry' brains. This is a powerful mental blast in a 60ft cone 5ft wide at the point of emanation and 20ft wide at the end.

MAJESTIC MIND EATER SLIME PARASITES

These are creatures which form a symbiotic relationship with a Majestic Mind Eater that allows the parasite to live as part of a Mind Eater's organic skin secretions. The parasites can take any of the following forms.

Black Pudding
Gelatinous Cube
Any Ooze
Any Jelly

A Mind Eater Slime Parasite cannot attack other creatures while coating a Majestic Mind Eater, but they do lend the Mind Eater a single immunity or resistance, (of choice), belonging to the parasite. (This immunity cannot then change unless the parasite is replaced with another). In addition, the parasite can take 20hp of damage in place of the Majestic Mind Eater before peeling-off. It then flows from the Mind Eater and starts to act independently, i.e. it will not attach to a Majestic Mind Eater again and may even attack its former host.

MAJESTIC MIND EATERS ADVANCEMENT TABLE

Level	XP for Level	HD (d6)	Saving Throw	Save v's Magic	Majestic Mind Eaters' Skills
1	0*	1	15	+1	A successful tentacle attack eats adventurer race brains in d4 rounds
2	2,500*	2	14	+1	
3	5,000*	3	13	+1	The Majestic Mind Flayer can learn about the local area to a range of 60' by eating a brain that has seen the area recently
4	10,000*	4	12	+1	
5	20,000*	5	11	+1	Once/ day a Mental Blast can target 1-2 creatures. A natural 1 on the save means death. Other failed saves leave victims stunned for d4 rounds

Level	XP for Level	HD (d6)	Saving Throw	Save v's Magic	Majestic Mind Eaters' Skills
6	40,000*	6	10	+2	The Majestic Mind Flayer can learn about nearby treasure to a range of 60' by eating a brain that has knowledge of the treasure
7	80,000*	7	9	+2	A successful attack with a tentacle eats a humanoid brain in d4 rounds
8	160,000*	8	8	+2	The Majestic Mind Flayer can learn about the local area to a range of 60' by eating a brain that has seen the area recently
9	320,000*	9	7	+2	Once/ day a Mental Blast can target 1-4 creatures. A natural 1 on the save means death. Other failed saves leave victims stunned for d4 rounds
10	+120,000/ level	+2hp/ level	6	+2	The Majestic Mind Flayer can learn a spell by eating a brain that has knowledge of the spell
11			5	+3	Once/ day a Mental Blast can target 5+ creatures. A natural 1 on the save means death. Other failed saves leave victims stunned for d4 rounds
12			5	+3	A successful tentacle attack eats any brain in d8 turns
13			Min: 4	+3	A single Majestic Mind Eater Slime Parasite can merge with the Majestic Mind Eater to a maximum of 6HD
14				+3	A successful tentacle attack eats any brain in d4 turns

Level	XP for Level	HD (d6)	Saving Throw	Save v's Magic	Majestic Mind Eaters' Skills
15				+3	Two Mind Eater Slime Parasites from within one group of such parasites, e.g. a Blue Ooze and a Grey Ooze can merge with a Majestic Mind Eater to a maximum of 9HD
16				+4	Resistance to Magic goes to +4 for enchanted items
17					Two Mind Eater Slime Parasites from different groups of such parasites, e.g. a Blue Ooze and a Black Pudding can merge with a Majestic Mind Eater to a maximum of 12HD

* - Referee's may choose to offer an adventurer the following choices when a level is gained: a single spell or song of d4 levels on a scroll, a single roll on the Potions Table or an attribute point added to any attribute currently below 10 except Corruption.

VAMPIRE, REGAL

Monstrous vampires aren't exactly easy to scare, but even they think twice before openly challenging a Regal Vampire.

REQUIREMENTS

Prime Attribute: Strength Rises to 17; Corruption Lowers to 6 Maximum
Hit Dice: 1d6/ Level (Gains 1hp/ Level after 9th)
Armor/ Shield Permitted: No Armor; No Shield
Weapons Permitted: Avoids Wooden Weapons and Holy Water

Adventurers killed while corrupt may return as Vampires, but the transformation is flawed either because the adventurer still struggles against chaos or because Corruption has distorted the whole process. As a result, the Vampire is formed through corrupt blood instead of simply having its blood drained by a monstrous Vampire.

The new Regal Vampire is vulnerable to the weaknesses of Vampires and the undead, but can eventually develop the abilities possessed by monstrous Vampires. Exposure to sunlight causes 5D6/ turn and the Regal Vampire has to go to a crypt or unholy ground to heal the damage. Damage from Holy Water can only be healed in the same way.

A Regal Vampire can choose to try to lessen its Corruption and look to persuade other adventurers that outbursts of corrupt behavior are controllable. A Regal Vampire may even behave in ways that gradually remove some of its Corruption.

Feeding on humanoid blood is necessary each week or the Regal Vampire loses -4 from its Strength and Constitution. Regal Vampires that feed on any of the adventurer races are going to have problems if Lawful or Neutral adventurers find out. Draining energy is also very likely to be frowned upon. In some societies it may be acceptable for Vampires to buy blood instead of killing for it. Those killed by a bite from a Regal Vampire rarely return as Regal Vampires.

REGAL VAMPIRES ABILITIES

A Regal Vampire continues as a multi-class adventurer sharing it's XP between advancing as a Regal Vampire and becoming a Bard, Cleric, Magic-User, Monk or Renegade.

Bard, Cleric, Magic-User, Monk or Renegade: Cleric or Magic-User levels which already existed continue to progress with shared XP, but only after the new monster class matches any levels held in any pre-existing classes. The Regal

Vampire has the option of becoming a dual-classed Regal Vampire at this stage, but having done so it may no longer call on the skills of former classes except as a last resort.

TURNING AND REBUKING

As they become stronger and more experienced Regal Vampires receive a bonus against being turned or rebuked.

CREATE CRYPT

At 5th Level a Regal Vampire can establish a temporary crypt in d4 turns. The Regal Vampire can only have one temporary crypt at a time. The crypt lasts for 48 hours.

Additional powers are gained as set out in the table below:

REGAL VAMPIRES ADVANCEMENT TABLE

Level	XP for Level	HD (d6)	Saving Throw	Reduce Turning	Regal Vampire' Skills
1	0*	1	15	+1	Bite d6 and Darkvision 30'
2	2,500*	2	14	+1	Regenerate 3hp/ day
3	5,000*	3	13	+1	Bite d8 and Darkvision 60'
4	10,000*	4	12	+1	Regenerate 5hp/ day
5	20,000*	5	11	+1	Charm Person once/ day
6	40,000*	6	10	+2	Gaseous form or bat once/ day
7	80,000*	7	9	+2	Regenerate 15hp/ day
8	160,000*	8	8	+2	Summon bats once/ week
9	320,000*	9	7	+2	Regenerate 25hp/ day
10	+120,000/ level	+2hp / level	6	+2	Fly once/ day
11			5	+3	Gaseous Form or bat twice/ day
12			Min: 4	+3	Bite for d10 and Darkvision 120'

Level	XP for Level	HD (d6)	Saving Throw	Reduce Turning	Regal Vampire' Skills
13				+3	Charm Person twice/ day
14				+3	Summon wolves once/ week
15				+3	Drain 1 level by biting
16+				+4	Fly 2/ day. Resistance to turning stays at +4

* - Referee's may choose to offer an adventurer the following choices when a level is gained: a single spell or song of d4 levels on a scroll, a single roll on the Potions Table or an attribute point added to any attribute currently below 10 except Corruption.

CHOOSING AN ADVENTURER RACE

DROW

These subterranean Elves use Darkvision to can see in the dark to a range of 120'. They usually have a 4-in-6 chance to find secret doors when searching. Most other races have a 2-in-6 chance. Drow also have a 1-in-6 chance to notice a secret door without searching. Drow are not affected by Sleep spells and have a +4 bonus on saving throws against paralyzation. An in-built resistance to magic gives Drow +2 on saves v's magic, but they suffer a -1 penalty on attack rolls, saving throws and skill checks when exposed to very bright light or sunlight.

DWARFS

The player-adventurer Dwarf has a +4 on saving throws against any magic and easily takes note of certain features of stonework: sloping corridors, moving walls and traps made of stone, e.g. falling blocks, rigged ceilings and tiny arrow slits designed to release poison gas or darts. They can also identify most types of rock and whether stonework is recent or not.

There is no established die roll or rule for using these abilities; exactly what a Dwarf does or doesn't perceive is up to the Referee. Dwarfs can see in the dark with Darkvision to a limit of 60'.

ELVES

Elves use Darkvision to can see in the dark to a range of 60'. They usually have a 4-in-6 chance to find secret doors when searching. Most other races have a 2-in-6 chance. Elves also have a 1-in-6 chance to notice a secret door without searching. Elves are not affected by Sleep spells and have a +4 bonus on saving throws against paralyzation. An Elf has a +1 to-hit bonus when using missile weapons.

HALFLINGS

Halflings have a +4 on saving throws against magic and a +1 to-hit bonus when they use missile weapons.

HALF-ELVES

Half-Elves use Darkvision to can see in the dark to a range of 30'. They usually have a 3-in-6 chance to find secret doors when searching. Most other races have a 2-in-6 chance. Half-Elves also have a 1-in-6 chance to notice a secret door without searching. A Half-Elf gains Dexterity +1.

HALF-ORCS

Half-Orcs can see in the dark with Darkvision to a range of 60'. The Half-Orc has a +2 on saving throws against any poison. A Half-Orc gains Strength +1 to a maximum of 19. Half-Orcs suffer a penalty of -1 to-hit when fighting in bright sunlight.

HUMANS

Humans gain +1 to an attribute score of choice.

MINOTAURS

Minotaurs can see in the dark with Darkvision to a range of 60'. Minotaurs are also able to use their natural weapons to butt (2d4) and bite (1d3), or to rely on a handheld weapon. Minotaurs have great difficulty using ladders and climbing. Their Intelligence is -2, Charisma -4 and Strength +2 to a maximum of 19.

MULTI-CLASSED ADVENTURERS

Adventurers may have more than one class at a time. Experience is shared evenly between the two classes.

The following acquired classes are exceptions to sharing experience points (XP) evenly between all classes. Each adventurer must put all XP into the new class until it matches the level of any existing classes:

Divine Succubus
Imperial Lich
Majestic Mind Eater
Regal Vampire
Royal Eye of True Terror

HIT DICE

Multi-class adventurers begin with a single HD. Each multi-class HD is calculated by rolling the appropriate die for each class and averaging the result. A multi-classed adventurer is limited to a total of 9 hit dice no matter what combination of classes is used. After reaching 9HD, the adventurer gains only 1 hit point per additional level.

ABILITIES AND LIMITATIONS

A multi-classed adventurer acts with the abilities of both, (or more), classes at one time and is also subject to the limitations of each class at once. Therefore, although

a Fighter/ Renegade can choose to wear armor of any kind, the adventurer cannot use Renegades' skills while wearing any armor heavier than leather. In addition, an Elf cannot cast spells while wearing non-magical armor, although magical armor does not inhibit spell casting.

DUAL-CLASSED ADVENTURERS

Under exceptional circumstances a single-classed adventurer can change adventurer class, progressing in the new class and abandoning the old one. Magic-Users may not switch to become Clerics, nor can Clerics switch to Magic-User. The adventurer starts from scratch with its new class and cannot gain more than 9 full hit dice no matter how many total levels are gained.

If dual-class adventurers are allowed the adventurer must pursue the new class, relying on the abilities of the former class only as a last resort.

LEVEL ADVANCEMENT

The abilities of a class are gained as soon as a new level is achieved in that class, but a new HD is not gained until the adventurer has advanced a level in all classes. In other words, a Dwarven Fighter/ Renegade would not gain a 'Renegade' HD at Level 1/ 2; instead, the adventurer would receive a second multi-class HD, (i.e. the averaged result of the roll of a d8 and a d4), after also reaching 2nd Level as a Fighter.

DUAL- AND MULTI-CLASS SAVING THROWS

The saving throw of a multi-classed or dual-classed adventurer is the best available one from the adventurer's multiple classes. Unless the adventurer is a multi-classed or dual-classed monster, in which case saving throws are based on the lowest of the two or three classes held.

BUYING EQUIPMENT

Each adventurer starts with some gold pieces at the beginning of an adventuring career; these are used to buy equipment. One gold piece (gp) is worth 10 silver pieces (sp) or 100 copper pieces (cp). Prices for equipment are listed on the tables below. To make it easier to add up, items of equipment that cost less than a gold piece are shown in fractions of a gold piece, not with the silver piece or copper piece price.

STARTING GOLD

Roll 3d6 and multiply by 10. This represents the number of gold pieces (gp) that your adventurer has at the start of the campaign.

ITEM DESCRIPTIONS

Most of the items are self-explanatory, but extra details are useful for a few of them:

GARLIC, CHARMED

A head of garlic with hexes and blessings on it. Normal garlic has a minor effect on undead, but charmed garlic works much better.

HOLY SYMBOL

Often needed for Cleric spells and for turning the undead. In some cases, silver ones work better.

HOLY WATER

Causes d6hp damage when thrown on most types of undead creatures, demons and devils. This can be useful, since many of the more-powerful undead and demons can otherwise only be damaged with magical weapons.

LANTERN, BULLSEYE

These shine a beam of light 60' long but only 10' wide, through a hole in the lantern's metal cylinder. They have a hinged cover, which allows the light to be hidden.

LANTERN, HOODED

These are normal lanterns open on all sides, with the flame shielded by glass. They shine a 30' radius of light in all directions.

OIL, LAMP

A pint of oil will keep a lantern burning for 4 hours. Oil is also highly flammable: a lit flask of oil can be used as a thrown weapon to cause 1d4 points of damage with a

successful hit followed by 1 more point of damage per round for the next 2 rounds. Burning oil can also be used to create a hazard for pursuing monsters.

TORCHES

Torches burn for one hour and create a 30' radius of light. They are easily blown out by gusts of wind and may even extinguish when dropped. However, if the party needs to set something on fire quickly – and they will – a lit torch can come in very handy.

WOLFSBANE

Fresh Wolfsbane will often keep Werewolves at bay for d4 rounds.

EQUIPMENT

GENERAL EQUIPMENT TABLE

Item	Cost
Backpack (30-pound capacity)	5gp
Barrel	2gp
Bedroll	0.2gp
Bell	1gp
Block and Tackle	5gp
Bottle of Wine, Glass	2gp
Candle	0.01gp
Canvas (per square yard)	0.1gp
Case (Map or Scroll)	1gp
Chain (10')	30gp
Chalk, 1 piece	0.05gp
Chest	2gp
Crowbar	0.2gp
Fishing Net (25 square-feet)	4gp

Item	Cost
Flask, Leather	0.03gp
Flint and Steel	1gp
Garlic, Charmed	10gp
Grappling Hook	1gp
Hammer	0.5gp
Holy Symbol, Wooden	1gp
Holy Symbol, Silver	25gp
Holy Water (flask)	25gp
Ink (1-ounce bottle)	1gp
Ladder (10')	0.05gp
Lamp, Bronze	0.1gp
Lantern, Bullseye	12gp
Lantern, Hooded	7gp
Lock	20gp or more
Manacles	15gp
Mirror, Small Steel	20gp
Musical Instrument	5gp
Oil, Lamp (1 pint)	0.1gp
Parchment (sheet)	0.2gp
Pole (10')	0.2gp
Pot, Iron	0.5gp
Rations, Trail (per day)	0.5gp
Rations, Dried (per day)	1gp
Rope, Hemp (50')	1gp
Rope, Silk (50')	10gp
Sack (15 pounds capacity)	1gp
Sack (30 pounds capacity)	2gp
Shovel	2gp
Signal Whistle	0.5gp

Item	Cost
Spellbook, Blank	25gp
Spike, Iron	0.05gp
Tent	10gp
Renegades' Picks	25gp
Torch	0.01gp
Waterskin	1gp
Wolfsbane	0.1gp

MELEE WEAPONS TABLE

Weapon	Damage	Weight (Pounds)	Cost
Axe, Battle [1, 2]	1d8	15	5gp
Axe, Hand [3]	1d6	5	1gp
Club	1d4	10	0gp
Dagger[3]	1d4	2	2gp
Flail (Two-Handed)	1d8	10	8gp
Hammer, War	1d4+1	10	1gp
Lance	2d4+1	15	6gp
Mace, Heavy	1d6	10	10gp
Pole-Arm, Two-Handed	1d8+1	15	10gp
Spear [1, 2, 3]	1d6	10	1gp
Staff (Two-Handed)	1d6	10	0gp
Sword, Bastard [1, 2]	1d8	10	20gp
Sword, Long	1d8	10	15gp
Sword, Short	1d6	5	8gp
Sword, Two-Handed	1d10	15	30gp

[1] Weapon can be used one-handed, two-handed or twin-handed

[2] When wielded two-handed, gain +1 damage bonus

[3] Can be used as both a melee and a missile weapon

MISSILE WEAPONS TABLE

Weapon	Damage	Rate of Fire	Range*	Weight	Cost
Arrows (20)	1d6	By weapon	By weapon	1	2gp
Axe, Hand	1d6	1	10ft	5	1gp
Bolts, Heavy (20	1d6+1	By weapon	By weapon	1	2gp
Bolts, Light (20)	1d4+1	By weapon	By weapon	1	2gp
Bow, Long	See Arrows	2	70ft	5	60gp
Bow, Short	See Arrows	2	50ft	5	15gp
Crossbow, Heavy	See Bolts, Heavy	1/ 2	80ft	5	20gp
Crossbow, Light	See Bolts, Light	1	60ft	5	12gp
Dart	1d3	3	15ft	1	0.2gp
Javelin	1d6	1	20ft	5	0.5gp
Sling	See Stones, Sling	1	40ft	1	0.2gp
Spear	1d6	1	20ft	10	1gp
Stones, Sling (20)	1d4	By weapon	By weapon	5	0gp

* - Shooting or throwing beyond this range is at a –2 penalty to-hit. The weapon cannot reach farther than twice this range. Outdoors, these range increments are tripled.

TRANSPORTATION TABLE

Type	Cost
Barding, War Elephant (Chainmail)	2,500gp
Barding, War Horse (Chainmail)	500gp
Barge	500gp
Boat, Rowing	20gp
Camel	50gp
Canoe	25gp
Caravel	12,000gp
Carriage	200gp
Cart, Hand	10gp
Chariot (requires 2 Horses)	1,000gp
Chariot, Battle (requires 4 War Horses)	5,000gp
Chariot, War (requires 2 War Horses)	3,000gp
Coach (requires 2 Horses)	500gp
Drums, War	250gp
Elephant	300gp
Elephant, War	500gp
Galley	20,000gp
Horse, Riding	40gp
Horse, War	200gp
Howdah	500gp
Longship	12,000gp
Mule	20gp
Sail	25gp
Wagon	50gp

Type	Cost
Wagon, Battle	7500gp
Wheel, Chariot	25gp
Wheel, Wagon	5gp

TRANSPORT MOVEMENT RATES

Rate of movement for adventurers on foot is as described in the movement section of the rules, essentially a number of miles equal to the adventurer's base movement rate. However, in many cases the adventurers will be traveling on horseback, by wagon, in a ship or by some other means.

It is generally useful to make your map using hexes or squares that are five miles across. Maps intended to show continents, coasts and kingdoms might be larger in scale, of course, but these would not ordinarily used for adventuring.

VEHICLE MOVEMENT RATES* TABLE

Vehicle	Road or Trail	Hills or Rough	Mountains	Forest	Marsh
Carriage, Coach, Cart or Wagon	12	6	0-1	6	0
Chariot (2 Riding Horses)	15	6	0-1	6	0
Chariot, Battle (4 War Horses)	24	6	0-1	6	0
Chariot, War (2 War Horses)	18	6	0-1	6	0
Elephant	20	15	0-6	3	0-3
Horse	30	15	0-3	10	3
Mule	12	12	6	12	6
Flying	See monster				

* - If the party is exploring an area rather than just passing through, distances traveled are one-half normal, (assuming the party is exploring an area in roughly a 5 mile wide band). Exploration simply means mapping, not searching. Actually searching a five mile by five mile area would reduce forward movement to roughly one-tenth normal, although the Referee would adjust all these numbers accordingly based on the circumstances. Searching a five by five mile area for a person who can call for help would not reduce forward movement to one-tenth, for example.

WATERBORNE TRANSPORT RATES TABLE

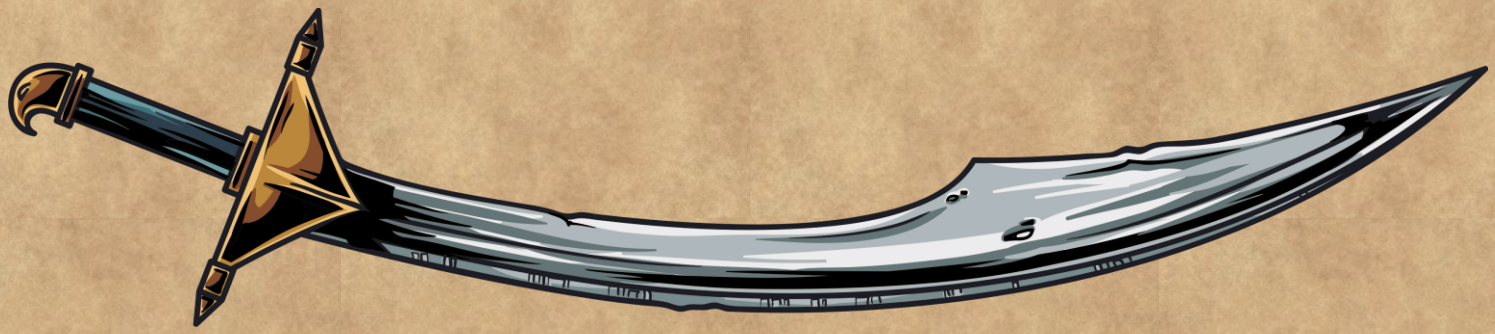
Vehicle	Calm Water	Rough Water	Storm
Canoe	50 (downriver) 6 (upriver)	60 (down) 3 (upriver)	60 (down) 1 (upriver)
Boat (Sail)	60	30	10
Caravel	30	20	10
Longship (Sail)	80	40	10
Raft or Barge (No Sail or Small Sail)	40 (downriver) 3 (upriver)	40 (down) 1 (upriver)	40 (down) 1 (upriver)
Ship (Sail)	15	5	0-5
Ship (Galley)	20	12	5

CALCULATING ARMOR CLASS

Now it is time to talk about Armor Class and what it means. Basically, Armor Class (AC) is an indicator of how difficult it is to 'hit' or strike an adventurer or creature in combat.

There are two different ways of numbering Armor Class and a group must choose which system to use. Ask the Referee if he or she is using the ascending system or the descending system for Armor Class. The numbers all work out the same, but in the ascending system it is better to have a high Armor Class and in the descending system it is better to have a low Armor Class.

The Original Game uses a descending system as shown on the Descending AC Attack Table.



Players may prefer to use an ascending system as shown on the Ascending AC Attack Table. Numbers for the alternate ascending Armor Class system are shown in [brackets] in the monster descriptions. When using the regular system, simply ignore the numbers in brackets.

1. **For Descending AC choose the DAC row on the Adventurers Attack Table**
2. **For Ascending AC choose the AAC row on the Adventurers Attack Table**

Here is how to calculate the effect of your armor on your Armor Class:

USING THE DESCENDING (REGULAR) SYSTEM

If you are using the regular Descending Armor Class system, an unarmored adventurer has an Armor Class of 9. Every type of armor has an 'Effect on AC'. Ignore the bracketed numbers and use the 'Effect on AC' to reduce the base Armor Class of 9. The lower the result, the better; powerful adventurers may have an AC reaching into the negative numbers.

USING THE ASCENDING (ALTERNATIVE) SYSTEM

When using the Ascending Armor Class system, an unarmored adventurer has an Armor Class of 10. Actually, it is [10], because we use brackets to identify that

system. Now the 'Effect on AC' numbers are the ones in [brackets] and wearing armor will cause AC to go up rather than down, the higher the better.

ARMOR TABLE

Armor Type	Effect on AC	Weight[1] (pounds)	Cost
Brigandine (with Chain)	-2 [+2]	20	75gp
Chain	-4 [+4]	50	75gp
Mail Coif (with Chain)	-1 [+1]	10	20gp
Leather	-2 [+2]	25	5gp
Plate	-6 [+6]	70	150gp
Ring	-3 [+3]	40	30gp
Shield	-1 [+1]	10	15gp

[1] - Magical Armor weighs half normal.

ARMOR CLASSES

No Armor AC 9 [10]
Leather Armor AC 7 [12]
Ring Mail AC 6 [13]
Chainmail and Shield AC 4 [15]
Chainmail and Brigandine AC3 [16]
Plate Armor AC 3 [16]
Chainmail, Brigandine and Shield AC 2 [17]
Plate Armor and Shield AC 2 [17]
Plate Armor, Mail Coif and Shield AC 1 [18]
Chainmail, Brigandine, Mail Coif and Shield AC 1 [18]

WEIGHT AND MOVEMENT

Weight is listed in pounds. A 'normal' level of general equipment, (not including armor and weapons), is assumed to weigh 10 pounds. Treasure is added to this,

with each coin and gem weighing one tenth of a pound. These are big, heavy coins and gems.

Depending on the weight of the armor and equipment they are carrying, all adventurers have a base movement rate as follows:

BASE MOVEMENT RATE TABLE

Weight Carried*	Base Movement Rate
Up to 75 pounds plus Carry Modifier, if any	12
76–100 pounds plus Carry Modifier, if any	9
101–150 pounds plus Carry Modifier, if any	6
151–300 pounds (300-pound maximum) plus any Carry Modifier	3

* For example, an adventurer with a Carry Modifier of +10 can carry up to 85 pounds before dropping from a Movement Rate of 12 to a Movement Rate of 9, while a person with a Carry Modifier of -10 would drop to a Movement Rate of 9 even if carrying only 66 pounds of equipment.

Combat movement is determined by a simple formula of dividing your Base Movement Rate by 3, then multiplying by 10' when underground or indoors, (or ten yards when outside), to find out how fast the adventurer can move in one combat round.

INDOOR, UNDERGROUND AND CITY MOVEMENT TABLE

Description	Speed	Results
Walking	Base movement rate times 20'/ turn	Mapping and careful observation of the surroundings are possible.
Running	Base movement rate times 40'/ turn	No mapping permitted. Adventurers are automatically surprised and have no chance to surprise others. The sound of running may attract the

Description	Speed	Results
		attention of enemies.
Combat	Base movement rate divided by 3, times 10‘, is how far the adventurer can move in one round. Thus: Base movement of 6 = 20’ Base movement of 9 = 30’ Base movement of 12 = 40’	Dashing around, battling your foes. Alternatively, running for your life. When fleeing, you don’t have to be the fastest as long as someone is behind you to get eaten first.

OUTDOOR MOVEMENT TABLE

Description	Speed	Results
Hiking	Base movement rate in miles/ day	No forced march checks required.
Forced March	Double base movement rate in miles/ day	Forced march checks are required once per day, (using 4d6 vs. Strength), to continue at this pace.
Combat	Base movement rate divided by 3, x ten yards, (not feet), is how far the adventurer can move in one round.	Dashing around, battling your foes. Alternatively, running for your life. When fleeing, you don’t have to be the fastest as long as someone is behind you to get eaten first.

HOW TO PLAY

Once you have created an adventurer, the Referee will describe the setting and what your adventurer can see. The game might start in an isolated village, in a vast city or at the gates of an ancient tomb - that is up to the Referee.

From that point on you describe what your adventurer does, such as going down stairs, attacking a Dragon or talking to people on the street. These sorts of things are your decisions and the Referee tells you what happens as a result.

Those stairs may lead down to a huge and echoing tomb or a Dragon's lair. These are the Referee's decisions. The rules below are guidelines for how to handle certain events, including combat, movement, healing, dying and other important parts of the game.

Basically, you and the Referee work together. The Referee handles the details of a dangerous fantasy world and you deciding what your adventurer does in it.

GAINING EXPERIENCE

Adventurers are awarded experience points (XP) for defeating or subduing monsters, accumulating treasure and completing challenges:

1. The XP value for defeating a monster is shown in the monster's statistics.
2. Each gold piece gained as treasure earns one XP.
3. Players can also gain XP for completing challenges, including actions, missions, quests/ Campaign Challenges.

When an adventurer has accumulated enough XP to reach a new level roll another HD and add the number to the adventurer's hit points. The adventurer may gain new spells, combat skills or other abilities.

Multi-class adventurers don't get a new HD until they have advanced in all class levels.

MONSTERS AND EXPERIENCE POINTS

Selecting monsters capable of making adventurers' lives difficult without overstepping the mark is not easy. Different players will offer a variety of approaches to encounters with monsters, so monsters which work well in one situation may fall flat in other circumstance. Perhaps the best guide is trial and error, with larger numbers of more capable monsters being used as a Referee gets a measure of a party's skills.

Referees should not be afraid to present encounters where adventurers should retreat or need to return to fight another day. This is an important part of making play dark and authentic, as it involves players in accepting that everything doesn't turn out right in the end.

Experience for defeating a monster is awarded at the basic rate of 100XP/ HD plus 50XP/ part HD.

An adventurer only gets half the XP for defeating a monster with less HD than the adventurer. Any treasure and challenge-based XP remain available.

Treasure gained during play also delivers XP at the rate of 1XP/ gp. This is shared by those claiming the treasure, which often means the whole party.

XP are not usually available for making money in the manner of a business, but adventurers running a successful enterprise might well gain XP through a challenge linked to their business activities.

Treasure may be found in unusual places, e.g. a Giant Spider with a magic item that belonged to its prey. However, Referees can also average out treasure over a series of encounters or adventures to make rewards appear where they might reasonably be found.

ACTIONS

Each new adventurer that successfully carries out an action available to its class or classes gains 100XP on a single occasion. Referees should feel free to add and remove items.

ACTIONS TABLE

Class	Successful Actions
Any	Establish a base where your equipment can be kept safely
Any	Gain a magic item
Any	Make a loyal ally
Any	Negotiate a cease fire
Any	Rescue a fellow party member
Any	Scout and map a wilderness region
Any	Survive an encounter with the undead
Any	Take a potion
Any	Talk to a dragon
Any	Help to carry an important message through enemy territory
Bard	Cast a song in combat
Bard	Collect seven songs in your songbook
Bard	Entertain a paying audience
Cleric	Cast a spell that benefits a whole party
Cleric	Heal an ally to full hit points
Cleric	Turn an undead creature
Fighters	Hand-to-hand critical hit
Fighters	Missile critical hit

Class	Successful Actions
Fighters	Parry
Magic-User	Cast a spell in combat
Magic-User	Cast a spell that causes damage to an opponent
Magic-User	Collect seven spells in your spellbook
Monk	Dodge a missile
Monk	Donate 500gp to a worthy cause
Monk	Strike and stun an opponent
Renegade	Carry-out a backstab
Renegade	Complete a life-threatening climb
Renegade	Disarm a deadly trap

MISSIONS AND QUESTS

Missions, (and sets of missions carried-out separately or as on-going quests), often justify the award of XP. There is a very wide range of possible missions and related plots available to adventurers. Those shown below crop-up on a regular basis, but the Referee can easily add adventure or campaign specific options.

As with actions the XP for completing a single mission for the first time and are not available for repeating the same mission on further occasions. Players who wish to claim repeated awards of challenge-based XP can take part in more extended Campaign Challenges.

Each new adventurer that plays a full part in completing any mission available to its class or classes gains 500XP on a single occasion.

MISSIONS TABLE

D12	Mission
1	Bounty hunting
2	Capture a fort or dungeon stronghold

D12	Mission
3	Capture an enemy leader
4	Complete vital negotiations
5	Escort a convoy through dangerous territory
6	Establish a fortified base
7	Explore an area of wilderness and make it safe for travelers
8	Make a cross-country escape
9	Recover a specific enchanted item
10	Rescue a prisoner/ s from a dungeon
11	Scout and spy on enemy positions
12	Transport fragile goods

CAMPAIGN CHALLENGES

As adventurers become more experienced missions and series of missions arranged into quests can be pulled together to form the foundation of a campaign of adventures played out across a setting. When players commit their adventurers to a campaign in this way the GM can encourage a variety of roleplaying by awarding XP to groups of adventurers that contribute to major campaign or gameplay outcomes.

Renegade identifies a range of these major challenges as Campaign Challenges, which can be played-out through either a series of one-off missions or an extended quest. Even a single mission might involve a series of short related adventures, allowing opportunities for taking breaks and magical research. Quests are often more about becoming cut loose from support and having to press-on without backup.

No hard and fast rules can cover all the options or demands involved in an extended campaign involving many adventures. However, taking on the types of challenges shown on the Campaign Challenges Table merits the award of XP bonuses. For example, colonizing a land might involve establishing a foothold,

exploring the area, building a base, discovering resources, making alliances and forming a following.

The Campaign Challenges and XP bonuses shown are a basic guide, but Referees should feel free to match the rewards to the difficulties players' adventurers face. The XP value suggested for completing any Campaign Challenge is based on a higher award for completing a more demanding Campaign Challenge.

This is particularly true when play involves more than one Campaign Challenge and when these are mixed with Seeds of Corruption or Seeds of Wonder – which may merit further XP awards.

Some Campaign Challenges appear to suggest more obvious roleplaying opportunities, but even straightforward adventures can easily become quite complicated. This is particularly true when play involves more than one Campaign Challenge.

Ideally, Campaign Challenges can be brought into on-going gameplay by presenting opportunities for adventurers to get involved in missions that offer access to Campaign Challenges.

Players can easily be told that XP are 'on the table' for completing various actions, missions, quests/ Campaign Challenges and also receive occasional reminders to keep an eye out for opportunities to collect the XP. The XP bonuses might then appear in game as a bounty offered for the capture of a villain or as a rundown estate, which is only of value after the players' adventurers have cleared-up the area.

XP are available to adventurers playing a significant role in a campaign, but the manner in which adventurers go about completing missions and quests can also act on adventurers' Corruption. For instance, a colonization that involves helping the local population to defeat a shared threat might improve adventurers' Corruption

scores, while a violent land-grab and the destruction of indigenous cultures would attract more Corruption.

Deeply corrupt adventurers have the option of using Campaign Challenges to try to resist the Chaotic and to become more Lawful. This is done by carrying out missions and quests in a Lawful way across most or all of a campaign. I.e. an adventurer with Corruptions is not excluded from gaining a higher Corruption score; providing bouts of corrupt behavior are controlled and further Chaotic actions remain limited.

For example, if an adventurer panics due to the onset of a Corruption the cowardly act of fleeing isn't enough in itself to cause further Corruption. Equally, accidental or unwitting acts of chaos are unlikely to add Corruption.

1. **Adventurers that act without malice, but don't go out of their way to consider others during their adventures will neither gain nor lose Corruption as a result of challenges.**
2. **Adventurers that behave chaotically over a series of adventures can expect to gradually become more corrupt.**
3. **Adventurers that act lawfully and show concern for others throughout a series of missions or a quest may gradually raise their Corruption through the honor resulting from honorable actions.**

Without controlling or mitigating their actions, adventurers acting in ways similar to those shown in the Corruptions Table are going to be further corrupted by their part in events across a series of adventures. Players should be advised that they will become more corrupt if they persist in carry-out actions that form or attract Corruption.

CAMPAIGN CHALLENGES TABLE

Campaign Challenge	XP/ Level*	Details	Honorable Actions	Neutral Actions	Corrupt Actions
Civil War	1000	Resolve or inflame a civil war	+1		-1
Civilize	2000+	Build an entire civilization through a series of Campaign Challenges	+2		+2
Conquest and Colonization	1000	Conquer or colonize a region**	+1		-1
Counter Insurgency	1000	Breakdown or organize a significant insurgency	+1		-1
Crime Wave	1000	Tackle or form a regional or citywide criminal network	+2		-1
Dark Side of the Moon	500	Operate within the extra hazards presented by an alien setting	+1		-1
Disasters and Crisis Management	500	Get involved in dealing with the effects of a major regional disaster or crisis	+1		-1
Dawn of the Undead	500	Operate with or within an altered mindset	Varies		Varies

Campaign Challenge	XP/ Level*	Details	Honorable Actions	Neutral Actions	Corrupt Actions
Enterprise	500	Start and expand a viable business	+1		-1
Espionage and Infiltration	1000	Go undercover and/ or establishing a network of spies	+2		-2
Internecine Warfare	1000	Resolve simmering resentment and low-level conflict between supposed allies	+1		-1
Marine Life	500	Deal with a threat from on or beneath the waves	+1		-1
Massive Meteor Strikes	1000	Help with or exploit a massive meteor strike, which wipes a region clean and leaves the surrounding area in a state of collapse	+2		-2
Mysteries and Investigations	500	Solve a series of major crimes or mysteries	+1		-1
Research and Experiment	500	Develop a new invention, a wondrous item or an exotic magic	+1		-1
Revolution	1000	Start a revolution	+1		-1
Supervolcanoes	1000	Contain, (and rebuild from or exploit), a supervolcanic eruption	+2		-2
Survival Scenarios	500	Survive devastation and / or isolation	+1		-1

Campaign Challenge	XP/ Level*	Details	Honorable Actions	Neutral Actions	Corrupt Actions
Warfare and Sieges	1000	Recruit, marshal, command and/ or lead a large army	+1		-1

* - Referees may wish to add bonuses or even multipliers for extended campaigns that use combinations of multiple Campaign Challenges.

** - A region is typically an area the size of a county or a small country. Alternatively, a region can also be thought of in terms of a six-figure population. Adventurers shaping events over larger areas or populations may deserve higher XP bonuses.

TIME

Sometimes the Referee will rule that 'an hour passes,' or even, 'a month passes,' in the life of the intrepid adventurers. However, two important time measurements need quick explanations. These are the 'turn,' and the 'combat round'. A turn represents ten minutes and a combat round is 1 minute.

Turns are used to measure normal movement when the adventurers are in a dangerous place; combat rounds are used to measure time when the party is in combat. See the Movement Rate tables as an example of how 'rounds' and 'turns' are used.

SAVING THROWS

From time to time, a spell or some other kind of hazard requires you to make a 'saving throw'. A successful saving throw means that the adventurer, (or monster), avoids the threat or lessens its effect. Each adventurer class has a 'Saving Throw' target number, which gets lower and lower – easier to beat, in other words – as an adventurer gains levels. To make a saving throw, roll a d20. If the result is equal to or higher than the adventurer's saving throw target number, the saving throw succeeds.

Take note: Some adventurer classes, (and races), have better-than-average chances to make a saving throw against particular types of hazards. Magic-Users, for example, get a bonus of +2 to the die roll on their saving throws against spells of all kinds. The bonuses are described in the adventurer class and adventurer race descriptions.

Monsters can also make saving throws; a monster's saving throw target number is listed in its description.

Failing a saving throw for an effect which would probably kill a character, or a monster, results in total hit points being reduced to 0 - the character or monster is then unconscious. The unconscious creature remains alive, but bleeds to death/ fades away at the rate of 1hp/ round if no assistance is offered. Death takes place when negative hit points are equal to the unconscious creature's level or HD. In other words, a 5th Level adventurer actually dies only upon reaching -5 hit points.

BATTLE TRIAGE

Monks, Fighters and Clerics become familiar with having to rapidly staunch wounds and stabilize comrades who are on their last legs. As a result, at the expense of setting aside other actions for a round PCs from these classes can not only stop bleeding, but restore damage from physical wounds to 0hp.

In addition, a Monk, a Fighter or a Cleric can choose to spend a round patching-up wounds for d4 damage, but those affected can only receive this aid once/ day.

COMBAT

Combat begins by checking for surprise. This can be rolled for or decided by the GM's interpretation of the situation.

SURPRISE

In general, a group cannot be surprised if they are already aware of an opponent's presence even though they have not yet seen them, e.g. due to hearing them on the other side of a door. If surprise is a possibility roll 1d6 for either or both groups, as appropriate. (Roll only once for each side, not for each individual adventurer or monster). If the result is a 1 or a 2, the group is surprised. It is possible for both groups to be surprised, effectively canceling out the effect on both sides.

In a dungeon the distance between two groups when they discover each other is 1d6 x 10'. That is very close; the monsters may already be inside the radius of the adventurers' light source. Outside, the distance will be about ten times this number, (or if the visibility is poor three times). Anything affecting visibility could also affect surprise distance. For instance, someone with Darkvision will be able to see up to 60' clearly at night or underground. A party carrying a light will be visible from much farther away, raising the possibility of an ambush. Other factors that may affect surprise are related to terrain types – thick woods or crowded city streets may decrease visibility and make it easier to surprise travelers. These and similar factors are left up to the judgment of the Referee.

REACTIONS

Non-Player Characters (NPCs), including monsters, do not always leap to the attack. Unless they are on the alert for intruders, the Referee may roll 2d6 to determine whether the monsters will attack if they surprise the adventurers. On a roll of 2-6, the monsters will be hostile and attack; on a roll of 7-9, the monsters will withhold judgment and wait to see if the adventurers are hostile; on a roll of 10-12, the monsters will have a positive initial reaction to seeing the adventurers - and might even be convinced to offer some help at a price.

Clearly, the Referee can vary the chance of attack according to on-going events and may see no need for a dice roll in situations where the circumstances act as a guide.

For example, a very hungry pack of wolves is likely to attack instinctively and without much delay.

INITIATIVE AND ORDER OF BATTLE

The order of events is as follows when a party of adventurers comes into contact with enemies:

1. ### SURPRISE AND DISTANCE

The Referee decides if one side is surprised. As with all of the Referee's decisions this can be based on common sense instead of a die roll. The Referee may also determine the distance of the encounter, (see above), if desired.

2. ### DETERMINE INITIATIVE

Each side rolls 1d6 + any majority or obvious Dexterity bonus and the highest result wins. Reroll if there isn't an immediate outcome. This is rolled for each side - not for each combatant.

Players can agree who goes first among themselves, though this can be decided by events, e.g. an attack from behind may make the characters at the back act first.

If everything is evenly matched players can roll 1d6 +/- any Initiative modifiers to decide the order in which adventurers take their turns.

Alternatives are available and it is easy to cascade from the default shown above to the other options shown below.

Dexterity modifiers are those for missile attacks, i.e. +1 at 13+ and +2 at 19+. The penalty for Dexterity of 8 or less is -1. Monsters or NPCs of obvious high Dexterity should be assumed to have a bonus. Play will be slowed significantly if a GM is

asked to roll Dexterity for each monster. The Referee may also wish to take account of other factors, including PCs or NPCs not being in a position to take advantage of their Dexterity.

<u>Shared Initiative</u> – this is the fast default shown above.

- **Roll for each side and PCs agree an order within the party at the start of their turn.**
- **Roll: d6 + any majority Dexterity bonus or penalty for each side.**

<u>Shared/ Individual</u> – slightly slower, but useful when PCs are competing.

- **Roll for each side and PCs roll the order within the party.**
- **Rolls: d6 + any majority Dexterity bonus for each side AND d6 + any Dexterity bonus + level for each PC.**

<u>Individual Initiative</u> – slower, but useful when a party is spread out or split.

- **PCs and NPCs all roll a score and the highest scores go first by side or across everyone.**
- **Rolls: d6 + any Dexterity bonus + level for each PC, (HD for each NPC).**

3. **WINNING INITIATIVE ACTS**

The side that won Initiative acts first, (casting spells, moving, negotiation or attacking), and any resulting outcomes take effect. An adventurer or monster can 'hold' Initiative, choosing not to act until after the other side has acted.

4. **LOSING INITIATIVE ACTS**

The side that lost Initiative acts and any resulting outcomes take effect.

5. **HELD INITIATIVES ACT**

Anyone who held back acts and any resulting outcomes take effect.

6. **THE ROUND ENDS**

The round is complete. If a battle has not been resolved repeat the six steps again.

Some groups of players may prefer for all spells that are being prepared on all sides to be declared before Initiative is rolled before Step 2. Spellcasters will often lose spells as a result of this approach, as taking damage or any other interruption resulting from losing initiative ruins a spellcasting as it's prepared. If players wish to adopt this method the same limits should apply to monsters and NPCs.

THE ATTACK ROLL

This is how an attack roll works.

1. Whenever an adventurer attacks with a weapon the player rolls a d20 and adds any bonuses to the result.
2. These 'to-hit' bonuses may include a Strength bonus, a Dexterity bonus, (for attacks with missile weapons), and any bonuses for magic weapons.
3. The player or the Referee also subtracts any 'to-hit' penalties, which might come from using cursed weapons, enemies hiding behind cover and protective magic items.
4. The total attack roll is then compared to a table to see if the attack hits. If the attack roll is equal to or higher than the number shown on the table, the attack succeeds.

If you are using the Ascending AC system, there is a quick formula presented below that a Referee can use instead of the charts. (See 'Quick Method for Ascending AC

Combat'). Players and the Referee can decide whether to use Descending AC or Ascending AC, as discussed earlier in the book.

When using Descending AC choose the DAC row on the Adventurers Attack Table. When using Ascending AC choose the AAC row on the Adventurers Attack Table.

If an attack hits, it inflicts damage; a number of hit points determined by the type of weapon the attacker is using. Damage is taken from the defender's hit points.

ATTACK TABLES

ADVENTURERS ATTACK ROLL TABLE: ROLL (D20) TO-HIT ARMOR CLASS

Level	Armor Class [or Ascending Armor Class] of Opponent																		
DAC	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9
AAC	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28
1-2	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28
3	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27
4-5	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26
6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25
7	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
8	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23
9-10	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22
11	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21
12	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
13	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19
14	1	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
15	1	1	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17
16	1	1	1	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
17	1	1	1	1	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
18+	1	1	1	1	1	1	2	3	4	5	6	7	8	9	10	11	12	13	14

ALTERNATE QUICK METHOD FOR ASCENDING AC COMBAT

If you are using the Ascending AC system, it may be easier to calculate your 'to-hit' rolls according to a simple formula. The numbers are the same as the Descending AC tables - this is just a different way of calculating the results.

This is how it is done:

1. **Each adventurer class gains a base 'to-hit' bonus, which increases as an adventurer's level increases, (as shown on the table below).**
2. **Add this bonus to the attack roll and if the result is equal to or greater than the opponent's AC, the attack hits. That's it; no chart needed for combat.**

To use this system, write down your adventurer's base 'to-hit' bonus and adjust it as your adventurer gains levels.

ALTERNATE QUICK METHOD OF CALCULATING HITS FOR ASCENDING AC

Level																		
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Base 'To-Hit' Bonus																			
+0	+0	+1	+2	+2	+3	+4	+5	+6	+7	+7	+8	+9	+9	+10	+11	+12	+12	+13	+13

MONSTERS ATTACK ROLL TABLE: ROLL (D20) TO-HIT ARMOR CLASS

HD	Target Armor Class [or Ascending Armor Class]																		
DAC	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9
AAC	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28
< 1	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28
1HD	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27
2HD	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26
3HD	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25
4HD	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
5HD	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23
6HD	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22
7HD	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21
8HD	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
9HD	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19
10HD	1	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
11HD	1	1	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17
12HD	1	1	1	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
13HD	1	1	1	1	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
14HD	1	1	1	1	1	1	2	3	4	5	6	7	8	9	10	11	12	13	14
15+	1	1	1	1	1	1	1	2	3	4	5	6	7	8	9	10	11	12	13

[1] - For the 'Quick Method' for the Ascending Armor Class system a monster's base 'to-hit' bonus is equal to the number of Hit Dice (HD) it has, up to a maximum of +15.

SPECIFIC SITUATIONS

The following is a compilation of guidelines and options for handling certain specific situations that might arise during combat.

ATTACKING FROM BEHIND

Any attack made from behind has a to-hit bonus of +2, or +4 if made by a Renegade. There are only two ways for most people to get behind someone during combat. One is to surprise an opponent and attack from behind during the surprise action. The other is to attack an opponent from behind when an ally is attacking from the front. Renegades can get behind a target during normal combat if they successfully Hide in Shadows, even if no one is attacking the target from the front.

INVISIBLE OPPONENTS

Attacks against an invisible opponent have a basic -6 penalty. This modifier changes to -3 as soon as opponents close in on an invisible creature. Powerful magical monsters and monsters with more than 11 hit dice will usually be able to see invisible creatures normally.

MELEE ATTACKS

A melee attack is an attack with hand-held weapons such as a sword, spear or dagger. Attacks in general are described above, ('The Attack Roll'). It is only

possible to make a melee attack when the two combatants are within 10' of each other. Two combatants within 10' of each other are considered to be 'in melee'.

CRITICAL HITS

An Attack Roll of 20 on a d20 usually entitles an attacker to double the hit points lost by a defender. Referees may choose to allow adventurers and creatures to suggest where they're hoping to strike on a target and then interpret the outcome if any weapon hits. The Referee can consider how a description of a wound matches the damage done and consider the possibility of effects on the defender's morale and mobility.

FUMBLES AND FAILS

A saving throw or Attack Roll of 1 on a d20 is usually taken as a fail or miss regardless of the number of modifiers. The Referee can consider how a fumble works out in terms of any penalties that might happen on either side. Attack Roll fumbles are more likely to involve simply missing a target rather than any dangerous side effect, e.g. striking a comrade.

Where an unfortunate outcome is likely either the attacker or the potential victim might be allowed a saving throw, e.g. a fumbled arrow shot fired at someone using a human shield might allow the human shield a saving throw.

13

The customary spectacular outcomes in d20 RPGs are based on natural rolls of a 1 and a 20. A natural 1 or 20 occurs often enough to have clear effects of play, but not so often that such outcomes become commonplace. Adding another bonus along the lines of a 20 to play makes a natural 20 loses some of its luster.

Renegade presents the option using 13 in a broadly similar way that doesn't take the shine off rolling a natural 20. By default a 13 acts as a 'Stick or Twist' option,

where a roll of 13 allows the dice roller to choose whether to stick with the 13 and to accept the outcome it delivers OR to go for a reroll:

1. **When the target roll is known and a 13 is successful a player just has to avoid the temptation to go for a 20 - which wouldn't be a smart move for a saving throw.**
2. **When the target roll is unknown a player is tempted by the unknown, the chance of another shot at rolling a 20 and the possibility that 13 is enough to get the job done.**

If players start dithering just nudge the default 13 ever so slightly by adding that the player has a count of 13 to decide or the roll stands.

13 - WILDCARD

Homebrewing and taking ownership of your campaign can also benefit from selecting an alternative group, campaign and/ or adventure default for rolls of 13. For instance, if the optional Corruption attribute is being used, adding to the basic re-roll by charging PCs a point of Corruption each time they opt for a re-roll has two effects. Firstly, it reduces use of re-rolls and, secondly, it encourages a gradual descent into evil and corruption.

If a group wants to put extra icing on the cake combination effects can give 13 even more impact, while clearly still only occurring occasionally. For example, a descent into corruption re-roll can also be linked to triggering episodes of the corrupt behaviours that sometimes overwhelm the very corrupt. For Lawful parties this has more effect on evil opponents – who keep losing it. However, for PCs on the cusp between good and evil a sudden lurch into Chaotic mode could be wildly embarrassing or even seal their fate.

Other options, which might be tied to a mechanic, a campaign or a theme such as Renegade ~ Corruption's twist of evil, may include awarding a stock of luck or hero

points to PCs who make a successful second roll. These could allow occasional stunts or bonuses.

MISSILE ATTACKS

Missile attacks are attacks with ranged weapons such as a bow, crossbow, sling or thrown weapon. An adventurer's Dexterity bonus for missile attacks is added to the

to-hit roll when the adventurer is using missile weapons and adventurers may receive an extra bonus for Strength.

When using missiles to attack into a melee, it usually is not possible to choose which participant, (whether opponent or friend), will receive the attack. The Referee will determine this randomly.

MOVEMENT WITHIN MELEE

A defender effectively blocks an area about 5' across and enemies cannot simply move through this area without first dispensing with the defender. If an adventurer insists on trying to barge through the defender gains a free attack.

NEGOTIATION AND DIPLOMACY

Some combats can be averted with a few well-chosen words, which may include lies. Persuading monsters or NPCs to do things and getting out of trouble by using your wits alone are all key parts of the game.

It is important to avoid replacing negotiations with mechanical dice rolls, because challenges, plot hooks and roleplaying all rely on using roleplaying skills to take the game beyond mere mechanics and repetitive combat encounters.

Striking a balance between a player's use of her/ his own skills and the skills the player's adventurer possesses works well and opens up options for exploration, discovery and investigation. There may be circumstances where, for example, an adventurer with very low Intelligence might come out with an unlikely solution. Under such circumstances the Referee could step-in to suggest a slight adjustment to the adventurer's contribution in terms of needing to talk things through with another adventurer or introducing some form of misunderstanding over the adventurer's explanation.

Overall, it can be simpler for Referees to encourage PCs to have at least average Intelligence and, as a result, set aside most concerns over adventurers' use of players' skills.

RETREATING

It is up to the Referee to decide if there will be any special rules for retreating away from a melee combat. Most Referees allow the enemy a free attack if a hero, (or monster), tries to move out of the 10' 'melee range'. In some cases the free attack is made at +2 to-hit (since it is from behind as the coward turns tail and runs). However, an orderly retreat, which might include a parry or support from allies, sometimes allows a retreat without any penalties being applied.

SPACING

Because most movement and combat increments are divisible by three, it is easiest to assume that an adventurer 'occupies' an area about 3' across for purposes of marching. In combat, however, some weapons take more space to wield than others. In Renegade ~ Corruption, only daggers, short swords, spears and pole-arms can be used three-abreast in a 10' area. All other one-handed weapons require 5' of room, (i.e. two-abreast in a 10' area), and two-handed weapons, (other than thrusting weapons like spears), require a full 10' space to wield.

SECOND RANK

Spears and pole-arms in the second rank of a battle formation can attack by reaching through the first rank.

STUNS

Stunned opponents or PCs suffer a -4/ -4 to their attack and defense. They are also unable to cast spells or read scrolls while stunned.

SUBDUAL DAMAGE

A weapon may be used to beat down, rather than kill, an opponent. When the player desires, damage inflicted by an adventurer can be composed of half 'real' damage and half 'subdual' damage. Subdual damage does not kill and such points are recovered at a rate of 1hp per hour. If an opponent's hit points, including the subdual damage, fall to zero, the opponent is knocked unconscious rather than killed, unless the real damage actually reduces real hit points to zero, in which case the opponent is killed accidentally!

TERRAIN FEATURES

Adventurers and monsters will hide behind things, stand on things, fight from higher ground, shoot arrows from trees and take every possible advantage of the combat terrain. The Referee will assign bonuses and penalties for terrain features. Most such bonuses will only be +/- 1 or 2, depending on the degree of cover or the benefit of higher ground. Trying to hit someone through an arrow slit in a castle wall might have a penalty of –4.

TWO-HANDED WEAPONS AND FIGHTING WITH TWO WEAPONS

Fighting two-handed grants a +1 to damage rolls, (except for weapons that can only be used two-handed, where this is already taken into account in the weapon's damage). Fighting with a weapon in each hand gives a +1 to-hit. Note that fighting with two weapons does not actually give two separate attacks; it just increases the likelihood of landing a successful blow. Damage is rolled based on the primary weapon.

UNARMED COMBAT

Grappling, punching and wrestling with opponents is an inefficient way to attack unless especially skilled at unarmed combat in the manner of a Monk. If adventurers insist on fighting without any weapons most will only cause the same damage with an attack as an untrained human, i.e. 1hp for a successful hit.

Strength bonuses may increase this and Bards, Fighters, Paladins and Rangers can cause d4hp damage instead of a basic 1hp. The extra damage reflects warriors' experience in using kicks, punches and head-butts to complement their weapons skills during combat.

TURNING OR REBUKING THE UNDEAD

Lawful Clerics have the ability to 'turn' the undead, causing the creatures to flee or even destroying them outright. When a Lawful Cleric attempts a turning, the player should roll 2d10 and consult the Turning Undead Table for the result.

1. If the number on the die is equal to or greater than the number shown on the table, 2d6 creatures of the targeted type are turned and will depart - not returning for 3d6 rounds. They are likely to return later in search of food.
2. If the table indicates 'T' 2d6 undead creatures of the targeted type are automatically turned and will depart for 3d6 rounds. They are likely to return later in search of food.
3. If the table indicates 'D' 2d6 of the undead creatures are automatically destroyed and will crumble to dust.

Chaotic Clerics can 'rebuke', i.e. halt, and sometimes even control the undead to a limited extent.

1. If the number on the die is equal to or greater than the number shown on the table, 2d6 creatures of the targeted type are turned and will depart, not returning for 3d6 rounds.
2. When a 'T' is shown the Cleric is able to halt as many undead as would have been turned.
3. If a 'D' is shown the creatures come under the control of the Cleric for 3d6 rounds.

Neutral Clerics can rebuke or turn undead; but they are not able to control them without becoming Chaotic.

Turning or rebuking can be used once/ day for every two levels a Cleric has gained. The maximum range of the effect is 60'.

TURNING UNDEAD TABLE

HD of Undead	Specific (Examples)	Clerical Level										
		1	2	3	4	5	6	7	8	9+	14+	19+
1	Skeleton	10	7	4	T	T	D	D	D	D	D	D
2	Zombie	13	10	7	T	T	D	D	D	D	D	D
3	Ghoul	16	13	10	4	T	T	D	D	D	D	D
4	Shadow*	19	16	13	7	4	T	T	D	D	D	D
5	Wight	20	19	16	10	7	4	T	T	D	D	D
6	Wraith	–	20	19	13	10	7	4	T	T	D	D
7	Mummy	–	–	20	16	13	10	7	4	T	D	D
8		–	–	–	19	16	13	10	7	4	T	D
9	Specter	–	–	–	20	19	16	13	10	7	T	T
10	Vampire**	–	–	–	–	20	19	16	13	10	4	4
11	Vampire**	–	–	–	–	–	20	19	16	13	7	4
12		–	–	–	–	–	–	20	19	16	10	7
13	Demon	–	–	–	–	–	–	–	20	19	13	10

* - Shadows might not be undead creatures in your campaign; even so, they might be subject to being turned, just as demons, (which are also not undead), can be turned.

** - Vampires and more-powerful undead cannot be turned automatically. Vampires appear more than once on the table because they can be of varying power.

DAMAGE AND DEATH

When an adventurer, (or creature), is hit, the amount of damage is deducted from hit points. When total hit points reach 0, the adventurer is unconscious. The unconscious adventurer remains alive but is bleeding to death at the rate of 1hp/ round if no assistance is rendered. Death takes place when the adventurer reaches negative hit points equal to the adventurer's level. In other words, a 5th Level adventurer actually dies only upon reaching -5 hit points.

HEALING

In addition to the various magical means of restoring hit points, an adventurer recovers naturally at the rate of 1hp/ day of uninterrupted rest. Four weeks of rest will return an adventurer to full hit points regardless of how many hit points may have been lost.

COLLATERAL DAMAGE

Taking account of the knock-on effects resulting from exploring, spellcasting and using magic items adds an extra layer of authenticity to play, as adventurers have to adapt to the circumstances around them. For example, if adventurers smash a door down everyone expects the door to remain smashed until repaired. Equally, when a character throws a Fireball spell into a library it's reasonable to expect most books and scrolls in the library to explode or burst into flames. Other similar options may call for similar outcomes and the GM can always assign a saving throw. A magic item would usually be allowed a saving throw linked to the power or level of the item and its effects.

POISONS

When an adventurer is about to be poisoned a saving throw is necessary. A fail can result in taking the amount of damage shown in a monster's description, the loss of attribute points or death.

One dose of poison smeared on a weapon or some other object affects just a single target. A poisoned weapon or object retains its venom until the weapon scores a hit or the object is touched, (unless the poison is wiped or washed off before a target comes in contact with it).

Any poison smeared on an object in any way remains potent until it is touched or used. Poison exposed to the elements loses its effect unless the adventurer or creature makes a saving throw to protect the poison. Magical poisons can be made, but they are very expensive and difficult to make.

POISON CATEGORIES

Poisons can be divided into four basic types: contact poisons, inhaled poisons, ingested poisons and injuries resulting in poisoning.

POISON QUALITIES

The basic characteristics of poisons are shown in monster, potion and spell descriptions.

Before attempting a saving throw an adventurer's player can choose to nominate an attribute, other than Corruption, which will lose d4 points if the fail is not successful.

Freshly harvested monster venom remains at close to full strength for a day, but poisons that cause damage only inflict 1d8hp and poisons which would have been lethal only cause 3d4hp damage.

It is not possible to use or apply poison in any quantity smaller than one dose. The purchase and possession of poison is usually illegal.

RISKS OF USING POISON

An adventurer has a 5% chance of being exposed to a poison whenever she/ he applies it to a weapon or otherwise readies it for use. Additionally, an adventurer

rolling a natural 1 on an attack roll with a poisoned weapon must make a saving throw or accidentally become poisoned.

POISON IMMUNITIES

Creatures with natural poison attacks are immune to their own poison. Non-living creatures, (such as constructs and undead), and creatures without metabolisms, (such as elementals), are immune to poisons. Oozes, plants and certain kinds of outsiders are also immune to poisons, although conceivably special poisons could be concocted specifically to harm them.

ENERGY DRAINING

The traditional loss of a full level of XP can be applied with an adventurer's XP reduced to the mid-point of the previous level. In that case deduct hp for levels lost including any Constitution bonuses. Adventurers with classes at more than one level lose the highest level first. If both levels are the same the player can choose which is lost.

A Referee will be able to use energy draining creatures more frequently if the loss of a level is exchanged for a different option:

1. Drain: XP is only drained to the start of the current level.
2. Attributes: roll d6 to select an attribute other than Corruption and deduct 1 from the attribute.

MORALE

Certain monsters, such as mindless or undead creatures, are fearless and always fight to the death. Most, however, will not continue to fight a hopeless battle; they will seek to retreat, flee or surrender. The Referee decides when monsters abandon the battle and retreat, based on the situation and the monsters' Intelligence. Keep in mind that the party's own NPC allies might decide to flee if their prospects of survival look grim.

HIGH LEVEL ADVENTURING

Exactly how your adventurer makes a mark on the game world is up to you – although the rules offer some ideas, such as doing magical research or clearing out some wilderness for a small castle. At some point, some of the following information will probably become a factor as your higher-level adventurer begins to be involved in the world beyond the dungeon.

STRONGHOLDS

All adventurers have some ability, at some level, to establish a stronghold – or to take over a guild, in the case of Renegades. Strongholds are usually built by claiming an area of wilderness, clearing out the monsters that lair in the region and then beginning construction of the new owner's fortified place of residence. The nature and type of stronghold will differ, of course, for the individual's choices will play an important role. For instance, it is traditional for you, the player, to create a map of your fortress.

In general, a strong leader who clears out an area with a radius of ten miles or so will end up in charge of between 2 and 8, (2d4), small settlements. The peasants in these hamlets, cots and villas will be overjoyed to find themselves under the protection of a powerful and renowned protector – unless your adventurer is a tyrannical overlord.

Each settlement holds roughly 1d4 x 100 villagers and the normal feudal tax is 10gp per year per villager. Sometimes, of course, this is paid with chickens or oxen, so your stronghold may take on the appearance of a marketplace around tax time. A good steward can sort all this out quickly, without the adventurers needing to get involved.

Building a fortress is quite expensive. The owner will need to hire wagons for transporting materials, as well as masons and other experienced craftsmen from more civilized areas to raise the solid stone walls and towers of the fortress.

Costs to build a basic castle will vary, but these guidelines provide a starting point:

A 200' x 200' Keep: 50,000gp
Second Tier on Keep: 30,000gp
Portcullis/ Gate: 500gp
Castle Wall (20' tall, 10' thick): 300gp/ 10'
Buildings (20 x 30'): 500gp (stone), 250gp (wood)
Tower: (30' diameter): 8,000gp

HIRING FOLLOWERS

Normal hirelings are assumed to be employed full time. They are given room and board plus a wage, while the employer supplies any materials needed. (It is possible to employ people for single tasks or short periods; such costs are left up to the Referee). As a general rule, food for a single person in a rural community such as a castle or village is about 1gp per month and perhaps twice that in a city. If the employer does not own a stronghold to house servants and followers, lodging may need to be considered separately. The cost is up to the Referee, but staying in an inn, or even in a stable, will cost a minimum of 1sp per night.

Employers pay the costs of food and lodging, the hireling's wages and the price of any equipment needed to set up a professional or craftsperson. This covers materials needed for the hireling to function on an on-going basis, but may increase under unusual circumstances.

Note that for some crafts or professions, the materials cost can be quite high: blacksmiths use up a quantity of supplies just to keep a forge running and alchemists constantly conduct experiments. Wages depend upon the type of services being sought. The cost of initial equipment can be calculated using the equipment tables and adapted to suit local conditions.

The standard of work is expected to be professional in the same manner as a Ranger or a Fighter is a professional warrior. Skills can be tested to the limit in attempts to achieve spectacular results – and there is no reason why skills could not be tested for miraculous results.

FOLLOWERS TABLE

Skill	Professional	Spectacular	Costs
Alchemist	Prepare acids and alkalis, or ready a potion for enchantment	Prepare a magic item for permanent enchantment or a material, such as glass	1,500gp/ month and a 1,000gp laboratory
Animal Trainer	Train pets or animal companions	Train monsters such as War Elephants and Worgs	500gp/ month and cages
Armorer	Produce good quality weapons and arm	Produce weapons suitable for enchantment	200gp/ month and a 100gp forge
Artisan	Produce saleable soft goods and furnishings	Produce luxury goods	100gp/ month and materials
Battle Triage	Stop an unconscious, wounded humanoid from losing hp while unconscious	Stop an unconscious, wounded monster from losing hp while unconscious	50gp/ month
Blacksmith	Produce good quality metalwork	Produce high quality metalwork and	40gp/ month and a 100gp forge
Brigadier (1 for every 600)	Capable of conducting battlefield operations with command of up to 600	Capable of conducting battlefield operations with command of up to 6,000	Ten times the cost for a soldier*

Skill	Professional	Spectacular	Costs
Captain (1 for every 60)	Command five squads of 10 soldiers and 2 sergeants in combat operations	Rally your troops and take temporary command of up to 600 troops	Four times the cost for a soldier*
Charioteer	Race chariots - and fire from chariots and wagons in battle	Control and fire from War Elephants and similar moving platforms	150gp/ month and chariot with horses
Cook	Cook a fine meal for twenty guests	Prepare a lavish feast for up to 50 guests	40gp/ month or higher
Diplomat	Negotiate a regional political stalemate	Negotiate a compromise in a regional political crisis	2,000gp/ month and a 7,000gp entourage/ mission
Escapologist	Slowly untie a single knot or binding	Escape a single set of chains	Its own reward
Explorer	Outdoor navigation, survival, hunting, shelter and tracking	Outdoor navigation, survival, hunting, shelter and tracking in extreme conditions	50gp/ month or higher
Herald	Signal using flags, banners, beacons and smoke signals	Signal using codes, tattoos, wildlife and sign language	50gp/ month or higher
Interrogator	Use leverage to gain a confession or admission	Use persuasion to extract useful information/ secrets	250gp/ month or higher
Jeweler	Cut and set gems and jewels to +5% value	Cut and set gems and jewels to +10% value	500gp/ month or more

Skill	Professional	Spectacular	Costs
Lieutenant (1 for every 20)	Command two squads of 10 soldiers and 2 sergeants in combat operations	Rally your troops and take temporary command of up to 60 troops	Three times the cost for a soldier*
Merchant	Trade or value at a fair and accurate price over a local area	Trade in luxury goods across borders, using caravans, shipping or other forms of transport	700gp/ month or more – and transport
Miner	Dig and maintain safe mines and tunnels	Dig and maintain safe underground rooms and chambers	20gp/ month or higher
Pioneer	Improvise basic defensive devices, traps and barricades	Construct substantial defensive positions and prepare battlegrounds	50gp/ month or higher
Sage	Able to interpret sections of ancient texts and familiar with most magic items	Able to interpret ancient texts with some accuracy, advise on the construction of rare magic items and comment on most unique magic items	2,000gp/ month and a 2,000gp library
Sailor	Operate the sails and steerage of a boat or galley	Operate the sails and steerage of an ocean going ship	12gp/ month
Sergeant (1 for every 10)	Organize a squad of soldiers and fight with a variety of weapons	Raise squad morale and fight with any weapon	Twice the cost for a soldier*

Skill	Professional	Spectacular	Costs
Servant (Domestic)	Carry-out duties effectively and gossip	Carry out duties effectively and avoid gossip or scandal	5gp/ month
Ship's Captain	Maritime command, navigation and sailing	Maritime command, navigation and sailing in stormy weather	300gp/ month and a ship
Siege Engineer	Design and build a siege catapult or short bridge	Design and build a trebuchet or similar device, organize mining operations or prepare a battlefield	1,000gp/ month and siege engine repairs and upgrades
Soldier	March and fight according to orders and with good morale. Use a limited range of weapons	Fight in formation, with solid morale and using a variety of weapons	1gp/ month in camp or castle*
Spy	Gather information about troop positions and meet contacts with local information	Intercept messages and extract reliable information. Create a convincing disguise	10gp/ month and 500gp+/ mission
Steward	Oversee the operation of a castle or a similar stronghold	Oversee the operation of a royal court, a region or a city	500gp/ month
Torchbearer	Underworld navigation, open doors and entrances, and identify common and uncommon monsters	Underworld cartography, dismantle doors and entrances, and identify rare monsters	1gp/ day and basic equipment

Skill	Professional	Spectacular	Costs
Treasurer	Interpret local trading, currency and property rights and customs	Understand and negotiate trading and property rights	500gp/ month

* - Soldiers based in a secure castle or fortification cost 1gp/ month. On the march or at war the costs increase to 4gp/ month for infantry, 8gp/ month for archers and 16gp/ month for cavalry. Mercenaries cost twice as much and may cost significantly more it they are to stay loyal under difficult circumstances.

SKILL CHECKS

Negotiations and diplomacy are just one area where it is often best to blur the line between players' skills and the skills or attributes their adventurers possess. This approach encourages players to improvise and get involved in both storytelling and interacting with the whole in-game environment.

However, the game already features different ways of testing adventurers' specialist skills and there may be occasions where a standard 'Attack Roll' or saving throw doesn't cover all the options. Consequently, a system of skill checks can offer a helpful framework for testing other specialist/ professional skills.

This also allows characters without classes to have a set of valuable skills that are easy to check. In addition, those with classes can chose to build on the skills they already have by using XP to learn secondary skills that complement their existing skills.

Skills can be recorded as a list or by printing a copy of the Skills Table.

For straightforward and obvious tasks no check is needed, e.g. chopping firewood or climbing a ladder. However, more difficult tasks, (including the specialist skills of followers), may suit a skills check involving a quick chat over which modifiers should apply – followed by a Referee's ruling.

When a roll is used success results from gaining a total of 20 or more on a d20 roll – and any additional modifiers the GM considers relevant.

A natural roll of 20 usually allows a successful attempt at using the skill at the baseline level required to succeed in tasks requiring professional or specialist expertise. Rolling a natural 1 usually results in an automatic fail.

The cost of training from 1st level is twice as many XP for each extra level or + gained, i.e. 250XP, 500XP, 1,000XP, 2,000XP, 4,000XP, 8,000XP, 16,000XP, 32,000XP and 64,000XP to 1oth Level. There is no fixed limit to skill levels, but a roll of 1 typically remains an automatic fail.

Players can gain skill levels using any available XP. This can be done through building on their existing skills and by taking opportunities to practice their new skills. For example, a Fighter that regularly works at fixing armor or a Magic-User who cooks the party's meals every night.

These skills may be assumed to be present for characters working in/ with experience in practicing a skill as their 'day job' at +10, i.e. 10th Level. Players can seek XP through working on skills as their 'day job', but the pay/ XP will be low until they reach roughly 10th Level. At that stage a craftsperson or professional has a high basic chance of success - but this can be modified by a number of factors:

Skills roll calculations include:

1. **Skill modifiers for levels gained in a skill.**
2. **Below 5th Level instructions can add +2 to rolls.**
3. **Below 5th Level help from a more skilled instructor adds +5 to rolls.**
4. **A match between the skill and an adventurer's class gives a +2 class bonus**
5. **A matching ability score of 15+ gives a +2 ability bonus.**

Deductions may also include:

6. Rushed work on tasks that take time and care alters rolls by -5.
7. Substandard materials or equipment reduces rolls by -5.
8. Trying for spectacular results alters rolls by -5.

SKILLS TABLE

Skill	Level (Bonus)	Class Bonus +2	Ability Bonus +2	Rushed Work
Alchemist		Magic-User	Intelligence	-5
Animal Trainer		Ranger	Wisdom	-5
Armorer		Fighters	Strength	-5
Artisan		Bard	Intelligence	-5
Battle Triage		Cleric	Wisdom	
Blacksmith		Fighters	Strength	-5
Brigadier		Fighters	Intelligence	
Captain		Fighters	Wisdom	
Charioteer		Renegade	Dexterity	
Cook			Wisdom	-5
Diplomat		Bard	Charisma	-5
Escapologist		Renegade	Dexterity	-5
Explorer		Ranger	Constitution	
Herald		Ranger	Intelligence	
Interrogator			Charisma	-5
Jeweler			Dexterity	-5
Lieutenant		Fighters	Charisma	-5
Merchant			Charisma	-5
Miner			Constitution	-5
Pioneer		Renegade	Dexterity	-5
Sage		Magic-User	Intelligence	-5

Skill	Level (Bonus)	Class Bonus +2	Ability Bonus +2	Rushed Work
Sailor			Constitution	-5
Sergeant		Fighters	Constitution	
Servant			Charisma	-5
Ship's Captain			Wisdom	
Siege Engineer		Fighters	Intelligence	-5
Soldier		Fighters	Strength	
Spy		Monk	Intelligence	-5
Steward		Bard	Wisdom	
Torchbearer		Fighter	Strength	
Treasurer			Intelligence	-5

NOMINATE A SKILL

There is no reason why a player can't nominate other specializations - so long as these don't eclipse any overlapping skills or abilities. For example, if a player wished to learn to prospect for gold and gems the Referee and the players could discuss the types of 'professional' and 'spectacular' outcomes that might be linked to the new skill.

MAGIC

The Magic-User attempts to harness powers far beyond the true scope of mortal understanding, using memorized formulae, gestures and incantations from books of magic.

A Magic-User can only hold a certain quantity of magical power in mental, memorized reserve to be released later in the form of a spell. Indeed, it is the first warning taught to apprentice mages: that to successfully memorize a spell beyond one's training and mental powers is the last action one will ever take as a sane human being. The mind will be utterly broken and deeply corrupted.

Clerical spellcasting is different from the way in which a Magic-User draws upon arcane power. A Cleric's magic is a matter of faith and worship. The number of spells that a Cleric can cast in a single day is limited and the particular spells must be selected ahead of time. This is done through a process of prayer and meditation, not by the study of formulae in a spellbook.

MAGICAL RESEARCH

Magical research is another area in which higher-level adventurers will begin to grow beyond the scope of the rules. Even fairly low-level Magic-Users may want to develop new spells, while higher-level Magic-Users might become involved in all kinds of research ranging from creating magical items to breeding monsters.

In general, the details of such projects are left to the Referee; they will certainly be expensive and will probably involve finding books of lost lore and exotic components.

SPELL AND SONG LISTS

CLERIC SPELLS

LEVEL 1

Command
Create or Destroy Water
Cure or Cause Light Wounds
Detect Good or Detect Evil
Detect Magic
Light
Protection from Evil or Protection from Good
Purify Food and Drink

Read Magic
Resist Cold
Sacred Symbol

LEVEL 2

Augury
Bless
Find Traps
Hold Person
Resist Fire
Silence, 15' Radius
Snake Charm
Speak with Animals

LEVEL 3

Animate Dead
Continual Light
Cure or Cause Disease
Feign Death
Glyph of Warding
Locate Object
Prayer
Remove Curse
Sacred Flame
Speak with Dead
Tongues or Garble

LEVEL 4

Create or Putrefy Food
Create Holy or Unholy Water
Cure or Cause Serious Wounds
Detect Lie

Lower Water
Neutralize Poison or Poison
Protection from Evil, 10' Radius or Protection from Good, 10' Radius
Speak with Plants
Sticks to Snakes

LEVEL 5

Atonement
Commune
Create Undead
Cure Critical Wounds
Flame Strike
Dispel Evil or Dispel Good
Finger of Death
Insect Plague
Plane Shift
Quest
Raise Dead or Cause Death
True Sight

LEVEL 6

Animate Object
Blade Barrier
Conjuration of Animals
Find the Path
Heal or Harm
Speak with Monsters
Twist Corruption
Word of Recall
Stone Tell

LEVEL 7

Aerial Servant
Astral Spell
Control Weather
Create Greater Undead
Earthquake
Holy Word or Unholy Word
Part Water
Restoration
Resurrection
Symbol
Wind Walk

LEVEL 8

Ambrosia
Mass Healing
Nectar
Thunderstruck
War Chariot

LEVEL 9

Absolve
Divine Intervention
Miraculous Escape
Prophecy
Voodoo
Zombie Master

MAGIC-USER SPELLS AND BARD SONGS

LEVEL 1

Burning Hands
Charm Person
Detect Magic
Enlarge
Feather Fall
Floating Disc
Hold Portal
Light or Darkness
Magical Missile
Protection from Evil or Protection from Good
Read Languages
Read Magic
Shield
Sleep
Unseen Servant

LEVEL 2

Continual Light
Darkness 15' Radius
Detect Evil or Detect Good
Detect Invisibility
ESP
Invisibility
Knock
Levitate
Locate Object
Magic Mouth
Mirror Image

Phantasmal Force
Pyrotechnics
Shatter
Strength
Web
Wizard Lock

LEVEL 3

Clairaudience
Clairvoyance
Darkvision
Dispel Magic
Explosive Runes
Fireball
Fly
Haste
Hold Person
Invisibility, 10' Radius
Lightning Bolt
Monster Summoning I
Protection from Evil, 10' Radius or Protection from Good, 10' Radius
Protection from Normal Missiles
Rope Trick
Slow
Suggestion
Water Breathing

LEVEL 4

Charm Monster
Confusion
Dimension Door
Extension I

Fear
Fumble
Globe of Invulnerability, Lesser
Hallucinatory Terrain
Ice Storm
Massmorph
Monster Summoning II
Plant Growth
Polymorph Other
Polymorph Self
Remove Curse
Wall of Fire
Wall of Ice
Wizard Eye

LEVEL 5

Animal Growth
Animate Dead
Cloudkill
Cone of Cold
Conjuration of Elementals
Contact Other Plane
Extension II
Feeblemind
Hold Monster
Interposing Hand
Magic Jar
Monster Summoning III
Passwall
Telekinesis
Teleport
Transmute Rock to Mud

Wall of Iron
Wall of Stone

LEVEL 6

Anti-Magic Shell
Control Weather
Death Spell
Disintegrate
Enchant Item
Forceful Hand
Geas
Globe of Invulnerability
Guards and Wards
Invisible Stalker
Legend Lore
Lower Water
Monster Summoning IV
Move Earth
Part Water
Project Image
Reincarnation
Repulsion
Spiritwrath
Stone to Flesh or Flesh to Stone

LEVEL 7

Charm Plants
Conjuration of Demons
Delayed Blast Fireball
Duo-Dimension
Extension III
Grasping Hand

Instant Summons
Limited Wish
Mass Invisibility
Monster Summoning V
Phase Door
Power Word Stun
Reverse Gravity
Simulacrum
Statue
Vanish

LEVEL 8

Clenched Fist
Clone
Incendiary Cloud
Irresistible Dance
Mass Charm
Mind Blank
Monster Summoning VI
Permanency
Polymorph Object
Power Word Blind
Symbol
Trap the Soul

LEVEL 9

Astral Spell
Crushing Hand
Maze
Gate
Imprisonment or Freedom
Meteor Swarm

Monster Summoning VII
Power Word Kill
Prismatic Sphere
Prismatic Spray
Shape Change
Temporal Stasis
Time Stop
Wish

SPELL DESCRIPTIONS

The following list all of Cleric and Magic-User spells is in alphabetical order.

ABSOLVE/ CONDEMN

Spell Level: Cleric, 9th Level
Range: Touch
Duration: Immediate

This spell can alter Corruption permanently by adding or deducting d4+1 Corruption. However, a Lawful Cleric may only cast Absolve to increase the total and make the target less corrupt; while a Chaotic Cleric may only cast Condemn to lower the Corruption score and make the target more corrupt. In effect, Absolve acts as a powerful Atonement spell.

AERIAL SERVANT

Spell Level: Cleric, 7th Level
Range: N/A
Duration: Until Completed or Insanity

This spell summons a powerful creature from the Elemental Planes of Air, to fetch and return one thing, (or creature), to the caster. Only a creature with Strength of 18 can fight its way from the servant's grasp and even then the chance is not likely

to be greater than 50%. The servant can carry up to 500 pounds in weight. An Aerial Servant has the following attributes: 16HD, AC 3 [16], Attack 1, (4d4), Move 24'. If the servant is frustrated in its efforts to bring the desired object to the caster, it will become insane, returning and attacking him or her.

AMBROSIA

Spell Level: Cleric, 8th Level
Range: Touch
Duration: 1 hour/ level

The Cleric is able to turn fresh bread into pure ambrosia. Whoever consumes the divine ambrosia has +1 added to Strength, Dexterity and Constitution for the duration of the spell. The ambrosia remains fresh for 24 hours if not eaten immediately.

ANIMAL GROWTH

Spell Level: Magic-User, 5th Level
Range: 120'
Duration: 2 hours

This spell causes 1d6 normal creatures to grow immediately to giant size. While the spell lasts, the affected creatures can attack as per a giant version of themselves.

ANIMATE DEAD

Spell Level: Magic-User, 5th Level; Cleric 3rd Level
Range: Referee's discretion
Duration: Permanent

This spell animates 1d6 human-like skeletons or similar zombies from dead bodies. Another 1d6 undead can be animated per level of the caster above 8th. The corpses remain animated until slain. They understand basic instructions and are able to

either follow the spellcaster or to remain in an area and attack any creature - or just a specific kind of creature.

ANIMATE OBJECT

Spell Level: Cleric, 6th Level
Range: 60'
Duration: 1 hour

The Cleric is able to bring to life inanimate objects such as statues, chairs, carpets and tables. The objects follow the Cleric's commands, attacking foes or performing other actions on the caster's behalf. The Referee must determine the combat attributes of the objects, (such as Armor Class, speed, hit dice and to-hit bonuses), on the spur of the moment. A stone statue, as a basic example, might have AC of 1 [18], attack as a creature with 7–9HD and inflict 2d8 points of damage. Wooden furniture would be considerably less dangerous.

ANTI-MAGIC SHELL

Spell Level: Magic-User, 6th Level
Range: Caster
Duration: 2 hours

An invisible bubble of force that's impenetrable to magic surrounds the caster. Spells and other magical effects cannot pass into or out of the shell. The shell is 10' in radius.

ASTRAL SPELL

Spell Level: Magic-User, 9th Level
Range: 100 miles (above ground), 100 yards (below ground)
Duration: 2 hours

The caster projects his or her astral form into other places; the astral form is invisible to all creatures but those also traveling the Astral Plane of existence. The

spell's duration is two hours. If the caster's physical body is moved more than 100 miles from its original location while the astral form is away, the link is sundered and the caster's soul becomes lost in the beyond. (If the caster's body is underground, it need only be moved 100 yards before the connection is broken).

The astral form is capable of casting spells, but there is a 5% chance per spell level that the spell will fail. Additionally, there is a 2% chance, (per spell level of the attempted spell), that the Astral Spell itself will falter as a result of the spell casting. The disrupted astral form will return to the physical body immediately if this happens. When travelling in astral form upon the earth, the astral form may travel as fast as 100 miles per hour per level above 18th. If the form is travelling underground, its top speed is much slower: 120' per 10-minute turn. When travelling into the deeper regions beyond the earth, speed and distance are obviously not measured in miles.

ATONEMENT

Level: Cleric, 5th Level
Range: Touch
Duration: Permanent (except Corruption)

This spell removes the burden of unwilling evil acts or misdeeds from the subject. The creature seeking atonement must be truly repentant and desirous of setting right its misdeeds. Atonement may be cast to reverse magical-induced alignment change or to help a Paladin who has lapsed. However, it can only reduce Corruption by d4 for 24 hours. This ritual takes 1 turn to cast.

AUGURY

Spell Level: Cleric, 2nd Level
Range: 0
Duration: See below

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

BLADE BARRIER

Spell Level: Cleric, 6th Level
Range: 60'
Duration: 12 turns

Mystical blades, whirling and thrusting, form a lethal circle around the spell's recipient, at a radius of 15'. The barrier inflicts 7d10 points of damage to anyone trying to pass through.

BLESS

Spell Level: Cleric, 2nd Level
Range: Only upon an adventurer not in combat
Duration: 1 hour (6 turns)

This spell grants its recipient a +1 to attack rolls, (and improves morale if the recipient is not a player adventurer). The recipient cannot already be in combat when the spell is cast.

BURNING HANDS

Level: Magic-User, 1st Level
Range: See below
Duration: 1 round

This spell causes a 3' long cone of searing flame to shoot from the caster's fingertips. The cone shoots out in a 120 degree arc centered on the caster. Any

creature in the area of the flames takes 1 point of fire damage per caster level, (with no saving throw). Flammable materials burn if the flames touch them.

CACODEMON OR CACODAEMON

Original spell name: See Conjuration of Demons

CHARM MONSTER

Spell Level: Magic-User, 4th Level
Range: 60'
Duration: See below

This spell operates in the same manner as Charm Person, but can affect any one living creature, including powerful monsters. For monsters of fewer than 3 hit dice, up to 3d6 can be affected. Monsters have one chance per week to break free of the charm, with the probability based on their HD, (as shown on the following table).

CHARM MONSTER TABLE

Hit Dice	Chance to Break Charm[1]
Fewer than 2	5%
2–4	10%
5–7	20%
8–10	40%
11+	80%

[1] Per week

CHARM PERSON

Spell Level: Magic-User, 1st Level
Range: 120'
Duration: Until dispelled

This spell affects living bipeds of human size or smaller, such as Goblins or Dryads. If the spell succeeds, (as a saving throw allowed), the unfortunate creature falls under the caster's influence.

CHARM PLANTS

Spell Level: Magic-User, 7th Level
Range: 120'
Duration: Until dispelled

If the plant fails a saving throw, (and it need not be intelligent), it will obey the caster to the extent of its ability. The spell affects one large tree, six man-sized plants, twelve plants 3' tall or twenty-four flower-sized plants.

CLAIRAUDIENCE

Spell Level: Magic-User, 3rd Level
Range: 60'
Duration: 2 hours

Clairaudience allows the caster to hear through solid stone, (to a range of 2' or so), and other obstacles within a range of 60'. The spell's effect cannot pass through even a thin sheeting of lead. The spell can be cast through a crystal ball.

CLAIRVOYANCE

Spell Level: Magic-User, 3rd Level
Range: 60'
Duration: 2 hours

Clairvoyance allows the caster to see through solid stone, (to a range of 2' or so), and other obstacles within a range of 60'. The spell's effect cannot pass through even a thin sheeting of lead.

CLENCHED FIST

Spell Level: Magic-User, 8th Level
Range: 5' per level
Duration: 1 round per level

This spell creates a large, ghostly and bodiless hand that can strike one opponent that the caster selects per round. The attacks always strike the opponent and the severity of the blow is determined by rolling 1d20 and consulting the chart below. If a target becomes stunned, subtract 4 from the required dice rolls on the table for attacks that occur when the target is stunned. This reflects the stunned target's inability to attempt to dodge the giant fist. An opponent can attack a Clenched Fist. It has an AC of 9 and hp equal to those of the caster.

Roll 1d20	Damage
1 or below	4d6 + stun for 3 rounds
2-4	3d6 + stun for 1 round
5-8	2d6
9-20	1d6

CLONE

Spell Level: Magic-User, 8th Level
Range: Close
Duration: Permanent

By this eerie and disturbing spell, a piece of flesh, taken from a living person, is grown into an exact duplicate of the person at the time the flesh was removed. (Whether this requires a laboratory and how much time is needed to regrow the clone depend upon the spell formula and the Referee's discretion). If a clone is created while its parent-creature still lives, the clone will seek to kill its original. If it fails to achieve this goal, both the clone and the original will become insane.

CLOUDKILL

Spell Level: Magic-User, 5th Level
Range: Moves 6' per minute
Duration: 1 hour

Foul and poisonous vapors boil from the thin air, forming a cloud 15' in radius. The cloud moves directly forward at a rate of 6' per minute unless its direction or speed is affected by winds. Unusually strong gusts can dissipate and destroy the cloud. Poison-laden, the horrid mist is heavier than air and thus sinks down any pits or stairs in its path. Even touching the cloud, (much less breathing it), requires a saving throw to avoid immediate death unless the creature has 5 or more hit dice.

COMMAND

Level: Cleric, 1st Level
Range: 10'
Duration: 1 round

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

COMMUNE

Spell Level: Cleric, 5th Level
Range: Caster
Duration: 3 questions

Higher powers grant an answer to three questions the caster poses to them. Higher powers do not like being constantly interrogated by mere mortals, so use of the spell should be limited to once per week or so by the Referee. The reliability of any answers is likely to depend on the type of being contacted.

CONE OF COLD

Spell Level: Magic-User, 5th Level
Range: 0
Duration: Instantaneous

Cone of Cold creates an area of extreme cold, originating at the caster's hand and extending outward in a cone 5' long per level. It drains heat, dealing 1d4 +1 points of cold damage per caster level.

CONFUSION

Spell Level: Magic-User, 4th Level
Range: 120'
Duration: 2 hours

This spell confuses people and monsters, making them act randomly. On a roll of 2d6, the creatures will do the following:

CONFUSION TABLE

Die Roll	Reaction
2–5	Attack caster and caster's allies
6–8	Stand baffled and inactive
9–12	Attack each other

The effects of the confusion may shift every 10 minutes or so and the dice are rolled again.

The spell affects 2d6 creatures, plus an additional creature for every caster level above 8th. Creatures of 3 hit dice or fewer are automatically affected by the spell and it takes effect instantly. Creatures of 4 hit dice or more automatically overcome the confusion effect as it builds up to its full power, (in 1d12 minutes minus the caster's level), and only then are they permitted a saving throw. Eventually, these creatures are likely to succumb to the confusion, for they must continue to make another saving throw every 10 minutes until the spell's two-hour duration has run its course.

CONJURE ANIMALS

Original spell name: See Conjuration of Animals.

CONJURE ELEMENTAL

Original spell name: See Conjuration of Elementals.

CONJURATION OF ANIMALS

Spell Level: Cleric, 6th Level
Range: 30'
Duration: 1 hour

The Cleric conjures up normal animals to serve as allies: 1 creature larger than a human, 3 animals the size of a human or 6 animals smaller than a human. The animals obey the caster's commands.

CONJURATION OF DEMONS

Spell Level: Magic-User, 7th Level
Range: 10'
Duration: Referee's discretion

This spell summons a demon or other fiend, (such as a devil), from the lower planes of existence. The spell provides no protection whatsoever against the wrath

of the summoned creature and the Magic-User should be versed in the lore of pentacles and other magical means of hedging-out demons. Gaining the demon's assistance is beyond the spell's power, coming down to a matter of negotiations and threats between the caster and the fiend.

CONJURATION OF ELEMENTALS

Spell Level: Magic-User, 5th Level
Range: 240'
Duration: Until dispelled or slain

The caster summons a 16HD elemental, (of any kind), from the Elemental Planes of Existence and binds it to follow commands. The elemental obeys the caster only for as long as the caster concentrates on it; and when the caster ceases to concentrate, even for a moment, the elemental is released and will attack its former master.

CONTACT OTHER PLANE

Spell Level: Magic-User, 5th Level
Range: None
Duration: Number of 'Yes/ No' questions

The caster creates a mental contact with the planes, forces, powers and geometries of the beyond to gain affirmative or negative answers to the questions being contemplated. The spell's effects depend upon how deeply the caster quests into the various planes of existence. The caster must decide how 'far' into the planes of existence the contact will be attempted. The number of planes in 'depth' that the caster chooses will affect the number of yes or no questions that can be asked, the chance that the knowledge is available at that level, the chance of receiving a wrong answer, and the chance that the caster will become temporarily insane from the experience. Temporary insanity lasts for as many weeks as the 'number' of the plane where the caster's sanity failed . . . or perhaps was deliberately removed.

CONTACT OTHER PLANES TABLE

Plane of Existence	Maximum Questions	Knowledge Available	Wrong Result	Temporary Insanity[1]
3rd	3	25%	70%	1%
4th	4	30%	60%	10%
5th	5	40%	50%	20%
6th	6	50%	40%	30%
7th	7	60%	30%	40%
8th	8	70%	25%	45%
9th	9	80%	20%	55%
10th	10	85%	15%	65%
11th	11	90%	10%	75%
12th	12	95%	1%	85%

[1] - This chance is reduced by 5% for every level of the caster above 11th.

CONTINUAL LIGHT

Spell Level: Magic-User, 2nd Level
Range: 120'
Duration: Permanent until dispelled

The targeted person or object produces light as bright as sunlight, (and with the same effects as sunlight), to a radius of 120'.

CONTROL WEATHER

Spell Level: Cleric, 7th Level; Magic-User, 6th Level
Range: Referee's discretion
Duration: Referee's discretion

The caster can summon or stop rainfall; create unusually high or low temperatures; or summon and disperse a tornado.

CREATE OR PUTREFY FOOD

Spell Level: Cleric, 4th Level
Range: Close
Duration: Immediate

This spell creates a one-day supply of food for 24 humans, (or the like). At 9th Level the amount of food doubles and it doubles again at every level thereafter.

CREATE HOLY OR UNHOLY WATER

Spell Level: Cleric, 4th Level
Range: Close
Duration: Immediate

This spell creates 2d4 vials of sacred water. At 9th Level the amount of water increases to 4d4 vials.

CREATE OR DESTROY WATER

Level: Cleric, 1st Level
Range: 10'
Duration: Permanent

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

CREATE GREATER UNDEAD

Spell Level: Cleric, 7th Level
Range: Referee's discretion
Duration: Permanent

This advanced version of Create Undead allows the caster to create a much more powerful and dangerous undead creature. The monster can understand basic instructions and is able to either follow the spellcaster or remain in an area and attack any creature - or just a specific kind of creature.

CREATE GREATER UNDEAD TABLE

Caster Level	Undead Created
15th or lower	Mummy
16th or higher	Wraith

CREATE UNDEAD

Spell Level: Cleric, 5th Level
Range: Referee's discretion
Duration: Permanent

Create Undead allows the caster to create a more powerful and dangerous undead creature. The monster can understand basic instructions and is able to either follow the spellcaster or remain in an area and attack any creature - or just a specific kind of creature.

CREATE UNDEAD TABLE

Caster Level	Undead Created
12th or lower	Ghoul
16th or higher	Wight

CRUSHING HAND

Spell Level: Magic-User, 9th
Range: 5' per level
Duration: 1 round per level

This spell creates a large, ghostly and bodiless hand that can grasp and squeeze one opponent that the caster selects per round. The attacks always strike the opponent and the severity of the damage is determined by the duration of the squeezing. The target suffers 1d10 hit points of damage per round grasped, to a maximum of 4d10. An opponent can attack a crushing hand. It has an AC of 9 and hp equal to those of the caster.

CURE OR CAUSE DISEASE

Spell Level: Cleric, 3rd Level
Range: Touch
Duration: Immediate

Cure Disease cures the spell's recipient of any diseases, including magically inflicted ones. An evil reversal of this spell allows a Chaotic Cleric to cause diseases.

CURE OR CAUSE CRITICAL WOUNDS

Level: Cleric, 5th Level
Range: Touch
Duration: Permanent

When this spell is cast, the Cleric touches one adventurer or creature, (or himself), and heals it of 4d6+6 hit points of damage or removes paralyzation. This spell cannot grant more hit points than the being's normal maximum.

CURE OR CAUSE LIGHT WOUNDS

Spell Level: Cleric, 1st Level
Range: Touch
Duration: Immediate

Cures 2d6+6 hit points of damage or removes paralyzation from one adventurer or creature. An evil reversal of this spell allows a Chaotic Cleric to Cause Light Wounds rather than curing them.

CURE OR CAUSE SERIOUS WOUNDS

Spell Level: Cleric, 4th Level
Range: Touch
Duration: Immediate

The spell cures 3d6+6 hit points of damage or removes paralyzation from one adventurer or creature. An evil reversal of this spell allows a Chaotic Cleric to Cause Serious Wounds.

DARKNESS 15 RADIUS

Spell Level: Magic-User, 2nd Level
Range: 120'
Duration: 1 hour

Darkness falls within the spell's radius. It is impenetrable even to Darkvision. A Light spell or Dispel Magic can be used to counteract the darkness.

DARKVISION

Spell Level: Magic-User, 3rd Level
Range: 40'
Duration: 1 day

The recipient of the spell can see in total darkness for the length of the spell's duration.

DEATH SPELL

Spell Level: Magic-User, 6th Level
Range: 240'
Duration: Causes normal death

Within a 60' radius, up to 2d8 creatures, with fewer than 7 hit dice each, perish.

DELAYED BLAST FIREBALL

Spell Level: Magic-User, 7th Level
Range: 240'
Duration: Chosen by caster (up to 10 minutes)

This spell creates a normal fireball, but the blast can be delayed for a period of up to 10 minutes. The burst radius, per a Fireball spell, is 20' and damage is 1d6 per level of the caster. The blast shapes itself to the available volume, (33,000 cubic-feet), filling 33 10' x 10' x 10' cubical areas.

DETECT EVIL OR DETECT GOOD (CLERIC)

Spell Level: Cleric, 1st Level
Range: 120'
Duration: 1 hour

The caster detects any evil enchantments, evil intentions, evil thoughts or evil auras within the spell's range. Poison is not inherently evil and cannot be detected by means of this spell. Whether there is any distinction between 'evil' and 'chaos' is left to the Referee; in many campaigns they are exactly the same.

DETECT EVIL OR DETECT GOOD (MAGIC-USER)

Spell Level: Magic-User, 2nd Level
Range: 60'
Duration: 20 minutes

The caster detects any evil enchantments, evil intentions, evil thoughts or evil auras within the spell's range. Poison is not inherently evil and cannot be detected by means of this spell. Whether there is any meaningful distinction between 'evil' and 'chaos' is left to the Referee; in many campaigns they are exactly the same.

DETECT INVISIBILITY

Spell Level: Magic-User, 2nd Level
Range: 10' per caster level
Duration: 1 hour

The caster can perceive invisible objects and creatures, including those lurking in the Astral or Ethereal Planes of existence.

DETECT LIE

Spell Level: Cleric 4th
Duration: 1 round per level
Range: 30'

The caster can use this spell on another being and will be able to know whether words heard are truth or lies.

DETECT MAGIC

Spell Level: Cleric, Magic-User, 1st Level
Range: 60'
Duration: 20 minutes

The caster can perceive, (in places, people or things), the presence of a magical spell or enchantment. For example, magical items may be discovered in this fashion, as can the presence of a Charm secretly laid upon a person.

DIMENSION DOOR

Spell Level: Magic-User, 4th Level
Range: 10' (360' teleport distance)
Duration: 1 hour

Dimension Door is a weak form of teleportation, a spell that can be managed by lesser magicians who cannot yet manage the Teleport spell. The spellcaster can transfer himself, an object or another person to the stated location with perfect accuracy; as long as it is within the spell's range.

DISINTEGRATE

Spell Level: Magic-User, 6th Level
Range: 60'
Duration: Permanent - cannot be dispelled

The caster defines one specific target such as a door, a peasant or a statue - and it disintegrates into dust. Magical materials are not disintegrated and living creatures, (such as the aforementioned peasant), are permitted a saving throw.

DISPEL EVIL OR DISPEL GOOD

Spell Level: Cleric, 5th Level
Range: 30'
Duration: 10 minutes against an item

This spell is similar to the Magic-User spell Dispel Magic, but affects only evil magic. Also unlike the Dispel Magic spell, Dispel Evil functions, (temporarily), against evil 'sendings,' possibly including dreams or supernatural hunting-beasts. The power of an evil magic item is held in abeyance for 10 minutes rather than being permanently dispelled. Evil spells are completely destroyed.

As with Dispel Magic, the chance of successfully dispelling evil is a percentage based on the ratio of the level of the dispelling caster over the level of the original caster, (or HD of the monster). Thus, a 9th Level Cleric attempting to dispel an evil charm cast by a 12th Level Cleric has a 75% chance of success, (9/ 12 = .75 or 75%). If the 12th Level Cleric was dispelling the 9th Level Cleric's charm success would be certain, (12/ 9 = 1.33 or 133%).

DISPEL MAGIC

Spell Level: Magic-User, 3rd Level
Range: 120'
Duration: 10 minutes against an item

Although not powerful enough to permanently disenchant a magic item, (which is only nullified for 10 minutes), Dispel Magic can be used to completely dispel most other spells and enchantments.

The chance of successfully dispelling magic is a percentage based on the ratio of the level of the dispelling caster over the level of original caster, (or HD of the monster). Thus, a 6th Level Magic-User attempting to dispel a Charm cast by a 12th Level Magic-User has a 50% chance of success, (6/ 12 = .50 or 50%). If the 12th Level Magic-User was dispelling the 6th Level Magic-User's Charm, success would be certain, (12/ 6 = 2.00 or 200%).

DIVINE INTERVENTION

Spell Level: Cleric, 9th Level
Range: Touch
Duration: Immediate

The Cleric's deity is asked to make a direct intervention in the course of events. This spell operates in much the same way as a Magic-User's Wish spell. In other words, the effects can be comparable to any Clerics' spell of 8th level or below. The effect may also be permanent, depending on the circumstances. The appearance of the actual deity is likely to be rare, but the arrival of agents of the deity is one of the forms a Divine Intervention might take. It may also be necessary to combine a Divine Intervention and a Wish to make some of the most unique and powerful magic items. Several Divine Interventions and Wishes may be needed to construct a device like Adrammelech's Throne.

DUO-DIMENSION

Spell Level: Magic-User, 7th Level
Range: 0
Duration: 3 rounds, +1 per level

The spellcaster causes one dimension of his being, (i.e. depth) to exist in another plane, thus reducing the visible portion to the two-dimensional aspects of height and width. The caster can take all normal actions, but has the ability to appear invisible if standing such that only his side is presented to an observer. The caster may also slide sideways through small cracks or other tight spaces. True Sight does allow a viewer to see the caster. This two-dimensional existence also creates vulnerability. Any damage the caster sustains while under the effects of the spell is multiplied by three, but the adventurer cannot be struck while standing sideways to an attacker. The caster can, however, be affected by area effect attacks, which are subject to the damage multiplier stated previously.

EARTHQUAKE

Spell Level: Cleric, 7th Level
Range: Referee's discretion
Duration: Immediate

The Cleric causes a powerful earthquake in an area 60' x 60' plus an additional 10', (in both length and width), per three levels above 17th. The quake topples walls, causes rockslides and opens gaping fissures in the earth. Any creature caught in the quake has a 1 in 6 chance of falling into the depths of the earth and being killed. The earthquake's tremors do not extend in any way beyond the spell's area of effect.

ENCHANT ITEM

Spell Level: Magic-User, 6th Level
Range: Touch
Duration: Permanent

This spell is used in the creation of a magical item, in addition to whatever research, special ingredients and other efforts the Referee may determine are necessary for the task.

ENLARGE OR REDUCE

Level: Magic-User, 1st Level
Range: 5' per level
Duration: 1 turn per level

This spell causes instant growth, (and a corresponding increase in weight), for a single object or creature that is in visible range. This increase changes a creature's size by 20% per caster level and up to three times the original size of the creature. The effectiveness of this spell is half of this on non-living objects, with 10% per level, but a maximum of double the original size of the object. The caster can affect 10 cubic feet of living matter per level or 5 cubic feet per level of non-living matter.

Magical item properties are not affected by this spell. For instance, a wand will have the same function even though it may be the size of a staff and potion dosages are not increased, though they may take longer to drink. Objects do become stronger or heavier, so that a small rock gains the weight of an appropriately sized larger one; and a person enlarged will have a Strength appropriate to his size, (e.g. as an Ogre or any of the various Giants), with corresponding Strength adjustments.

The reverse of enlarge, reduce, can reduce objects or creatures in size by the same proportions as enlarge. These spells cancel each other out. For either version of the spell a saving throw is allowed to negate the effect. This save may be forfeited if the recipient desires.

ESP (DETECT THOUGHTS)

Spell Level: Magic-User, 2nd Level
Range: 60'
Duration: 2 hours

The caster can detect the thoughts of other beings at a distance of 60'. The spell cannot penetrate more than 2' of stone and is blocked by even a thin sheet of lead.

EXPLOSIVE RUNES

Spell Level: Magic-User, 3rd Level
Range: Written on parchment
Duration: Permanent

The Magic-User scribes a rune onto parchment, vellum or paper as a deadly trap. If anyone other than the caster reads the rune, the sigil explodes into fire, automatically dealing 4d6 points of damage to anyone directly in front of it. The parchment or book upon which the rune was scribed will also be destroyed. An explosive rune can be detected, bypassed and even removed by a higher-level Magic-User. Any Magic-User at least two levels higher than the rune's creator has a 60% chance to detect it, a 75% chance to bypass it, (if it is detected), and a 100% chance to remove it, (if it is successfully detected and bypassed).

EXTENSION I

Spell Level: Magic-User, 4th Level
Range: Caster
Duration: See below

Extension I increases the duration of another of the caster's spells by 50%. Only spells of levels 1–3 can be affected by Extension I.

EXTENSION II

Spell Level: Magic-User, 5th Level
Range: Caster
Duration: See below

Extension II lengthens the duration of another of the caster's spells by 50%. Only spells of levels 1–4 can be affected by Extension II.

EXTENSION III

Spell Level: Magic-User, 6th Level
Range: Caster
Duration: See below

Extension III doubles the duration of another of the caster's spells. Spells of Level 1–5 can be affected by Extension III.

FEAR

Spell Level: Magic-User, 4th Level
Range: 240'
Duration: 1 hour

This spell causes the creatures in its cone-shaped path to flee in horror if they fail a saving throw. If they do so, there is a 60% chance that they will drop whatever they are holding. The cone extends 240' to a base 120' across.

FEATHER FALL

Level: Magic-User, 1st Level
Range: 10' per level
Duration: 1 round per level

The affected creatures or objects in range fall slowly. Feather Fall instantly changes the rate at which the targets fall to that of a feather, (about 10' per round), and the subjects take no damage upon landing while the spell is in effect. When the spell duration expires, a normal rate of falling is resumed.

The spell affects one or more objects or creatures, (including gear and carried objects up to each creature's maximum encumbrance). The maximum volume is 10 cubic feet and 200 pounds +200 pounds/ level may be affected, such that a 1st Level magic-user can affect 400 pounds.

The spell can be cast with an instant utterance, quickly enough to save the caster or another creature if he unexpectedly falls, but initiative, if appropriate, must be on the side of the caster. This spell has no special effect on ranged weapons unless they are falling quite a distance. The spell may be cast on falling items or creatures and missiles, but is ineffective against creatures firmly on the ground or flying. No saving throw is permitted.

FEEBLEMIND

Spell Level: Magic-User, 5th Level
Range: 240'
Duration: Permanent until dispelled

Feeblemind is a spell that affects only Magic-Users. The saving throw against the spell is made at a -4 penalty and, if the saving throw fails, the targeted Magic-User becomes feeble of mind until the magic is dispelled.

FEIGN DEATH

Spell Level: Cleric, 3rd Level
Range: Touch
Duration: 6 rounds, +1 round per level

The caster of this spell causes a state of death-like paralytic arrest in himself or another willing creature. This physical state completely mimics death to any observer, even if the creature is physically examined. To affect another creature, physical contact must be made and the target must have equal or fewer levels or HD to the caster. No saving throw is permitted. Any being under the effect of this spell is conscious and can hear and smell, but cannot move and is completely numb. Thus, if the body is damaged or otherwise disturbed, there will be no discomfort to the spell recipient and no physical reaction. Damage inflicted to a creature in this state is reduced by 50% and poison, paralyzation and energy draining attacks are ineffective. However, any poison that retains its effective duration after the spell ends will affect the creature once the spell ends or is negated. The caster may negate the spell before the duration ends, but 1 round must pass while the body resumes normal life functions.

FIND THE PATH

Spell Level: Cleric, 6th Level
Range: Caster
Duration: 1 hour +10 minutes/ level; 1 day outdoors

The caster perceives the fastest way out of an area, even if the area is designed to be difficult to navigate, such as a labyrinth. Outdoors the spell has greater power, lasting a full day.

FIND TRAPS

Spell Level: Cleric, 2nd Level
Range: 30'
Duration: 20 minutes (2 turns)

The caster can perceive both magical and non-magical traps at a distance of 30'.

FINGER OF DEATH

Spell Level: Cleric, 5th Level

Range: 120'
Duration: Immediate

This spell kills a single creature, but a saving throw is allowed.

FIREBALL

Spell Level: Magic-User, 3rd Level
Range: 240'
Duration: Instantaneous

A bead-like missile shoots from the caster's finger, to explode, at the targeted location, in a furnace-like blast of fire. The burst radius is 20' and damage is 1d6 per level of the caster. The blast fills 33,000 cubic-feet, (33 ten' x ten' x ten' cubical areas), but shapes itself to the available volume. A successful saving throw means that the target takes only half damage.

FLAME ARROW

Spell Level: Magic-User, 3rd Level
Range: Touch
Duration: 1 round

The caster touches and transforms arrows or crossbow bolts into fiery projectiles, (with 1 per caster level). Each piece of ammunition deals +1 point of fire damage to any target it hits. A flaming projectile can easily ignite a flammable object or structure, but it won't ignite a creature it strikes. All missiles must be used by the end of the round after the spell is cast, for they have been consumed by flame after that point and are useless.

FLAME STRIKE

Level: Cleric, 5th Level
Range: 60'
Duration: Instantaneous

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

FLY

Spell Level: Magic-User, 3rd Level
Range: Touch
Duration: 1 turn/ level + 1d6 turns

This spell imbues the Magic-User with the power of flight, with a movement rate of 120' per round. The Referee secretly rolls the 1d6 additional turns; the player does not know exactly how long the power of flight will last.

FLOATING DISC

Spell Level: Magic-User, 1st Level
Duration: 6 turns
Range: 6'

The caster creates a slightly concave, circular plane of force that follows him about and carries loads. The disc is 3 feet in diameter and 1 inch deep at its center. It can hold 500 pounds. If used to transport a liquid, its capacity is 2 gallons. The disc floats approximately 3 feet above the ground at all times and remains level. It floats along horizontally within spell range and will accompany the caster with an equal movement rate. If not otherwise directed, it maintains a constant interval of 6 feet between itself and the caster. The disc will follow the caster without prompting to maintain a minimum of 6' distance. When the disc winks out at the end of the spell's duration whatever it was supporting falls to the surface beneath it.

FORCEFUL HAND

Level: Magic-User, 6th Level
Duration: 1 round per level
Range: 10' per level

This spell functions like an Interposing Hand spell, except that the Forceful Hand pushes away an opponent. The force is capable of shoving away beings that weigh 500 pounds or fewer. Creatures heavier than this, (but weighing 2,000 pounds or less), may only move 10' per round. Creatures heavier than 2,000 pounds, (but not weighing more than 8,000 pounds), move at half their normal rate per round. A Forceful Hand may be damaged, (AC 9), and has the same hit points as the spellcaster.

FUMBLE

Spell Level: Magic-User, 4th Level
Range: 10'
Duration: 1 round per level

The victim of this spell becomes horribly clumsy if a saving throw versus spells fails. Items held fall to the ground; likewise, attempts to grab, catch or otherwise manipulate other objects are doomed to bumbling ineptitude. Running victims fall down. It takes 1 round to pick an item back up or to get up from a fall, assuming the spell duration has ended. If the victim succeeds in his saving throw, he is able to concentrate on his magical clumsiness, but his actions may only be carried on as if under the effects of slow for the duration of the spell.

GATE

Spell Level: Magic-User, 9th Level
Range: Near the caster
Duration: See below

A Gate spell creates an opening to another plane of existence and summons forth a specified, tremendously powerful being from the other plane, including gods, demi-gods, demons, etc. The caster must know the name of the creature being summoned or the spell will fail. There is a 5% chance that the wrong being might be summoned forth and, (regardless of whether or not the summoned being is the right one), there is a 5% chance that it will lack interest in the situation and return through the gate. The summoned being is not necessarily friendly to the caster and may even be extremely angry.

GEAS

Spell Level: Magic-User, 6th Level
Range: 30'
Duration: Until task is completed

If the spell succeeds, (following a saving throw attempt), the caster may set a task for the spell's victim. If the victim does not diligently work at performing the task the refusal will cause weakness, (50% reduction in Strength). Trying to ignore the Geas eventually causes death.

GLASS LIKE STEEL

Spell Level: Magic-User, 8th Level
Range: Touch
Duration: Permanent

The caster may give glass the strength of steel in a quantity up to 10 pounds multiplied by caster level. The glass must consist of a finite object. For example, a complete window could be made to have the strength of steel, but not just part of a large window.

GLOBE OF INVULNERABILITY

Spell Level: Magic-User, 6th Level
Range: 0

Duration: 1 round per level

This spell is like a Lesser Globe of Invulnerability, but it provides complete protection from 4th Level spells and lower.

GLOBE OF INVULNERABILITY, LESSER

Spell Level: Magic-User, 4th Level
Range: 0
Duration: 1 round per level

An immobile, faintly shimmering magical 10' diameter sphere surrounds the caster and excludes all spell effects of 3rd Level or lower. The area or effect of any such spells does not include the area of the Lesser Globe of Invulnerability. Such spells fail to affect any target located within the globe. However, any type of spell can be cast through or out of the magical globe. Spells of 4th Level and higher are not affected by the globe, nor are spells already in effect when the globe is cast. The globe can be brought down by a Dispel Magic spell.

GLYPH OF WARDING

Spell Level: Cleric, 3rd Level
Range: Touch
Duration: See below

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

When casting the spell the cleric weaves a tracery of faintly glowing lines around the warding sigil. A glyph can be placed to conform to any shape up to the

limitations of the total square footage. When the spell is completed, the glyph and tracery become nearly invisible.

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

1. Blast Glyph: A blast glyph deals 2 points of damage per caster level to the intruder. This damage is fire or electricity, caster's choice at the time of casting. Each creature affected can attempt a saving throw versus spell to take half damage.
2. Spell Glyph: The caster can store a harmful spell effect to be triggered. Effects may include blindness, paralyzation and energy drain or similar effects. The cleric must be of a high enough level to cast these spells. A saving throw versus spells is allowed to avoid the effects of this kind of glyph.

GRASPING HAND

Spell Level: Magic-User, 7th Level
Range: 10' per level
Duration: 1 round per level

This spell creates a ghostly and bodiless hand that can act as a barrier between the caster and another being or can grasp the being to hold it in place. This hand can range in size from a normal-sized hand to a hand about 10' long. It can be used to hold a creature in place if it weighs 1000 pounds or fewer. The hand can also be used to push a being of 4,000 pounds or fewer so that its movement is reduced to 10' per round. Creatures of up to 16,000 pounds in weight can be pushed so that their movement rate is reduced by half. An opponent can attack a Grasping Hand. It has an AC of 9 and hp equal to those of the caster.

GUARDS AND WARDS

Level: Magic-User, 6th Level

Range: 0
Duration: 6 turns per level

This powerful spell is primarily used to defend a stronghold. The ward protects a 20' diameter sphere and an additional 10' radius per caster level. The spell creates the following magical effects within the warded area:

1. **Fog: Fog fills all corridors, obscuring all sight, including Darkvision, beyond 10'.**
2. **Arcane Locks: All doors in the warded area are Wizard Locked.**
3. **Webs: Webs fill all stairs from top to bottom. These strands are identical with those created by the web spell, except that they regrow in 10 minutes if they are burned or torn away while the Guards and Wards spell lasts.**
4. **Lost Doors: One door per caster level is covered by an illusion to appear as if it were a plain wall.**
5. **Suggestion in one place: The caster selects an area of up to 5' square and any creature who enters or passes through the area receives the suggestion mentally.**

The whole warded area radiates strong magic. Dispel Magic cast on a specific effect, if successful, removes only that effect.

HALLUCINATORY TERRAIN

Spell Level: Magic-User, 4th Level
Range: 240'
Duration: Until touched (other than by ally) or dispelled

This spell changes the appearance of the terrain into the semblance of what the caster desires. For example, a hill can be made to disappear or it could be replaced with an illusory forest.

HASTE

Spell Level: Magic-User, 3rd Level
Range: 240'
Duration: 30 minutes

In an area with a radius of 60' around the point where the spell is targeted, as many as 24 creatures become able to move and attack at double normal speed.

HEAL OR HARM

Spell Level: Cleric, 6th Level
Range: Touch
Duration: Immediate

Heal enables you to channel positive energy into a creature to wipe away injury and afflictions. It immediately ends any and all of the following adverse conditions affecting the target: ability damage, blinded, confused, dazed, dazzled, deafened, diseased, exhausted, fatigued, feebleminded, insanity, nauseated, sickened, stunned and poisoned. It also cures 10 hit points of damage per level of the caster, to a maximum of 150 points at 15th Level.

Heal does not remove negative levels, restore permanently drained levels or restore permanently drained ability score points. If used against an undead creature, Heal instead acts like Harm.

HOLD MONSTER

Spell Level: Magic-User, 5th Level
Range: 120'
Duration: 1 hour (+10 minutes/ level)

The caster targets 1d4 creatures, which are completely immobilized unless they make a saving throw. The caster may also target a single creature, in which case the saving throw is made with a penalty of -2.

HOLD PERSON (CLERICAL)

Spell Level: Cleric, 2nd Level
Range: 180'
Duration: 9 turns

The caster targets 1d4 persons, (according to the same parameters as the Charm Person spell), who are completely immobilized unless they make a saving throw. The caster may also target a single person, in which case the saving throw is made with a penalty of -2.

HOLD PERSON (MAGIC-USER)

Spell Level: Magic-User, 3rd Level
Range: 120'
Duration: 1 hour (+10 minutes/ level)

The caster targets 1d4 persons, (according to the same parameters as the Charm Person spell), who are completely immobilized unless they make a saving throw. The caster may also target a single person, in which case the saving throw is made with a penalty of -2.

HOLD PORTAL

Spell Level: Magic-User, 1st Level
Range: Referee's discretion
Duration: 2d6 turns

This spell holds a door closed for the spell's duration or until dispelled. Creatures with Magic Resistance can shatter the spell without effort.

HOLY OR UNHOLY WORD

Spell Level: Cleric, 7th Level

Range: 40’ radius
Duration: Immediate

The speaking of a Holy Word dramatically affects all those within the range of its divine power. Chaotic creatures of fewer than 5 hit dice are slain, chaotic creatures of 5-8HD are stunned for 2d10 turns, while similar creatures with 9-12HD are deafened for 1d6 turns. An Unholy Word affects Lawful creatures in the same manner. Creatures with 13+HD are unaffected.

ICE STORM

Spell Level: Magic-User, 4th Level
Range: 120’
Duration: 1 round

A whirling vortex of ice, snow and hail forms in a cube roughly 30’ across. Massive hailstones inflict 3d10 hit points of damage, (with no saving throw), to all within the area.

IMPRISONMENT OR FREEDOM

Spell Level: Magic-User, 9th Level
Range: Touch
Duration: Permanent

When the caster casts Imprisonment and touches a creature, it is entombed in a state of suspended animation, (see the Temporal Stasis spell), in a small sphere far beneath the surface of the earth. The subject remains there unless a Freedom spell, (the reverse of Imprisonment), is cast at the locale where the capture took place. Magical search by a crystal ball, a Locate Object spell or some other similar divination does not reveal the fact that a creature is held.

INCENDIARY CLOUD

Spell Level: Magic-User, 8th Level

Range: 30'
Duration: 4 rounds, +1d6 rounds

An Incendiary Cloud spell creates a cloud of roiling smoke shot through with white-hot embers. The smoke obscures all sight and is 20' x 20' x 10'. In addition, the white-hot embers within the cloud begin to deal damage after 3 rounds. Initially, damage is equal to half the spellcaster's level. This heat reaches a peak on the 4th round, dealing damage equal to the caster's level. During the 5th round the cloud is in existence the damage decreases to half that of the caster's level and the cloud deals no more damage after the 5th round. All creatures caught within the cloud receive a saving throw versus spells on the third round of the cloud's existence. If successful, all damage inflicted by the cloud is reduced to half for the entire duration they are exposed to the cloud. Otherwise, a new saving throw is allowed on the 4th and 5th rounds to reduce damage.

INSECT PLAGUE

Spell Level: Cleric, 5th Level
Range: 480'
Duration: 1 day

This spell only works outdoors. A storm of insects gathers and goes wherever the caster directs. The cloud covers approximately 400 square-feet, (20' x 20', with roughly the same height). Any creature of 2HD or fewer that is exposed to the cloud of insects flees in terror. There is no saving throw.

INSTANT SUMMONS

Spell Level: Magic-User, 7th Level
Range: Infinite
Duration: Instantaneous

The caster calls some non-living item from virtually any location directly to his hand. First, the caster must place a magical mark on the item. The item must not

be more than roughly 3' long nor weigh more than 8 pounds. Then the spell is cast, which magically and invisibly inscribes the name of the item on a gem worth at least 5,000gp. Thereafter, the caster can summon the item by speaking a special word, (set by the caster when the spell is cast), and crushing the gem. The item appears instantly in the caster's hand. Only the caster can use the gem in this way. If the item is in the possession of another creature, the spell does not work. The item can be summoned from another plane, but only if no other creature has claimed ownership of it.

INTERPOSING HAND

Spell Level: Magic-User, 5th Level
Duration: 1 round/ level
Range: 10' per level

Interposing Hand creates a large magic hand that appears between you and one opponent. This floating, disembodied hand moves to remain between the two of you, regardless of where you move or how the opponent tries to get around it. The opponent does not get a saving throw and the hand improves the caster's AC by 4.

Nothing can fool the hand - it sticks with the selected opponent in spite of darkness, invisibility, polymorphing or any other attempt at hiding or disguise. The hand does not pursue an opponent.

An Interposing Hand is 10 feet long and about that wide with its fingers outstretched. It has as many hit points as the caster when undamaged and its AC is -1 [20]. It takes damage as a normal creature, but most magical effects that don't cause damage do not affect it.

The hand never provokes attacks of opportunity from opponents. It cannot push through a Wall of Force or enter an Anti-Magic field, but it suffers the full effect of prismatic effects. The hand makes saving throws as its caster. Disintegrate or a successful Dispel Magic destroys it.

Any creature weighing 2,000 pounds or less that tries to push past the hand is slowed to half its normal speed. The hand cannot reduce the speed of a creature weighing more than 2,000 pounds, but it still affects the creature's attacks.

INVISIBILITY

Spell Level: Magic-User, 2th Level
Range: 240'
Duration: Until dispelled or an attack is made

This spell, whether directed at a person or a thing, becomes invisible to both normal sight and Darkvision. The result is that an invisible creature cannot be attacked unless its approximate location is known and attacks are then made at -6 to-hit. This modifier changes to -3 as soon as opponents close in on an invisible creature. If the invisible creature makes an attack, the spell is broken. Otherwise, it lasts until dispelled or removed by the caster.

INVISIBILITY 10 RADIUS

Spell Level: Magic-User, 3rd Level
Range: 240'
Duration: Until dispelled or an attack is made

Like the Invisibility spell, Invisibility 10' Radius makes the target creature or object invisible to normal sight and Darkvision. It also, however, throws a mobile radius of invisibility around the recipient. Nothing inside the radius can be attacked unless its approximate location is known and attacks are then made at -6 to-hit. This modifier changes to -3 as soon as opponents close in on an invisible creature. If an invisible creature makes an attack the spell is broken. Otherwise, it lasts until dispelled or removed by the caster.

INVISIBLE STALKER

Spell Level: Magic-User, 6th Level

Range: Close
Duration: Until mission is completed

This spell summons, (or perhaps creates), an Invisible Stalker - an invisible being with 8HD. (See the Monster section for more details). The Invisible Stalker will perform one task as commanded by the caster, regardless of how long the task may take or how far the stalker may have to travel. The stalker cannot be banished by means of Dispel Magic and it must be killed in order to deter it from its mission.

IRRESISTIBLE DANCE

Spell Level: Magic-User, 8th Level
Range: Touch
Duration: 1d4+1 rounds

The subject feels an undeniable urge to dance and begins doing so, complete with foot shuffling and tapping. The spell effect makes it impossible for the subject to do anything other than caper and prance in place. The effect imposes a penalty of 4 to Armor Class and negates the ability of the creature to attempt saving throws. It also negates any AC bonus granted by a shield the target holds.

KNOCK

Spell Level: Magic-User, 2nd Level
Range: 60'
Duration: Immediate

This spell unlocks and unbars all doors, gates and portals within its range, including those held or locked by most magic.

LEGEND LORE

Spell Level: Magic-User, 6th Level
Range: Caster
Duration: See below

After conducting arduous magical research for 4d10 days the caster gains knowledge about a legendary person, place or item. The spell's final result may be no more than a cryptic clue. On other occasions it can be quite specific.

LEVITATE

Spell Level: Magic-User, 2nd Level
Range: 20'/ level
Duration: 1 turn/ level

This spell allows the Magic-User to levitate himself, moving vertically up or down, but the spell itself provides no assistance with lateral movement. A wall, cliff side or ceiling could, of course, be used to pull along hand-over-hand. Levitation allows upwards or downwards movement at a rate of up to 6' per minute and the caster cannot levitate more than 20' per level from the ground level where the spell was cast. (Such range is applied both to movement into the air and to downward movement into a pit or chasm).

LIGHT

Spell Level: Cleric; Magic-User, 1st Level
Range: 60'
Duration: 1 hour (+10 minutes/ level) for Magic-Users, 2 hours for Clerics

The target person or object, (at a range of up to 60'), produces light about as bright as a torch to a radius of 20ft.

LIGHTNING BOLT

Spell Level: Magic-User, 3rd Level
Range: 240' (maximum distance)
Duration: Instantaneous

A bolt of lightning extends 60' from the targeted point and is almost 10' wide. Anyone in its path suffers 1d6 points of damage per level of the caster. (This is halved with a successful saving throw). The bolt always extends 60', even if this means that it ricochets backward from something blocking its path.

LIMITED WISH

Spell Level: Magic-User, 7th Level
Range: Referee's discretion
Duration: Changes reality

This powerful spell allows the caster to change reality, although in limited ways and sometimes only for limited periods of time. Such limitations will determined by the Referee in accordance with the circumstances. It is usual for a Limited Wish to be sufficient to realize the effect of most 6th level Magic-User spells and the effect may persist for longer than usual.

LOCATE OBJECT (CLERICS)

Spell Level: Cleric, 3rd Level
Range: 90'
Duration: 1 round/ level

Within the spell's range, the Cleric perceives the correct direction, (as the crow flies), toward an object the caster specifies by description in the spell. The object must be something the caster has seen, although the spell can detect an object in a general class of items known to the caster, e.g. stairs or gold. Corrupt objects cannot be located in this way.

LOCATE OBJECT (MAGIC-USERS)

Spell Level: Magic-User, 2nd Level
Range: 60' +10'/ level
Duration: 1 round/ level

Within the spell's range, the caster perceives the correct direction, (as the crow flies), toward an object the caster specifies by description in the spell. The object must be something the caster has seen, although the spell can detect an object in a general class of items known to the caster, e.g. stairs or gold. Corrupt objects cannot be located in this way.

LOWER WATER

Spell Level: Magic-User, 6th Level
Range: 240'
Duration: 2 hours

This spell lowers the depth and water level of lakes, rivers, wells and other bodies of water to one-half normal.

MAGIC JAR

Spell Level: Magic-User, 5th Level
Range: See below
Duration: See below

This spell relocates the caster's life essence, mind and soul into an object of virtually any kind. The 'jar' must be within 30' of the caster's body for the transition to succeed. Once within the jar, the caster can possess the bodies of other creatures and people, provided that they are within 120' of the jar and fail a saving throw. The caster can return his or her soul to the jar at any time; if a body the caster controls is slain, the soul returns to the jar immediately.

The Magic-User can return from the jar to his or her original body whenever desired, thus ending the spell. If the caster's body is destroyed while his or her soul is in the jar, the soul no longer has a home other than within the Magic Jar, although the disembodied wizard can still possess other bodies as before. If the jar itself is destroyed while the Magic-User's soul is within it the soul is lost.

MAGICAL MISSILE

Spell Level: Magic-User, 1st Level
Range: 150'
Duration: Immediate

A Magical Missile flies where the caster directs, with a range of 150'. At the Referee's discretion, this spell may have one of two effects:

1. **The Magic-User must roll to-hit the target with a +1 bonus to the roll. The missile inflicts 1d6+1 points of damage.**
2. **The missile hits automatically, doing 1d4+1 points of damage.**

In either case, the Magic-User casts an additional two missiles for every 5 levels of experience. So, at 5th Level, the caster is able to hurl 3 Magical Missiles.

MAGIC MOUTH

Spell Level: Magic-User, 2nd Level
Range: Touch
Duration: Permanent until triggered or dispelled

This enchantment is set upon an object and the magic is triggered when certain conditions established by the caster are met. When that happens, a mouth appears on the object and speaks the message it has been commanded to speak. The message may be up to thirty words long.

MASS CHARM

Spell Level: Magic-User, 8th Level
Range: 120'
Duration: Until dispelled

This spell operates in the same manner and with the same restrictions as Charm Person. However, it affects a total of 30HD of creatures, in any combination. All saving throws are made with a penalty of -2.

MASS HEALING/ MASS HARM

Spell Level: Cleric, 8th Level
Range: Touch
Duration: Immediate

Mass Healing enables you to send positive energy into creatures to wipe away injury and afflictions. It immediately ends any and all of the following adverse conditions affecting the target: ability damage, blinded, confused, dazed, dazzled, deafened, diseased, exhausted, fatigued, feebleminded, insanity, nauseated, sickened, stunned and poisoned. It also cures 10 hit points of damage per level of the caster, to a maximum of 250 points at 15th Level. This will be spread evenly among those in contact.

Mass Healing does not remove negative levels, restore permanently drained levels or restore permanently drained ability score points. If used against undead creatures, Mass Healing instead acts like Mass Harm.

MASS INVISIBILITY

Spell Level: Magic-User, 7th Level
Range: 240'
Duration: See below

This spell makes 1d3 x 100 man- or horse-sized creatures, (or objects), invisible, as if they had been affected by a single Invisibility spell. The spell can instead affect up to 6 Dragon-sized creatures. As with the Invisibility spell, the enchantment lasts until dispelled or until one of the creatures makes an attack.

MASSMORPH

Spell Level: Magic-User, 4th Level
Range: 240'
Duration: Until negated by the caster or dispelled

One hundred or fewer man- or horse-sized creatures are changed to appear like innocent trees. The illusion is so perfect that creatures moving through the 'forest' will not detect the deception.

MAZE

Spell Level: Magic-User, 9th Level
Range: 60'
Duration: Depends on Intelligence

The targeted creature disappears into a gap in reality, where strange curving and branching passages conceal the way out. Creatures with an Intelligence score lower than 6 require 2d4 x 3 rounds to escape the inter-dimensional prison; creatures with Intelligence scores of 7–11 require 2d4 rounds; and creatures with an Intelligence of 12+ require only 1d4 rounds to puzzle their way back into normal reality. Although monsters are not described with specific Intelligence scores it should not be hard to determine into which category any specific monster falls. Unless ruled otherwise by the Referee, there is no saving throw to avoid the spell.

METEOR SWARM

Spell Level: Magic-User, 9th Level
Range: 240'
Duration: Instantaneous

Tiny meteors swarm from the caster's hands and explode into balls of fire where desired. The caster may hurl 4 normal Fireballs for 10d6 damage or 8 Fireballs of 10' diameter that inflict 5d6 points of damage. Targets are permitted a saving throw, allowing them to take half damage.

MIND BLANK

Level: Magic-User, 8th Level
Range: 10' radius
Duration: 24 hours

The spell protects against all magic spying, including crystal balls, spells, (including Wish), and even magical scrying by minor deities.

MIRACULOUS ESCAPE

Spell Level: Cleric, 9th Level
Range: 60'
Duration: Immediate

The Cleric calls upon a deity to intervene by saving someone from a certain death. The intervention is likely to be the least required - so a rope might snap during a hanging, a shield could suddenly be reinforced against collapsing blocks, an antidote will come to mind or such like. The recipient may remain in danger, but will be in a position to be helped or to escape the situation as a result of the casting. For example, a PC isolated on a sinking rock in a lake of lava may find the remaining blocks floating on the lava align to form a causeway for just enough time for the target to escape. Equally, a firing squad's arrows might all strike a book that wasn't there before the deity's intervention.

MIRROR IMAGE

Spell Level: Magic-User, 2nd Level
Range: Around caster
Duration: 1 hour or until destroyed

The spell creates 1d4 images of the caster, acting in perfect synchronization with him like mirror images. Attackers cannot distinguish the images from the caster

and may attack one of the images instead of the caster himself, (as determined randomly). When a hit is scored upon one of the images it disappears.

MONSTER SUMMONING I

Spell Level: Magic-User, 3rd Level
Range: N/A
Duration: 6 rounds (minutes)

The caster summons allies, who serve him until slain or until the duration of the spell expires. The allies appear after a delay of 1 turn. They will usually be equipped with suitable weapons.

MONSTER SUMMONING I TABLE

d6	Monster Summoned[1]
1	1d6 Giant Rats
2	1d3 Dwarfs (Goblins)
3	1d3 Elves (Hobgoblins)
4	1d6 Kobolds
5	1d3 Orcs
6	1d3 Skeletons

[1] - Chaotically-aligned spellcasters might get the monster in parenthesis, at the Referee's discretion.

MONSTER SUMMONING II

Spell Level: Magic-User, 4th Level
Range: N/A
Duration: 6 rounds (minutes)

The caster summons allies, who serve him until slain or until the duration of the spell expires. The allies usually appear after a delay of 1 turn. Though the Referee may choose to vary the time it takes for a summoned creature to appear.

MONSTER SUMMONING II TABLE

d6	Monster Summoned
1	1d2 Hobgoblins
2	1d2 Zombies
3	1d2 Gnolls
4	1d2 Bugbears
5	1d6 Orcs
6	1d6 Skeletons

MONSTER SUMMONING III

Spell Level: Magic-User, 5th Level
Range: N/A
Duration: 6 rounds (minutes)

The caster summons allies, who serve him until slain or until the duration of the spell expires. The allies appear after a delay of 1 turn.

MONSTER SUMMONING III TABLE

d6	Monster Summoned
1	1d4 Bugbears
2	1d2 Harpies
3	1d2 Ochre Jellies
4	1d2 Were-Rats
5	1d2 Wights
6	1d2 Wild Boar

MONSTER SUMMONING IV

Spell Level: Magic-User, 6th Level
Range: N/A
Duration: 6 rounds (minutes)

The caster summons allies, who serve him until slain or until the duration of the spell expires. The allies appear after a delay of 1 turn.

MONSTER SUMMONING IV TABLE

d6	Monster Summoned
1	1 Gargoyle
2	1 Ogre
3	1 Owlbear
4	1 Shadow
5	1 Werewolf
6	1 Wraith

MONSTER SUMMONING V

Spell Level: Magic-User, 7th Level
Range: N/A
Duration: 6 rounds (minutes)

The caster summons allies, who serve him until slain or until the duration of the spell expires. The allies appear after a delay of 1 turn.

MONSTER SUMMONING V TABLE

d6	Monster Summoned
1	1 Cockatrice
2	1 Manticore
3	1 Minotaur
4	1 Ogre Mage

d6	Monster Summoned
5	1 Badger, Giant Honey
6	1 Troll

MONSTER SUMMONING VI

Spell Level: Magic-User, 8th Level
Range: N/A
Duration: 6 rounds (minutes)

The caster summons allies, who serve him until slain or until the duration of the spell expires. The allies appear after a delay of 1 turn.

MONSTER SUMMONING VI TABLE

d10	Monster Summoned
1	1 Black Dragon
2	1 Chimera
3	1 Efreeti
4	1 Flesh Golem
5	1 Frost Giant
6	1 Hill Giant
7	1 Hydra (7 heads)
8	1 Mummy
9	1d2 Ogre Magi
10	1 White Dragon

MONSTER SUMMONING VII

Spell Level: Magic-User, 9th Level
Range: N/A
Duration: 6 rounds (minutes)

The caster summons allies, who serve him until slain or until the duration of the spell expires. The allies appear after a delay of 1 turn.

MONSTER SUMMONING VII TABLE

d10	Monster Summoned
1	1d2 Chimerae
2	1 Fire Giant
3	1 Hydra (9 heads)
4	1 Iron Golem
5	1 Lich
6	1 Purple Worm
7	1 Red Dragon
8	1 Stone Golem
9	1 Storm Giant
10	1 Titan

MOVE EARTH

Spell Level: Magic-User, 6th Level
Range: 240'
Duration: 1 hour; effects permanent

This spell can only be used above ground. It allows the caster to move hills and other raised land or stone at a rate of 6' per minute.

NECTAR

Spell Level: Cleric, 8th Level
Range: Touch
Duration: 1 hour/ level

The Cleric is able to turn a potion into pure nectar. Whoever consumes the divine nectar has +1 added to Intelligence, Wisdom and Charisma for the duration of the spell. The nectar remains fresh for 24 hours if not drunk immediately.

NEUTRALIZE POISON

Spell Level: Cleric, 4th Level
Range: Touch
Duration: Immediate

This spell counteracts poison if used promptly, but cannot be used to bring the dead back to life later.

PART WATER (CLERIC)

Spell Level: Cleric, 7th Level
Range: 240'
Duration: 2 hours

This spell creates a gap through water to a depth of 20'. At 18th Level, and every level thereafter, the Cleric adds 10' to the depth of water parted and 1 additional hour to the spell's duration.

PART WATER (MAGIC-USER)

Spell Level: Magic-User, 6th Level
Range: 120'
Duration: 1 hour

This spell creates a gap through water, but only to a depth of 10'.

PASSWALL

Spell Level: Magic-User, 5th Level
Range: 30'
Duration: 3 turns

This spell creates a hole through solid rock, which is about 7' high, 10' wide and 10' deep, (or possibly deeper at the discretion of the Referee). The hole closes again at the end of the spell's duration.

PERMANENCY

Spell Level: Magic-User, 8th Level
Range: See below
Duration: Permanent until dispelled at twice the caster's level

This spell makes the effect of another spell permanent - unless a Magic-User of twice the caster's level dispels it. No more than one Permanency is ordinarily possible on any one object and no more than two upon a creature. Considerable Referee' discretion is required for the use of this spell; many spells should not be subject to being made permanent.

PHANTASMAL FORCE

Spell Level: Magic-User, 2nd Level
Range: 240'
Duration: Until concentration ends

This spell creates an illusion that seems realistic to all who view it. The illusion disappears when it is touched, but if the viewer believes the illusion is real, it can cause damage. Unless the Referee rules otherwise, victims of the spell are permitted a saving throw and the illusion cannot cause more than 2d6 points of damage per victim. This will depend on the circumstances: a truly brilliant use of the spell can be quite devastating, while a poorly thought-out illusion might cause almost immediate disbelief.

PHASE DOOR

Level: Magic-User, 7th Level
Range: 10' from caster
Duration: Seven uses

The Phase Door is an invisible portal about 7' high x 10' wide x 10' deep, which is accessible only to the caster. A barrage of Dispel Magic spells can close the passage, but only if the combined level of the dispelling casters is twice that of the portal's creator.

PLANE SHIFT

Spell Level: Cleric, 5th
Range: Touch
Duration: Permanent

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

PLANT GROWTH

Spell Level: Magic-User, 4th Level
Range: 240'
Duration: Permanent until dispelled

Undergrowth in the area suddenly grows into an impassable forest of thorns and vines. Up to 300 square-feet of ground can be affected by this spell and the caster can decide the shape of the area to be enchanted. If the Referee agrees an alternate

version would allow the spell to affect an area of 300' x 300', for a total of 90,000 square-feet.

POLYMORPH OBJECT

Spell Level: Magic-User, 8th Level
Range: 240'
Duration: Referee's discretion

An object can be turned into another object, animal, vegetable or mineral. The degree of change will affect the spell's duration. Animal-to-animal changes, vegetable-to-vegetable changes and mineral-to-mineral changes are all likely to remain permanent until dispelled. Thus, turning a human into a humanoid or turning a wall into a pile of sand would both result in a permanent change. On the other hand, turning a shrub into a thinking human being would last only a small number of turns. Determining how long a proposed use of the spell will last is up to the Referee; it is important to remember that this is an 8th Level spell of considerable power - but not as powerful as a 9th Level Wish spell.

POLYMORPH OTHER

Spell Level: Magic-User, 4th Level
Range: 240'
Duration: Referee's discretion

This spell allows the caster to turn another being into a different type of creature, such as a Dragon or a Giant Honey Badger. The polymorphed creature gains the natural abilities of the new form, but retains its own mind and hit points. The target of the spell cannot usually be polymorphed into a form with more than half the target's HD.

POLYMORPH SELF

Spell Level: Magic-User, 4th Level
Range: Caster

Duration: 1 hour or Referee's discretion

The caster assumes the form of any object or creature, gaining the new form's attributes, (the use of wings, for example), but not its hit points or combat abilities. The Referee might allow the benefit of the new form's Armor Class, if it is due to heavily armored skin. A great deal of the spell's effect is left to the Referee to decide. The caster cannot usually polymorph into a form with more than half the caster's total HD.

POWER WORD BLIND

Spell Level: Magic-User, 8th Level
Range: 120'
Duration: 1d4 or 2d4 days (See below)

The caster speaks a Power Word to a particular creature. If that creature has 40 hit points or fewer, it is instantly blinded for 2d4 days; if the creature has from 41 to 80 hit points, it is blinded for 1d4 days. If the creature has more than 80 hit points it is not affected by the spell. No saving throw applies.

POWER WORD KILL

Spell Level: Magic-User, 9th Level
Range: 120'
Duration: Immediate

The caster speaks a Power Word to a particular creature. If that creature has 50 hit points or fewer, it is slain by the word it hears; if it has more than 50 hit points it is not affected by the spell. No saving throw is permitted.

POWER WORD STUN

Spell Level: Magic-User, 7th Level
Range: 120'
Duration: 1d6 or 2d6 turns (See below)

The caster speaks a Power Word to a particular creature. If that creature has 35 or fewer hit points, it is instantly stunned for 2d6 turns; if the creature has from 36 to 70 hit points, it is stunned for only 1d6 turns. If the creature has more than 70 hit points it is not affected by the spell. No saving throw is permitted.

PRAYER

Spell Level: Cleric, 3rd Level
Range: 30'
Duration: Following melee round

The Prayer spell seeks short-term favor from the gods to help some other spell or attack to succeed. Prayer affects a 20' x 20' area, causing a saving throw penalty to all creatures in that area. The penalty is a -1, plus an additional -1 for every ten caster levels. Thus, a 10th Level Cleric causes a saving throw penalty of -2. The penalty actually takes effect in the melee round following the one in which it was cast. This effectively allows a Cleric to set up a zone where the saving throws of high level opponents are significantly less effective.

PRISMATIC SPHERE

Spell Level: Magic-User, 9th Level
Range: 10' sphere
Duration: 1 hour

A sphere of seven colors whirls about the Magic-User, with a radius of 10'. The glowing colors form a layered spectrum; to destroy the sphere, each layer must be destroyed in turn from red to orange, to yellow, to blue, to indigo and then to the innermost violet layer. Any creature of 7 or fewer HD that looks upon the sphere will be blinded for 1d6 turns.

PRISMATIC SPHERE TABLE

Layer	Effects of Color	Negated By
Red	Causes 12 points of damage when touched. Stops any magic arrows or missiles, (including the spell Magical Missile)	Ice Storm or other cold-based attack
Orange	Causes 24 points of damage when touched. Stops arrows and any other non-magical missile	Lightning Bolt or other electrical attack
Yellow	Causes 48 points of damage when touched. Blocks all Breath weapons	Magical Missile spell or a magical arrow
Green	Causes death, (with a saving throw allowed), when touched. Blocks any scrying and detection-type spells from seeing within	Passwall spell or other earth-shifting magic
Blue	Turns flesh to stone when touched, (with a saving throw allowed). Blocks all divine (Clerical) magic from passing through	Disintegrate spell, (which may be from a wand or item)
Indigo	Causes death and destroys the soul utterly when touched, (with a saving throw allowed)	Dispel Magic
Violet	Causes permanent insanity when touched. Blocks all Magic-User spells	Continual Light

PRISMATIC SPRAY

Spell Level: Magic-User, 7th Level
Range: 60' (Cone-shaped burst)
Duration: Immediate

This spell causes seven shimmering, intertwined, multicolored beams of light to spray from your hand. Each beam has a different power. Creatures in the area of the spell with 8HD or less are automatically blinded for 2d4 rounds. Every creature in the area is randomly struck by one or more beams, which have additional effects.

d8	Color	Effect
1	Red	20hp fire damage (a successful save halves the damage)
2	Orange	40hp acid damage (a successful save halves the damage)
3	Yellow	80hp electricity damage (a successful save halves the damage)
4	Green	Poison (causes 1d6 points of Con damage)
5	Blue	Turned to Stone (a successful save prevents this)
6	Indigo	Insane as Symbol of Insanity spell (a successful save prevents this)
7	Violet	Sent to another plane (a successful save prevents this)
8	Struck by two rays; roll twice more ignoring any rolls of 8	

PROJECT IMAGE

Spell Level: Magic-User, 6th Level
Range: 240' sphere
Duration: 1 hour

The caster projects an image of the caster to a maximum range of 240'. Not only does the projected image mimic the caster's sounds and gestures, but also any spells being cast will appear to originate from the image.

PROPHECY

Spell Level: Cleric, 9th Level
Range: Touch

Duration: Immediate

The Cleric prays for knowledge of future events and may receive a variety of forewarnings and glimpses of the future. Prophesizing the outcome of a battle that is about to begin is likely to give a clear indication of how the combat will pan out unless something major happens to alter or blunt the outcome. The spell is most effective in uncovering the causes of outcomes players may wish to try to block or support, e.g. expected reinforcements have been ambushed and won't arrive to help anyone.

The further and wider the prophecy the more tangled the strands of time become. As a result, only snapshots will appear concerning events over a week ahead. These may be enough to, for example, to reveal a PC claiming a sword in the location where the sword can be found or show someone grasping a cursed item.

PROTECTION FROM EVIL OR PROTECTION FROM GOOD

Spell Level: Cleric, 1st Level; Magic-User, 1st Level
Range: Caster
Duration: 2 hours

Protection from Evil forms a magical field of protection immediately around the caster, blocking out all enchanted monsters such as elementals and demons). Evil monsters suffer a -1 penalty to-hit the caster and the caster gains +1 on all saving throws against such attacks. If the caster already has any magical bonuses to saving throws or Armor Class, the bonus from the magic circle has no effect, although the protective circle still functions against enchanted creatures. Protection from Good has similar effects against good creatures.

The Magic-User version of this spell is exactly the same as the one used by a Cleric, except that it has a duration time of 1 hour.

PROTECTION FROM EVIL, 10 RADIUS OR PROTECTION FROM GOOD, 10 RADIUS

Spell Level: Cleric, 4th Level; Magic-User, 3rd Level
Range: Centered on caster
Duration: 1 hour

The spell creates a magical field of protection in a 10' radius around the caster. The field blocks out all enchanted monsters, (such as elementals and demons). Evil monsters suffer a -1 penalty to-hit anyone within the protective globe and these shielded individuals gain +1 on all saving throws against such attacks. If a person in the circle already has any magical bonuses to saving throws or Armor Class, the bonus from the magic circle has no effect for that person, although the protective circle still functions against enchanted creatures. Protection from Good has similar effects against good creatures.

PROTECTION FROM NORMAL MISSILES

Spell Level: Magic-User, 3rd Level
Range: Caster
Duration: 2 hours

The caster becomes invulnerable to non-magical missiles, although larger missiles such as boulders will overcome the spell's magic.

PURIFY FOOD AND DRINK

Spell Level: Cleric, 1st Level
Range: Close/Touch (Referee's discretion)
Duration: Immediate

Enough food and water for up to a dozen people is made pure, removing spoilage and poisons.

PYROTECHNICS

Spell Level: Magic-User, 2nd Level
Range: 240'
Duration: 1 hour

The caster creates either fireworks or blinding smoke from a normal fire source such as a torch or campfire. The Referee will decide exactly how much smoke, (or fireworks), is produced, what effect it has and what happens to it as it is produced; but the amount of smoke will definitely be more than 8000 cubic-feet, (i.e. roughly 20' x 20' x 20').

QUEST

Spell Level: Cleric, 5th Level
Range: Speaking range
Duration: Until completed

If the spell succeeds, (as a saving throw is allowed), the caster may set a task for the spell's victim. If the victim does not commit to performing the task a deadly weakness will set in, (50% reduction in Strength), and any attempt to entirely abandon the quest incurs a curse set by the caster in the wording of the original Quest. The details should be approved by the Referee.

RAISE DEAD OR CAUSE DEATH

Spell Level: Cleric, 5th Level
Range: Close/Touch (Referee's discretion)
Duration: Immediate

Raise Dead allows the Cleric to raise a corpse from the dead, provided it has not been dead too long. The normal time limit is 5 days, but for every caster level higher than 8th, the time limit extends another 5 days. Adventurers with a low Constitution might not survive the ordeal and even those with a high Constitution

need a period of at least a week to function normally. This spell only acts on 'human-like' races, that is, ones that can be used for player adventurers.

READ LANGUAGES

Spell Level: Magic-User, 1st Level
Range: Normal reading distance
Duration: One or two readings

This spell allows the caster to decipher directions, instructions and formulae in languages unknown to the caster. This can be particularly useful for treasure maps, but it does not solve any codes.

READ MAGIC

Spell Level: Bard, 1st Level, Cleric, 1st Level; Magic-User, 1st Level
Range: Caster only
Duration: 2 scrolls or other magical writings

This spell allows the caster to read the magical writings upon scrolls and other surfaces. Without the use of this spell magical writing cannot be read even by a Magic-User.

REINCARNATION

Spell Level: Magic-User, 6th Level
Range: Touch
Duration: Instantaneous

This spell brings a dead person's soul back from the dead, but the soul reappears in a newly formed body. Reincarnation will not affect someone who has been dead more than a week. Roll 1d20 on the following table. If the resulting creature is from a normal adventurer race roll 1d6 to determine the adventurer's new level. Referees may choose to vary the options set out in the table below.

REINCARNATION BY MAGIC-USERS TABLE

d20	Reincarnation
1	Cobra
2	Centaur
3	Chameleon
4	Crow
5	Drow
6	Dwarf
7	Elf
8	Goblin
9	Halfling
10	Hobgoblin
11	Human
12	Wildcat
13	Lizardman
14	Ravenswing
15	Minotaur
16	Ogre
17	Ogre Mage
18	Orc
19	Troll
20	Wolf

REMOVE CURSE

Spell Level: Cleric, 3rd Level; Magic-User, 4th Level

Range: Very close

Duration: Immediate

This spell removes one curse from a person or object.

REPULSION

Spell Level: Magic-User, 6th Level
Range: 120'
Duration: 1 hour

Any creature trying to move toward the caster finds itself moving away.

RESIST COLD

Spell Level: Cleric, 1st Level
Range: 30'
Duration: 6 turns

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

RESIST FIRE

Spell Level: Cleric, 2nd Level
Range: 30'
Duration: 6 turns

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

RESTORATION

Spell Level: Cleric, 7th Level

Range: Referee's discretion
Duration: Immediate

This spell restores levels lost to such horrible creatures as wraiths and shadows. An evil reversal of the spell allows a Chaotic Cleric to drain a level from the target. The good version of the spell is exhausting to the caster, incapacitating him for 2d10 days. At the discretion of the Referee, this spell may also restore lost attribute points.

RESURRECTION

Spell Level: Cleric, 7th Level
Range: Contact
Duration: Immediate

This spell, (also known as Raise Dead Fully), raises the dead back to life in the same manner as the Raise Dead spell. It is, however, considerably more powerful: the person raised from the dead needs no time to recuperate from the experience of death and suffers no other penalties. An evil reversal of the spell can also be cast, which causes death with no saving throw for creatures with less HD than the caster. In addition, creatures other than the character races can also be brought back to life and only a portion of the body is needed to complete the casting - the remains from a Disintegrate spell are sufficient. However, the part of the body raised must have been part of the body as a whole at the time of death.

REVERSE GRAVITY

Spell Level: Magic-User, 7th Level
Range: 90'
Duration: 1 round (minute)

The spell reverses gravity in a cubical area approximately 30' x 30' x 30' in size. Everything in the area falls upwards. When the spell ends it all falls back down again.

ROPE TRICK

Spell Level: Magic-User, 3rd Level
Range: As far as the caster can throw a rope
Duration: 1 hour +1 turn/ level

The caster tosses a rope into the air and it hangs there waiting to be climbed. The caster and up to three others can climb the rope and disappear into a small 'other' dimension. The rope itself can be pulled into the pocket dimension or left outside. If it is left outside someone may steal it.

SACRED SYMBOL

Spell Level: Cleric, 2nd Level
Range: Touch
Duration: 1 hour

The cleric can ignite a standard holy symbol or, for evil clerics, a standard unholy symbol, which bursts into flame and provides a torch. The cleric suffers no harm from the sacred flames immolating the cross.

SACRED FLAME

Spell Level: Cleric, 3rd Level
Range: Touch
Duration: 1 hour

The cleric sets a weapon ablaze with a sacred flame, which makes the weapon magical for the purposes of striking undead, demons and devils. The fire around the weapon causes double damage against undead, demons and devils. Creatures normally capable of regenerating cannot regenerate the damage caused by sacred flame.

SHAPE CHANGE

Spell Level: Magic-User, 9th Level
Range: Caster
Duration: 1d6+10 turns +1 turn/ level

When the caster casts this spell it allows the caster to turn at will into a variety of creatures. In each form, the wizard gains the characteristics of the creature, much as with the Polymorph Others spell. Thus, turning into a Dragon actually allows the caster to use the Dragon's Breath weapon. The caster might then choose to turn into a raven, then a frog or whatever other creature is chosen. It is not, of course, required that the caster use more than one shape - remaining as a Dragon for the duration of the spell works perfectly well.

SHATTER

Level: Magic-User, 2nd Level
Range: 60'
Duration: Permanent

Shatter creates a loud, ringing noise that destroys non-magical objects of crystal, glass, ceramic or porcelain. All such objects within range are smashed into dozens of pieces by the spell. Objects weighing more than 10 pounds per caster level are not affected, but all other objects of the appropriate composition are shattered. Items are entitled to a saving throw versus crushing damage.

SHIELD

Spell Level: Magic-User, 1st Level
Range: Caster
Duration: 2 turns

The caster conjures up an invisible shield that interposes itself in front of attacks. The shield improves the caster's Armor Class to 2 [17] against missile attacks and

to 4 [15] against other melee attacks. If the caster's Armor Class is already better than the spell would grant, the spell has no effect.

SILENCE, 15 RADIUS

Spell Level: Cleric, 2nd Level
Range: 180'
Duration: 12 turns

Magical silence falls in an area with a 15' radius around the targeted creature or object - and moves with it. Nothing from this area, no matter how loud, can be heard outside the radius.

SIMULACRUM

Spell Level: Magic-User, 7th Level
Range: Touch
Duration: Permanent

The caster creates a duplicate of himself or some other person. The basic form is created from snow and ice, which must then be animated. (Animate Dead is an acceptable means). A Limited Wish, (along with the actual Simulacrum spell), is then used to imbue the animated form with intelligence and certain knowledge of the person being simulated. The simulacrum gains 30–60%, (use a d4), of the simulated creature's knowledge and experience. The simulacrum follows its creator's orders.

Note that the simulacrum is not a perfect representation of the original. Side by side the differences between the two are obvious and the simulacrum is a magical creature detectable with a Detect Magic spell. If the original of the simulacrum dies, a strange effect begins: the simulacrum begins to gain the knowledge and experience of the dead individual at a rate of 1% per week, to a maximum of 90%.

SLEEP

Spell Level: Magic-User, 1st Level
Range: 240'
Duration: 1 hour

This spell puts enemies into an enchanted slumber. No saving throw is permitted. It affects creatures based on their hit dice.

SLEEP TABLE

Total Hit Dice of Victims	Number Affected
1 or less	4d4
1+ to 2+	2d6
3 to 3+	1d6
4 to 4+	1

SLOW

Spell Level: Magic-User, 3rd Level
Range: 240'
Duration: 3 turns (30 minutes)

In an area with a radius of 60' around the point where the spell is targeted, as many as 24 creatures failing a saving throw can move and attack only at half speed.

SNAKE CHARM

Spell Level: Cleric, 2nd Level
Range: 60'
Duration: 1d4+2 turns

The spell allows 1HD of snakes to be charmed per level of the caster. The snakes obey the caster's commands.

SPEAK WITH ANIMALS

Spell Level: Cleric, 2nd Level
Range: Caster
Duration: 6 turns

The caster can speak with normal animals. There is a good chance that the animals will provide reasonable assistance if requested. They will not attack – unless the caster uses the spell to say something particularly offensive.

SPEAK WITH THE DEAD

Spell Level: Cleric, 3rd Level
Range: Close/Touch (Referee's discretion)
Duration: 3 questions

The caster can ask three questions of a corpse and it will answer - although the answers might be cryptic. Only higher-level Clerics have enough spiritual power to command answers from long-dead corpses. Clerics lower than 8th Level can gain answers only from bodies that have been dead 1d4 days. Clerics of levels 8–14 can speak to corpses that have been dead 1d4 months. Clerics of Level 15+ can gain answers from a corpse of any age, including thousand-year-old relics, as long as the body is still relatively intact. Note that a die roll is involved here: for example, a 7th Level Cleric attempting to speak with a two-day-old corpse might still fail - the d4 roll might indicate that only a one-day-old corpse can be reached with this particular attempt at the spell.

SPIRITWRATH

Spell Level: Magic-User, 6th Level
Range: 10', +1' per level
Duration: See below

By using the blood of a demon or devil, depending on the intended victim, the magic-user constructs a powerful scroll used to torture an infernal being. This

method may also be employed against the most powerful vampires or a lich. The being's name must be known. The magic-user must also buy valuable gems equal to 100gp per 1HD of the intended victim and powder them as part of the process to fabricate the ink.

The target needs to make a saving throw versus spells if the caster reads the scroll while within range. If the saving throw is unsuccessful the target is held in place and can take no actions. The first turn of the recitation makes the being become increasingly uncomfortable. After 2 turns, the victim loses 1hp per HD. After 3 turns, the victim is in absolute agony and loses half its hit points and is propelled back to its home plane, (the plane of negative energy for undead), and imprisoned there for 1 year per caster level. The victim is in constant tortured pain during its imprisonment.

For obvious reasons, such a victim may seek the caster at a later date for retribution. However, this spell is often used to extort something from its victim and may be stopped at any time short of imprisonment. Should a target succeed in its saving throw, it is still uncomfortable and the scroll protects the caster from attack by the target for 6 turns. There is a 95% chance the intended victim will flee.

SPEAK WITH MONSTERS

Spell Level: Cleric, 6th Level
Range: Speaking range
Duration: 3d4 questions

The caster can speak with any type of monster, for the duration of a certain number of questions. The monster is not forced to answer.

SPEAK WITH PLANTS

Spell Level: Cleric, 4th Level
Range: Speaking range
Duration: 6 turns

The caster can speak and understand the speech of plants. Plants that are smaller than trees will obey simple commands and move aside when requested.

STATUE

Spell Level: Magic-User, 7th Level
Range: Touch
Duration: 6 turns per level

A statue spell turns the caster or a subject to solid stone, along with any garments and equipment worn or carried. The subject can see, hear and smell normally, but it does not need to eat or breathe. Feeling is limited to those sensations that can affect the granite-hard substance of the individual's body. Chipping is equal to a mere scratch, but breaking off one of the statue's arms constitutes serious damage. While the spell lasts the subject of a statue spell can return to its normal state, act and then return instantly to the statue state if it so desires.

STRENGTH

Spell Level: Magic-User, 2nd Level
Range: Touch
Duration: 8 hours (80 turns)

This spell may be cast upon a Fighter or a Cleric. For the duration of the spell, a Fighter gains 2d4 points of Strength and a Cleric gains 1d6 points of Strength. Strength cannot exceed 19 unless the Referee chooses to allow additional bonuses resulting from the additional Strength.

STICKS TO SNAKES

Spell Level: Cleric, 4th Level
Range: 120'
Duration: 1 hour

The caster may turn as many as 2d8 normal sticks into snakes, each one having a 50% chance of being venomous. The snakes follow commands, but turn back into sticks at the end of the spell or when killed.

STONE TELL

Level: Cleric, 6th
Range: Touch
Duration: 1 turn

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

STONE TO FLESH OR FLESH TO STONE

Spell Level: Magic-User, 6th Level
Range: 120'
Duration: Permanent until reversed

This spell can be used to counteract the negative effects of monsters that petrify their victims. It can also be reversed to turn flesh into stone, as desired by the caster. A saving throw is permitted to avoid being turned to stone, but if the spell succeeds the victim is transformed into a statue; the stone-to-flesh version of the spell will restore the victim to normal.

SUGGESTION

Spell Level: Magic-User, 3rd Level
Range: Shouting distance
Duration: 1 week

The caster speaks a hypnotic suggestion to the intended victim. Victims who fail a saving throw will carry out the suggestion, as long as it can be performed within a week. The suggestion might not call for the action to be carried out immediately and can be contingent upon something else happening first. A suggestion that the victim commit suicide is only 1% likely to be obeyed.

SYMBOL (CLERIC)

Spell Level: Cleric, 7th Level
Range: Referee's discretion (according to symbol)
Duration: Varies (depends upon symbol used)

A Symbol spell creates a deadly magical trap written into the shape of a divine rune. The rune's magic is activated when any person or creature hostile to the caster reads it or passes over, under or past it. Various different runes are known and others may be possible:

1. Symbol of Discord: Causes all creatures in the hostile group to begin arguing and, possibly, fighting amongst themselves with lethal intent.
2. Symbol of Fear: Casts a Fear spell.
3. Symbol of Sleep: Casts a Sleep spell affecting double the normal number of creatures and with double the normal duration.
4. Symbol of Stunning: Up to 150 HD of creatures are affected as per a Power Word Stun.

Divine symbols cannot be crafted in such a way that would cause a permanent effect, (such as insanity), upon those affected.

SYMBOL (MAGIC-USERS)

Spell Level: Magic-User, 8th Level
Range: Referee's discretion (according to symbol)
Duration: Varies (depends upon symbol used)

A Symbol spell creates a deadly magical trap written into the shape of an arcane rune. The rune's magic is activated when any person or creature hostile to the caster reads it or passes over, under or past it. Various different runes are known and others may be possible:

1. Symbol of Death: Deals 80 hit points of damage.
2. Symbol of Discord: Causes all creatures in the hostile group to begin arguing and, possibly, fighting amongst themselves with lethal intent.
3. Symbol of Fear: Casts a Fear spell.
4. Symbol of Insanity: Up to 100HD of creatures are driven insane by a curse.
5. Symbol of Sleep: Casts a Sleep spell affecting double the normal number of creatures and with double the normal duration.
6. Symbol of Stunning: Up to 150 hit dice (HD) of creatures are affected as per a Power Word Stun.

TELEKINESIS

Spell Level: Magic-User, 5th Level
Range: 120'
Duration: 6 turns

The caster can move objects using mental power alone. The amount of weight that can be lifted and moved is 20 pounds per level. It is up to the Referee's interpretation of the spell whether or not the objects can be thrown and at what speed they can be thrown.

TELEPORT

Spell Level: Magic-User, 5th Level
Range: Touch
Duration: Instantaneous

This spell transports the caster or another person to a destination that the caster knows or knows of through a picture or a map. Success depends on how well the caster knows the targeted location, as follows:

If the caster has only seen the location in a picture or through a map, (so that knowledge is not based on direct experience), there is only a 25% chance of success. Failure means death, for the traveler's soul is lost in the spaces between realities.

If the caster has seen but not studied the location, there is a 20% chance of error. In the case of an error, there is a 50% chance that the traveler arrives low, 1d10 x 10' below the intended location, (with death resulting from arrival within a solid substance).

If the error is high, (over the 50% chance for a 'low' arrival), the traveler arrives 1d10 x 10' above the targeted location - likely resulting in a deadly fall.

If the caster is thoroughly familiar with the location or has studied it carefully, there is only a 5% chance of error. On a 1 in 6 the teleport is low, otherwise it is high. In either case, the arrival is 1d4 x10' high or low.

TEMPORAL STASIS

Spell Level: Magic-User, 9th Level
Range: 10'
Duration: Permanent

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

THUNDERSTRUCK

Spell Level: Cleric, 8th Level
Range: Touch
Duration: 1 hour/ level

The Cleric can use her/ his mace or hammer to deliver a thunderous blow. The charge is not expended immediately upon casting, so the weapon functions normally until the caster chooses to attempt the mighty blow. The Cleric's strike is at +7 and causes 7-70hp of damage. Anyone struck is stunned for d4 rounds afterwards.

TIME STOP

Spell Level: Magic-User, 9th Level
Range: Caster
Duration: 1d4+1 rounds

The caster stops the passage of time in a radius of about 15' around the caster. (The time-stopped area does not thereafter move with the caster). Any creatures within this area are suspended in time and unable to act. The caster is not stopped in time while in the area or beyond it.

TONGUES OR GARBLE

Spell Level: Cleric, 4th Level
Range: 0
Duration: 1 turn

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

TRANSMUTE ROCK TO MUD

Spell Level: Magic-User, 5th Level
Range: 120'
Duration: 3d6 days, unless reversed

This spell transmutes rock (and any other form of earth, including sand) into mud. A volume of roughly 30' x 30' x 30' becomes a deep mire, reducing movement to 10% of normal.

TRAP THE SOUL

Spell Level: Magic-User, 9th Level
Range: 10'
Duration: Permanent

Trap the Soul forces a creature's life force, (and its material body), into a gem. The gem holds the trapped entity indefinitely or until the gem is broken and the life force is released, which allows the material body to reform. Before the actual casting of Trap the Soul, the caster must procure a gem of at least 1,000gp value for every HD possessed by the creature to be trapped. The spell can be triggered in one of two ways.

1. **Spell Completion: First, the spell can be completed by speaking its final word as a standard action as if one were casting a regular spell at the subject. This allows the victim a saving throw versus spell to avoid the effect. If the save is successful the gem shatters.**

2. **Trigger Object: The second method is far more insidious, as it tricks the subject into accepting a trigger object inscribed with the final spell word - automatically placing the creature's soul in the trap. To use this method, both the creature's name and the trigger word must be inscribed on the trigger object when the gem is enchanted. A Sympathy spell can also be placed on the trigger object. As soon as the subject picks up or accepts the**

trigger object its life force is automatically transferred to the gem without the benefit of a saving throw.

TRUE SIGHT

Level: Cleric, 5th Level
Range: Touch
Duration: 1 round per level

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

TWIST CORRUPTION

Spell Level: Cleric, 6th Level
Range: Touch
Duration: Permanent

Clerics can tamper with a creature's Corruption and alter one of its Corruptions to another. The target is allowed a saving throw if it wants to resist the change. The selected effect is re-rolled once on the Corruptions Table. The Cleric has to roll once on the Corruptions Table if a 1 is rolled when the spell's target rolls on the Corruptions Table.

UNSEEN SERVANT

Spell Level: Magic-User, 1st Level
Range: 5' per level
Duration: 1 hour per level

An unseen servant is an invisible mindless, shapeless force that carries out simple tasks at the spellcaster's command. They can go through unlocked doors, lift lids and open drawers and cupboards. In addition, an unseen servant is able to fetch, carry, clean or mend ordinary items. They are, however, only able to carry out one action at a time, which they will repeat providing the caster remains within range.

With a Strength equivalent to a score of 2 the amount of weight they can lift is only 20 pounds, but they can drag up to 100 pounds. Traps and other mechanical devices may be triggered by an unseen servant, unless they need more than 20 pounds of force to set them off. The types of duties they can carry-out can only be mundane and low or unskilled.

VANISH

Spell Level: Magic-User, 7th Level
Range: Touch
Duration: See below

By casting this spell a Magic-User can teleport an object as per the spell Teleport or banish an object to the Ethereal Plane - in which case the object is replaced in the material plane with stone that matches the object's shape. A total of 50 pounds per level, (not to exceed a volume of 3' cubed per level), may be caused to vanish. If the spell Dispel Magic is cast upon a stone item replaced by this spell it may bring back the original item.

VOODOO

Spell Level: Cleric 9th Level
Range: 60'
Duration: Permanent until the doll is destroyed

With access to a small sample of a target's hair or flesh, a Cleric can enchant a simple, doll-like effigy of the intended target and, while within 60', use sharp objects or flames applied to the doll to cause damage on up to six occasions. Each

attack causes 4D6 damage, but a saving throw halves that to 2D6. Alternatively, all remaining charges can be expended by destroying the doll with a successful saving throw halving the damage.

WALL OF FIRE

Spell Level: Magic-User, 4th Level
Range: 60'
Duration: Concentration

A sheet of flames flares into being and burns for as long as the caster concentrates upon it. Creatures with 3 or fewer HD cannot pass through it and no creature can see through it to the other side. Passing through the fire inflicts 1d6 hit points of damage, (with no saving throw), and undead creatures sustain twice the normal damage. The caster may choose to create a straight wall 60' long and 20' high or a circular wall with a 15' radius, which is also 20' high.

WALL OF ICE

Spell Level: Magic-User, 4th Level
Range: 60'
Duration: Concentration

The caster conjures up a wall of ice, 6' thick and non-transparent. The caster may choose to create a straight wall 60' long and 20' high or a circular wall with a 15' radius, which is also 20' high. Creatures with 3 or fewer HD cannot affect the wall, but creatures of 4+ hit dice are able to smash through it, taking 1d6 points of damage in the process. Creatures with fire-based metabolisms take 2d6 instead of the normal 1d6. Fire spells and magical effects are negated in the vicinity of the wall.

WALL OF IRON

Spell Level: Magic-User, 5th Level
Range: 60'
Duration: 2 hours

The caster conjures an iron wall from thin air. The wall is 3' thick, 50' tall and 50' long.

WALL OF STONE

Spell Level: Magic-User, 5th Level
Range: 60'
Duration: Permanent until dispelled

The wall of stone conjured by this spell is 2' thick, with a surface area of 1,000 square-feet. The caster might choose to make the wall 50' long, (in which case it would be 20' tall) or 100' long, (in which case it would be only 10' tall).

WAR CHARIOT

Spell Level: Cleric, 8th Level
Range: Touch
Duration: 1 hour/ level

A war chariot equipped with four stallions, four sets of +1 barding, four sets of +1 leather armor, four +1 maces and four +1 shields appears out of know where. It can cross liquids without sinking and fly at the speed of a Pegasus for half the duration of the spell. The equipment on the chariot can only be used within 50' of the chariot.

WATER BREATHING

Spell Level: Magic-User, 3rd Level
Range: 30'
Duration: 2 hours

The recipient of the spell is able to breathe underwater until the spell's duration expires.

WEB

Spell Level: Magic-User, 2nd Level
Range: 30'
Duration: 8 hours

Fibrous, sticky webs fill an area up to 10' x 10' x 20'. It is extremely difficult to get through the mass of strands - it takes one turn if a torch and sword, (or a flaming sword), are used. Creatures larger than a horse can break through in 2 turns. Humans alone take more time to break through - perhaps 3–4 turns or longer at the Referee's discretion.

WIZARD EYE

Spell Level: Magic-User, 4th Level
Range: 240'
Duration: 1 hour

The caster conjures up an invisible, magical 'eye,' that can move a maximum of 240' from its creator. It floats along as directed by the caster at a rate of up to 120' per turn.

WIZARD LOCK

Spell Level: Magic-User, 2nd Level
Range: Close
Duration: Permanent until dispelled

As with a Hold Portal spell, Wizard Lock holds a door closed, but it is permanent until dispelled. Creatures with Magic Resistance can shatter the spell without effort. Any Magic-User at least three levels higher than the caster can open the portal and a Knock spell will open it as well - although the spell is not permanently destroyed in these cases.

WISH

Spell Level: Magic-User, 9th Level
Range: Unlimited
Duration: See below

Although more powerful than a Limited Wish, a Wish spell only grants wishes of limited scope. The Referee's discretion will rule what sort of wishes are within the spell's power. (One guideline might be that a Wish can grant effects that would be similar in power to a spell of level 8 or lower, but with permanent effects in many cases). After casting a Wish spell the Magic-User is mentally drained and unable to cast spells for a period of 1d4 days.

WIND WALK

Spell Level: Cleric, 7th Level
Range: Touch
Duration: 1 day or until dispelled

The caster and one other person in contact with her/ him become incorporeal and mist-like. They are able to travel through walls and other obstacles. The Cleric can bring this companion along and travel at 48' per minute indoors, (or in subterranean settings), and much faster outdoors.

WORD OF RECALL

Spell Level: Cleric, 6th Level
Range: Indefinite
Duration: Immediate

The Cleric teleports without error back to a prepared sanctuary.

ZOMBIE MASTER

Spell Level: Cleric 9th Level
Range: Referee's discretion
Duration: Permanent

This spell animates d6 of human-like or monster skeletons/ zombies from dead bodies. Another d6 of undead can be animated per level of the caster above 8th. The corpses remain animated until slain. They understand basic instructions and are able to either follow the spellcaster or to remain in an area and attack any creature - or just a specific kind of creature. The total HD of the zombies or skeletons cannot exceed 50HD, so a graveyard full of human bodies could be animated, but only a small group of giants' corpses could be animated.

REFEREE'S GUIDE

As the Referee of a game of Renegade ~ Corruption you do not have an adventurer. Instead, you are the player who is in charge of running the game. You create the adventure, you run the monsters and you are the one who decides the results of all the decisions made by the players for their adventurers.

So, you don't get to tell the players what their adventurers get up to – that is their part of the game. However, you do referee the results according to the rules and interpret what the rules mean.

Please remember:

1. **The rules are only guidelines.**
2. **There is not a rule for everything.**
3. **If in doubt, agree a ruling without adding a fixed rule.**

This part of the book gives you the basic resources for the two main tasks of the Referee: creating adventures and running the adventures.

Creating the adventure is done ahead of time by dreaming up an adventurous place or situation, creating a map and deciding what dangerous things lurk there.

Running the adventure is what happens when your friends are assembled around the gaming table with dice and adventurer sheets. It is your job to describe the starting point and then to keep the game moving once the adventuring begins.

As you and your players become more familiar with the game and adventurers start to go up in level, you may want to start creating a game world that brings these

adventures together within a setting, i.e. a campaign. The Referee's Guide contains information about all these aspects of being a Referee.

GAMEPLAY SETTINGS

The optional differences between Renegade ~ Corruption and similar takes on the Original Game can be ticked-off on the options chart shown below:

1. If you want to play using all of Renegade ~ Corruption's options simply leave all the boxes as they are and everything's good to go.
2. If you'd rather use some options, but not others, simply put a cross in the Tint column alongside those you don't want to use.
3. If compatibility with other systems is all important put a cross in every box in the Tint column to switch-off the Renegade ~ Corruption options.

GAMEPLAY SETTINGS TABLE

Option	Corruption	Tint
13 is active	C	
Attributes are not capped at 18	C	
Advancement is not limited by race	C	
Assassins are active	C	
Bards are active	C	
Corrupt are active	C	
Monks are active	C	
Rangers are active	C	
Paladins are active	C	
All races are active	C	
Monster classes are active	C	
Divine Succubi are active	C	
Imperial Lichs are active	C	
Majestic Mind Eaters are active	C	
Regal Vampires are active	C	
Royal Eyes of True Terror are active	C	
Multi-classes are allowed for all races	C	
Dual-classes are allowed for all races	C	
Corruptions are active	C	
Corruption is linked directly to alignment	C	
Pacts are agreed	C	
Descending AC is active	C	
Spells don't need to be declared in advance of use	C	
Critical hits are in use	C	
Fumbles are in use	C	
Seeds of Corruption shape play	C	
Seeds of Wonder shape play	C	
XP for Monsters	C	

Option	Corruption	Tint
XP for Treasure	C	
XP for Actions, Missions/ Quests and Challenges	C	
Reduced XP for monsters with less HD than a PC	C	
Energy drains lower attribute scores	C	
Players can offer up attribute points for poison outcomes	C	

All of the rules in Renegade ~ Corruption are optional, so there are a lot more gameplay choices which can be switched on or off. Referees should feel free to select other options and invent their own options. Players should feel welcome to discuss different options with the Referee. (It's usually helpful if this happens after play has finished).

GAMESMASTER (GM) SKILLS

There is no one way to GM and no right way to GM. There are, however, some helpful approaches to running games which crop up time and again in RPG blogs, forums and magazines. Experienced GMs may well find nothing new in this section, but new GMs will come across options that have been tried and tested by many GMs over many campaigns.

PACING

Pacing is one of the first areas a new GM may wish to look at, because adjusting the pace of events in a game can build tension, make play less predictable, allow rest and recuperation, open-up sub-plots and/ or up the tempo both in-game and out-game.

One of the easiest ways to adjust pacing is through encounter selection. The type of encounters players are presented with, and the order in which they come across them, operate much like a throttle. Combat encounters, NPC encounters and PC

conflicts tend to open the 'throttle', as player interactions come thick and fast because PCs are dealing with what's in front of them at the time.

Challenge-focused encounters, PC meetings, tricks and traps, urban encounters, and more, can be delivered at pace, but players are often being asked to take a step back from the 'here and now' to consider solutions and future options. Under these circumstances players deserve time to weigh up and co-ordinate their options.

Offering a good selection of different types of encounters and challenges within an adventure or a campaign setting can build pacing into settings and scenarios at the design stage. This is easily done without compromising player choice by signposting challenges and plots that players have previously identified, (by word or action), as contributing to enjoyable gameplay.

In other words, if players enjoy exploration and discovery point them in the direction of a ship and give them a map to ‘the Wilderness’, ‘The Savage Lands’ or the ‘Endless Ocean’. Then encourage them to head straight off into the unknown. The game’s pace will then be dictated by and open to manipulation through exploration, hazards, discovery, encounters and combat; rather than the relentless grind of the combat encounter.

Alternatively, re-mixing combat encounters to streamline cumbersome rules, to allow a greater degree of combat choreography, (including pacing), and to present a greater range of hazards can make combat-focused play much more variable.

CHANGE

Authentic gameplay involves game-worlds that change over time and react to events. This is most obvious when PCs return to an area months or years after their last visit. There will probably be new seasons, and a seasonal climate, NPCs that have aged and ‘moved on’, projects that were underway which have now reached completion and such like. In addition, a new regime may be in place, the area

might have undergone sweeping change and attitudes towards the PCs may have altered while they've been away.

The manner in which events seem to progress or move forward is part of recognizing change. However, stagnation and deterioration are just as much a part of taking account of ongoing events. The collapse of buildings over time, a failure to patrol border lands adequately or the destruction of a city's water supply can all suggest different types of deformation within a game-world.

Substantial or global changes tend to overshadow and impact on local conditions and events. Nevertheless, the smallest event can trigger all sorts of different outcomes and it is just as valuable to incorporate change on a local level as across a whole campaign setting. A fort which the players left ruined just days before may have been reinforced, reconstructed and set on alert when players want to take the same route home.

Along similar, but more destructive, lines the effects of using high impact magical forces within a dungeon are likely to become significant. Shattered glass or broken doors might be all that needs to be recalled. On the other hand, tunnels may start to collapse, rocks may become dislodged and crumbling walls could turn single chambers into a huge gallery. Burst containers and out of control industrial processes may then present as particular threats or unleash and/ or re-define threats which were previously of little concern.

EASY COME, EASY GO

Many new players will set off with the intention/ belief that their PC will somehow become better/ more interesting/ capable of bossing the game by pursuing every magical or advanced technological device out there. However, simply possessing an item or a device can easily unbalance a character, because the characters' material possessions start to eclipse the character's other attributes, including the lifestream of adventures, events, contacts and highlights that fuel the development of fully-realized player characters.

At the same time there's a lot to be said for giving PCs access to wealth and devices that can help them to meet and to develop the challenges they encounter. In addition, when linked to challenges, rather than individual PCs, such devices can drive plots, offer tempting prizes and engage players in moments of discovery.

The most straightforward approaches to achieving a balance involve devices that are limited or expended in some way, i.e. they only operate under certain conditions, they have charges or doses and/ or they become obsolete after serving a purpose.

These methods work well, as the availability of devices can be linked to the needs of the PCs within an adventure or a campaign instead of the imagined need to have an all-powerful PC.

Dealing with cash calls for slightly different methods, as PCs can accumulate great wealth, which may then be used to help PCs to become what appears on the surface to be better/ more interesting/ capable of bossing the game. Some players and groups may not follow this line, but it's best to be prepared with a few options. For example, offer to sell PCs expensive items that help with challenges, charge taxes and tolls, and provide access to luxury goods that are only likely to be used occasionally/ kept at home. Taking account of wear and tear, accidents and mishaps or damage to items during combat are other options which soon part a PC from her/ his gold.

If all else fails, it's possible to use events within the gameplay to remove cash from a game's economy, e.g. warfare might involve devaluations, revolution and even currency consuming magical or engineered viruses.

As in the real world, faster transport, luxury entertainment, elaborate protection and collecting information about your adversaries are areas where PCs, if not players, often pay out. Simply ask the PCs whether they wish to travel by cart or

speed along in a designer chariot – then show them some of the optional extras that come with the better chariot. Will they care that much of the adventure that follows takes place in a swamp requiring them to park any chariots? Probably not, as the chariot waits ready to take them to other locations. (Unless, of course, they left a chariot with wooden parts next to an uninvestigated termite mound – which might call for new wheels if nothing else).

LISTEN UP

It takes time and encouragement for new RPG players to 'find their voice'. GMs can help such players to start taking more of a lead, to begin suggesting gameplay options and to think in terms of working as a team by making space for new players' voices. Straightforward approaches to this include:

Giving players time to outline their experience of events as they happen, (e.g. a player describing what the player's PC buys in a clothes or weapons store).

Supporting the challenges your players and you prefer, (e.g. players interested in investigation and deduction during play will find it hard to develop 'a voice' within combative adventures which aren't in tune with their gameplay expectations).

LOOSEN UP

Even the most skilled GM can't keep an eye on all of the possible actions and interactions likely to occur in any given adventure. About the best anyone can hope for is to stick to the key strengths that are known to work within a particular group. Help is available through scenario and settings design geared towards supporting players' imaginative thinking - and freeing-up GMs to focus on the game as a whole.

However, the easiest ways to take a lot of the pressure off are to negotiate a few compromises at the table, build as close a match as possible between player choice and the features of your game; and, effectively, allow yourself some basic errors.

FORCED-FEEDING

If there's a mismatch between the challenges a GM presents, (and all the locations, plots, sub-plots, NPCs, items and more which follow from there), and the challenges players regard as building enjoyable gameplay, there's little to be gained from force-feeding players your own preferences/ whatever comes to hand.

You may be able to cobble together a game without agreeing shared approaches to your game's challenges, but the gameplay will rattle along like a wagon with a broken axle. I.e. each 'wheel' will end up pulling away in different directions as each player forms a different take on the game.

GMs can drag everything forward through sheer willpower and enthusiasm, but the game is unlikely to gel. Under these conditions the GM may be tempted to fall back on cheap thrills, aka the lowest common combat denominator, to try to compel players to persist. At its worst this involves sending players into encounters which they can't avoid, despite them previously making it fairly obvious those particular types of encounters don't offer the challenges the players want to take on.

NO POST-MORTEMS

Feedback from comments made at the table, noticing when players are enjoying particular types of play and reflecting after the game are all likely to help to get a better match between the gameplay and players' hopes for the gameplay. However, that does not extend to recriminations over details, showdowns over inconsistencies in the rules and extensive post-mortems about what went wrong.

PLAYER DYNAMICS

Some players get on, others don't. It's not up to a GM to mediate between warring parties, but there's a lot to be said for taking opportunities to blend contrasting or opposing styles during play. On an obvious level, a player's knight may show contempt for another player's thief - right up to the point when the thief steps out of the shadows and saves the warrior.

STRAITJACKETING

Roughing out a PC for a new player to get play started quickly is often a major timesaver if everyone else is good to go. The tricky part is remembering to make the ready-rolled PC appeal to most new players without coming across as a cardboard cut-out.

It's important to give players the chance to invest in their PCs by personalizing and customizing them, which means taking the time to either offer a selection of start-up characters or to return to the PC design stage with the new player at the earliest opportunity.

If a GM starts handing down PCs and defining PCs for their players on a regular basis, a significant part of the players' investment in their PCs is gone. This loss of engagement can be worsened by systems which already pre-define PCs through strict character classes and exclusive skill paths, as there's not a lot left for a player to construct when the rules, the GM, the setting and the challenges a particular class can deal with are all in place.

In addition, the player can hardly go on to shape the destiny of a PC towards their own model or characterization if the 'die have been cast' before the player even picked up the character sheet.

METAGAMING

Striking a balance between allowing players to apply their own skills to play and maintaining both characterization and authenticity during play is easier to handle in-game if a few basic agreements have been reached beforehand.

Clearly, if a PC is held in a distant location and sealed off from communicating with other PCs there's going to be a breakdown in shared expectations and any sense of authenticity if the imprisoned character starts suggesting how other characters might act.

On the other hand, presenting PCs with a puzzle the players could solve, only to declare that none of the characters is sufficiently intelligent to understand the puzzle, dispenses with a gameplay option that some players may enjoy and might have requested.

More often than not grumbling on this point is down to players looking to optimize by neglecting soft skills like intelligence when making a PC and then assuming, or expecting, the player's skills/ intelligence to fill any gaps. Many new players won't even realize that this falls into the category of seeking an unfair advantage. So, unless a player actually wishes to play a character that is going to struggle to plan or puzzle, the simple solution is for PCs to pay up enough for an at least average intelligence.

Skills checks are frequently used to define characters' class and combat skills and they can be extended to mechanize countless other areas of gameplay. However, it doesn't take long to reach a point where skills creep becomes counterproductive. Players need room to maneuver in terms of look for novel solutions in situations as they unfold. Without engaging player skill in this way the distance between the player and the character gets in the way of the sense of ownership and individuality that becomes attached to a much-loved character.

Instead, a randomly generated character playing with options and solutions defined by the rules becomes a representative of the game rather than an avatar focused on the player's interest and RPG gameplay.

If it player doesn't feel able to trust a GM to exercise the required balance there probably isn't much of a basis for an enjoyable game anyway, which it is probably better to know at the outset.

MONSTERS HAVE BRAINS

Monsters and other NPCs who follow entirely predictable routines don't present much of a threat and usually require some sort of added ingredient, such as a trap or difficult terrain, to make them more interesting to play against. Allowing monsters to use their instincts and intelligence to vary their actions makes play more authentic and gritty.

Contrary to some popular belief, it is possible for monsters to run away, to plan an escape route or to fall upon their knees begging for mercy instead of always fighting to the death.

SETTING EVENTS IN MOTION

Providing a living, breathing game-world which feels both fantastic and credible is hard work. Building from scratch is particularly time-consuming, while adapting shrink-wrapped game content invites a certain amount of compromise.

Using real world events to add detail, atmosphere and a sense of setting a campaign in motion cut back on the time required to prepare well and the compromises involved in working from one size fits all materials. Landscapes, architectures, legends, maps and calendars are easily borrowed and adapted from readily available Internet sources. These can be combined and re-mixed to sketch out settings and scenarios at speed and with authenticity.

With limited Internet research a wide selection of recurring events, larger than life characters, epic landscapes and awesome architecture can be mapped out in minutes or hours rather than weeks or months.

SIDELINING

From the point of view of players they are only fully 'in play' when sharing in the action and decisions at the table. Every time there's a pause to check a player's rules query the rest of the players are sidelined. The same applies when one PC regularly grabs the narrative limelight, when a PC is significantly more powerful than the

rest of the party, when props hinder rather than help, and when solutions to challenges have to be rules-based.

Some sidelining can be useful, e.g. when a quick rules query helps out or someone goes to fetch the snacks. However, it will be harder for PCs to act as a team and some players are going to feel sidelined unless the GM is aware of sidelining and, where necessary, ready to use prompts to balance players' access to the gameplay.

PROMPTS AND INTERRUPTS

Much of a GM's contribution to RPGs involves serving-up short descriptions and narrative options that spur players' imaginations and present choices. As part of that process most GMs offer a certain amount of prompting to help players to explore the options open to their PCs.

For experienced players prompting may be limited to a few subtle clues and hints offered up through the characters and situations presented by the GM. That's ideal for experienced players who will easily, and almost automatically, consider all of the information and options available to their own PC and the party as a whole. However, new and/ or younger players are often going to be unaware of the full range of choices open to them and how to go about selecting the best options.

Gamesmasters can help players to gain experience and to enjoy play by offering a wide variety of prompts either directly to players or through their PCs. The idea is not to advise or instruct players in how to run their characters, but to present information in ways that help new players to get as much out of the game as experienced players.

Prompts can also be used to interrupt play. For example, if a player is hogging the limelight - or going for an Oscar - it can be helpful to prompt them to move along. Equally, a player that's lurking on the edge of the game can be encouraged to participate with as little as a reference to the character class or skills their character is using.

Experienced GMs will already be experts at calling upon many of the possible prompts shown below. However, some GMs may find it helpful to become more familiar with a wide range of prompts. Most of the options under discussion are about either re-framing or varying the presentation of the information to help players to coming up with their own ideas and solutions.

PLAYER CHOICE

One of the most helpful ways to prompt players is to discuss and negotiate how the GM and players wish to play the game before a campaign or adventure starts. This doesn't need to involve specific or detailed planning, but it does allow players to feed into the prompts served-up by the GM during play.

REPHRASING

It's quite easy for an experienced GM or player to explain play or the rules in terms which are quite hard to understand. For example, 'roll 2D4' means little to most of the general population.

REVISED PRESENTATION

If the information presented to players results in blank expressions and requests for a better explanation it is often useful to either simplify or re-frame the way the information is being put across. For example, breaking information down into key steps or using a diagram instead of the spoken word generally helps.

REVIEWING SKILLS

Reminding a player about a PC's abilities and skills can encourage players to reconsider the options open to them in terms of making best use of what a PC has to offer.

REVIEWING PCS MOTIVES

GMs can help players and their PCs to focus by asking them to consider how a situation contributes to the characterization and long-term goals players have set their PCs. Placing a character's current situation in the wider context of a campaign, quest or lifetime may also motivate players to persist.

SNAPSHOTS

Reviewing ongoing events within an encounter by listing what PCs are dealing with is a quick way of encouraging players to consider their characters' options.

REMINDERS

Simply reminding players of a clue, event or insight learned earlier in a series of adventures or encounters may shine a light on information that players already have, but aren't considering while caught up in current actions and events.

REVIEWING OPTIONS

For new players it's often quite important to prompt them by running through choices that offer solutions. For example, a new player may not realize that using a magical missile to release a catch or lever, which drops or pours a liquid over opponents, is a good alternative to simply firing a missile at a single opponent.

EXPLORING OPTIONS

Experienced players may not need or appreciate prompting under most circumstances. However, it's usually possible to encourage them to look around or zoom in by hinting at alternatives. For instance, a GM might simply say, 'that's an option but there are others'. The player is thereby given a 'stick or twist' choice, but not aided in identifying or selecting the best options.

RECONNECTING

Taking players back to a situation which sheds some light on a current predicament or challenge offers an unobtrusive approach to prompting. This

might involve suggesting that player characters have faced similar problems before and managed to find a way out on those occasions. This type of prompt is similar to a reminder, but players are being left to make their own connection to past encounters and events.

Overall, prompting is about building an awareness of options and moving away from leaving fixed rules and GMs' personal expectations to shape play. With prompting less is definitely more in terms of stepping away from directing players and encouraging them to improvise. However, without prompting new and novice players are going to find it hard to bridge a skills gap that limits their gameplay by restricting the range of options open to them during play.

DESIGNING ADVENTURES

The typical starting place for playing the Original Game is an underground dungeon with levels that get harder and harder as players descend. The classic dungeon adventure makes for a good start, because it rapidly introduces many of the key features of RPG gameplay, e.g. encounters, monsters and advancement. It also presents some obvious opportunities for players to start making their own choices. For example, a party of adventurers can either take it easy exploring the upper levels of a dungeon or go deeper in search of higher rewards - that carry greater risks.

DUNGEON FACTS

During dungeon adventures certain rulings are likely to crop-up time and again. Referees should feel free to adapt these rulings to the circumstances:

SECRET DOORS

If an adventurer searches a 10 foot area for a turn the adventurer has a 2 in 6 chance to find a secret door if there is one there. Elves, however, have a 4 in 6

chance to find secret doors and a 1 in 6 chance to notice them without even searching. Finding a secret door does not necessarily mean the adventurers know how to open it; they just know that it is there.

LISTEN AT DOORS

Humans have 1 in 6 chance of successfully listening at a door. Non-human adventurers often have better hearing than humans and can hear noises with a 2 in 6 chance.

OPENING DOORS

Stuck or locked doors require a die roll on a d6 to force them open. The chance to succeed is based on an adventurer's Strength, (see the description of the Strength attribute). Multiple adventurers – up to a maximum of three – can smash through a door together, giving each one a separate, normal chance of success all at once. However, they will spill into the room and should automatically lose initiative if there are monsters within.

TRAPS AND PITS

Unless the Referee rules otherwise for a particular trap, anyone passing over or through the trigger for a trap has a 2 in 6 chance to spring it.

DESIGNING AN ADVENTURE

Putting together a basic adventure is quite straightforward. Firstly, consider what is going to happening in terms of the types of locations, non-player characters (NPCs) and monsters adventurers will meet.

CHOOSING MISSIONS

With a rough idea of the allies and opponents adventurers will encounter during the adventure Referees can move on to considering the type/ s of actions and missions, (possibly linked into quests), that adventurers wish to play through.

STARTER MISSIONS

The missions outlined earlier in the Missions Table make a good starting point for straightforward adventures, which can be linked directly to awarding XP. Referees may wish to offer more missions and linked XP awards. These should, ideally, be one-off awards for challenges that a PC has not carried-out before.

STARTER MISSIONS TABLE

d12	Mission
1	Bounty hunting
2	Capture a fort or dungeon stronghold
3	Capture an enemy leader
4	Complete negotiations
5	Escort a convoy through dangerous territory
6	Establish a fortified base
7	Explore an area of wilderness and make it safe for travelers
8	Make a cross-country escape
9	Recover a specific enchanted item
10	Rescue prisoner/ s from a dungeon
11	Scout and spy on enemy positions
12	Transport fragile goods

PLOTS

Plots provide the circumstances, motivations and backdrops for missions, quests/ Campaign Challenges. There is no need to have a particular plot set in place, as on-going events may allow plots to develop during play. However, they can help to drive players' involvement in missions, quests/ Campaign Challenges.

The options set out below can form the basis of plots, which are easy to slot into missions or quests and the larger, campaign-wide challenges discussed later.

PLOTS TABLE

2d12	Plot
2	Adventure Holidays
3	Ancient Prophecies
4	Bitter Rivalries
5	Blackmail Scenarios
6	Burning Ambition
7	Convoy Duty
8	Crimes of Passion
9	Defending the Innocent
10	Diplomatic Missions
11	Downfall of a Dynasty
12	Forgery and Counterfeiting
13	Involuntary Crime
14	Jailbreaks
15	Kidnappings
16	Last Stands
17	Messiah
18	Psychological Manipulations
19	Religious Schisms
20	Renaissances
21	Rescues
22	Reverse Dungeons, i.e. the adventurers defend a location
23	Revolts and Revolutions
24	Tournaments

SUB-PLOTS

Sub-plots may present unnecessary complications for new players and their characters. However, as players become more experienced sub-plots can be used to vary play or as counterpoints to major plot lines.

SUB-PLOTS TABLE

2d12	Sub-Plot
2	Accident
3	Blight
4	Carnival
5	Extreme Weather
6	Fair
7	Festival
8	Forgeries
9	Hauntings
10	Holiday
11	Industrial Accident
12	Jailbreak
13	Marketplace
14	Monster Market
15	Pickpocket
16	Pitfight
17	Public Execution
18	Riot
19	Robbery
20	Sporting Event
21	Street Artist
22	Theatre Company
23	Traitor
24	Triumph

MEETINGS

How do adventurers get together in the first place? Here are a few of the many options.

MEETINGS TABLE

d12	Meet Over
1	Common Enemy
2	Conscripted or Press-Ganged
3	Debt
4	Hand-Picked by Employer
5	Matching Invitations
6	Relatives
7	Righteous Oath
8	Rivalry
9	Shared Upbringing
10	Shared Work Background
11	Survivors
12	Thrown Together

TRIGGERS

How do characters get drawn into events? Adventurers' involvement in plots, missions, quests/ Campaign Challenges can be triggered in many ways. These starting points for getting adventurers caught-up in events may arise through the players' on-going activities and affiliations, or completely out-of-the blue.

TRIGGERS TABLE

2d12	Trigger
2	Accident or Circumstance
3	Betting
4	Blackmail
5	Confrontation
6	Desire
7	Duty

2d12	Trigger
8	Eavesdropping
9	Envy
10	Fame and Fortune
11	Friends or Family
12	Hiring and Firing
13	Idleness
14	Matter of Honor
15	Moral Dilemma
16	Promise of Rich Pickings
17	Revenge
18	Righteous Anger
19	Rumors
20	Sense of Adventure
21	Shared Threats
22	Spirit of Competition
23	Test or Trial
24	Treasure Map

MAPPING AN ADVENTURE

So far, planning an adventure has included:

1. Consider possible locations, non-player characters (NPCs) and monsters.
2. Evaluating and selecting missions/ quests.
3. Selecting a suitable plot and any sub-plots.
4. Working-out how the party meets-up and how they might get drawn into an adventure.

The next step is usually to select a specific location and to prepare a rough map with a legend and/ or notes describing each area on the map. This involves:

1. Selecting a suitable adventure location for a dungeon adventure.
2. Laying-out the rooms and caverns where the characters and monsters live.
3. Adding relevant furnishings to the rooms and caverns.
4. Adding a range of tricks and traps which will vary play.
5. Placing extra details aka dungeon accessories.

ADVENTURE LOCATIONS

There are many possible sites for dungeon adventures of one kind or another. The classic dungeon isn't too concerned with a place in wider events or thinking in terms of dungeons as societies or ecologies.

Referees may choose to begin to add greater variety, different hazards and 'a place in the world' through changing the types of dungeons adventurers will explore. The list of options shown below is far from exhaustive.

LOCATIONS TABLE

2d12	Location
2	Armory
3	Castle
4	Catacombs
5	Crypt
6	Cenotaph
7	Dungeon
8	Encampment
9	Factory or Workshop
10	Grotto
11	Haunted House
12	Hill Fort
13	Industrial Complex

2d12	Location
14	Laboratory
15	Labyrinth
16	Military Headquarters
17	Mine
18	Monastery
19	Palace
20	Pavilion
21	Stronghold
22	Temple
23	Tomb
24	Tower

ROOMS, CAVERNS, FURNISHINGS AND ACCESSORIES

Combining a room or cavern with a selection of furnishings and accessories is a very quick way to sketch-out a location. There may be other grander or more magical features and furnishings in a room or cavern, but these will usually be accompanied by some standard items. A selection can be chosen from below.

ROOMS, CAVERNS, FURNISHINGS AND ACCESSORIES TABLE

No.	Rooms	Furnishings	Accessories
1	Apartment	Altar	Bandages, Bloody
2	Arcade	Aquarium	Bones, Bleached Tribal
3	Arena	Bas Relief	Bones, Fresh Tribal
4	Armory	Bath	Bones, Monster's
5	Barracks	Bed	Clothing
6	Bathroom	Bench	Cobwebs
7	Cell	Birdcage	Corpse, Humanoid
8	Chantry	Cabinet	Corpse, Tribal
9	Court	Canopy	Coins

No.	Rooms	Furnishings	Accessories
10	Courtyard	Carpet	Dirty Dishes
11	Dining Room	Casket	Dust
12	Dressing Room	Chairs	Game
13	Dungeon	Chest	Grime
14	Forge	Couch	Firewood
15	Gallery	Columns	Flints
16	Galley	Cot	Kindling
17	Games Room	Cupboard	Firewood
18	Garden	Curtain	Leftover Food
19	Great Hall	Desk	Mildew
20	Guard Post	Easel	Mirror
21	Gym	Fountain	Mirror, Broken
22	Hall	Lamp	Musical Instrument
23	Hall	Lantern	Mushrooms
24	Harem	Idol	Parchment, Torn
25	Kitchens	Iron Maiden	Pet/ s
26	Laboratory	Manger	Rags
27	Latrine	Mirror	Rats
28	Library	Mosaic	Robes
29	Map Room	Murder Hole	Rubble
30	Maze	Painting	Sawdust
31	Mezzanine	Pond	Scorch Marks
32	Office	Rack	Scum
33	Oratory	Rugs	Slain Monster (Fresh)
34	Pithead	Screen	Slain Monster (Rotting)
35	Pool	Shelving	Slime
36	Refectory	Shrine	Skeleton, Humanoid
37	Safe Room	Skull Rack	Skeleton, Monster's
38	Sauna	Sink	Skeletons, Monsters'

No.	Rooms	Furnishings	Accessories
39	Shrine	Stained Glass	Skull, Humanoid
40	Stables	Statue	Skull, Monster's
41	Star Chamber	Stocks	Tinderbox
42	Store	Table	Tools (Butchery)
43	Temple	Tapestry	Tools (Carpentry)
44	Throne Room	Toilet	Tools (Jewelry)
45	Treasury	Toys	Tools (Metalwork)
46	Trophy Room	Tray	Tools (Weaponry)
47	Vault	Trunk	Uniform
48	Warehouse	Wardrobe	Vase
49	Water Garden	Wine Rack	Veil
50	Workshop	Workbench	Weaponry

As adventurers move on to deeper dungeons, underground cities, outdoor wildernesses and other options the novelty value of common monsters or simple chutes will wear-off to be replaced by smarter opponents and greater challenges. Nevertheless, it's worth keeping all of these elements in the mix, as a collapsing floor or a guardhouse can still prove entertaining when used less frequency.

TRICKS AND TRAPS

Including tricks and traps in an adventure adds extra hazards, unexpected surprises and a touch of the magical to any adventure. Non-lethal traps, (which delay adventurers, encourage players to find novel solutions or snatch something from adventurers' grasp), usually offer more entertaining gameplay than complex puzzles or traps that deliver an instant kill. Where traps cause damage it is helpful to scale the damage to the level of the dungeon; unless adventurers insist on entering areas where they are inviting extra risk.

TRICKS AND TRAPS TABLE

2d12	Title	Effects
2	Altars	Altars are suited to delivering a range of magical effects. Some may heal or offer a blessing, while others may threaten to explode or crumble-releasing deadly occupants
3	Arrow Trap	Triggering such a trap causes a basic 2d6hp. Save for half damage
4	Chasms	Crumbling bridges and rope bridges risk major damage or delay
5	Chutes	A chute usually leads adventurers into more dangerous areas, but might also serve as an escape route
6	Collapsing Ceiling	The area's occupants all take 4d6. Save for half damage
7	Dart Trap	Triggering the trap causes d4 x d4hp. Save for half damage
8	Falling Blade	Triggering the trap causes 5d6hp. Save for half damage
9	Falling Cage Trap	Anyone caught by a falling cage trap is confined by the cage until someone unlocks the cage or the cage takes 40hp of damage
10	Fountains	The waters in fountains often have a magical effect. This effect may be curative, corrosive or magical
11	Jaw Trap	An affected creature takes 3d6hp and is unable to move until released; unless it has a Strength of 15 or higher
12	Net Trap	A weighted net falls over an area of 20’ x 20’. The net can take 30hp from sharp weapons or magical attacks before breaking.

2d12	Title	Effects
13	Pit (Flooded)	Any creature falling into a flooded pit has to swim to escape. Those that are burdened must shed items or take 2d6hp damage/ round as they drown
14	Pit (Trapdoor)	Any creature falling into a concealed pit takes 2d6hp from the fall and has to climb back out of the pit
15	Poison Gas	Natural gases and vapors can be explosive, corrosive or highly flammable
16	Pools	Pools may hide monsters or contain liquids with magical effects. A series of pools presents opportunities to coat adventurers, and others, in successive 'washes'
17	Scything Blade	Any creature triggering the trap must make a successful saving throw or take 4d6hp
18	Secret Doors	Secret doors are often used to conceal treasure or for staging ambushes
19	Shifting Walls	Moving walls can be used to baffle adventurers or as barriers
20	Sliding Stairs	These chutes often have an unpleasant surprise at the bottom
21	Stairs	Stairs often indicate a change in level or risk
22	Statues	Statues may animate and attack or reward certain actions
23	Tar Pit	Those caught in such a pit need to spend d4 rounds pulling themselves out
24	Tripwire	Tripwires may trigger a trap and/ or an alarm

WORLDBUILDING

After exploring a few dungeons many adventurers will be ready to step outside and try their luck in wildernesses, enchanted forests, haunted castles and, eventually, whole nations or worlds. This can be done through drawing together a series of dungeons and using a few wilderness encounters to liven-up the journeys between dungeons. For example, adventurers are likely to come across various outdoor hazards on their travels. These can be rolled or selected, but may have to be adapted to the terrain and any on-going events. That includes selecting or adapting hazards to suit journeys through underworld regions.

WILDERNESS ENCOUNTERS TABLE

3d12	Encounter	Encountered
3	Ambush	Ambushes usually take advantage of the local terrain. It is reasonable to allow adventurers some warning, such as birds taking flight from woods. Though this may arrive late in the day unless adventurers have been scouting
4	Bounty Hunters	Adventurers who are avoiding arrest, hiding in political exile or caught-up in a feud can expect to run into problems now and again
5	Convoy	Escorting, defending and looting convoys are all seemingly straightforward options, which are likely to have knock-on effects
6	Dead End	Dead ends are either frustrating delays or not what they claim to be. It is relatively easy to encourage a party to take risks if the only alternative is a 50 mile delay

3d12	Encounter	Encountered
7	Equipment Failure	A wagon's axle breaks, the horses' saddles snap or any similar minor mishaps may delay and endanger parties
8	False Trail	Misleading signposts, false tracks and other misdirections are able to delay or to draw adventurers into traps
9	Flash Flood	The force of sudden flooding is sufficient to sweep away camps, break-up formations and serve-up a local emergency
10	Flocking	Aerial creatures may gather in unusually high numbers and start hunting in flocks of 5d10 or more
11	Marsh	Marshlands have their own subset of monsters and plenty of obvious hazards for unwary adventurers. Making them more dangerous at night or during high tides can introduce changes of pace
12	Mercenaries	Bands of 2d8 troops are what they claim to be. Pay them more than the opposition, (allowing for their risk), and they will follow orders – while it pays
13	Merchants	Merchants may range from rag traders through to hugely wealthy caravan owners protected by plenty of bodyguards
14	Military Patrol	The size and approach of the force will reflect the circumstances. In peace time 2d6 troops might be usual. During a war numbers are likely to be closer to 4d6. Adventurers operating in hostile territory should expect to be questioned or interrogated
15	Militia	Militia units of 4d4 troops can either become valuable allies with local knowledge to share or particularly dangerous opponents

3d12	Encounter	Encountered
16	Monsters	Monsters of all kinds work just as well out-of-doors. They can be introduced separately from or alongside other hazards
17	Nemesis	An old enemy, now in a position of power, comes across the group in circumstances where the enemy at least appears to have an major advantage
18	Obstacle	Chasms, ravines, steep slopes, rivers and crags are among the delays and ambush opportunities available to Referees
19	Old Friend	Someone at least one of the players knows turns-up. This may be to a weakened party's advantage or place a burden on an adventurer or party
20	Outlaws	Outlaw bands of 4d8 may seek to find out if they share any common cause with a party. Otherwise they are likely to attack and / or kidnap adventurers
21	Poacher	Poachers have inside knowledge of the landscape, local folklore, rumors and wildlife. If threatened in any way they have a Renegade's ability to Hide in Shadows and Move Silently while escaping
22	Poisoned Wells	Poisoning wells is an easy way to slow an enemy's advance. Animal carcasses and barrels of salt offer simple ways to poison wells
23	Pranks	Kids, drunks and mischievous creatures may revel in playing seemingly harmless jokes on travelers. Glue on a rope bridge, sparks in a crop dust cloud or a stone hurled through a clue embedded in a stained glass window can all present complications
24	Prospectors	Most prospectors are going to welcome company, but they may be paranoid about their claims

3d12	Encounter	Encountered
25	Rivals	Rivals in most forms of conflict are likely to travel along major thoroughfares. Anything from a scouting party to an entire army may suddenly appear on the horizon
26	Rockfalls	Tumbling boulders, collapsing embankments, avalanches of all types and crumbling masonry can provide danger and anxious moments
27	Ruins	These may be re-occupied or simply provide a place of shelter where there might be some extra equipment lying around. Alternatively, the ancient ruins of an entire civilization may lie buried just below the ground
28	Scorched Earth	Destroying orchards, crops, settlements, livestock and bridges are among the steps available to retreating armies and vandals. Magical traps, poisoning, curses and mass destruction are more likely if there is no intention of reclaiming the damaged land
29	Shortcut	Shortcuts usually involve taking risks to move faster. However, they can also be introduced to speed a journey along.
30	Swarm	Swarms of flying insects and crawling bugs may be mere distractions or prove as deadly as mosquitos. Swarms of monstrous insects may sometimes gather in groups of 4d4 or above
31	Tolls and Taxes	Taxes on goods, individuals and even groups are likely to crop-up fairly frequently. Especially where any level of protection is offered or where money has been spend to provide a service, e.g. a bridge

3d12	Encounter	Encountered
32	Tourists	Tourists might be out enjoying themselves or find themselves completely out of their depth in a wilderness area
33	Vapor	Fumes, mists, dews, vapors, gases and exhalations can be weakening, corrosive, curative or magical. Ideally, adventurers will have the opportunity to limit or reduce the effects
34	War Party	As many as 5d10 humanoids form a band of warriors with d4 Fighters of 2d4 levels. A Cleric, Ranger or Paladin of 2d4 levels will usually accompany the group
35	Water Hazards	A lot of transportation takes place along or across waterways, which opens up the use of aquatic monsters and maritime threats. Water hazards can also occur inland, as a deep puddle is enough to break a chariot wheel or conceal a creature
36	Wreckage	Shipwrecks, smoldering villages and abandoned cargoes can be used as plot devices or dungeon sites

It is, therefore, possible to build game settings or worlds by simply adding further layers in terms of building a map with dramatic landscapes, landmarks, outdoor monsters and feuding nations. Many campaigns are played very successfully using this method alone.

However, Referees may end-up with a better fit between the players and an adventure, (or a campaign), if players are asked or prompted to suggest a few challenges that they'd like to have available as options within the game.

For some players early challenges may focus on encountering more traps for a Renegade to overcome or, perhaps, looking for an opportunity to take on a particular type of monster. These details are easy enough to work in at some stage, but providing broader Campaign Challenges, (which can form the spine of a

campaign of adventures), often involves identifying significant clusters of gameplay opportunities that effortlessly flesh-out many background details; while not nailing-down too many specifics.

The Campaign Challenges copied below, (and matching those in the Campaign Challenges Table earlier in the book), are presented here as options. They can be used to trigger discussion of the types of settings and adventures that are likely to appeal to a group of players. One way to go about this is to suggest a few Campaign Challenges and to get players to help as you map out the first regional or global map for a campaign of adventures. (It has to be clear that the Referee is going to edit and adapt any suggestions to prevent the resulting game world from becoming too predictable).

In addition to helping with homemade settings and adventures, these early discussions can also be useful when planning to use bought-in or downloaded settings and adventures. If a setting or adventure designed by someone else doesn't offer opportunities to explore some of the gameplay of interest to your players, it's probably safe to say that it will take more time to adapt such material for use within your group.

EXPLORING CAMPAIGN CHALLENGES

The examples of possible Campaign Challenges presented here are likely to support an extended series of adventures. New characters can start-out with a relatively lowly role in greater events and, in time, become caught-up in shaping major events within the game world.

There are a lot of instantly available shared expectations on tap for Referees to reference within each of these Campaign Challenges. These expectations can build authenticity, while leaving plenty of room to serve as a platform for unique adventures and campaigns. Spreading a few such Campaign Challenges across a game world, (or combining different Campaign Challenges), rapidly speeds up the

process of adding terrain, settlements and landmarks. This is because Campaign Challenges will often suggest or 'paint-in' many features suited to the types of Campaign Challenges the adventurers are tackling.

Referees may wish to limit the number of Campaign Challenges encountered by adventurers to leave space for some of the other slot-in campaign and gameplay options introduced later.

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CONQUEST AND COLONIZATION

'Frontier life' encourages plenty of novelty and exploration during play. Mapping territories, encountering exotic creatures, (unique to an island or continent), making contact with dramatically different cultures and coping with unusual environmental hazards are all part of the fun.

Forging a new nation, clearing major threats, establishing bases and forts, seeking out resources and surviving hardships are typical examples of elements of conquest and colonization suited to underpinning or refreshing a campaign setting.

COUNTER INSURGENCY

Counter insurgency presents a theme that's ready-made for adding in betrayals, intrigue and mystery. Adventurers can undertake 'chasing their tail' missions as they try to deal with threats from outside and within; before trying to seize the initiative. Obvious scenarios include trying to prevent an assassination, trying to contain a rebellion, investigating the causes of an insurgency and trying to reveal the culprits.

Campaigns based on counter insurgency benefit from a claustrophobic atmosphere fostered by surprises, reverses, mild horror and red herrings. Adventurers might, for example, get involved in setting up a network of informants, distributing propaganda, running covert operations and being framed.

CRIME FIGHTING

Crime fighting, getting caught-up in crime, fighting crime with crime and bounty hunting are sources of adventure hooks that can easily cast adventurers in the role of righteous heroes and/ or start asking questions about complicity and compromise. Investigating art thefts, uncovering insider trading, going-undercover inside a criminal organization, staging a jailbreak and countless other

crimes are easy ways to encourage players to make choices that have consequences for themselves and others.

Campaign settings benefit from taking account of crime, as there are few cultures which don't have both crime and specialized codes for categorizing, investigating and dealing with crime. Consequently, the crimes and punishments of a tribe of primitive barbarians are likely to vary considerably from the crimes and punishments of a sophisticated race such as Elves or Drow. This variety creates lots of opportunities to let players get drawn into difficult situations where there are no straightforward answers.

DISASTERS AND CRISIS MANAGEMENT

Introducing dramatic events and unexpected emergencies during play can form the basis of standalone adventures or add an extra level of challenge to a campaign. Players suddenly find themselves having to find solutions to the dangers and complications delivered by the adventure they set out, while also dealing with underlying, on-going events such as a volcanic eruption, an army of zombie creatures, a flood or a revolution.

At the scenario level the immediate effects of disasters and efforts to regain control let Referees add surprises and novelty, while asking players to improvise. Within campaigns on-going or unfolding disasters and necessary crisis management may change both the situations players encounter and how adventurers react to them. For example, a major flood can immediately set players a series of mission options such as feeding refugees, building a dam in dangerous territory, coping with invasion from the sea or saving sunken treasures.

DARK SIDE OF THE MOON

Exotic or alien settings offer one approach to placing adventurers in difficult situations where they have to overcome unusual, on-going difficulties while exploring and adventuring.

These settings, and the complications that go with them, typically involve contrasting social, political, economic and ritual worlds, which offer plenty of dramatic contrasts on land, in the air or oceans, and/ or spread across whole galaxies. The usual method is simply to put in place some kind of planetary or regional effect that establishes a marked contrast.

The Dark Side of the Moon, (which isn't actually dark, but can't be seen directly from Earth), offers an example of an imaginative mechanism for varying play across or throughout a setting. A light/ dark or night and day contrast is far from the only option, but it serves as a good example, because the resulting climate and terrain, social structures, vegetation and wildlife – along with a good many others conditions - are going to be focused on or specialized around contrasts between diurnal, nocturnal and, possibly, crepuscular or magical lifestyles.

DAWN OF THE UNDEAD

Campaigns where the personalities within the culture think entirely differently from standard behaviors or 'mind-sets' are something Referees often consider in terms of how an alien race or a monster might think. An 'epic' variant along such lines can be illustrated by reviewing what could be involved in a fantasy campaign where adventurers all become undead of some kind. The motives assigned to these undead needn't be vile. Instead they might seek to right an ancient wrong or wish to complete a ceremony that lets them change form.

However, their perceptions, how they approach problems, the value or lack of value they attach to other undead, (and the corporeal), their 'powers' and the way they go about shaping the game world is open to a wide range of interpretations.

ENTERPRISE

No need to reach for the calculators and spreadsheets. Adventurers can get involved in any number of missions based around business interests and trading.

Escorting convoys, making trade deals, smuggling, wrecking and claiming rights to new territory are just a few of the options for scenarios.

Creating a business or an invention, running a profitable Renegades' Guild, operating a fleet of ships for exploration or hire, taking control of or disrupting an economy, funding major constructions and similar projects all offer approaches to placing adventurers in immersive campaigns.

ESPIONAGE AND INFILTRATION

It's possible to run games which draw on source material from genuine spies involved in deep cover operations, civil and military sabotage, resistance operations and assassinations. Adventurers might have to demonstrate their loyalty to the group they're trying to infiltrate, make and pass on equipment to contacts, gather information about enemy agents or installations, flush out a double agent or recruit new operatives.

Campaigns that play on the uncertainties and fears inherent in spying and deep cover operations don't have to set player against player or adventurer against adventurer, as fellow adventurers may be among the most reliable allies available in a campaign involving spies and saboteurs.

INTERNECINE WARFARE

Internal conflict which sets brother against brother, involves trading-off rival camps and means never being able to sleep in the same place from one night to the next keeps adventurers under pressure. As events escalate players might get involved in missions linked to such conflict. These could involve trying to defuse the situation, 'fanning the flames', coming under pressure to take sides and/ or looking to protect others from the conflict.

A campaign centered on warring factions might see a party having to switch sides, getting caught by their former allies, possibly deciding to set up their own faction or even seeking a peace settlement.

MARINE LIFE

It's not unusual to come across underwater, marine or maritime adventures where players try out a couple of scenarios in underwater settings or hop in and out of an ocean broken up by a few small archipelagos. Doing so can be amusing, as spells and weapons may work differently, physical features like tides and currents can influence events, and adventurers will encounter new races.

The same process can be taken a lot further by, for example, getting rid of the land altogether or making any land difficult to survive on. At that point, play goes 'aquatic' on several levels and GMs are asked to think about events, adventures, commerce and encounters conducted well below the waves. For instance, many festivals and celebrations are likely to concern events such as fishing, periodic tides, algae blooms and deep sea currents; rather than land-based ceremonies about seasons or harvesting.

Threats and hazards are also likely to become focused on adapting to an aquatic world. For instance, an undersea volcanic eruption is hugely different from a volcanic eruption on land.

MASSIVE METEOR STRIKES

Modest meteor strikes and similar impacts make a good basis for a series of scenarios. Apart from play concerning the actual strike event they can offer survival gameplay and other situations linked to knock-on effects such as civil disorder and long term boundary changes.

A fairly modest lump of rock is enough to have a regional impact, but it's possible to go a whole lot further by scaling the meteor and, possibly, giving the meteor a 'payload'. For example, a planetary fracture that removes perhaps a fifth of the planet and creates a moon is going to change local gravity, oceans and weather systems for good. Throw in a race of invaders, a parasitic virus or a powerful,

corrupting lodestone embedded within the meteor and players have a lot of new options to play out.

MYSTERIES AND INVESTIGATIONS

Disappearances, unsolved crimes and murder mysteries can add an extra dimension to play. Perhaps the most important element of asking adventurers to solve mysteries is to provide sufficient clues, as players and adventurers don't have the Referee's inside knowledge of the situation. It can be helpful to present clues more than once, to present a clue in a different way, to offer clues which refer to other clues and to 'let it go' if players really aren't catching-on.

RESEARCH AND EXPERIMENTATION

Magical research, terraformation, climate change, hybrid diseases, brainwashing, mass manipulation, finding a cure, inventing a new technology or starting a research division takes adventures into a further area of novelty and player choice.

Tracking down rare or repugnant ingredients, scouring ancient libraries for details of lost technologies and researching new forms of magic all provide self-contained adventure hooks. These can be brought together to sketch out an open-ended campaign. Alternatively, research and experimentation can be placed at the center of campaign events by making the outcomes of research critical to major events across much of a setting.

REVOLUTION

Freedom fighting, raising a rebellion, releasing enslaved tribes and turning the tables on oppressive regimes are all good options for a campaign. Elements of spying and infiltration, containing counter insurgency, major disasters and corruption are easily brought into revolutionary gameplay.

In addition, players will be faced with plenty of difficult decisions about whom to trust, where their loyalties should lie and, possibly, what happens after a revolution or regime change. Scenarios can give adventurers a role in making a revolution happen, while a campaign arc focused on a revolution lets adventurers cover a wide selection of gameplay and plotting.

SUPERVOLCANOES

It's worth considering players' views before making 'epic' or massive changes to the cornerstones of a campaign. However, if, or once, everyone is good with a particular plan there are many global or world changing options out there. Supervolcanoes are involved in reshaping continents and a campaign set through the lead up to a supervolcanic event, the first eruptions, the wider eruption pattern and the aftermath of a supervolcanic event should be enough to keep most groups on edge.

Some obvious options include flaming rocks falling from the sky, rivers and lakes of lava, desperate survivors and survivalists, broken and emerging political structures, and breakouts from underground races driven to the surface.

SURVIVAL SCENARIOS

Survival scenarios can act as an aside to a campaign in need of a break or trigger expeditions into exotic lands populated by alien cultures. The 'fish out of water' situations involved in day-to-day survival may be central to a series of survival scenarios before adventurers escape back to the campaign as a whole. Otherwise, survival events may lead to discoveries mapping out a campaign defined by clear differences from standard medieval and Dark Age settings.

Introducing new races, different customs, new spells and new technologies through a complete culture/ s should vary play and help players to make their own choices about adapting to the differences during gameplay.

Of course, it wouldn't be survival without going gritty, so there's no harm in calling up a tropical storm, leaving carnivorous plants all over the place, starving the adventurers until they learn to hunt the local way - or having them prepared as ingredients for a cannibal tribe's next recipe.

WARFARE AND SIEGES

Battles, raiding, invasions and siege warfare are solid bets for most fantasy games. The options for both open conflict and less direct approaches are numerous. Preparing for war, controlling the arms trade, military policing, besieging a fortress, defending a fortress under siege, patrolling hostile territory, fighting battles and holding-the-line all fit straight into campaigns either as optional scenarios or as part of the fabric of a setting.

Warfare can be characterized by victories, defeats, attrition, shock, terrain, theatres, collateral damage and personal injury amongst many options. Mixing these elements effectively makes it possible to get involved in combative campaigns without resorting to repetitive skirmishing. Realistic massed combat games call for specialized rules, but a focus on character involvement, outcomes linked to the existing rules and roleplaying can make for immersive play using Renegade ~ Corruption, the Original Game or any other compatible system.

SEEDS OF CORRUPTION

With a good idea of the types of gameplay and adventure players are looking for a Referee can design a campaign setting that presents plenty of options - without adventurers being pulled in different directions. For many games a setting based on the kind of broad Campaign Challenges outlined above is more than enough to be getting on.

Adding any further options or flavor may seem like hard work, but it's possible to do so without much extra effort by shaping play through further clusters of expectations similar to those offered by open-ended Campaign Challenges.

Seeds of Corruption operate in much the same way as Campaign Challenges by slotting-in an extra layer of gameplay, including on-going events and bundled expectations, which work alongside the events and missions at the core of a major Campaign Challenges. In the case of Seeds of Corruption the inclusion of one or more instantly makes the game world a slightly darker, more dangerous place.

Seeds of Corruption can, for example, occur in the form of events, items, individuals, customs, monsters and locations.

ADRAMMELECHS THRONE

This magnificent set of equipment is designed to fit a War Elephant. It was commissioned by the Dread Emperor Adrammelech who paid sorcerers hundreds of thousands of gold pieces to manufacture and enchant what amounted to a mobile throne. The entire ensemble is jet black with metal fittings of mithril and can be driven from the front by a driver/ drummer or by using reins inside the canopied and curtained howdah. The interior of the howdah contains a throne of pure obsidian. The components are:

BARDING

The strands of mithril woven into the chainmail barding give an Armor Class 0 [19].

HARPOONS

There is a platform around the howdah, which is lined with five large handheld harpoons on each side. It requires Strength of 17 or higher to hurl one of the +2 harpoons as a spear and each harpoon can cause a target 5d6hp. Mithril chains trailing behind the harpoons skewer a target on a roll of 5 over that required to-hit

or a natural roll of 20. This causes 3d6 dragging damage/ round and neither the mithril-forged chains nor the harpoon shafts can be snapped. A target must actually tear the harpoon out for 5d6 damage to break free.

If a target fails to escape before running out of hp the body disperses into shadow and forms an undead creature of equal HD to the target. Those newly released from the harpoon are held in thrall to the throne for a year. A harpoon can be retrieved by whoever threw it through simply outstretching a grasping hand while standing on the howdah.

WAR DRUMS

Providing they're washed in blood beforehand, the twin war drums are capable of playing a number of beats. These are:

1. Create Undead as the spell.
2. Create Greater Undead as the spell.
3. Animate Graveyard: Once every day a drummer can animate 20 Zombies or Skeletons from the bodies buried in a graveyard.
4. Animate Battlefield: Once every week a drummer can animate 200 Zombies or Skeletons from the bodies buried at a battle site.
5. Animate Zombie Nation: Once every month a drummer can animate 2,000 Zombies from graves and battle sites within a five mile radius.
6. Animate Undead Legion: Once every year a drummer can animate 20,000 Zombies, Skeletons, Ghouls and Shadows, (in equal numbers), from graves and battle sites within a twenty mile radius.

HOWDAH

The curtains on the howdah provide True Sight to those within the howdah.

THRONE

The throne is connected to the harpoon chains through the platform and contains the souls of creatures drained to a state of undeath by the harpoons. Under bright

light the translucency of the obsidian allows viewers to catch fleeting images of the tormented phantoms bound within the throne. The throne is impervious to all known forms of damage and gives anyone sat on the throne control over undead creatures within 100'. In addition, undead creatures cannot be turned within a mile of the throne.

TUSK SHEATHS

The tips of a War Elephant that's carrying the throne can have its tusks fitted with these two tips of mithril and ivory. Rampages are possible twice/ day while these are worn, as they allow the driver to loosen the reins and to cause the elephant to charge around for d4 rounds. This attack allows an elephant to trample anyone it hits for 3d8 of extra damage. In addition, a rampaging elephant can try to smash through almost any wooden or earth defenses. In this state it may also be directed at stone walls which are up to 10' thick or at metal portcullises. Both have a 50% chance of collapsing or snapping with each strike. The elephant is stunned for a round after such an attack, but soon recovers and may still be rampaging.

ARMOR

Items of light, but highly effective, equipment for a driver and a drummer include two sets of Gauntlets of Ogre Power, Chainmail +1, Brigandine +1 and Mail Coif +1. These items are designed to protect a driver and/ or drummer seated to the fore with AC -2 [22], while providing the strength required to partially control an elephant during a rampaging attack.

ALTAR OF DEMONIC ENCHANTMENT

An Altar of Demonic Enchantment is made of gleaming white marble and is generally held to be a great treasure. Expensive sacrifices worth many thousands of gold pieces that are placed on the 13' x 3' x 3' sized altar disappear overnight and typically result in the granting of Limited Wishes - which are of great benefit to those who can pay. However, those who make requests requiring a full Wish will find that the results fall short of their hopes.

Disappointed patrons of the altar must save against a Charm Monster spell or be tempted to use a human or humanoid sacrifice to request a Wish; which will typically be granted providing it doesn't involve reversing a sacrifice. The altar continues to provide Limited Wishes and Wish spells until it is attacked in some way, e.g. over 70hp of physical damage. At that stage the marble turns blood red and explodes causing 8d6 damage within 120'. At the heart of what remains of the altar the essence of a demon crystallizes amidst the despair of the lost souls, allowing the formation of a new demon. This creature is usually a Baalroch, (75%); but may be a new born Demon Prince or Princess, (25%), forged in the despair of the sacrificial victims.

Whatever the type of demon, the corpses of the victims sacrificed upon the altar will be animated at exactly the same time. These may simply be some form of zombie, but others may have died while heavily corrupted and now return in other guises. Whatever their status the victims will be intent on hunting down those who sacrificed them.

BLACK BOOK

The words in the Black Book are said to be written in demons' blood on pages made from the flesh of a saint. The dark cover is battered and bruised, but otherwise unmarked. When opened the book appears as a spellbook, containing copies of Cleric spells that cause damage or defend against good. The spells found inside usually include Protection from Good, Dispel Good, Cause Light Wounds, Cause Disease, Curse, Cause Serious Wounds, Cause Critical Wounds, Garble, Harm, Poison and Unholy Word.

Whenever the book is opened a few of the letters in a page will slip off the page and bleed over on to any paper, papyrus or cloth within 5'. The process can't be stopped unless all such materials are kept away. Once established on another piece of paper or cloth the letters rapidly infest other texts. In doing so the black letters twist the

meaning of documents until diplomatic papers cause offence, good spells change to evil equivalents and items with positive effects become harmful.

To make matters worse, infected pages or cloths pass on the black letters and whole worlds can be left without healing spells and other Lawful magic.

BLACKTHORN

Blackthorn is a corrupt plant which grows prolifically alongside all kinds of crops. Farmers who don't know what they're dealing with often welcome Blackthorn, because the crops that grow alongside it yield extra grain or fruit when harvested. It is also incredibly difficult to weed Blackthorn by hand or hoe, as it has razor sharp, corrosive barbs all over its stems.

Within a week of contamination the corrupt roots reach those of the plants around them and start to infest pastures, woodlands and water courses. Inside a month a region of 100 square miles can become affected.

The plant's effect is to slowly reduce the Corruption score of all creatures to the same level as that of the plant, i.e. a Corruption score of 7. This makes sentient plants and animals Chaotic; rapidly creating communities based on self-interest and personal gain.

Fortunately, the plant doesn't lower Corruption scores any further - but other actions resulting in further exposure to Corruption may soon inflict full-blown Corruptions across whole communities. Suspicion, treachery and xenophobia are the norm in areas where Blackthorn flourishes. Holy Water damages the plant, but this releases a poisonous acidic vapor, which has to be avoided. Powdered salt harms Blackthorn, but only saltwater seas and oceans seem able to halt the spread of Blackthorn.

CADMIUM'S INCREDIBLE FIREWORKS

Mendle's mischievous apprentice Cadmium loved to spring surprises. After making a fortune selling fantastic, magical firework displays to kings and nobles she decide to take performances to the next level by experimenting with displays that brought the exploding fireworks to life as they settled into a pattern in the sky. The phantom creatures had to be able to fly briefly before dispersing, so Cadmium designed Red Dragons, Griffins, Wyverns and even an Eye of True Terror in the form of temporary, animated fireworks.

Unfortunately, Cadmium's apprentice Ragda saw an opportunity to gain a reputation and copied the formulae for a handful of the fireworks without knowing how to complete the enchantments properly. This included trying to work a Permanency spell into the formulae in a misguided attempt to keep the creatures in the air for longer before they dispersed.

A boastful king insisted that Ragda set off a full set at the first attempt and when the fireworks exploded into the sky the creatures appeared as hoped. Except the monsters didn't disperse or fade out of view after a few minutes. Instead they became sentient and three Red Dragons, four Griffins, five Wyverns and an Eye of True Terror descended upon the king's guests.

Ragda fled and is believed to have hidden more of the fireworks before disappearing. Displays including wasps and various dragons have been set off since; but more often in battle than celebration. The phantom creatures mimic the originals in every way, except for their willingness to get along with each other and an ethereal shielding. This protection makes the whole of a group of creatures from any fireworks display share immunity from the first attack form to injure any one of them within any given round, i.e. an injury to one of the group from a sharp weapon makes the rest of the fireworks immune to sharp weapons for the rest of the round.

CROOKED COIN

Crooked Coins change the details on their surface when out of sight. Alterations may involve changes to the values, designs and figureheads shown on coinage. This form of corruption is often mistaken for a practical joke or minor enchantment, as these gold coins appear entirely normal unless checked with a spell such as Detect Evil or Detect Magic. (Such spells won't identify the exact nature of the coins' evil, but can serve as a warning to those coming across the crooked coins).

Crooked Coins spread Corruption through misunderstandings arising from changes in value when paying for goods, discrepancies between what's recorded and what's found later, and, perhaps, a rival's image appearing on a king's coinage. Complete changes of currency to mimic any currencies Crooked Coins have been

mixed with are a common occurrence once Crooked Coins spread, which happens whenever the corrupt coinage comes into contact with ordinary coinage.

Crown of Corruption

A Crown of Corruption is a simple coronet carved of ebony and encircled with ivory skulls. When the crown is paced on a head the wearer immediately lowers her/ his Corruption to 4. The crown cannot be removed without a Limited Wish spell and once removed the Corruption remains. Anyone wearing a Crown of Corruption can create the following effects:

1. Animate Graveyard: Once every day the wearer can animate 20 Zombies or Skeletons from the bodies buried in a graveyard.
2. Animate Battlefield: Once every week the wearer can animate 200 Zombies or Skeletons from the bodies buried at a battle site.
3. Animate Zombie Nation: Once every month the wearer can animate 2,000 Zombies from graves and battle sites within a five mile radius.
4. Animate Undead Legion: Once every year the wearer can animate 20,000 Zombies, Skeletons, Ghouls and Shadows, (in equal numbers), from graves and battle sites within a twenty mile radius.

If a Crown of Corruption is worn while seated on Adrammelech's Throne the daily powers include casting a Symbol in the Sky spell. This is equivalent to casting the Magic-User's version of the Symbol spell with the chosen Symbol visible to a range of a mile in any weather.

Witching Tree

A Witching Tree starts life in large, densely-forested swamps infested with insects and serpents. Evil creatures are drawn to the chaos within the trees; where they are easily ensnared and overcome by these opportunistic, evil Treants. Each Witching Tree has 12d8HD and an AC 0 [19] when fully grown. Up to twelve branches cause

3d8hp each and anything hit twice in the same turn is swallowed whole in the next round.

Night Hags and Banshees are their preferred prey; but witches, warlocks and most undead monsters are also favorites. A Witching Tree uses its branches to envelope victims, before stuffing them into a cavity that opens in the bark. Weaker targets are dissolved at a rate of 4d6/ round inside the trunk, but Banshees and Night Hags are sealed beneath the bark, wrapped in resin and turned into part of the tree. Once stocked with a powerful victim a Witching Tree is able to flower and fruit within a week.

During flowering a Witching Tree and its immediate surroundings lose their ghastly aspect and take on the appearance of an abundant forest glade. Large, beautifully scented flowers soon emerge in spectacular colors. Shortly afterwards as

many as 4d4 luscious fruit pods appear on the branches and grow rapidly to a width of 3'. Then, overnight, the fruits ripen and swell suddenly - until ready to burst. Any rapid movement within the 120' range of the roots may then trigger the release of some or all of the fruits, which fall and open to reveal one of the following: a Giant Wasp, a Giant Spectral Spider, a Wasp Swarm or a Giant Spectral Wolf Spider. (Roll d4 for each pod).

These monsters hunt for food and, (because they are part of a Witching Tree), each humanoid, (or larger victim), adds an extra HD to the tree. Anyone tasting the fruit before it falls isn't much better off, as the fruit acts like a Charm Monster spell and a successful saving throw is required to avoid seeking to nurture and protect the tree for a month.

The trees are to be feared all the more, as they can move at night and will leave swamps they have stripped clean to find fresh prey in woodlands and forests. As a result, they may flower frequently until hunted down. If a Witching Tree is reduced to 0hp the bark falls away and all the trapped Banshees, Night Hags and similar creatures held inside are released to cause mayhem.

Perhaps the greatest concern is the risk that a Witching Tree will manage to consume an infernal creature, which might allow a tree to produce a wider variety of deadlier fruits.

SEEDS OF WONDER

Seeds of Wonder shape gameplay in much the same way as Seeds of Corruption. They are, however aimed at adapting or tempering the effects of Seeds of Corruption by easing the gloom and providing adventurers with people, places and events worth fighting for. Seeds of Wonder may not be encountered often, but simply placing a few into a setting can create rumors and legends offering adventurers hope in a hard game world.

CATHEDRAL OF LIGHT

The Cathedral of Light is a complex of huge temples formed in the shape of a Celtic cross. The walls are made of tinted granites and all contain massive, colorful stained glass windows depicting the deeds of heroines and heroes from many times

and dimensions. The windows appear static, but adventurers can interact with the eight ethereal angels that maintain and repair the temple.

Persuading a nearby angel to shed tears of joy by telling it of great works and victories over evil animates the scenes in a temple's pictures in one of the seven of the temples. Telling the same angel of terrible events or a desperate crisis, which brings it to tears, can then result in a heroine, hero or saint bursting out of an animated stained glass window and taking form. (An angel needs to be convinced that the emergency affects over 10,000 innocents to cry tears of sorrow). The heroine or hero will join with the adventurer making the appeal to the angel and battle against evil for a full week. Each angel may only hear one appeal/ week.

Red Temple: Half-Orc Magic-User 7th Level
Orange Temple: Minotaur Fighter 8th Level
Yellow Temple: Drow Renegade 9th Level
Green Temple: Dwarf Cleric 10th Level
Blue Temple: Halfling Bard 11th Level
Indigo Temple: Half-Elf Ranger 12th Level
Violet Temple: Human Paladin 13th Level

The White Temple differs in that all of the angels must be present and all must both laugh and weep. This can be instigated by sounding a chime of white gold positioned in the White Temple at the very heart of the cross. The chime and the walls will turn to gold as the final angel arrives, giving an adventurer the chance to persuade all of the angels at once. If the angels, (who cannot be lied to), are convinced that the emergency hurts over 100,000 innocents they may animate all of the heroines and heroes from all the windows at once, including the 8th window. They will join battle to defeat the threat brought before the angels.

White Temple: Elf Monk 14th Level

CAVALRY FLAG

Cavalry Flags are relics of ancient battles where the blood of a heroic, magical steed - slain while carrying an army's colors in battle - spilled on to the flag. The bloodstain upon a flag cannot be washed out and each flag can be used once/ week. During the course of a combat involving over 30 combatants a flag can be raised by Lawful characters with the following effects:

CAVALRY FLAGS TABLE

d4	Flag	Effect
1	Griffin	A Griffin is summoned to act as a mount for a Lawful adventurer
2	Hippogriff	A Hippogriff is summoned to seek aid for Lawful adventurers
3	Pegasus	A Pegasus is summoned to transport a Lawful adventurer
4	Unicorn	A Unicorn is summoned to the aid of Lawful adventurers

CHARIOT OF THE SENSES

A Chariot of the Senses is made of white marble and accompanied by five horses, which are also made of white marble. While in this form both the chariot and its horses are impervious to damage and seemingly inert.

If someone steps on to the chariot all of their attribute scores are balanced momentarily, causing them to feel weak and disorientated. If the average attribute score after balancing, (with scores rounded down), is 12 or above the chariot will activate. Otherwise, the disorientation and weakness continues until a creature steps away from the chariot.

When the reins are taken by a character with average attributes of 12 or over the horses come to life and the chariot changes from a marble frame to a honeycombed ivory frame. The chariot is also equipped with mithril fittings, including a mithril bow. Removing the bow or the fittings from the chariot returns them to stone.

The charioteer may drive the chariot as if a four-horse chariot driven by five War Horses at the speed of the horses rather than a chariot. However, it requires average attributes of 13 or higher for the driver or an archer to string the mithril bow. When strung the bow makes any arrow fitted to it +3 to-hit when firing from the chariot. In addition, any arrow fitted to the bow will ignite as a flame arrow when it takes flight. The flames add 2d4hp to the damage caused by the bow.

Any gold or jewels placed in direct contact with the chariot will be absorbed instantly. This will appear to have no effect until 10,000gp in gold, 10,000gp of gems or both amounts have disappeared into the chariot. If these levels of gold and/ or gems are absorbed the chariot's surface accumulates new tints on the surface of the ivory.

1. **A total of 10,000gp gives the ivory a gold tint. This improves occupants AC by 2 and the driver also becomes aware of the ability to command the chariot to detonate in a shower of exploding ivory and gold. Any explosion causes 12d6hp within 120', but does leave 2d4 x 1000gp to be collected from the debris. An explosion can be triggered by word of mouth or gesture from 150' away.**
2. **A total of 10,000gp worth of precious stones makes the chariot radiant or brilliant. This shimmering effect deflects and amplifies 50% of all magical effects aimed at the chariot or anyone in it. Creatures within 60' have to make a saving throw or suffer the effects of any deflected spell. The driver also becomes aware of the ability to command the chariot to detonate in a glistening shock wave of ivory and gemstones. Any explosion causes 12d6hp within 120', but does leave 4d4 x 1000gp of gems to be collected from the debris. An explosion can be triggered by word of mouth or gesture from 150' away.**
3. **A combined total of 10,000gp of gold and 10,000gp in gems adds a sparkle to the gold and brilliance. When the chariot is golden, sparkling and brilliant the driver becomes aware of the ability to command the reins to lengthen once/ day. Each horse then turns into a Pegasus for 6 turns and**

they are easily able to draw the chariot through the skies. An explosion causes 36d6 if triggered.

It is not known what might happen if a creature with average attributes of 14 or above stepped on to such a chariot. Nor whether or not there are any other materials that might be absorbed by the chariot. Rumors suggest that the legendary sorcerer Mendle may have invented Mendle's Marvelous Metals with the intention of placing them on a Chariot of the Senses.

DEFENDERS OF THE FAITH

These Paladins of at least 7th Level are utterly dedicated to defeating chaos and frequently launch desperate missions and assaults against seemingly insurmountable odds. In the hours before such missions those selected for the most hazardous duties become capable of drawing d6 Corruption from others. The burden is passed to the Paladin who carries the Corruption into what will, in all likelihood, be a final battle. The price of drawing Corruption in this way usually involves an adventurer agreeing to complete a demanding Lawful quest or to already be well-known for carrying-out heroic deeds. An adventurer that loses Corruption can renege on the arrangement initially but, sooner or later, the Paladins will turn-up expecting payment in full.

ITOK'S INDELIBLE INKS

The woodcut printer Itok dabbled in alchemy for many years before being found out and persecuted. As part of this persecution his woodcuts and notebooks were all burned, depriving him of an income. Before long Itok was destitute and forced to beg in the streets. Rumors suggest that it was only then, in his darkest hour, that a saint visited him and wept at the sight of an honest man laid low. What happened next is unclear, but stories tell of Itok taking the saint's tears and breaking into his boarded-up workshop during the night. There he is believed to have made an ink so charged with magic as to be almost impossible to wear out or bleed. How much of

the ink came into being and how the ink is made remain unknown - just as Itok's fate is also unknown.

Vials of the original ink are extremely rare and, where found, extremely expensive. Many have tried and failed to make similar formulations, because magical writings written in the original ink do not vanish when cast from a scroll or from someone else's spellbook. In addition, the ink cannot be corrupted by a Black Book and is thought to make magical tattoos more persistent.

Speculative accounts talk of a second exotic ink, possibly made by Itok after he disappeared. Some say this was infused with the tears of an angel, while others claim it contained the froth from a demon's lips. If any such ink or inks exist there is no reliable record of their properties.

MAGIC TATTOO SHOP

The Magic Tattoo Shop appears much like any tattoo shop and customers can choose from a limited selection of tattoo designs. Having paid 1,000gp/ level the dice are rolled three times to see which tattoos are currently available. Anyone who has paid is seen alone and has to accept one of the three choices offered or keep falling asleep. At which point a random tattoo will be applied - allowing exit from the shop.

The tattoos are applied painlessly. They are usually temporary tattoos which last for 1 month, but they can be made to last for a year by using a Permanency spell to protect the tattoo. A vial of Itok's Indelible Ink is also capable of making a temporary tattoo last for d4 years if such ink is available when the tattoo is about to be applied.

Removing a magical tattoo before it wears off is only possible with a Wish or the removal of a limb. So adventurers may wish to think carefully about which part of the body receives a tattoo from the Magic Tattoo Shop.

MAGIC TATTOOS TABLE

d100	Tattoo	Effect
1–3	Ghost	Ethereality as the potion
4–6	Salamander	Fire Resistance as the potion
7–9	Sunflower	Plant Control as the potion
10–12	Snow Bear	Frozen Concoction as the potion
13–14	Crossed Swords	Heroism as the potion
15–16	Halfling	Become Halfling

d100	Tattoo	Effect
17–20	Elf	Become an Elf
21–24	Minotaur	Become a Minotaur
25-26	Drow	Become a Drow
26–27	Orc	Become an Orc
28–30	Dwarf	Become a Dwarf
31–33	Butterfly	Reincarnate after sleeping overnight
34–36	Mermaid	Become Water Breathing
37–39	Skull	Attack rolls of 19 and 20 give critical hits
40–42	Sun	Regenerate 1hp/ hour in sunlight
43–45	Star	Stores a spell of up to 5th Level
46–48	Scorpion	A 3hp poisonous scorpion escapes the tattoo once/ day
49–5o	Bluebird	Contains a single Limited Wish
50–52	Rose	Charisma +2
53-55	Moon	Regenerate 1hp/ hour in moonlight
56-59	Lotus	Raises level by 1
60-61	Lion	Unaffected by Fear spells and effects
62-63	Heart	Constitution +1
64-65	Eye	True Sight as the spell
66-67	Eagle	Target a missile with +2 to-hit once/ day for each level
68-69	Dragon	Immune to dragon's flames
70-72	Angel	+1 on all saving throws
73-74	Devil	+1 to attack rolls
75-76	Demon	Corruption -2
77-78	Spider	1hp poisonous spider walks out of the tattoo each day
79-80	Wolf	Polymorph into a wolf once/ day
81-83	Eagle	Polymorph into an eagle once/ day
84-85	Smudged	Roll again and the resulting tattoo is permanent
86-87	Joker	Knows how to make a new spell of 2d4-1 level*
88-89	Ace of Clubs	Knows how to make a Minor Magic Item*

d100	Tattoo	Effect
90-91	Ace of Hearts	Knows how to make a Medium Magic Item*
92-93	Ace of Spades	Knows how to make a Major Magic Item*
94-95	Ace of Diamonds	Knows how to make a Remarkable Magic Item*
96-97	Orchid	Raises casting level by 3
98-100	Dragon	Give and receive no mercy

* - The tattooed creature cannot communicate or record this knowledge, but it can, (with access to a laboratory, a library and enough money), complete some or all of the steps required to make a magic item or a spell. The type of item rolled is revealed when the tattoo is applied, so there is no need to spend time and gold on making unwanted items. The d20 roll required to succeed starts at 20 and is only modified by 1 for every 5,000gp invested in the process to a minimum saving throw of 3.

MENDELS MARVELOUS METALS

The wizard Mendel was brought-up as a blacksmith and learned to study rocks and minerals during his many adventures. At some stage in his research he was able to form an alloy of rare metals which, once enchanted, became capable of being reshaped under certain conditions. Unfortunately, a trace of impurity in the final experiment caused an almighty explosion and the entire laboratory was blown apart. Mendle recovered, but was unable to recall the exact formulae.

However, the results of the experiment survived as chunks of metal embedded in the walls of the ruined laboratory. There are 14 known pieces of such metal; seven large enough to make a broad dagger and seven sufficient to form a long sword or buckler. The metals become as putty for two rounds when immersed in certain liquids, before fixing in a new shape. Any properties resulting from combining the metals are unknown, as Mendle hid the pieces separately to prevent them falling into the wrong hands.

MENDLES MARVELOUS METALS TABLE

Metal	Immersed In	Bonus When Used As Weapon or Shield
Copper	Water	+1
Electrum	Frost	+1
Bronze	Flames	+1
Silver	Lantern Oil	+2
Gold	Holy Water	+2
Mithril	Acid	+3
Adamantine	Tears	+4

THE WYVERNS REST

The Wyverns' Rest is an inn which sometimes appears along the harbor-front in cities with large ports. From the outside it looks like a typical, unspectacular tavern with a weather-beaten frontage. There is no sign of anyone keeping check on the doors and a steady stream of customers wander in and out at all times of the day and night.

The barroom is dimly lit by oil lanterns and the interior décor doesn't improve much on the ramshackle exterior. A long bar set against the back wall is always packed with sailors, travelers, merchants and explorers. More customers cluster in groups round a series of lit fireplaces set into the walls.

At first it's not clear how clients are served, as there doesn't appear to be anyone behind the bar. However, drinks and bottles float through the air on to the top of the bar and money placed on the bar is picked-up and carried-off through the air. Plates of hot food also glide on to tables every now and again.

By observing the bar it becomes possible to gain a faint impression of several shimmering figures moving behind the bar - which is staffed entirely by Invisible Stalkers. A practiced eye soon learns to track the staff by their actions, as they are more easily seen by the objects moving around them than their actual form.

The creatures can speak all humanoid languages, but many customers simple look at the chalkboards hung over the bar and place orders by putting the right amount of money down on the bar.

The following options are available:

ACCOMMODATIONS TABLE

Accommodation	Cost	Contents
Bed and Board	100gp/ night	This room can accommodate two humanoids and is equipped with two straw beds, a bronze mirror and a washbasin. The door and windows can be Wizard Locked to 12th level on the command of the paying guest
Apartment	1,000gp/ night	This room can accommodate six humanoids and is equipped with six cushioned beds, a silver mirror and a bath. The door and windows can be Wizard Locked to 18th level on the command of the paying guest
Penthouse	10,000gp/ night	This room can accommodate twelve humanoids and is equipped with 12 luxury beds, a gold mirror and a bathing pool. The door and windows can be Wizard Locked to 24th level on the command of the paying guest

Each night spent sleeping in a straw bed recovers 2d8hp; each night spent in a cushioned bed recovers 3d8hp; and each night spent in a luxury bed recovers 4d8hp. A night spent in any of the beds has the effect of a Cure Disease spell.

Looking in a bronze mirror raises Charisma by 2 for 24 hours; looking in a silver mirror raises Charisma by 4 for 24 hours; while looking in a golden mirror gives a visitor the power of Holy Grace for 24 hours. Holy Grace allows the guest to add any Charisma bonuses to saving throw rolls during the 24 hour period.

Using one of the washbasins makes a guest immune to energy draining effects for 24 hours; using a bath makes a guest +2 when saving against the effects of magic for the next 24 hours; while using a bathing pool can restore a single energy level drained within the last 24 hours.

SERVINGS TABLE

Servings	Cost	Effect
Hobgoblin Ale	1gp	Gain 1hp/ tankard up to 4 in 24 hours. Lose 2d4hp/ tankard for going over 4 in 24 hours
Trolls' Brew	10gp	The main effect of this cocktail is to make the drinker lose 4 points of Charisma for 24 hours
Ploughman's Lunch	200gp	+1 Strength for 24 hours
Shepherd's Pie	500gp	+1 Strength and Constitution for 24 hours
Peach Melba	700gp	+2 Charisma for 24 hours
Fish and Chips	1,000gp	This lets you breathe in water for 24 hours
Cheese and Biscuits	1,500gp	This selection of cheeses from different regions allows anyone eating all the cheeses to speak all humanoid languages for 24 hours
Thunder and Lightening	5000gp	The effect of this cocktail is to allow whoever drank it to Control Weather in the manner of the spell. The effect can only be used once within the 24 hours in which the cocktail remains active. Drinking more than 1 such cocktail inside a month causes the loss of 2 points of Strength

Servings	Cost	Effect
Bloodsucker	7500gp	Drinking this liqueur results in growing a pair of Vampire's fangs for 24 hours. Any one creature bitten by the fangs in that time loses damage and levels as if bitten by a real Vampire. Drinking more than 1 such cocktail inside a month causes the loss of 2 points of Strength
Strange Attraction	10,000gp	Anyone drinking one of these cocktails is able to sense the location of hoards of gold during the next 24 hours. The gold must be valued at over 1,000gp and can be detected to a range of 50'. Drinking more than 1 such cocktail inside a year causes the loss of 2 points of Strength

SPINECHILLERS

Campaign Challenges, Seeds of Corruption and Seeds of Wonder can be used to quickly style a setting, to shape gameplay and to outline a dark game world. However, actual play is likely to focus on times when the action zooms in on what's directly in front of the players as they explore. As a result, it's necessary to carry dark, gritty gameplay into each adventure to present a coherent dark setting. (Much the same applies to shaping or styling any kind of setting a Referee wishes to create).

Fortunately, the mood or tone of dark, gritty adventures is easy to shape by sparing, but consistent, use of slightly creepy or unsettling plot devices familiar from many movies and comic books. There are plenty of other options for shaping or slanting play within adventures, including high fantasy, outright horror, historical games and urban fantasy. Corruption just happens to focus on adding uncertainty and a touch of the spinechilling to tabletop play.

UNCERTAINTY

Keeping players nerves on edge can be made easier using a selection of the following options:

SENSES

Appeal to all of the adventures' senses by going beyond visual descriptions. This can involve building in colors, textures, scents, experiential concepts like 'a chill running down the spine', extraordinary tastes and unusual patterns. In addition, players can experience altered sensory states through polymorphs and items that change their choice of senses, e.g. some snakes' heatseeking vision, a bird of prey's 'zoom' function' or a sharks electrical mapping. One possible use of such options might be to allow players to view a terrible deed while too far away to intervene.

DYNAMIC ENCOUNTERS

Giving players more than one on-going activity to deal with is a fairly common way to ask players to play under pressure and to look for novel solutions, e.g. a fight in a flooding cave. This approach can be taken further by taking account of changing or deforming features such as collapsing walls, shattered items and the effects of damage on the appearance and actions of opponents and adventurers.

It may seem like more work to consider such effects within an adventure, but they can be wired in at the design stage through, for example, incorporating a massive chandelier in a room where a Magic-User is likely to hurl a fireball. The game may not turn out that way on any particular occasion, but sooner or later such features will be triggered. What follows when a fireball finally explodes a fragile object offers another level of shared expectations, which instantly paint- or drop-in likely outcomes and vivid descriptions that are easily shared throughout a gaming group.

OMENS

The still twitching body of a convict hanging from a gibbet at a deserted crossroads is part omen, part gameplay opportunity. Play may concentrate on questions such as: should the convict be saved? What was the convict accused of doing? Why was the job not finished properly? Is the convict innocent? Nevertheless, the whole encounter will be shaped by the sense of ill-omen set-up by a deserted execution site where someone is drawing their last breath.

The range of possible omens, (which may or may not turn out to present some kind of genuine threat, ordered sequence or cryptic message), is too long to list. Locations, events, items, sights and sounds are just the beginning of the available options:

- A sun or moon changes color or becomes bloodshot
- Battlefields
- Birds trapped inside and trying to escape a sealed building
- Blood of unusual or changing color, texture or properties

- Bloodstains
- Body parts of adventurers and monsters
- Books and scrolls so fragile they crumble or implode
- Books and scrolls which animate
- Bricked up windows and doorways
- Brittle coins that crack easily
- Broken mirrors
- Broken teeth
- Bugs
- Cackling
- Carrion feeding on remains
- Cenotaphs
- Claw, tusk and tooth marks
- Crossroads
- Crossroads where dark or harmful magic doubles its effect
- Deposits of slime and gunk that ooze out of doors, drains and grates
- Desolate or shattered landscapes
- Devices that switch themselves on or off; whether by accident or design
- Diseases and parasites that develop in stages
- Diversions or shortcuts that lead you astray, e.g. a signpost turned round at a crossroads
- Documents and inscriptions that rewrite themselves either before your eyes or when you return to them
- Documents offering different contents to different readers
- Dreams, daydreams or nightmares involving prophecies
- Dreams, daydreams or nightmares offering clues
- Dreams, daydreams or nightmares related to the plot
- Dreams, daydreams or nightmares that spill over and out into the plot
- Drowning pools
- Echo chambers
- Eerie calms

- Encoded surfaces including messages, e.g. paintings, flowers on a pond or constellations
- Executions and execution sites, e.g. gallows, gibbets and execution blocks
- Faked deaths
- False identities
- Flowers and fruits which bloom and ripen out of season
- Food and drink that tastes different in different locations or at different temperatures
- Food and drink which changes unexpectedly, e.g. from rancid to fresh or cold to hot
- Food and drink which looks good but contains unpleasant or dangerous items
- Freshly dug graves either occupied, empty or disturbed
- Fruits and crops which grow valuable seeds such as gems
- Gloves which change your sense of touch
- Graveyards and crypts designed to keep creatures in rather than visitors out
- Gruesome relics and trophies
- Hideous scars and unusual, possibly recurring, wound marks or patterns
- Horseshoes hung upside down
- Insidious laughter
- Isolated locations
- Items that animate intermittently
- Liquids turned to blood, acid or oil
- Masks which change your appearance after the mask has been worn
- Masks which change your appearance, vision, smell, hearing or taste
- Massacre sites
- Mirrors as portals or displaying scenes
- Mirrors showing no reflection, an altered reflection or a distorted reflection
- Murder sites

- Natural events that uncover or unleash unpleasant information, items or creatures
- No kids, pets, wildlife, old people or disabled people to be seen anywhere
- Paintings and murals which shift or change, e.g. animate or distort
- Perfumes which change scent when applied
- Persistent poor weather, e.g. driving rain
- Plants which move around when no one is watching
- Poisoned wells
- Portents of doom, e.g. ravens, skulls or a hanged man
- Puppets, pictures, voodoo dolls and mannequins that animate
- Rainbows displaying a different spectrum
- Really unpleasant weather, e.g. corrosive mists, fogs, rains, dew or snow
- Remains showing signs of violent death on close inspection
- Repeated and emergent/ developing symbols and patterns
- Ruined monasteries
- Sacrificial temples
- Scavengers refusing to eat a corpse
- Screams that are short and cut-off
- Sensory distortions
- Shadows with substance
- Signs and symbols changing suddenly and inexplicably
- Skeletons on the point of collapse or disintegration
- Solar and lunar eclipses
- Sounds inside walls and behind secret doors
- Soured dairy products
- Statues which animate in stages
- Suggestions of, or signs of, witchcraft
- Suits of armor, statues and pictures that watch
- Tattoos that move on and off bodies and/ or change shape, color or orientation
- Tears of acid, blood or poison
- Tears that change color or consistency

- Temptations that spark curiosity
- Towels that suck moisture from the skin
- Trails of destruction, ranging from a series of bodies to a cross country rampage
- Washing your face in dew with the same effect as drinking a magic potion
- Weeping
- Whispered conversations
- Wounds that change color or consistency

Ideally, by the end of the adventure or campaign these effects will be largely explicable/ make sense in the context of the game. Several may have perfectly sensible/ common causes, which players can easily misinterpret when first encountered. Others may relate to a 'horror' or dark secret which is actually responsible for any underlying threat.

Omens, creep and horror which are random and remain inexplicable even as the mission, plot or campaign unfolds tend to be counter-productive. They leave loose ends, which can't be tidied-up and undermine both the investigation of the seemingly mundane and progression towards exposing the source/ s of creep and horror. False trails, false leads and similar deceptions or 'blind alleys' should, ideally, follow the same kind of logic, as either deliberate or accidental 'red herrings' need to make some kind of sense by the end of a mission or adventure. This is particularly true with unsettling events, which may have fantastic elements but benefit from remaining grounded in the 'reality' or internal logic of the game world.

TWISTS OF EVIL

These unsettling events could be linked to evil or chaos. At the same time most of them can be explained with little or no need for supernatural explanations, i.e. transplants, coincidences, accidents, disguises and crime can cover the events shown below. Each option may be varied in several ways, which helps to make it

easier to drop unsettling events into adventures when they'll have the most impact on play.

- **A memorial shows that someone staying at your home is already dead.**
- **Carts are carrying earth away from a graveyard with bones sticking out of the soil.**
- **Cries and screams for help are cut-off.**
- **Defenses are arranged to keep something in, not out.**
- **Dreams of experiments and interrogations which turn up in reality while exploring.**
- **Everyone sharing the same ship is related to people you've slighted or killed.**
- **Food or drink that tastes too good.**
- **Fruit, nuts or eggs capable of growing after being eaten.**
- **Hooded figures which only have faces during the day.**
- **It takes a while to notice, but everyone's eyes have gone white or tinted.**
- **Mail and deliveries arrive opened and after being rummaged through.**
- **Memories of witnessing a kidnapping are clear in your mind, but no one else remembers.**
- **Someone's cooked and eaten a meal in your kitchen, then slept in your bed.**
- **There are cries and screams for help, but nobody's there when you arrive.**
- **Upon waking from a dream you find an item from the dream in your arms.**
- **You look in a pool or mirror and see someone you don't know breaking into your home.**
- **You wake with gills and no ability to breathe air.**
- **You witness a crime from afar; then get to the scene and find no evidence.**
- **Your food contains body parts and you start to gain memories, abilities or complications drawn from the original body.**
- **Your new friend seems great, but there's a head in the larder.**

PACING

The pace at which encounters, information and confrontations approach has much more to do with building suspense than repeated shocks or constant onslaughts. Slowing the game's pace to enable a sudden change of pace, wearing a party down, introducing a few narrow escapes, escalating events, using aftershock events and allowing events to spiral out of control are all suitable options. These changes of pace can be linked to omens and narratives which turn a lull in the action into a 'calm before the storm' or a desperate 'darkest before the dawn' event.

GOING GRITTY

One way to add a sense of greater realism to gameplay is to start paying more attention to factors that often get brushed out of standard or high fantasy gameplay. For example, during dungeon adventures players rarely meet tax collectors, suffer from water-borne diseases or feel the full force of any law.

Very gritty play is too frustrating for many new or young players, who may just want to explore the power of spells, set off magic items and try-out as clean cut heroes. However, it's worth starting out with a certain amount of grit, as this is consistent with steady advancement and offering more varied gameplay. In addition, grit helps to paint- or fill-in the shared expectations which support authentic, open-ended settings.

Experienced players are, perhaps, most likely to welcome gritty play, because it encourages them to come up with a wider range of self-designed solutions to the types of real world problems presented by gritty play, e.g. surviving an avalanche might involve rules-based solutions, (such as spells and rolls), or player's ingenuity, (in jumping on their shields and trying to sledge their way out of trouble).

CONSEQUENCES

Meaningful outcomes and far-reaching consequences lie at the heart of gritty play, as the GM is expanding the range of hazards and problems players have to deal with by taking account of the effects of more actions and events.

A party of adventurers might normally expect to slay dozens of monsters with few consequences beyond a temporary drain on the adventurers' resources. In a gritty game there could well be more consequences in such situations - just as there would be more complications in the real world. These might involve the weeping and wailing of relatives, nightmares haunting the players' dreams, the involvement of law enforcement agencies or a loss of reputation.

In more gritty settings slaying a group of elders or a whole tribe of orcs could be reported as a massacre or a war crime. Angry relatives, diplomatic pressure and furious tribal 'press coverage' would be likely to lead to many possible outcomes. These could include bounty hunters being sent after the adventurers, charges being pressed against the adventurers by former allies and/ or being forced to pay blood money.

DISEASES

Diseases, poisons and curses are frequently dealt with through rules-based solutions requiring a suitable spell or healer to solve the problem. In many RPGs the adventurers are effectively immune to such dangers at an early stage, as a saving throw of one kind or another can avoid the danger - someone in the party has easy access to a cure. As a result, there is little likelihood of an adventurer having to rise from her/ his sick bed to fight a duel or of having to suffer the effects of drink the filthy water from inside a Wererats' den.

While few players want their adventurers constantly suffering from dysentery or dying of poisoning, it can be worthwhile to limit the availability, (or effectiveness), of miracle cures and to roleplay certain injuries and illnesses. For example, an adventure involving trying to protect a caravan carrying wounded soldiers through

enemy territory is going to fall a bit flat if all the soldiers' injuries are easily healed before setting off. A secondary disease or a highly infectious disease might be needed to allow the situation to serve as a threat.

HARDSHIP

The degrees of hardship endured in traditional fantasy settings are often quite minimal. For the most part, humans and elves, (living in nations largely untouched by war or famine), go out looking to turn Orcs and Goblins out of their comfortable caverns. A few homely villages may get burnt to the ground along the way, but most of the hardships are self-contained within adventures, rather than a feature of lives across a campaign.

All of which is rather tame compared to the real world, where the massacre of entire cities of 100,000 people, the starvation of large populations, the presence of state run concentration camps and the use of terror against civilian populations is commonplace.

Turning a game into a bleak land of quiet desperation peopled by the disconsolate might be overstepping the mark, but it's probably safe to say that most feudal fantasy kingdoms are going to feel more credible if the malnourished serfs step out of the background alongside the knights and barons.

HORRIBLE FOOD

Most nations enjoy quite different foods from other nations and also show changing dietary preferences over time. On the basis of that it seems safe to assume that a tribe of Orcs is going to eat rather differently from a group of knights or a flight of dragons. These differences are likely to extend to the way food and drink is sourced, prepared, presented, consumed and discarded.

This presents lots of options for serving-up food and drink which may be disgusting, fortifying, surprising, lavish or valuable. For example, adventurers short on missiles might smash a whole crate full of bottles of very expensive wine

before checking the labels. Alternatively, the disgusting, roach-infested gruel offered before an initiation ceremony may serve as an antidote to the fear that overcomes many initiates during the trial.

MILITARY LAW

Conscription, mutinies, curfews, discipline, front-lines, no-man's land, desertions, rationing, decimations, treachery and military courts are familiar concerns in most military contexts. As a result, they present plenty of opportunities to look at the necessities and injustices of martial law and a state at war. This model offers one approach to raising the stakes for players and their adventurers by making the consequences of certain actions more telling. Codes of honor, religious law, merchant law, (and even the rules of an elitist club), offer similar opportunities for players to find themselves caught-up in events where players feel they're not entirely in control of what's going on around them.

NASTY PIECES OF WORK

A tax collector who seizes your last penny, (because he must), a prince who demands your bird of prey, (because you're thought too lowly to own such a creature), a king and his servant who torture, (because they can), a blacksmith who sells nails which snap, (because he doesn't expect to see you again), and countless other slights and manipulations are a valuable currency for Referees to exploit during gameplay.

Villains and evil minions that really get under players' skins can get there with the help of some kind of basic history, folklore or reputation in the form of recollections and/ or demonstrations of their malicious nature. Accounts, legends, locations, costumes and companions can all contribute to and sketch-out some or all of the threat or menace a villain presents.

However, there's no need to stop there. Adding a few personal traits or 'peculiarities' to an opponent's 'profile' and then repeating or evolving them during play can take player involvement, (and restraint), into 'nails down the

blackboard' territory. For example, a tax collector who just gets on with the job is far removed from a pompous official with rich clothing, a runny nose, a habit of sneering at his victims and, of course, an insistence on smashing open the kids' piggy bank.

TRICKS

Traps can become more elaborate and damaging at higher levels, but it's trickery that tends to provide a darker setting and more entertainment as adventurers progress.

CIPHERS

Code-breaking falls into the area of puzzles rather than trickery. However, the means by which codes are carried, the value of the information they carry and the possibly multi-layered meaning of a coded message is open to plenty of tricks and deceptions. For instance, a part of a map drawn with hidden ink on torn canvas could present adventurers with a lot of possible places to search for more pieces. Ships' sails, artists' canvases and knights' pavilions might all get checked; but will the players notice the sails on the large model in a shop window.

DAYLIGHT ROBBERY

Allowing players to notice something unusual about the otherwise usual can reveal a wide range of seemingly innocent activities, which may be trying to look almost too ordinary. Coin-clipping, false repairs, weighed-down wagons or pack animals, short measures and similar discrepancies allow players to either investigate or collaborate with criminals, law enforcement agencies, victims and politicians.

FEIGNING INJURY

Faking injury or presenting yourself as being weaker than an opponent might expect is a common trickery. For example, a tented field hospital full of bandaged and bloodied warriors could easily serve as a trap, which might be foreshadowed by a bucket of pigs' blood sitting outside the back of the tent. Equally, a young dragon

may be acting as bait for a trap set by and watched over by its parents. Perhaps the players' will show enough compassion to encourage the dragons to let them pass; perhaps not.

FORGERIES

Forgeries are a favorite for many Referees, as just about anything from a stamp to a costume can be forged. Gold coated in copper paint, valuable coins and stamps, works of art of all descriptions, metals which have been melted down and reshaped, counterfeit goods, genuine and not so genuine holy relics, food containing fake saffron or truffles, drinks made from revolting ingredients and similar deceptions usually work well.

GLUE

Bark resins, tomato frogs, honeycomb, melted rubber, melted glass, tars, treacle, syrups, conserves and boiled bones are among the sticky options available for tricks. Gluey tricks can, for example, be used to introduce some sticky slapstick, to delay adventurers and to act as extra hazards.

GOO

Ooze, gel, slime, mud, grease, lard, fungi and several other kinds of generally disgusting goo all have properties which can be used along the lines of glue tricks. Ooze and gel-based monsters have been around in RPGs for a long time, but there are plenty of variants, that easily fit into most games either as dungeon cleaners or through having an effect which slots them into on-going events. For instance, if only three-quarters of the specially imported healthy mud going into Spa treatments is there when clients leave, where is the other quarter going; and what is it getting up to?

GREMLINS

Gremlins and gargoyles are the commonplace mischief makers known for triggering mechanical failures and mishaps. These supernatural troublemakers are

suited to their role, but there are lots of natural or mechanical 'gremlins' that can be brought into play.

Magpies snatching items, squirrels chewing through cables, termites destroying wood and wasps chewing leaves or paper, all offer entirely natural 'gremlins' that are good at destroying evidence.

Wear and tear caused by weight, friction or corrosion may also cause problems, which can be compounded by various accidents and knock-on effects involving spills, sparks and similar dangers.

INDUSTRIAL PROCESSES AND ESPIONAGE

Laboratories, production lines, shipyards, distilleries, building sites, smelting works, kilns, chemical stores, mines, tanneries, (and most other industrial processes), are open to introducing more trickery. Adventurers can deal with others' industrial tricks, (or get involved in the trickery for themselves), by playing through the changing conditions and circumstances involve in industry, industrial processes and industrial mishaps. Sabotage, 'data' theft, insider trading, the theft of commercial rights, counterfeiting operations, fraud, substandard processes and the events surrounding industrial accidents are among the choices available to Referees and players.

LOADED DICE

Cold readings, spiritualist hoaxes, fixed races and fights, an expensive set of loaded dice, and maps or messages, (which have been opened, read, possibly revised and probably resealed), are among the slightly infuriating cheats that can be used to leave adventurers looking for the culprits and/ or stuck in the lurch.

MIX-UPS AND MUDDLES

Other confusions involving mixed or confused messages offer plenty of ways to keep players on their toes. A missing word or undelivered dispatch that alters battle plans could be the starting point for a series of knock–on effects and

confusions. For example, an order to retreat might arrive in the hands of a single courageous adventurer who feels motivated to fight on. Does the adventurer choose to trick the rest of the party by keeping the news private - or come clean but insist they stay? Equally, a verbal message between two kings might be misheard and carry an unintended insult; leaving the adventurers to insist it's a mistake or to 'fan the flames'.

MOONSHINE

Illicit commodities of all sorts are open to tricks involving every stage of the production, treatment, storage, distribution, marketing and criminalization of such goods. Moonshine and the Prohibition Era offer an example of the type of atmosphere of double-dealing and bribery that can help to shape a setting where players keep an eye on their wallets and their backs.

Obvious narcotics and intoxicants are far from the only options. If the goods are low volume and high value then stamp collecting or rare flowers can stir up just as much backbiting and volatility as a more predictable drugs laboratory. A player who took her/ his adventurer into trading in exotic creatures is an example where the adventurer might end-up handling some particularly unpredictable goods.

PYRAMID SCHEMES

Commercial scams and stings of all kinds are available as tricks. Unfinished building work and shoddy repairs to weapons or chariots might present short sub-plots or a single adventure. However, it's easy to take opportunistic frauds much further. One of the most common, but successful, major scams is the pyramid scheme. Adventurers may get invited into a scheme, set up a scheme or lend money to someone joining a scheme. Any way round, everyone will be smiling and credible until the bubble bursts and lots of investors lose loads of money.

THE CAMPAIGN BUILD

With a handful of Campaign Challenges and some Seeds of Corruption and Seeds of Wonder in place, it becomes very easy to rapidly build campaigns and adventures that fit into your group's plans. (These may contain further gritty and spinechilling elements if your group enjoys 'a twist of evil').

Instead of trying to construct a campaign or adventure from the ground up, GMs can take the group's overall plans and easily select climates, cultures, places, events and characters, which are consistent with the overarching Campaign Challenges, seeds and suitable plots.

For example, this allows a war-based Campaign Challenge to make a lot of a GM's choices from the lists shown below largely self-selecting. That in turn frees a GM to work on adding her/ his own unique, magical and challenge-focused gameplay to the challenge-based framework.

There are whole books of world-building lists available, so the following tables are far from exhaustive. However, unlike the earlier Locations Table, the lists can offer plenty of choices without becoming overwhelming, because challenges and seeds aid selection.

CLIMATE AND TERRAIN

Coastlines, river systems, forestation and other features of the landscape are suggested by choices of climate and terrain. Certain types of landscapes easily fit particular Campaign Challenges. For example, trenches are most easily dug in farmland. Alternatively, a GM may wish to select a combination of climate and terrain which is then adapted to the campaign. For instance, trenches might be carved into a glacier.

CLIMATE AND TERRAIN TABLE

No.	Landscape	
1	Bog	
2	Brush	
3	Cloudforest	
4	Coastline	
5	Desert	
6	Dustbowl	
7	Exotic Landscape	
8	Farmland	
9	Flatlands	
10	Forest	
11	Glacial	
12	Hills	
13	Jungle	
14	Lava Field	
15	Magical Landscape	
16	Mangrove	
17	Maritime	
18	Marsh	
19	Mountains	
20	Mudflats	
21	Orchard	
22	Pasture	
23	Rainforest	
24	Salt Flats	
25	Subterranean	
26	Swamp	
27	Taiga	
28	Tundra	

No.	Landscape	
29	Volcanoes	
30	Woodland	

GOVERNMENTS

Systems of government can shape many of the features of a culture. As a result they make a good starting point for fitting together Campaign Challenges and nation states, city states or empires. A city ruled by a military junta might, for example, be a good fit for a Campaign Challenge involving a revolution.

GOVERNMENTS TABLE

No.	Government By	
1	Anarchy	
2	Angels	
3	Barbarians	
4	Children	
5	Civil Servants	
6	Clerics	
7	Corporations	
8	Elders	
9	Ethnic Group or Race	
10	Foreign Ruler	
11	Foreigners	
12	Guilds	
13	Heroes	
14	Holy Men	
15	Inexperienced Rulers	
16	Infant Ruler	
17	Judges	
18	Junta	

No.	Government By	
19	Magicians	
20	Men	
21	Merit	
22	Military	
23	Mobs or Crowds	
24	Money	
25	Monsters	
26	Nobility	
27	Paramours	
28	Plantation Owners	
29	Prophet	
30	Religious Law	
31	Secret Police	
32	Secret Ruler	
33	Slave-Owners	
34	Slaves	
35	Specific Class/ Tribe	
36	Thieves	
37	Tyrants	
38	Wealthy	
39	Whim	
40	Women	
41	Words	
42	Workers	

NATIONS

With Campaign Challenges, seeds, the landscape and any systems of government in place, it is possible to fill out the features of a nation state, city state, or empire by sketching-out brief details under the following headings:

NATIONS TABLE

No.	Conditions	
1	Agriculture	
2	Architecture	
3	Boundaries	
4	Characters	
5	Commerce	
6	Communications	
7	Conflict	
8	Creatures	
9	Culture	
10	Currency	
11	Customs	
12	Energy	
13	Events	
14	Festivals	
15	History	
16	Industries	
17	Languages	
18	Laws	
19	Magic	
20	Organisations	
21	Ownership	
22	Politics	
23	Races	
24	Regions	
25	Religion	
26	Resources	
27	Technologies	
28	Weaponry	

LANDMARKS, BUILDINGS AND PREMISES

Adding specific locations and local detail to a campaign now breaks down into identifying and populating suitable locations. Unlike the earlier Locations Table for dungeon adventures the range of options is extensive. By noting down details of various landmarks, buildings and premises consistent with your Campaign Challenges and seeds it is easy to sketch-out large settlements and whole nations.

LANDMARKS, BUILDINGS AND PREMISES TABLE

No.	Structure	
1	Amphitheatre	
2	Apartment	
3	Apothecary's	
4	Aquarium	
5	Aqueduct	
6	Arcade	
7	Arch	
8	Architect's	
9	Archway	
10	Arena	
11	Armoury	
12	Arsenal	
13	Art Gallery	
14	Asylum	
15	Aviary	
16	Bakery	
17	Bank	
18	Bar	
19	Barge	
20	Barn	
21	Barracks	

No.	Structure	
22	Barrow	
23	Basilica	
24	Bathhouse	
25	Baths	
26	Bazaar	
27	Bell Tower	
28	Bivouac	
29	Blacksmith's	
30	Brewery	
31	Brick House	
32	Bridge	
33	Broch	
34	Bunker	
35	Butcher's	
36	Cabin	
38	Cairn	
37	Campus	
39	Canal	
40	Candlestick-Makers	
41	Caravan	
42	Carpenter's	
43	Cartwright's	
44	Casino	
45	Castle	
46	Catacomb	
47	Cathedral	
48	Cave	
49	Cavern	
50	Cellar	

No.	Structure	
51	Cellar, Root	
52	Cellar, Storm	
53	Cemetery	
54	Chandler's	
55	Chantry	
56	Chapel	
57	Chapter House	
58	Church	
59	Circus	
60	Citadel	
61	City	
62	City Gate	
63	City Hall	
64	Clubhouse	
65	Coliseum	
66	College	
67	Colossus	
68	Column	
69	Combat Arena	
70	Concert Hall	
71	Confectioner's	
72	Conservatoire	
73	Consulate	
74	Convent	
75	Cooper’s	
76	Cottage	
77	Courthouse	
78	Crannog	
79	Croft	

No.	Structure	
80	Crypt	
81	Derelict Building	
82	Distillery	
83	Docks	
84	Dormitory	
85	Embassy	
86	Encampment	
87	Execution Chamber	
88	Exhibition	
89	Factory	
90	Falconer's	
91	Farm	
92	Farmhouse	
93	Farrier's	
94	Fishmarket	
95	Fletcher’s	
96	Forge	
97	Fort	
98	Fortress	
99	Forum	
100	Foundry	
101	Fruitmarket	
102	Galley	
103	Garden	
104	General Store	
105	Goldsmith's	
107	Granary	
106	Graveyard	
108	Greenhouse	

No.	Structure	
109	Grotto	
110	Guard House	
111	Guard Tower	
112	Guildry	
113	Gymnasium	
114	Hamlet	
115	Harem	
116	Hay Loft	
117	Haymarket	
118	Henge	
119	High Temple	
120	Hill Fort	
121	Horse Inn	
122	Hospice	
123	Hospital	
124	Hostel	
125	Hotel	
126	House	
127	Houseboat	
128	Hut	
129	Ice Ring	
130	Igloo	
131	Inn	
132	Ironmonger's	
133	Jail	
134	Jeweller's	
135	Keep	
136	Kiln	
137	Laboratory	

No.	Structure	
138	Library	
139	Lichway	
140	Lighthouse	
141	Livery	
142	Livestock Market	
143	Magazine	
144	Manor	
145	Mansion	
146	Marina	
147	Market	
148	Mausoleum	
149	Memorial	
150	Mill	
151	Mint	
152	Monastery	
153	Monastery	
154	Monumental Statue	
155	Mortuary	
156	Mudbaths	
157	Museum	
158	Nave	
159	Nightclub	
160	Observatory	
161	Office	
162	Opium Den	
163	Oratory	
164	Outpost	
165	Pagoda	
166	Palace	

No.	Structure	
167	Parade Ground	
168	Parliament	
169	Pavilion	
170	Pet Shop	
171	Pillar	
172	Pithead	
173	Plantation	
174	Plaza	
175	Plumber's	
176	Pool	
177	Priory	
178	Prison	
179	Prison Camp	
180	Pueblo	
181	Pyramid	
182	Refinery	
183	Reliquary	
184	Resort	
185	Restaurant	
186	Rookery	
187	Rosarium	
188	Roundhouse	
189	Ruins	
190	Sawmill	
191	Sanctuary	
192	School	
193	Secret Garden	
194	Sentry Post	
195	Sepulchre	

No.	Structure	
196	Sewer	
197	Shack	
198	Shed	
199	Ship	
200	Shipwright's	
201	Shipyard	
202	Shop	
203	Shrine	
204	Silversmith's	
205	Slaughterhouse	
206	Slave Market	
207	Smithy	
208	Snow Cave	
209	Spa	
210	Spice Market	
211	Sports Arena	
212	Stables	
213	Stadium	
214	Stage	
215	Staging Post	
216	Storm Cellar	
217	Studio	
218	Sty	
219	Summer Palace	
220	Swimming Pool	
221	Tannery	
222	Tattoo Shop	
223	Tavern	
224	Tearoom	

No.	Structure	
225	Temple	
226	Tenement	
227	Tent	
228	Theatre	
229	Tide Mill	
230	Tomb	
231	Tower	
232	Town	
233	Townhouse	
234	Trading Post	
235	Training Ground	
236	Treehouse	
237	Triumphal Arch	
238	University	
239	Villa	
240	Village	
241	Wainwright's	
242	Warehouse	
243	Watchtower	
244	Watermill	
245	Well House	
246	Wheelwright’s	
247	Windmill	
248	Winery	
249	Winter Palace	
250	Ziggurat	

EVENTS

With Campaign Challenges, seeds, landscapes, systems of government, nations and settlements linked together it's likely many plots and events will arise naturally during the course of play. At this stage it is possible to simply return to the pages on designing a basic adventure to sketch-out adventures that slot into the framework of the campaign.

Some GMs may prefer to allow events to unfold, but others can find it useful to introduce specific events suggested by Campaign Challenges or seeds. Equally, they may wish to present background events and random encounters to keep adventurers guessing. A few of the many possible events can be sketched-out below:

EVENTS TABLE

No.	Event	
1	Assassination	
2	Avalanche	
3	Birthday Celebration	
4	Cannibalism	
5	Cold Snap	
6	Comrade-at-Arms	
7	Crime Wave	
8	Cult	
9	Drought	
10	Earthquake	
11	Economic Boom	
12	Extreme Weather	
13	Famine	
14	Festival	
15	Fire	
16	Flooding	

No.	Event	
17	Gems	
18	Gold Nugget	
19	Guests	
20	Heat Wave	
21	Holiday	
22	Holy War	
23	Hurricane	
24	Jailbreak	
25	Jewels	
26	Magic Mist	
27	Mercenary	
28	Merchant	
29	Meteor Strikes	
30	Mist	
31	Monster	
32	Monsters	
33	Murder	
34	Plague	
35	Prisoner	
36	Raiding	
37	Rationing	
38	Rebellion	
39	Recurring Enemy	
40	Riots	
41	Rival Mages	
42	Smuggling	
43	Spying	
44	Supervolcano	
45	Swarm of Insects	

No.	Event	
46	Tornado	
47	Trade War	
48	Trader	
49	Treasure Trove	
50	Uprising	
51	Vigilantes	
52	Volcanic Eruption	
53	Wedding	

MONSTERS

SELECTING MONSTERS

Selecting monsters using random encounter tables or a strict formula doesn't allow a good fit between a party of adventurers and an encounter as a whole. For example, a single humanoid standing with a torch amidst a pool of lantern oil can be more immediately deadly than an Archdevil who wants to persuade the adventurers to complete a task.

Ideally, Referees can strike a balance where combat is an option, but not always the best option. By starting with relatively easy opponents in fairly small numbers a Referee will soon see if adventurers are making progress through brute force alone. If that is what's happening it's time to add extra options to vary combat encounters:

1. Hazardous terrain including cover.
2. Hazardous locations and difficult combat conditions.
3. Non-lethal traps.
4. More opponents.
5. Opponents with greater tactical awareness.

6. **Opponents with mixed skill sets.**
7. **Opponents with more HD and/ or special abilities.**
8. **Tricks, traps and decoys.**

Referees may find it helpful to use monsters' HD and treasure multipliers as a rough guide to which monsters are likely to present a challenge to a particular party.

1. If the opponents in an encounter have significantly fewer total HD than the players' adventurers have levels, a combat encounter will generally favor the adventurers.
2. If the opponents in an encounter have more HD than the players' adventurers the monster/ s are probably at an advantage.

Monsters with treasure multipliers can have their levels multiplied by the same factor to estimate their relative strength, e.g. fighting a 20HD monster with x2 treasure multiplier would be a tough match for 4 fresh, well-equipped 10th Level adventurers. Clearly, if a party fights a tough opponent early in an adventure, and survives, the adventurers will need opportunities to recover before taking on more difficult opponents.

It is very easy to select a monster randomly if the Referee and players are looking for a 'swingy' game where outcomes rely more on random factors and rolling the dice than on players' skill in running their adventurers:

1. Roll d20 and d6 to get a letter of the alphabet – substituting a roll of 26 or Z with an A.
2. Go to the start of the monsters for the letter rolled, roll d20 and count forward.
3. Move forward one if the monster shown couldn't survive in the conditions.
4. If the forward count goes past Z continue with A.

Alternatively, just flick through the descriptions and stop at random.

READING MONSTER DESCRIPTIONS

The following is a quick reference guide for how to read monster descriptions:

ARMOR CLASS

Is explained in the rules for combat:

- With the Descending AC system, (where a lower AC is better), disregard the numbers in brackets.
- With the Ascending AC system, (where a higher AC is better) use the numbers in brackets.

HIT DICE

Is the number of dice, (usually d8), rolled to determine an individual creature's hit points. If there is a plus or minus next to the number you add or subtract that number from the total, only once. For example: for a creature with 4+1 hit dice, you would roll 4d8 and then add one more hit point.

ATTACKS

Includes the number of attacks the monster has and the damage these attacks inflict if they hit. Monsters get a separate attack roll for each attack. Monster attack rolls are made on the table below. Note: if you are using the 'ascending AC system,' do not bother using the chart, because there is a quicker way:

Roll to-hit, then add the monster's HD and if the result is equal to or greater than the adventurer's Armor Class the attack hits.

SAVING THROW

Means the target number, (on a d20), the monster needs to meet or exceed in order to make a successful saving throw.

SPECIAL

Is usually just a 'flag' for the Referee, to remind her or him that the monster has some unusual ability or feature. If necessary, more explanation may be included in

the monster description. Most monsters can see in the dark, so this is often not mentioned specifically.

MOVE

Is the monster's movement rate and it is handled just as movement rates are handled for adventurers.

XP

Tells how many experience points the adventuring party gains for defeating or subduing the creature. Defeating a monster doesn't necessarily mean killing the creature. Instead the threat presented by the monster has to be removed to gain the XP. This may mean making an opponent flee from the site or capturing the opponent.

MAGIC RESISTANCE

One of the 'Special' items that may be listed for some creatures is 'Magic Resistance,' followed by a percentage. The given percentage chance is the likelihood that any magic used against the creature, (other than bonuses from weapons), will fail to take effect. Roll d100 and if the result is less than the given percentage the magic will fail.

MONSTER DESCRIPTIONS

ANKHEG

Hit Dice: 4
Armor Class: 3 [16]
Attacks: Bite (3d6), Acid Saliva (d4), Acid Spray 7d4
Saving Throw: 12
Special: Acid Spray
Move: 12/ 4 (Burrowing)

Alignment: Neutral
XP: 400

Ankhegs are burrowing creatures with six legs. They weigh about 800 pounds and have an insect-like exoskeleton. Ankhegs burrow with their legs and mandibles, digging tunnels roughly 5 feet tall and wide for up to 150'. The monsters often lie just beneath the surface until they detect passing prey. Ankhegs have acidic, digestive saliva that causes d4 extra damage each round. When desperate, the creature can produce an acidic spray once per day, which inflicts 7d4hp damage but this uses up the acidic saliva for a 24 hours.

ANT, GIANT (WORKER)

Hit Dice: 2
Armor Class: 3 [16]
Attacks: Bite (1d6)
Saving Throw: 16
Special: None
Move: 18
Alignment: Neutral
XP: 200

These ants live in vast subterranean hives tunneled through soil and even stone. A hive can hold as many as 100 ants in a worker-to-warrior ratio of 5 to 1. A hive also contains one Giant Queen Ant.

ANT, GIANT (WARRIOR)

Hit Dice: 3
Armor Class: 3 [16]
Attacks: Bite (1d6 + Poison)
Saving Throw: 14
Special: None
Move: 18

Alignment: Neutral
XP: 300

Their poisonous bite does 2d6 points of damage if a saving throw is failed and 1d4 points of damage if the saving throw is successful.

ANT, GIANT (QUEEN)

Hit Dice: 10
Armor Class: 3 [16]
Attacks: Bite (1d6)
Saving Throw: 5
Special: None
Move: 3
Alignment: Neutral
XP: 1000

The queen of a giant ant colony is larger and slower than the average Giant Ant.

BADGER, GIANT

Hit Dice: 3
Armor Class: 4 [15]
Attacks: 2 Claws (1d3), Bite (1d6)
Saving Throw: 14
Special: None
Move: 6
Alignment: Neutral
XP: 300

These subterranean predators are the size of a full-grown human and quite aggressive when defending their territory.

BADGER, GIANT HONEY

Hit Dice: 7
Armor Class: 0 [19]
Attacks: 2 Claws (1d8), Bite (1d12)
Saving Throw: 9
Special: Damage Reduction, Resist Poisons, Immune to Distraction, Fear and Enchantments
Move: 12
Alignment: Neutral
XP: 700

These predators are the size of a full-grown human and extremely aggressive when hunting or defending their territory. They have unusually tough, very flexible skin that halves the damage of any attack which harms them. In addition, swarms cannot distract Honey Badgers and they are too single-minded for Fear or enchantments to affect them. Poison does make them sleep for d4 rounds, but they then recover fully.

BANSHEE

Hit Dice: 7
Armor Class: 0 [19]
Attacks: Claw (1d8)
Saving Throw: 9
Special: See below
Move: 6
Alignment: Chaotic
XP: 700
Treasure: x2

Banshees are foul undead creatures that live in swamps and other desolate places. Banshees are only damaged by magic or silver weapons and have a Magic

Resistance of 40%. They are also immune to enchantments. Their Shriek, (once per day), necessitates a saving throw or the hearer will die in 2d6 rounds.

Banshees can travel over water and other terrain as if it were land, but crossing running water causes it to lose its Magic Resistance for 3d6 hours. Banshees look like gaunt humans, (male or female), with long, stringy hair and glowing yellow eyes. They often wear hooded cloaks. They are considered equivalent to a Vampire for turning purposes.

BASILISK

Hit Dice: 6
Armor Class: 4 [15]
Attacks: Bite (2d6)
Saving Throw: 11
Special: Petrifying Gaze
Move: 12
Alignment: Neutral
XP: 600

Basilisks are great lizards whose gaze turns anyone meeting its eye to stone. (One way of resolving this is for fighting without looking to incur a -4 penalty to-hit). If a Basilisk's own gaze is reflected back at it there is a 10% chance of forcing the Basilisk into a saving throw against being turned to stone itself.

BAT, GIANT (VAMPIRE BAT)

Hit Dice: 1
Armor Class: 8 [11]
Attacks: Bite (1d6)
Saving Throw: 17
Special: Sucks Blood

Move: 4/ 18 (Flying)
Alignment: Neutral
XP: 100

These bats suck blood for automatic damage of 1d6 after each successful bite.

BAT, GREATER GIANT

Hit Dice: 4
Armor Class: 7 [12]
Attacks: Bite (1d10)
Saving Throw: 13
Special: None
Move: 4/ 18 (Flying)
Alignment: Neutral
XP: 400

These massive, man-sized creatures do not suck blood, but nonetheless their bite can be deadly.

BAT, MONSTER GIANT

Hit Dice: 8
Armor Class: 6 [13]
Attacks: Bite (2d8), Claws (1d6)
Saving Throw: 8
Special: None
Move: 4/ 18 (Flying)
Alignment: Neutral unless intelligent (Chaotic)
XP: 800

These creatures attack with claws as well as a bite. They are twice the size of a man and have a tremendous wingspan.

BEAR

Hit Dice: 4+1
Armor Class: 7 [12]
Attacks: 2 Claws (1d3), Bite (1d6)
Saving Throw: 13
Special: Hug
Move: 9
Alignment: Neutral
XP: 450

If both claws hit a crushing hug causes an additional 1d8 hit points of damage. Larger bears are to be found in mountains, caves and arctic regions. They usually have more hit dice and are capable of inflicting additional damage.

BEETLE, GIANT (FIRE)

Hit Dice: 1+3
Armor Class: 4 [15]
Attacks: Bite (1d4+2)
Saving Throw: 18
Special: None
Move: 12
Alignment: Neutral
XP: 150

A Giant Fire Beetle's oily light-glands glow a reddish color. If they are removed they continue to give off light in a 10' radius for 1d6 days.

BLINK DOG

Hit Dice: 4
Armor Class: 5 [15]
Attacks: Bite (1d6)
Saving Throw: 13

Special: Teleports
Move: 12
Alignment: Lawful
XP: 400

Blink Dogs are pack hunters, intelligent and usually friendly to those who are not of evil intent. They can use teleportation to travel short distances, (without error), and attack in the same turn. In most cases, (i.e. 75%), a Blink Dog will be able to appear behind an opponent and attack from the rear, receiving appropriate bonuses.

BOAR, WILD

Hit Dice: 3+3
Armor Class: 7 [12]
Attacks: Gore (3d4)
Saving Throw: 14
Special: Continues Attacking
Move: 15
Alignment: Neutral
XP: 350

Wild Boars continue to attack for two rounds after they reach zero hit points, before finally dropping dead.

BUGBEAR

Hit Dice: 3+1
Armor Class: 5 [14]
Attacks: Bite (2d4) or by Weapon
Saving Throw: 14
Special: Surprise (on a roll of 1–3)
Move: 9
Alignment: Chaotic
XP: 350

These large, hairy, Goblin-like humanoids are stealthier than their size would suggest. They almost always get the chance to surprise even alert opponents with a roll of 1–3 on a d6, (50%).

BULETTE

Hit Dice: 7 to 10
Armor Class: -2 [21]
Attacks: Bite (4d12) and 2 Claws (3d6)

Saving Throw: 9 (7HD), 8 (8HD), 6 (9HD), 5 (10HD)
Special: Leaping, Surprise
Move: 15
Alignment: Neutral
XP: 7HD (700), 8HD (800), 9HD (900), 10HD (1000)

Roughly 10' in height, a Bulette is covered in sheets of natural armor plating and has a beak-like head that opens to show fearsome, serrated teeth. These creatures can leap to the attack; in which case they cannot bite, but may attack with all four claws. Bulettes dig underground to surprise their prey, leaving a furrow in the ground as they go, caused by a dorsal crest in the creature's armor.

Although Bulettes burrow, they do not venture further underground, as they are surface predators. When the dorsal crest of the Bulette is raised, (which usually only happens after the creature has been wounded during combat), the area underneath is exposed. It is AC6 [13] and this vulnerable point can be attacked if the monster is well enough surrounded for its opponents to attack from behind as well as in front.

CARRION CREEPER

Hit Dice: 2+4
Armor Class: 7 [12]
Attacks: Bite (1hp) and 6 Tentacles
Saving Throw: 14
Special: Tentacles Cause Paralysis
Move: 12
Alignment: Neutral
XP: 250

When this caterpillar-like creature scores a hit the target is required to make a saving throw or be paralyzed for 2d6 turns. These underground scavengers can be aggressive when they are hungry and will pursue prey unless distracted. They are

good climbers, but when crossing water they are unable to do much more than float with the current.

CENTAUR

Hit Dice: 4
Armor Class: 5 [15] or 4 [16] with Shield
Attacks: 2 Kicks (1d6) and Weapon
Saving Throw: 13
Special: None
Move: 18
Alignment: Any
XP: 400

Centaurs are fierce warriors and as many as 35% are fully-trained Fighters with 2d4 levels.

CENTIPEDE, GIANT (SMALL, LETHAL)

Hit Dice: 1d2
Armor Class: 9 [10]
Attacks: Bite (0hp)
Saving Throw: 18
Special: Lethal Poison, +4 save
Move: 13
Alignment: Neutral
XP: 50

Lethal Giant Centipedes of the small size inflict a deadly bite, (with a +4 bonus to saving throws), but cause no damage if the saving throw is successful.

CENTIPEDE, GIANT (MAN-SIZED)

Hit Dice: 2
Armor Class: 5 [14]

Attacks: Bite, 1d8)
Saving Throw: 16
Special: Lethal Poison, +6 save
Move: 15
Alignment: Neutral
XP: 200

These centipedes are deadly predators with armored segments, a strong bite and a lethal, though relatively weak, toxin.

CENTIPEDE, GIANT (LARGE, 20 LONG)

Hit Dice: 4
Armor Class: 0 [19]
Attacks: Bite (3d8)
Saving Throw: 13
Special: Lethal Poison, +4 save
Move: 18
Alignment: Neutral
XP: 400

These creatures are twenty feet long horrors of chitin, multiple legs and clashing pincers.

CHAMELEONS

Hit Dice: 3+2
Armor Class: 4 [15]
Attacks: As Weapon
Saving Throw: 9
Special: Camouflage, Resistances
Move: 9
Alignment: Chaotic
XP: 350

At a distance Chameleons appear similar to Lizardmen. Closer inspection shows they have rounder heads, larger eyes and more flexible skin. Their tongues are remarkably long and sucker-tipped, but it is their skin which makes them dangerous. Chameleons are able to change colors to conceal themselves against any surface, (as if able to Hide in Shadows with an 80% chance of success during daylight). In torch or lantern lit conditions the chance of success rises to 95% and this makes them particularly successful as Renegades. A Chameleon cannot be surprised due to their 360-degree vision and they have a 25% of being a Renegade of 3d4 levels.

In addition, once a Chameleon reveals itself it can take on a complete coating of a single color, which makes the creature resistant to a single attack form. A Chameleon can change its color as a free action during its own round.

CHAMELEONS RESISTANCES TABLE

Color	Effect
Red	Fire
Orange	Missiles
Yellow	Electricity
Green	Spells
Blue	Cold
Indigo	Sharp Weapons
Violet	Blunt Weapons

Monks and Clerics of 6d6 experience levels make-up a further 10% of most Chameleon populations. They have the ability to apply more than one color and its resistance to their skin at one time. Those below 9th Level can combine 2 colors, while those of 9th or higher level are able to select three colors at the same time.

CHIMERA

Hit Dice: 9
Armor Class: Goat 6 [13], Lion 5 [14], Dragon 2 [17]
Attacks: 2 Claws (1d3), 2 Goat Horns (1d4), 1 Lion Bite (2d4) and 1 Dragon Bite (3d4)
Saving Throw: 6
Special: Dragon's Head Breathes Fire
Move: 9/ 18 (Flying)
Alignment: Chaotic (or Neutral)
XP: 900

The Chimera has three heads: one is the head of a goat, one the head of a lion and one the head of a dragon. Great wings rise from its leonine body. They can breathe flames, (3 times per day to a range of 50'), causing 3d8 damage to anyone caught within the fiery blast, (with a saving throw resulting in half damage).

COCKATRICE

Hit Dice: 5
Armor Class: 6 [13]
Attacks: Bite (1d3 + Turn to Stone)
Saving Throw: 12
Special: Bite Turns to Stone
Move: 6/ 18 (Flying)
Alignment: Neutral
XP: 500

This nasty creature resembles a bat-winged rooster with a long, serpentine tail. Its bite turns enemies to stone unless the victim makes a successful saving throw.

COUATL

HD: 8
AC: 4 [15]
Attacks: Bite (2d6 + Poison), 1 Tail (1d6 Constrict)
Saving Throw: 8
Special: Fly, Poison, Polymorph, Spells
Move: 12/ 24 (Flying)
Alignment: Neutral
XP: 800
Treasure: x2

Couatls are intelligent serpents with feathered wings. They can be 15' long or more. They can Polymorph Self, crush victims for 1d6 hit points and use Magic-User's

spells, (3 Level 1, 2 Level 2, 1 Level 3). They prefer tropical climates and some are thought to serve the gods.

CROCODILE, NORMAL

Hit Dice: 3
Armor Class: 4 [15]
Attacks: Bite (1d6)
Saving Throw: 14
Special: None
Move: 9/ 12 (Swimming)
Alignment: Neutral
XP: 300

Some of these crocodiles are man-eaters. All are dangerous and can conceal themselves well. Normal crocodiles can grow to be as long as 15ft.

CROCODILE, GIANT OR SEA

Hit Dice: 6
Armor Class: 3 [16]
Attacks: Bite (3d6)

Saving Throw: 11
Special: None
Move: 9/ 12 (Swimming)
Alignment: Neutral
XP: 600

The smallest Giant Crocodiles are about 20ft long. Larger examples from deeper waters may also be encountered.

CUBES

Cubes are strange forms of slime mold, which forage through dungeons, swamps and sewer systems in search of food.

CUBE, GELATINOUS

Hit Dice: 4
Armor Class: 8 [11]
Attacks: Attack (2d4)
Saving Throw: 13
Special: Paralysis, Immune to Lightning and Cold
Move: 6
Alignment: Neutral
XP: 400

Gelatinous Cubes are semi-transparent creatures that slosh through subterranean passages, engulfing debris and carrion to digest. Their entire substance is acidic. If one hits successfully the victim must make a saving throw or become paralyzed for 6 turns. During that time the cube will attempt to devour the victim. Most Gelatinous Cubes contain various metallic treasures or gems that they have engulfed but not yet digested.

CUBE, SUGAR

Hit Dice: 8
Armor Class: 5 [14] or 0 [19]
Attacks: Saliva (4d4), Suffocation, Shards
Saving Throw: 7
Special: Paralysis, Immune to Lightning and Cold
Move: 6/ 12
Alignment: Neutral
XP: 800

Sugar Cubes are semi-transparent cubes that look much like Gelatinous Cubes but are entirely sugar-based life forms. They flow like a dense, crystalline syrup and crave sugar in any form. Adhesive saliva that melts sugars from any form of flesh is their main form of attack. Once they have hit a victim they stick and it's very hard to remove them. Sugar Cubes hit the same victim automatically until the victim is broken away by a strike from a friend or enemy that causes at least 10hp of damage. In addition to standard damage, any victim who becomes stuck loses d4hp/ round due to lack of air.

Fire damage of less than 20hp in a round makes the cube more viscous and increases its speed. Fire damage of over 20hp in a round halves a cube's speed and caramelizes the surface of the cube for 6 rounds. While caramelized the cube's AC improves to 0 [19] and any strikes with weapons during this time release d6 shards of sharpened sugar causing d4 damage to the creature that struck the cube. Each sugar fragment released from the creature can be eaten immediately for 1hp of healing and the remains of a dead cube can feed 6 human-like creatures for a full day.

If 40hp of fire damage hits the cube in a single round the cube caramelizes instantly and explodes sending d4 fragments of sugar in the direction of each creature within 30' for d4 damage.

Cold damage of under 20hp in a round can also slow the cube and cold damage of over 20hp in a round crystallizes the cube for a full round, making it possible to attack by licking the cube for d6hp/ round. The highly concentrated sugars in the cube heal anyone licking the cube for d6hp/ successful attack.

DEMONS

Demons are creatures of the dark lower planes of existence. They are occasionally encountered in places where they have been enslaved to serve as guardians by powerful Magic-Users or evil Clerics. The more intelligent varieties might also be interrupted while carrying out plots of their own.

Demons are more obviously Chaotic than devils, which are usually more calculating and structured. Demons' governance is brutal, absolute and often seemingly random. All demons have Darkvision to a range of 120'.

DEMON, BAALROCH (BALOR)

Hit Dice: 16
Armor Class: 2 [17]
Attacks: Sword (1d12+2) and Baalroch's Whip
Saving Throw: 3
Special: Magic Resistance (50%), Immolated
Move: 6/ 15 (Flying)
Alignment: Chaotic
XP: 1200
Treasure: x3

These powerful demons resemble vast Minotaurs with great, spreading bat-wings. They burn with the fires of hell and are wreathed in flame. The spells of casters below 6th Level do not affect them and against higher-level spellcasters they are still 50% immune to all spells.

In battle a Baalroch uses a whip and a sword. The whip can be used to reach great distances; on a successful hit the victim is pulled close to the Baalroch and burned by the fires of the demon's body for 3d6 hit points. Baalrochs are sometimes referred to in ancient texts as Balor or Baalor, which may be the name of a single demon rather than a term for all of them. A Baalroch could be forced or tricked into the service of a powerful wizard, but the risk would be immense.

DEMON, DRETCH

Hit Dice: 4
Armor Class: 2 [17]
Attacks: 2 Claws (1d4), 1 Bite (1d6)
Special: Magical Abilities
Move: 9
Saving Throw: 13
Alignment: Chaotic
XP: 400

These creatures are fat, with long, spindly arms and legs. They have rudimentary human heads, combined with slobbering jaws and folds of fat. Dretch have some weak demonic powers. Although they are not particularly bright, they can cause a foul Stinking Cloud once per day, (requiring a successfully saving throw to avoid -2 on all rolls while the resulting nausea lasts); can Teleport once per day; can use Darkness 15' Radius once per day; and can summon 1d4 Giant Rats once per day.

DEMON, GLABREZU (THIRD-CATEGORY DEMON)

Hit Dice: 10
Armor Class: –3 [22]
Attacks: 2 Pincers (2d6), 2 Claws (1d3), 1 Bite (1d4+1)
Special: Magic Resistance (30%), Magical Abilities, Immune to Fire
Move: 9
Saving Throw: 5
Alignment: Chaotic

XP: 1000
Treasure: x2

The Third-Category Demons, Glabrezu, are massive and horrible, standing 10' high or more. They have curved horns and a humanoid shape, but no wings. Four arms sprout from the torso: two huge arms with great crab-pincers and two much shorter arms with claws. Glabrezu can use Darkness 15' Radius, are not injured by fire, can cause Fear at will, can Levitate at will, can Polymorph and are 30% resistant to magic.

DEMON, HEZROU (SECOND-CATEGORY DEMON)

Hit Dice: 9
Armor Class: 0 [19]
Attacks: 2 Claws (1d3), 1 Bite (2d8)
Special: Magic Resistance (20%), Magical Abilities
Move: 9/ 14 (Flying)
Saving Throw: 6
Alignment: Chaotic
XP: 900

The Hezrou are toad-like demons with bat wings and a Magic Resistance of 20%. At will Hezrou are able to cause Fear, (as the spell), Detect Invisibility, (as the spell), and cause Darkness in a 15' radius. They are not injured by fire.

DEMON LORD, JUBILEX

Hit Dice: 21 (100hp)
Armor Class: -7
Attacks: 1 (4d10)
Special: Magic Resistance (30%), +2 Magical Weapon To-Hit, Regenerates, Immune to Acid, Cold, Mind-Influencing Effects, Poison, Sleep, Paralysis, Stunning and Polymorphing
Move: 12
Saving Throw: 3
Alignment: Chaotic
XP: 2100
Treasure: x3

Jubilex, the Faceless Lord, is the ruler over all slimes, cubes, oozes, jellies and other disgusting and foul ooze-like creatures. He is accompanied by all sorts of jellies and oozes, (including 1d4 of at least 4 types). The Faceless Lord is immune to acid, cold, mind-influencing effects, poison, sleep, paralyzation, stunning and polymorphing.

Jubilex often takes the form of a 10' tall column of seething green and black ooze. In combat he lashes out with a slimy, acidic tentacle, causing 4d10hp.

Every 10 rounds he can hurl slimy spittle up to 150' away with a 30' diameter area of effect, which has both the effects of contact with Green Slime and an Ochre Jelly. Jubilex can regenerate 2hp every round. He may only be affected by +2 Weapons or better.

Jubilex has the following spell-like abilities, usable at will: Cause Disease, Charm Monster, Darkness 15' Radius, Detect Invisibility, Dispel Magic, ESP, Fear, (as the Wand of Fear), Fly, Hold Monster, Invisibility 10' Radius, Locate Object, Phase Door, Project Image, Putrefy Food and Water, and Telekinesis, (to a weight of 1,500 lbs.). He may summon, (with a 75% probability of success), two Nalfeshnee, (Fourth-Category Demons). In addition, Jubilex can utter an Unholy Word once/day.

DEMON KING, SKULL

Hit Dice: 40 (160hp)
Armor Class: –6 [25]
Attacks: 1 skull
Special: Magic Resistance (60%), +3 Magic Weapon To-Hit, Magical Abilities, Summon Demons, Skull, Immune to Fire, Cold and Enchantments
Move: 9/ 15 (Flying)
Saving Throw: 3
Alignment: Chaotic
XP: 4,000
Treasure: x3

Skull is an ancient demon locked within the form of a human skull. Skull may take any size from an inch to 20' in height, width and depth. He may also adjust its color and texture to match any surface within 50'. Skull has immunity to fire, cold, enchantments and weapons without a +3 or better bonus.

When carried as a possession, e.g. disguised as a dice or talisman, Skull surreptitiously improves the owner's saving throws and attack rolls by +2. Whenever this effect alters an outcome Skull steals an attribute point, (except from Corruption), which gives the demon an extra HD.

Skull's preferred form of attack is even more devious. In the form of a skull of roughly 20' in height he places himself at, or over, temple entrances, castle gateways and similar entrances. He then uses Phantasmal Force, Hallucinatory Terrain, (and possibly the presence of a summoned Baalroch), to entice or drive creatures inside; before placing a Wall of Fire over the entrance. The flames suck oxygen from the inside of the skull, causing 10hp of subdual damage in the second round, 20hp in the second round and so on until any air-breathing captive passes out. Once captives are subdued Skull's minions carry them off to the Abysmal Planes where demons dwell.

Skull's magical abilities include the following spell-like abilities, which are usable at will: Cause Disease, Charm Monster, Darkness 15' Radius, Detect Invisibility, Dispel Magic, ESP, Fear, (as the Wand of Fear), Hallucinatory Terrain, Meteor Swarm, Phantasmal Force, Phase Door, Wall of Fire, Telekinesis, (to 1,500 lbs.). He may summon, (with a 65% probability of success), a Baalroch or a Succubus. If slain outside of his domain he revives in one of his palaces a week later.

Placing jewels worth 25,000gp in each of Skull's eye sockets allows 'eyes' to form in the sockets. These animate and turn into active Eyes of True Terror within d4 rounds.

DEMON, MANES

Hit Dice: 1
Armor Class: 5 [14]
Attacks: 2 Claws (1d2), 1 Bite (1d4)
Special: Half Damage from Non-Magic Weapons

Move: 5
Saving Throw: 18
Alignment: Chaotic
XP: 100

Pathetic, damned souls, Manes are demons no larger than humans, with gray skin and empty eyes. Non-magical weapons inflict only half normal damage on them.

DEMON, MARILITH (FIFTH-CATEGORY DEMON)

Hit Dice: 12
Armor Class: –3 [22]
Attacks: 6 Weapons (1d8), Tail (1d8)
Special: Magic Resistance (40%), +1 Weapon To-Hit, Magical Abilities, Immune to Fire
Move: 12
Saving Throw: 8
Alignment: Chaotic
XP: 1200
Treasure: x2

Mariliths appear as a cruel-eyed beautiful woman with a six-armed torso, but the lower body of a huge constrictor snake. They can wield weapons in all six arms at once and the tail, if it hits, constricts for automatic damage after the initial hit. Mariliths are among the most feared of demons. They can, at will, cast Charm Person, Levitate and Polymorph Self. They are also 40% resistant to magic. Fire does not affect them.

DEMON, NALFESHNEE (FOURTH-CATEGORY DEMON)

Hit Dice: 11
Armor Class: –1 [20]
Attacks: 2 Claws (1d4), 1 Bite (1d6+2)

Special: Magic Resistance (35%), +1 Weapon To-Hit, +2 To-Hit, Magical Abilities, Immune to Fire
Move: 9/ 14 (Flying)
Saving Throw: 4
Alignment: Chaotic
XP: 1100
Treasure: x2

Nalfeshnee have the body of an enormous gorilla, the head of a boar and cloven hooves. These massive, brutish demons are actually quite intelligent, despite their appearance. The very size of a Nalfeshnee prevents them from being particularly agile flyers, though they do have wings. Nalfeshnee are incredibly powerful, (gaining +2 to-hit), and have various demonic powers in addition to not being injured by fire: at will, they can cause Fear, (as the spell), Polymorph Self and Dispel Magic. They can also create a Symbol of Discord once per day.

DEMON PRINCE, ORCUS

Hit Dice: 30 (125hp)
Armor Class: –6 [25]
Attacks: 1 Staff (Death – No Save), Tail (2d8), 1 Claw (2d8)
Special: Death Staff, Magic Resistance (60%), +3 Magic Weapon To-Hit, Spells, Magical Abilities, Summon Demons, Immune to Fire and Charms
Move: 9/ 20 (Flying)
Saving Throw: 3
Alignment: Chaotic
XP: 3000
Treasure: x3

Orcus is a Demon Prince of the Undead and frequently calls upon his lesser demon-minions for assistance. His staff causes death at its touch and he uses Magic-User spells at the following levels. Level 1: 7; Level 2: 6; Level 3: 5; Level 4: 4;

Level 5: 3; Level 6: 2; Level 7: 1. He has Magic Resistance of 60% and is completely unaffected by fire and charm spells.

At will Orcus can Animate Dead, create Darkness 15' Radius, cause Fear, Dispel Magic, make a Suggestion, Polymorph himself or use ESP. Such powers can be used at the same time as normal attacks. His skull-tipped staff might have independent powers of its own. Orcus is also able to summon 2 Mariliths with 70% probability of success. If killed outside of his abysmal domain Orcus revives in one of his palaces a week later.

DEMON PRINCESS, JUBSLIX

Hit Dice: 17
Armor Class: –4 [23]
Attacks: 2 Claws (1d4)
Special: Magic Resistance (30%), +2 Magical Weapon To-Hit, Darkness 15' Radius, Regenerates, Acid, Cold, Mind-Influencing Effects, Poison, Sleep, Paralyzation, Stunning and Polymorphing.
Move: 12
Saving Throw: 3
Alignment: Chaotic
XP: 1700
Treasure: x3

Jubilex's evil daughter Jubslix is a Demon Princess who helps to rule puddings, cubes, oozes, slimes and jellies. She is capable of taking humanoid form, but any kind of excitement or combat brings the puddings, cubes, jellies, slimes, molds and oozes beneath her skin to the surface. These creatures burst out in patches across her skin and she can pull 1/ round off and hurl it as a weapon. A strike with one of these creatures causes the same damage as a normal attack by the creature, which then joins Jubslix in attacking her enemies.

Jubslix is immune to acid, cold, mind-influencing effects, poison, sleep, paralyzation, stunning and polymorphing.

Jubslix recovers 2hp/ round for each different jelly in her presence that is regenerating. The creatures she can hurl at the Referee's discretion include all puddings, cubes, jellies, molds, oozes and slimes.

Jubslix has the following spell-like abilities, usable at will: Cause Disease, Charm Monster, Darkness 15' Radius, Detect Invisibility, Dispel Magic, ESP, Fear, (as the Wand of Fear), Polymorph, Invisibility 10' Radius, Locate Object, Phase Door, Putrefy Food and Water, Project Image and Telekinesis, (to 1,500 lbs.). She may attempt to summon two Succubi, (with a 65% probability of success).

DEMON PRINCESS, MELINOE

Hit Dice: 20
Armor Class: –3 [22]
Attacks: 2 Claws (2d8) or 2 (Weapons)
Special: Magic Resistance (40%), +2 Magical Weapon To-Hit, Summon Demons, Immune to Fire, Charms, Spells, Magical Abilities and Blades
Move: 18
Saving Throw: 3
Alignment: Chaotic
XP: 2000
Treasure: x3

Melinoe, (Dark Mind), is the Demon Princess who collects offerings to the ghosts of the dead. One side of her body is completely black, while the other is chalk white. She is usually encountered with a retinue of d4 Ghosts and d4 Banshees. A +2 or better enchanted weapon is required to damage her.

She uses Magic-User spells at the following levels. Level 1: 6; Level 2: 5; Level 3: 4; Level 4: 3; Level 5: 2; Level 6: 1. Her Magic Resistance is 40% and she is completely unharmed by fire and charms.

At will Melinoe can Animate Dead, Create Darkness 15' Radius, cause Fear, Dispel Magic, make a Suggestion, Polymorph and use ESP. Such powers can be used at the same time as normal attacks. She may summon a Baalroch, (with a 65% probability of success). If slain outside of her personal domain Melinoe revives in one of her palaces d4 days later.

1. Melinoe's White Blade: is a +2 Long Sword which turns those it strikes into a Ghost if a saving throw is not successful.
2. Melinoe's Black Blade: is a +2 Long Sword which turns those it strikes into a Banshee if a saving throw is not successful.

DEMON PRINCESS, STRICKEN

Hit Dice: 16
Armor Class: –6 [25]
Attacks: Swarms or Sting (5d8 + Poison)
Special: Magic Resistance (30%), Magical Abilities, Immune to Acid, Fire and Cold
Move: 12/ 24 (Flying)
Saving Throw: 3
Alignment: Chaotic
XP: 1600
Treasure: x3

Stricken is the Demon Princess of Swarms. She prefers the form of insects, but can take the shape of a humanoid while cooled below zero degrees. Her primary attack is to breathe a swarm of her choice out of her body once every five rounds. (The Referee should decide which types of swarms are available). When in the form of any stinging insect she can also deliver a powerful sting of her own.

Stricken has the following spell-like abilities, usable at will: Shape Change to insect form, Cause Disease, Charm Monster, Darkness 15' Radius, Detect Invisibility, Dispel Magic, ESP, Fear, (as the Wand of Fear), Polymorph, Invisibility 10' Radius, Locate Object, Phase Door, Project Image and Telekinesis, (up to 1,500 lbs.). She may summon a Baalroch, (with a 45% probability of success). If slain outside of her domain she revives in one of her palaces a week later.

DEMON, QUASIT

Hit Dice: 3
Armor Class: 2 [17]
Attack: 2 Claws (1d2 + Non-Lethal Poison), 1 Bite (1d3)
Special: Magic Resistance (20%), Regenerate (1hp/ round), Poison, Magical Abilities
Move: 14
Saving Throw: 14
Alignment: Chaotic
XP: 300

Quasits are demonic Familiars, much like Imps but without wings and with a less human-like shape. A Quasit can Polymorph into two other forms, (commonly a Giant Centipede and a bat). These demons are 20% resistant to magic, recover 1hp/ round, can use Invisibility at will and, once per day, can cast a Fear spell. A Quasit's claws are laden with a poison that reduces an opponent's Dexterity score by 1 point for 2d6 rounds unless the victim makes a successful saving throw.

DEMON, SUCCUBUS

Hit Dice: 11
Armor Class: 9 [10]
Attacks: 2 Scratches (1d3)
Saving Throw: 5
Special: Magic Resistance (30%), Darkness 15' Radius, Level Drain (1) with Kiss, Summon Demons, Spells, Shape Change, Immune to Non-Magical Weapons

Move: 12/ 18 (flying)
Alignment: Chaotic
XP: 1100
Treasure: x3

A Succubus is a creature of demonic lust who offers fatal temptation to mortals that fall into the trap of her deadly embraces: each Kiss drains one level of experience. (The male form of this demon is called an Incubus. A Succubus is always female, just as an Incubus is always male).

The demon's form is that of a beautiful demonic woman, but furled bat wings and delicate horns show her true nature. Small white fangs gleam from behind the lips and when angry her eyes shift to those of a serpent.

A Succubus can use Charm Person whenever desired, as well as using ESP, Clairaudience and Suggestion.

They can Shape Change at will, but only into human or human-like forms. Succubi also have the ability to call forth other demons, (by Gate). A Succubus can summon a Demon Prince or Princess, (with a 40% chance to succeed), but will seldom do so, as the price to be paid afterwards is generally significant and unpleasant.

However, a Succubus can summon a Baalroch or a Nalfeshnee, (Fourth-Category Demon), again, with a 40% chance of success regardless of the type of demon being summoned. If a Succubus does not specify the sort of demon she is summoning, there is a 5% chance that the respondent will be a Demon Prince and, if not, there is a 75% chance that the demon will be a Nalfeshnee.

Succubi try to limit physical attacks; preferring to use their Charm and Suggestion abilities to allow them to bestow their deadly affections upon opponents.

DEMON, VROCK (FIRST-CATEGORY DEMON)

Hit Dice: 8

Armor Class: 1 [18]

Attacks: 1 Beak (1d6), 2 Fore Claws (1d4), 2 Rear Claws (1d6)

Special: Magic Resistance (20%), Darkness 15’ Radius, Immune to Fire

Move: 12/ 18 (Flying)

Saving Throw: 8
Alignment: Chaotic
XP: 800

These demons are vulture-headed, with feathered humanoid bodies and huge dark-feathered wings. All can use Darkness 15' Radius and are unharmed by fire. They use their wings to bring both their arms and legs into combat, along with their beaked bite. Vrock are quite stupid, but like most demons they consider themselves to be tremendously intelligent.

DEVILS

Devils are evil creatures of the lower planes and particularly the hells where powerful devils locate their palaces. Devils have strict hierarchies and are constantly scheming and calculating. Despite their organization and structure, ultimately they are no less Chaotic than demons. All devils have Darkvision to 120' and take half damage from acid.

ARCHDEVIL, LUCIFER

Hit Dice: 25
Armor Class: 0 [19]
Attacks: Lucifer's Staff or Weapon
Special: Magic Resistance (50%), Magical Abilities, Immune to Fire, Cold and Poisons
Move: 12/ 24 (Flying)
Save: 4
Alignment: Chaotic
XP: 3500
Treasure: x3

Outside his domain Archdevil Lucifer typically appears as is a well-groomed, 7' tall humanoid with a black beard, emerald colored eyes and two short horns on the

forehead. This is as a result of being able to Shape Change to any humanoid form at will. Within his domain Lucifer's horns, cloven hooves and tail are usually unconcealed.

Lucifer defines the capacity for some evil creatures to temper their chaotic nature with a calculating mind that often appears civilized or even gentile. Of course, this veneer collapses as soon as the creature doesn't get what it wants and, once exposed, Lucifer's menacing rage is merciless. Fortunately, few adventurers are likely to meet directly with this calculating fiend, as he usually works through his minions.

LUCIFER'S STAFF

This is a long wooden staff, shod in iron and inscribed with sigils and runes of all types, this potent artifact contains many spell powers and other functions. In Lucifer's hands it has limitless charges. In the hands of another some of its powers drain charges, while others don't. The following powers do not drain charges:

Protection from Good 10' Radius
Enlarge
Knock

The following powers drain 1 charge per usage:

Dispel Magic
Fireball (13d6)
Ice Storm
Invisibility
Cone of Cold (13d4)
Passwall

These powers drain 2 charges per usage:

Monster Summoning IX
Simulacrum
Telekinesis (to 500 pounds maximum weight)

Lucifer's Staff can be broken to deliver an explosive strike. Such an act must be purposeful and declared by the wielder. All charges in the staff are released in a 30-foot spread. All within 10 feet of the broken staff take hit points of damage equal to 8 times the number of charges in the staff; those between 11 feet and 20 feet away take points equal to 6 times the number of charges; and those 21 feet to 30 feet distant take 4 times the number of charges. Successful saving throws reduce damage by half. The creature or character breaking the staff is teleported to Lucifer's principal palace as the Staff explodes.

The Archdevil can radiate Fear like the spell in a 20' radius twice/ day. Alternatively, Lucifer can immolate himself in a 20' radius of infernal flame, which drains a point from an attribute, (other than Corruption), every time someone enters the flames. Lucifer is also able to summon 2 Pit Fiends and d4 Erinyes each day.

Any creature meeting Lucifer's gaze must make a saving throw to avoid a Charm Monster effect. A penalty of -4 to-hit applies if trying to attack Lucifer while avoiding his gaze.

Lucifer's spell-like abilities include Teleport at will, (including the devil plus 500 pounds of objects), as if at 25th Level. Create Greater Undead, Death Spell, Hold Monster, Dispel Magic, Feeblemind, Power Word Kill and Meteor Swarm are also available 3/ day as if cast at 25th Level. Once per week Lucifer can use Wish as the spell at 25th Level.

If slain outside of Hell Lucifer revives in one of his palaces a week later.

ARCHDEVIL, OLD NICK

Hit Dice: 25
Armor Class: -4 [23]
Attacks: Staff (Geas)
Special: Magic Resistance (60%), Magical Abilities, Immune to Fire, Cold and Poisons
Move: 12/ 24 (Flying)
Save: 4
Alignment: Chaotic
XP: 1600
Treasure: x3

Old Nick is an ancient Archdevil who revels in trickery and games. He can fight to lethal effect, but prefers to play games for adventurers' souls before carrying his victims off to one of his fortresses. Old Nick is especially fond of boardgames and card games, which he plays on an enchanted gaming board. This device can provide the board, counters and dice for any game known to humanoids or monsters.

Nick's die-topped walking stick or staff is used to force those it strikes to make a saving throw or to agree to play Old Nick at a game of his choice. The effect is comparable to a Geas. If the fiend wins his opponent is transported to one of the Planes of Hell and put to work. If the adventurer wins Old Nick hands over a powerful magic item and allows the adventurer to leave safely.

Old Nick's spell-like abilities include Teleport at will, (including the devil plus 500 pounds of objects), as if at 25th Level. Create Greater Undead, Death Spell, Hold Monster, Dispel Magic and Time Stop are also available 3/ day - as if cast at 30th Level. Once per week Lucifer can use Wish at 30th Level.

DEVIL, BARBED

Hit Dice: 12d8
Armor Class: 2 [17]

Attacks: 2 Claws (2d8 + Hug)
Special: Magic Resistance (25%), Magical Abilities, Immune to Fire, Cold and Poisons
Move: 12
Save: 5
Alignment: Chaotic
XP: 1200
Treasure: x2

A spine-coated Barbed Devil stands over 7' tall. When it strikes the same opponent with both claws the target is crushed and impaled for an extra 3d6 of damage. Anyone caught in the Barbed Devil's arms in this way must make a saving throw or be paralyzed with fear for 1d3 rounds - during which time the Barbed Devil hits automatically.

A Barbed Devil can also radiate Fear like the spell in a 20' radius twice/ day and has a 25% chance of summoning a Pit Fiend. A Barbed Devil is able to Teleport at will, (including the devil plus 50 pounds of objects), as if at 12th Level.

DEVIL, BEARDED

Hit Dice: 7d8
Armor Class: 2 [17]
Attacks: Glaive or 2 Claws (d6+2)
Special: Magic Resistance (25%), Frenzy, Magical Abilities, Immune to Fire, Cold and Poisons
Move: 12
Save: 7
Alignment: Chaotic
XP: 700
Treasure: x2

Every Bearded Devil carries a saw-toothed glaive and stands 6' tall. They are ferocious fighters and twice a day they can attack in a Frenzy, which doubles the damage they cause for a turn.

These devils can radiate Fear like the spell in a 5' radius twice/ day and have a 25% chance of summoning a Bone Devil. A Bearded Devil can also Teleport at will, (including the devil plus 50 pounds of objects), as if at 9th Level. The damage a Bearded Devil deals with its glaive causes a persistent wound. An injured creature loses 2 additional hit points each round. The wound does not heal naturally and resists most healing spells. The continuing hit point loss can be stopped by a Cure Critical Wounds spell or a Heal spell.

DEVIL, BONE

Hit Dice: 12d8
Armor Class: 2 [17]
Attacks: Bite (d8), 2 Claws (d6+2) and Poison Sting
Special: Magic Resistance (25%), Magical Abilities, Immune to Fire, Cold and Poisons
Move: 12
Save: 4
Alignment: Chaotic
XP: 1200
Treasure: x2

The extremely dangerous, skeletal Bone Devil is roughly 9' tall. Bone Devils often use a Wall of Ice to divide their enemies. Bone Devils can radiate Fear like the spell in a 20' radius twice/ day. A Bone Devil also has a 25% chance of summoning a Barbed Devil.

Spell-Like Abilities: a Bone Devil can Teleport at will, (including the devil plus 50 pounds of objects), as if at 12th Level. Wall of Ice, Invisibility, Fly and Mirror Image are also available at will as if cast at 12$^{th\ Level}$.

DEVIL, ERINYES

Hit Dice: 9
Armor Class: 2 [17]
Attacks: 1 Bronze Sword (1d6 + Paralysis) and Whip (Entangles)
Special: Magic Resistance (25%), Magical Abilities, Entangle, Immune to Fire and Cold
Move: 12/ 24 (Flying)
Save: 11
Alignment: Chaotic
XP: 900
Treasure: x2

The Erinyes are female devils who pursue those guilty of crimes against the rule of vengeful gods. Their appearance causes Fear at will unless a saving throw is successful. They see all invisible things and locate objects at will, so it is impossible to hide from them. Each Fury carries a whip which, if it hits, entangles the victim until the Fury releases it, (unless a saving throw is successful).

The Furies are immune to fire and cold. They also have a Magic Resistance of 25%. The blade of a Fury's bronze sword causes paralyzation, (unless a saving throw is successful).

DEVIL, HORNED

Hit Dice: 15d8
Armor Class: 2 [17]
Attacks: Spiked Chain (d8+Stun) or Claws (d6+2) and Tail (2d6)
Special: Magic Resistance (25%), Magical Abilities, Immune to Fire, Cold and Poisons
Move: 12
Save: 4
Alignment: Chaotic

XP: 1500
Treasure: x2

A Horned Devil is 9' tall and weighs about 600 pounds. If a Horned Devil's spiked chain strikes the victim must make a saving throw or be stunned for d4 rounds. A Horned Devil can also radiate Fear like the spell in a 20' radius twice/ day. They have a 25% chance of summoning a Barbed Devil.

Spell-Like Abilities: a Horned Devil can Teleport at will, (including the devil plus 50 pounds of objects), as if at 12th Level. Dispel Good, Fireball and Lightning Bolt are also available 3/ day as if cast at 15th Level.

DEVIL, ICE

Hit Dice: 14d8
Armor Class: 0 [19]
Attacks: Spear (d12 + Chill) or Claws (d6+2) or Tail (2d6 + Chill)
Special: Magic Resistance (25%), Magical Abilities, Immune to Fire, Cold and Poisons
Move: 12
Save: 4
Alignment: Chaotic
XP: 1400
Treasure: x2

An Ice Devil is about 12' tall and weighs approximately 700 pounds. A hit from an Ice Devil's tail or spear induces numbing cold. The victim must save or be subject to the effects of a Slow spell for d6 rounds.

Ice Devils can radiate Fear like the spell in a 20' radius twice/ day and have a 50% chance of summoning a Bone Devil or a Pit Fiend.

Spell-Like Abilities: an Ice Devil can Teleport at will, (including the devil plus 50 pounds of objects), as if at 15th Level. Cone of Cold, Fly, Ice Storm and Wall of Ice are also available 3/ day as if cast at 15th Level.

DEVIL, LEMURES

Hit Dice: 3
Armor Class: 7 [12]
Attacks: Claw (1d3)
Saving Throw: 14
Special: Regenerates
Move: 3
Alignment: Chaotic
XP: 300

Lemures are vaguely humanoid, but their flesh is mud-like, shifting and soft upon their horrible bodies. (This amorphous form allows them to regenerate 1hp per round). Lemures are lower forms of devils; the fleshly manifestations of damned souls. These devils can be permanently destroyed only by sprinkling their disgusting bodies with Holy Water.

DEVIL, PIT FIEND

Hit Dice: 16d8
Armor Class: -2 [21]
Attacks: 2 Claws (d8+2), 2 Wings (d8), Bite (d12), Tail (d6+2), Devil Chills
Special: Magic Resistance (25%), Magical Abilities, Immune to Fire, Cold and Poisons
Move: 12/ 24 (Flying)
Save: 4
Alignment: Chaotic
XP: 1600
Treasure: x2

A Pit Fiend often wraps its wings around itself like a grotesque cloak and appears wreathed in flames. They are roughly 12' tall and weigh about 800 pounds.

A Pit Fiend can radiate Fear like the spell in a 20' radius twice/ day. A Pit Fiend can also summon 2 Bone Devils or 2 Ice Devils or an Erinyes twice/ day.

Any creature struck by a Pit Fiend's bite attack must make a successful save or be infected with a vile disease known as Devil Chills, (with an incubation period of 1d4 days and causing 1d4 reduction in Strength).

A Pit Fiend's spell-like abilities include Teleport at will, (including the devil plus 50 pounds of objects), at 18th Level. Create Greater Undead, Hold Monster, Dispel Magic, Power Word Stun and Meteor Swarm are also available 3/ day as if cast at 18th Level. Once per year a Pit Fiend can use a Wish at 15th Level.

DJINNI

Hit Dice: 7+3
Armor Class: 4 [15]
Attacks: Fist or Weapon (1d10+1)
Saving Throw: 9
Special: Magical Powers, Whirlwind
Move: 9/ 24 (Flying)
Alignment: Any
XP: 750

Djinn are one of the Genies of folklore. They are creatures of the air, (and possibly of the Elemental Planes). They can carry 700 lbs. of weight and have a number of magical powers. Djinn can also Create Food and Water, as well as wooden and cloth objects. They are able to create objects of metal, (including coins), but all such magically created metals disappear in time. Djinn can call-up illusions and although these are quite excellent they disappear when touched. A Djinni may give itself a gaseous form, where it cannot attack or be attacked; but can enter any area

that is not airtight. They can also become invisible at will. Finally, a Djinni can turn itself into a powerful whirlwind, sweeping away any creature with one or fewer hit dice. (The diameter of such a whirlwind is 10'). More powerful types of Djinn might be capable of granting Limited Wishes or even a true Wish.

DOPPLEGANGER

Hit Dice: 4
Armor Class: 5 [14]
Attacks: Claw (1d12)
Saving Throw: 13 (5 v's All Magic)
Special: Mimics Shape, Immune to Sleep and Charm Spells
Move: 9
Alignment: Chaotic
XP: 400

A Doppelganger can change its form to resemble the physical appearance, (including the clothing and gear), of any person. These creatures are immune to Sleep and Charm spells. They are also considered magic resistant for purposes such as breaking through Wizard Lock and similar spells. They have a saving throw of 5 against magic of all kinds.

DRAGONS

The size of a dragon is roughly 5' of body length per age category up to the adult size of 20'.

Do not roll hit points for dragons as normal. Instead, determine the number of hit dice and the age category of the dragon. The age category indicates both the dragon's hit points per die and how much damage the dragon's breath weapon inflicts, given as points per HD:

1. **Very Young: 1 hit point per HD; 1 hit point per die inflicted by breath weapon.**
2. **Young: 2 hit points per HD; 2 hit points per die inflicted by breath weapon.**
3. **Immature: 3 hit points per HD; 3 hit points per die inflicted by breath weapon.**
4. **Adult: 4 hit points per HD; 4 hit points per die inflicted by breath weapon.**
5. **Old: 5 hit points per HD; 5 hit points per die inflicted by breath weapon.**
6. **Very Old: (100 years old): 6 hit points per HD; 6 hit points per die inflicted by breath weapon.**
7. **Aged: (101-400 years old): 7 hit points per die; 7 hit points per die inflicted by breath weapon.**
8. **Ancient: (401+ years old): 8 hit points per die; 8 hit points per die inflicted by breath weapon.**

Breath Weapons: All dragons have a breath weapon of some kind, which can be used three times in a day. The Referee chooses when a dragon will use its breath weapon or may roll a 60% chance in any given round. Damage inflicted by a dragon's breath weapon is indicated under the age category. When used breath weapons appear in three different shapes:

Cloud-shape for gaseous exhalations
A line for spitting dragons
Cone-shaped for any others

If a dragon is subdued the dragon will surrender and may serve - until it sees signs of weakness.

DRAGON, BLACK

Hit Dice: 6–8
Armor Class: 2 [17]
Attacks: 2 Claws (1d4), Bite (3d6)
Saving Throw: 11, 9 or 8
Special: Spits Acid
Move: 9/ 24 (Flying)
Alignment: Chaotic
XP: 600-800
Treasure: x2

Black Dragons spit a deadly, corrosive acid which covers everything in a line 5' wide and 60' long. Black Dragons have a 75% chance of being able to talk; talking Black Dragons have a 50% chance of being able to cast 1d4 1st Level Magic-User spells and 1d4 2nd Level Magic-User spells.

Among those that can speak a further 10% are more expert Magic-Users capable of casting 2d4 1st Level Magic-User spells, 2d4 2nd Level Magic-User spells, 1d4 3rd Level Magic-User spells and 1d4 4th Level Magic-User spells.

DRAGON, BLUE

Hit Dice: 8–10
Armor Class: 2 [17]
Attacks: 2 Claws (1d6), Bite (3d6)
Saving Throw: 8, 6 or 5
Special: Spits Lightning
Move: 9/ 24 (Flying)
Alignment: Chaotic
XP: 800-1000
Treasure: x2

Blue Dragons spit a blast of lightning in a line 5' wide and 100' long, affecting everything in its path. A saving throw indicates half damage. Blue Dragons have a 75% chance of being able to talk; talking Blue Dragons have a 50% chance of being able to cast 1d4 1st Level Magic-User spells and 1d3 2nd Level Magic-User spells.

DRAGON, GOLD

Hit Dice: 10–12
Armor Class: 2 [17]
Attacks: 2 Claws (1d8), Bite (2d10)
Saving Throw: 5, 4 or 3
Special: Breathes Poison Gas or Fire
Move: 9/ 24 (Flying)
Alignment: Lawful
XP: 1000-1200
Treasure: x3

Gold Dragons are noble and Lawful. They can breathe either a cloud of poisonous gas some 50' in diameter, (though a successful saving throw indicates half damage), or they can breathe fire in a cone-shape 90' long and roughly 30' wide at the base. Gold Dragons have a 100% chance of being able to talk and a 25% chance of being

able to cast Magic-User spells: 1d4 1st Level, 1d3 2nd Level, 1d2 3rd Level and 1 4th Level spell.

DRAGON, GREEN

Hit Dice: 7–9
Armor Class: 2 [17]
Attacks: 2 Claws (1d6), Bite (2d10)
Saving Throw: 9, 8 or 6
Special: Breathes Poison Gas
Move: 9/ 24 (Flying)
Alignment: Chaotic
XP: 700-900
Treasure: x2

Green Dragons breathe a cloud of poisonous gas, 50' in diameter. (A successful saving throw limits the damage to 3d10hp). Green Dragons have a 75% chance of being able to talk. Talking Green Dragons have a 50% chance of being able to cast 1d4 1st Level Magic-User spells and 1d2 2nd Level Magic-User spells.

DRAGON, PRISMATIC

Hit Dice: 17–19
Armor Class: 2 [17]
Attacks: 2 Claws (13d6), Bite (4d10)
Saving Throw: 9, 8 or 6
Special: Breathes Prismatic Spray
Move: 9/ 24 (Flying)
Alignment: Neutral
XP: 1700-1900
Treasure: x3

Prismatic Dragons breathe a Prismatic Spray in a 70' cone. Creatures in the area of the spray with 8HD or less are automatically blinded for 2d4 rounds. Every

creature in the area is randomly struck by one or more beams, which have additional effects. Prismatic Dragons can talk and are able to cast spells as a 20th Level Magic-User.

d8	Color	Effect
1	Red	Causes 20 points of fire damage or 10 with a saving throw
2	Orange	Causes 40 points acid damage or 20 with a saving throw
3	Yellow	Causes 80 points electricity damage or 40 with a saving throw
4	Green	Poison which lowers Constitution by d4 unless a save succeeds
5	Blue	Turned to Stone unless a save succeeds
6	Indigo	Insane unless a save succeeds
7	Violet	Sent to another plane unless a save succeeds
8	Struck by two Prismatic Rays; roll twice more, ignoring any '8' results	

DRAGON, RED

Hit Dice: 9–11
Armor Class: 2 [17]
Attacks: 2 Claws (1d8), Bite (3d10)
Saving Throw: 6, 5 or 4
Special: Breathes Fire
Move: 9/ 24 (Flying)
Alignment: Chaotic
XP: 900-1100
Treasure: x3

Red Dragons are the fire-breathing beasts of legend. They breathe fire in a cone-shape 90' long and roughly 30' wide at the base. Red Dragons have a 75% chance of being able to talk; talking Red Dragons have a 20% chance of being able to cast 1d4 1st Level Magic-User spells, 1d3 2nd Level Magic-User spells and 1d2 3rd Level Magic-User spells.

DRAGON, WHITE

Hit Dice: 5–7
Armor Class: 2 [17]
Attacks: 2 Claws (1d4), Bite (2d8)
Saving Throw: 12, 11 or 9
Special: Breathes Cold
Move: 9/ 24 (Flying)
Alignment: Chaotic
XP: 500-700
Treasure: x2

White Dragons are usually found in cold regions, where they camouflage themselves in ice and snow, lying in wait for prey. They breathe a cone of intensely cold air and frost, with a length of 70' and a base of 30'. White Dragons are not able to talk or cast spells.

DRAGON TURTLE

Hit Dice: 11 to 14
Armor Class: 2 [17]
Attacks: 2 Claws (1d8), Bite (3d10)
Saving Throw: 4 (11HD) or 3
Special: Break Ships, Breathes Steam
Move: 3 (9 Swimming)
Alignment: Neutral or Chaotic
XP: 11HD (1100); 12HD (1200); 13HD (1300); 14HD (1400)

Dragon Turtles breathe scalding steam in a cone-shape 90' long and roughly 30' wide at the base, inflicting as many hit points of damage as the monster has (when at full hp). Dragon Turtles have a 75% chance of being able to talk and those that can have a 20% chance of being able to cast 1d4 1st Level Magic-User spells, 1d3 2nd Level Magic-User spells and 1d2 3rd Level Magic-User spells. A Dragon Turtle

that rises beneath all but the largest ships can lift them; with a roughly 50% chance of making a ship capsize.

DRIDER

Hit Dice: 7
AC: 3[16]
Saving Throw: 9
Attack: 1 Weapon (1d8)
Special: Spells, Magical Abilities
Move: 18
XP: 700

Driders resemble spidery centaurs: the body is that of a massive spider, but the torso is that of a fragile human-like person. Driders have the following natural abilities, usable once per day: Darkness 15' Radius, Detect Magic and Levitate. In addition, Driders are spellcasters. Male Driders are Magic-Users, (with spells at 4/ 3/ 2/ 1), and females are Clerics, (with spells at 2/ 2/ 2/ 1/ 1). Deep below the earth there are more powerful leaders with male Magic-Users, (with spells at 6/ 5/ 4/ 3/ 2/ 1), and female Clerics, (with spells at 4/ 4/ 4/ 4/ 3/ 3/ 3).

DRYAD

Hit Dice: 2
Armor Class: 9 [10]
Attacks: Wooden Dagger (1d4)
Saving Throw: 16
Special: Charm person (-2 save)
Move: 12
Alignment: Neutral
XP: 200

Dryads are beautiful female tree spirits who do not venture far from their home trees. At will they can cast a strong charm that operates as a Charm Person spell

with -2 on the saving throw. Those who are charmed seldom return and might be kept for a hundred years and a day within the Dryad's tree.

DUERGAR

Hit Dice: 1+2
Armor Class: 4 [15]
Attacks: As Weapon
Saving Throw: 12 or better
Special: Breathes Cold, Immune to Paralysis and Poisons
Move: 6
Alignment: Chaotic
XP: 150

These evil relatives of Dwarfs dwell in the underground. Most Duergar are bald and wear plain clothing that blends in alongside stone. In their lairs Duergar sometimes wear jewelry, but it is left dulled cut. They are frequently in conflict with other Dwarfs, which often leads them into making alliances with other evil creatures.

Duergar are particularly stealthy and can surprise most opponents on 1-3 on 1d6. They also have the same saving throw bonuses as other Dwarfs with additional immunities to poisons and becoming paralyzed. Some Duergar can progress as Clerics, Magic-Users or Renegades. Duergar dislike exposure to sunlight, which causes them to fight with a -2 attack penalty and to lose 2hp/ day of exposure. Duergar can cause additional damage to nearby foes with an icy breath that causes d4 damage.

DWARF

Hit Dice: 1
Armor Class: 4 [15]
Attacks: War Hammer (1d4+1)
Saving Throw: 17

Special: Detects Attributes of Stonework
Move: 6
Alignment: Lawful
XP: 100

The statistics shown above are for the common Dwarf with no unusual characteristics. A Dwarf-at-Arms would usually have a full 8hp, reflecting their skill and general toughness. Stronger Dwarfs might have more HD, unusual bonuses to-hit or specialized magic.

EFREETI

Hit Dice: 10
Armor Class: 2 [17]
Attacks: Fist or Sword (1d8+5)
Saving Throw: 5
Special: Wall of Fire
Move: 9/ 24 (Flying)
Alignment: Chaotic
XP: 1,000
Treasure: x2

Efreet are a type of Genie, associated with fire, (in contrast to the Djinn who have powers over the air). Efreet can carry up to 1000 pounds of weight and, under the right circumstances, may be forced to serve as a slave until they figure out how to free themselves. An Efreeti can create a Wall of Fire like the spell. They appear as giant humans with cruel features and skin that flickers with flames.

ELEMENTALS

Elementals are living manifestations of the basic forms of matter: air, earth, fire and water. They are usually summoned from their native planes of existence to do the bidding of a powerful wizard. These beings can also be 'chained' within objects

or structures to give the objects magical properties. Elementals are barely intelligent at all, but they are as powerful as the forces of nature that they actually are.

ELEMENTAL, AIR

Hit Dice: 8, 12 or 16
Armor Class: 2 [17]
Attacks: Strike (2d8)
Saving Throw: 8, 3 or 3
Special: Whirlwind
Move: 36 (Flying)
Alignment: Neutral
XP: 8HD (800), 12HD (1200), 16HD (1600)

Air Elementals can turn into 100' high whirlwinds of air with a diameter of 30'. Any creature of 1HD or less are thrown for great distances and almost certainly badly injured.

ELEMENTAL, EARTH

Hit Dice: 8, 12 or 16
Armor Class: 2 [17]
Attacks: Fist (3d6)
Saving Throw: 8, 3 or 3
Special: Tear Down Stone
Move: 6
Alignment: Neutral
XP: 8HD (800), 12HD (1200), 16HD (1600)

Earth Elementals are hulking humanoids formed of rock and earth. They batter opponents with their great fists, but damage is reduced by 1d6 if the opponent is not standing upon earth or rock. Earth Elementals are able to tear apart stone structures and can, for example, rip apart a castle wall in a matter of 1d4+4 rounds.

ELEMENTAL, FIRE

Hit Dice: 8, 12 or 16
Armor Class: 2 [17]
Attacks: Strike (2d6)
Saving Throw: 8, 3 or 3
Special: Ignite Materials
Move: 12
Alignment: Neutral
XP: 8HD (800), 12HD (1200), 16HD (1600)

Fire Elementals are shifting masses of flame, which sometimes have a vaguely human shape. Their attacks cause flammable materials, (including wood), to ignite if the material fails a saving throw, (as determined by the Referee).

ELEMENTAL, WATER

Hit Dice: 8, 12 or 16
Armor Class: 2 [17]
Attacks: Strike (3d6)
Saving Throw: 8, 3 or 3
Special: Capsize Boats
Move: 6/ 18 (Swimming)
Alignment: Neutral
XP: 8HD (800), 12HD (1200), 16HD (1600)

Water Elementals cannot move more than 60' from a large body of water and their damage is reduced by 1d6 if the opponent is not standing in water or swimming. These powerful beings can overturn small boats - and can overturn a ship if given 1d4+4 rounds to work at it. On water they may attack ships, battering them to pieces within 1 hour if not prevented from doing so or distracted.

ELEPHANT, WAR

Hit Dice: 12
Armor Class: 5 [14], 3 [16] with Chainmail Barding
Attacks: Trunk (1d10), 2 Tusks (1d10), 2 Trample (2d6), Charge
Saving Throw: 5
Special: None
Move: 12/ 9 (Barding)/ 6 (Archery Tower and Barding)
Alignment: Lawful (or Neutral)
XP: 1200

These powerful elephants can carry a selection of extra equipment, including a howdah or an archery tower. Up to six humans will fit inside a howdah or an archery tower. A howdah improves the AC of those inside by 2, while an archery tower offers a stable, if less well protected firing platform. War drums and harpoon bows may also be fitted.

Drums are often used to communicate orders during battles. Harpoon crossbows replace the full complement of an archery tower, but can target large creatures, (e.g. Troll-sized and above), to a range of 90'. The weapon works like a crossbow, but causes 5d6hp to large targets. A roll of 20 actually harpoons a large target and it can then be held or dragged for a further 3d6hp - providing it is no larger than the elephant or elephants towing it. Harpooned targets will usually take a round to snap the shaft before further damage can be caused.

ELF

Hit Dice: 1+1
Armor Class: 5 [14]
Attacks: Sword (1d8) or 2 Arrows (1d6)
Saving Throw: 17
Special: +1 To-Hit Missile Attacks, Immune to Sleep
Move: 12

Alignment: Lawful (or Neutral)
XP: 150

The example above is for a typical Elf. Trained warriors would probably have the maximum 9hps. Obviously, Elves encountered in the course of a party's adventuring will have a variety of powers and different attributes. Elves are immune to Sleep spells and gain +4 on saving throws against paralyzation. They also gain +1 to-hit with missile weapons.

ELF, DROW

Hit Dice: 1
Armor Class: 3 [16]
Attacks: Sword (1d8) or 2 Arrows (1d6)
Saving Throw: 17
Special: Resistant to Magic
Move: 12
Alignment: Chaotic (or Neutral)
XP: 150

Drow are devious and very tactically aware opponents. Exploiting ambushes, sniping, firing poison arrows and appearing from beneath camouflage are among their favorite ploys. Drow Darkvision extends to 120'. However, exposure to sunlight or very brightly lit magical effects causes them to take -1 from all attack rolls, saving throws and skill checks.

Saving throws against magic are at +2 for Drow and it is also common to find them equipped with magical armor and shields. Clerics, Fighters and Magic-Users of 2d4 levels make-up 25% of Drow and a further 10% may have as many as 4d4 levels.

EYE OF TRUE TERROR

Hit Dice: 12
Armor Class: 0 (Body), 2 (Central Eye), 3 (Eyestalks)

Attacks: 2 Tentacles (d6), Bite (2d4)
Saving Throw: 7
Special: Levitation, Eye, Eyestalks, Spellcasting
Move: 6
Alignment: Chaotic
XP: 1200
Treasure: x3

These cave dwellers are 5' wide orbs with a large central eye and a mouth full of serrated teeth. Eyes of True Terror float naturally and have two 3' long tentacles, which can grasp much like a hand and cause d6hp each. Eight stalks, each with an eye, also extend round the body of an Eye of True Terror and each has a magical power.

The main eye contributes 30% of the creature's total hp and has an AC of 2. Each individual stalk has an AC of 3 and 1d6+8hp. The stalks regenerate after a week if damaged. The stalks are evenly distributed round the body, so as many as four stalks can be brought to bear on a target in front of an Eye of True Terror.

The eyes are reputed to have the following powers, but Referees may choose to vary the effects:

EYE OF TRUE TERROR TABLE

Eye	Effect
Main Eye	Telekinesis Ray: 30' long by 20' width at the far end to 500 pounds
Eye 1	Slow as the spell
Eye 2	Insect Plague as the spell
Eye 3	Hold Monster as the spell
Eye 4	True Sight as the spell
Eye 5	Guards and Wards as the spell
Eye 6	Stun Ray, (40' long), as the Power Word Stun spell

Eye	Effect
Eye 7	Death Spell as the spell
Eye 8	Incendiary Cloud as the spell

FISH, GIANT

Hit Dice: Varies
Armor Class: 7 [12]
Attacks: 1 Bite (1d6 per 5' in Length)
Saving Throw: Varies
Special: None (or Swallow)
Move: Varies (Roll 1d4+1 x10)
Alignment: Neutral (Usually)
XP: Varies

These fish can range from something barely larger than a shark to something as large as a whale. In general, these creatures will be at least 11' long and will have 1HD per 2' of length. There's a 5% chance such fish might be intelligent, in which case they may have an alignment other than Neutral. Those over 20' in length can consume humanoids on a roll of 20, with those of over 50' in length swallowing humanoids on a roll of 18, 19 or 20.

GARGOYLE

Hit Dice: 4+4
Armor Class: 5 [14]
Attacks: 2 Claws (1d3), 1 Bite (1d4), 1 Horn (1d6)
Saving Throw: 13
Special: None
Move: 9/ 15 (Flying)
Alignment: Chaotic
XP: 450

Gargoyles are winged beings resembling the carved monstrosities that bedeck the walls of cathedrals and many subterranean dungeons. They are vicious predators.

GHOST

Hit Dice: 10
Armor Class: 0 [19] or 8 [11] on the Ethereal Plane
Attacks: Magic Jar or 1 (Aging)
Saving Throw: 7
Special: Aging
Move: 9
Alignment: Chaotic
XP: 1000
Treasure: x2

These ethereal creatures are the animate spirits of malevolent humans. Seeing a Ghost ages a victim by 10 years and makes the victim flees as if affected by a Fear spell for 2d6 turns. A save versus spells halts the effect. Creatures of 8HD or above gain a +2 bonus to save. Ghosts often attack using a Magic Jar within a range of 60'. Ghosts can only be attacked by creatures that are ethereal. When encountered on the Ethereal Plane a Ghost's AC drops to 8 [11].

If a Ghost materializes it can make physical attacks which cause aging of 1d4 x 10 years. Anyone slain in this way cannot be reincarnated, raised or resurrected in the usual ways.

GHOUL

Hit Dice: 2
Armor Class: 6 [13]
Attacks: 2 Claws (1d3), 1 Bite (1d4)
Saving Throw: 16
Special: Immune to Charm, Sleep and Paralysis
Move: 9

Alignment: Chaotic
XP: 200

Ghouls are pack-hunting corpse-eaters. They are immune, like most undead, to Charm and Sleep spells. The most dangerous feature of these horrid, cunning creatures is their paralyzing touch, as any hit from a Ghoul requires a saving throw or the victim becomes paralyzed for 3d6 turns.

GIANTS

Giants are huge and dangerous creatures that often have a taste for human flesh. Most are not particularly intelligent.

GIANT, CLOUD

Hit Dice: 12+1d6 points
Armor Class: 2 [17]
Attacks: Weapon (6d6)
Saving Throw: 3
Special: Hurl Boulders
Move: 15
Alignment: Chaotic (or Neutral)
XP: 1250

Cloud Giants are cunning beasts, often living in cloud-castles in the sky. They throw rocks for 6d6 hit points of damage.

GIANT, FIRE

Hit Dice: 11 +1d6 points
Armor Class: 3 [16]
Attacks: Weapon (5d6)
Saving Throw: 4
Special: Hurl Boulders, Immune to Fire

Move: 12
Alignment: Chaotic (or Neutral)
XP: 1150

Fire Giants are usually found near volcanic mountains, in great castles of basalt or even iron. They throw boulders for 5d6 hit points.

GIANT, FROST

Hit Dice: 10+1
Armor Class: 4 [15]
Attacks: Weapon (4d6)
Saving Throw: 5
Special: Hurl Boulders, Immune to Cold
Move: 12
Alignment: Chaotic (or Neutral)
XP: 1050

Frost Giants dwell in cold regions, where they build, (or conquer), castles in remote places of ice and snow. They throw boulders or great chunks of ice for 4d6 points of damage.

GIANT, HILL

Hit Dice: 8+2
Armor Class: 4 [15]
Attacks: Weapon (2d8)
Saving Throw: 8
Special: Hurl Boulders
Move: 12
Alignment: Chaotic
XP: 850

Hill Giants are the least of the giant races. Most are brutish cave-dwellers who dress in pelts and uncured hides. They throw rocks for 2d8 points of damage.

GIANT, STONE

Hit Dice: 9+3
Armor Class: 0 [19]
Attacks: Club (3d6)
Saving Throw: 6
Special: Hurl Boulders
Move: 12
Alignment: Chaotic (or Neutral)
XP: 950

Stone Giants dwell in isolated mountain caves. They throw rocks for 3d6 points of damage and can be quite crafty in setting up ambushes in their native mountains.

GIANT, STORM

Hit Dice: 15+5
Armor Class: 1 [18]
Attacks: Weapon (7d6)
Saving Throw: 3
Special: Hurl Boulders, Control Weather
Move: 15
Alignment: Neutral (or Lawful or Chaotic)
XP: 1550
Treasure: x2

Storm Giants are the largest of giants and also the most intelligent. They are certainly the most likely to talk with humans rather than simply devouring them. Storm Giants can live in underwater sea-castles as well as on the heights of mountains. They throw boulders for 7d6 points of damage and have the power to Control Weather, (as the spell).

GNOLL

Hit Dice: 2
Armor Class: 5 [14]
Attacks: Bite (2d4) or Weapon (1d10)
Saving Throw: 16
Special: None
Move: 9
Alignment: Chaotic
XP: 200

Gnolls are tall humanoids with hyena-like heads. They may be found both above ground and in subterranean caverns. They form into loosely organized clans, often ranging far from home in order to steal and kill with rapacious ferocity.

GOBLIN

Hit Dice: 1d6
Armor Class: 7 [12]
Attacks: Weapon (1d6)
Saving Throw: 18
Special: To-Hit Penalty in Sunlight
Move: 9
Alignment: Chaotic
XP: 50

Goblins are 4' tall or so and often inhabit dark woods, underground caverns and otherworldly realms. They attack at -1 in full sunlight.

GOLEMS

Golems are man-shaped creatures built to serve their masters, who are usually powerful wizards or high priests. They are often used as guardians and all have Darkvision to 90'. Golems cannot be hit with non-magical weapons and are often immune to the sorts of spells used to create them, e.g. Iron Golems are not harmed by fire. All golems are also unaffected by Hold, Charm or Sleep spells. Since they are not truly alive, they are unaffected by poisons or gases.

For each round of combat a golem has a 1% cumulative chance to go berserk. That involves leaving the creator's control and attacking enemies and allies alike.

GOLEM, CANDY

Hit Dice: 12 (60hp)
Armor Class: 5 [14]

Attacks: Fist (3d8)
Saving Throw: 3
Special: Immune to Most Weapons and to Most Spells
Move: 8
Alignment: Neutral
XP: 1200

Candy Golems may be created by Clerics or powerful Magic-Users. They are massive confectioneries shaped as human-like beings, which have a basic intelligence and are able to move and follow their owners' instructions.

Candy Golems are immune to most weapons and spells. They can usually only be harmed by biting attacks for 2d4 damage. They are also at some risk from intense fire causing melting and caramelization. Fire equivalent to a Fireball will melt enough of the candy to reduce a Candy Golem's move to half speed. Fire equivalent to three Fireballs delivered in a single round will caramelize the golem, forming a brittle crust which can be damaged by blunt weapons or eaten for 2d4hp.

GOLEM, CLAY

Hit Dice: 10 (50hps)
Armor Class: 7 [12]
Attacks: 1 fist (3d10)
Saving Throw: 5
Special: Immune to Sharp Weapons and to Most Spells
Move: 8
Alignment: Neutral
XP: 1000

Clay Golems may be created by Clerics or powerful priests. They are massive clay statues of human beings, imbued with a rudimentary intelligence and the ability to move and follow their masters' commands. Clay Golems are not damaged by slashing or piercing weapons. They are immune to all spells other than those

affecting earth. These have very diminished effects – with one exception. An Earthquake spell may be used to utterly destroy a Clay Golem.

DRAGOLEM

Hit Dice: 15 (75hp)
AC: 2[17]
Attack: 2 Claws (1d12), 1 Bite (3d10) or Breath
Saving Throw: 3
Special: Breath Weapon, True Sight, Immune to Non-Magical Weapons, Gases, Cold, Fire, Spells Below 5th, Charm, Hold, Sleep and Other Mind-Altering Spells.
Move: 12 (fly 24)
Alignment: Chaotic
XP: 1500
Treasure: x2

Dragolems are golems formed in the likeness of dragons. These constructs often protect ancient tombs and priceless treasures. They are immune to non-magical weapons, gases, cold, fire, all spells below 5th Level, Charm spells, Hold spells, Sleep spells and other mind-altering spells. Dragolems also have True Sight like the spell and can breathe a corrosive cloud, (20' x 20' x 20'), which destroys metal items that come into it contact with it unless a saving throw is made for each item.

GOLEM, FLESH

Hit Dice: 8 (40hp)
Armor Class: 9 [10]
Attacks: 2 fists (2d8)
Saving Throw: 8
Special: +1 Weapon To-Hit, Slowed by Fire and Cold, Healed by Lightning, Immune to Most Spells
Move: 8
Alignment: Neutral
XP: 800

A creation stitched together from human limbs and other parts, a Flesh Golem is similar to Frankenstein's monster. Only +1 or better magic weapons can harm a Flesh Golem and it is slowed by fire and cold spells. Lightning heals the golem for the number of points of damage that it would normally inflict. No other type of spell affects a Flesh Golem.

GOLEM, IRON

Hit Dice: 16 (80hp)
Armor Class: 3 [16]
Attacks: Weapon or fist (4d10)
Saving Throw: 3
Special: Poison Gas, +2 Magical Weapon To-Hit, Slowed by Lightning, Healed by Fire, Immune to Most Spells
Move: 6
Alignment: Neutral
XP: 1600

Iron Golems are huge moving statues of iron. They can breathe a 10' radius cloud of poison gas as well as attacking with great power. Weapons of +2 or less do not affect Iron Golems. These hulking statues are slowed by lightning spells, but fire-based spells actually restore hit points to them. No other type of spell affects them.

GOLEM, STONE

Hit Dice: 12 (60hp)
Armor Class: 5 [14]
Attacks: Fist (3d8)
Saving Throw: 3
Special: +2 Magical Weapon To-Hit, Immune to Most Spells
Move: 6
Alignment: Neutral
XP: 1200

Stone Golems are massive stone statues animated by very powerful magics, (i.e. much more than just Animate Object). They are slowed by fire spells, damaged by Rock-to-Mud spells and healed by the reverse. Spells that affect rock and fire spells are the only ones that affect Stone Golems. They can only be hit by +2 or better weapons.

GOLEM, THORN

Hit Dice: 15 (75)
Armor Class: 3 [16]
Attacks: 2 Tendrils (2d8)
Saving Throw: 5
Special: +1 Weapon To-Hit, Regenerates, Immune to Most Spells
Move: 6
Alignment: Neutral
XP: 1500

Thorn Golems are plant life animated by powerful magic. Spells that affect plants, including fire spells, are the only ones that act on Thorn Golems. They can only be hit by +1 or better weapons and regenerate d6hp/ round while in contact with plant life.

Each Thorn Golem strikes with two spiky tendrils. When a tendril hits it leaves behind a thorn. The thorn cannot be removed unless excised for 4d6 damage. If a thorn remains in place for more than 6 rounds the victim starts to turn into a Thorn Golem with thorns growing through the flesh. After 12 turns the victim's arms become tendrils and after 24 hours the change is complete and nothing remains of the mind of the victim.

GOLEM, WOOD

Hit Dice: 2+2 (12hp)
Armor Class: 7 [12]

Attacks: Fist (1d8)
Saving Throw: 12
Special: None
Move: 6
Alignment: Neutral
XP: 250

Wood Golems are about 3' high and are shaped from wood. They are clumsy and suffer –1 to initiative. These golems are particularly susceptible to fire-based attacks and make saving throws with a penalty of –2. For fire-based attacks they take 1 more point of damage per damage die rolled.

GORGON

Hit Dice: 8
Armor Class: 2 [17]
Attacks: Gore (2d6)
Saving Throw: 8
Special: Breath Turns to Stone
Move: 12
Alignment: Chaotic
XP: 800

Gorgons are bull-like creatures with scales similar to those of dragons. Their breath turns creatures to stone at 60' range unless prevented by a successful saving throw.

GREEN SLIME

Green Slime isn't technically a monster - just an extremely dangerous hazard in underground tombs and other such places. Any metal or organic substance it touches begins to turn to Green Slime if a saving throw fails. It can be killed with fire or extreme cold. The transformation process can be arrested by the use of a Cure Disease spell.

GRIFFON

Hit Dice: 7
Armor Class: 3 [16]
Attacks: 2 Claws (1d4), 1 Bite (2d8)
Saving Throw: 9
Special: None
Move: 12/ 27 (Flying)
Alignment: Neutral
XP: 700

Griffons have the body of a lion, with the head, fore-claws and wings of an eagle. These creatures can be tamed and ridden as mounts. They usually nest in high mountain aeries, where they lay their eggs and hunt their prey.

HARPY

Hit Dice: 3
Armor Class: 7 [12]
Attacks: 2 Talons (1d3) and Weapon (1d6)
Saving Throw: 14
Special: Siren-Song
Move: 6/ 18 (Flying)
Alignment: Chaotic
XP: 300

Harpies have the upper body of a human female allied to the lower body and wings of a vulture. Their song is a charm that draws its victims to the Harpy if a saving throw fails and the Harpy's touch casts the equivalent of a Charm Person spell, (which allows a saving throw).

HELL HOUND

Hit Dice: 4–7

Armor Class: 4 [15]
Attacks: Bite (1d6)
Saving Throw: 13, 12, 11 or 9
Special: Breathes Fire
Move: 12
Alignment: Chaotic
XP: 4HD (400), 5HD (500), 6HD (600), 7HD (700)

Hell Hounds are fire-breathing dogs of the underworlds or lower planes. In addition to biting they can breathe fire each round. This causes 2hp damage per HD at up to 10' range. A saving throw halves the damage.

HIPPOGRIFF

Hit Dice: 3+3
Armor Class: 5 [14]
Attacks: 2 Claws (1d6), 1 Bite (1d10)
Saving Throw: 14
Special: None
Move: 18/ 24 (Flying)
Alignment: Neutral
XP: 350

The Hippogriff is similar to a Griffon, having the head, fore-claws and wings of an eagle. However, they have the body of a horse instead of the body of a lion.

HOBGOBLIN

Hit Dice: 1+1
Armor Class: 5 [14]
Attacks: Weapon (1d8)
Saving Throw: 17
Special: None
Move: 9

Alignment: Chaotic
XP: 150

Hobgoblins are oversized Goblins. They are possibly a separate breed living apart from their smaller cousins.

HORNET, HORROR

Hit Dice: 3+1
Armor Class: 5 [14]
Attacks: Mandibles (3d4), Sting (2d6 + Poison) or by Weapon
Saving Throw: 12
Special: Pheromones, Songs
Move: 6/ 12 (Flying)
Alignment: Chaotic
XP: 350

These creatures have humanoid faces and arms enclosed within hornet-like bodies. They are often highly aggressive and thoroughly evil. Their leathery wings resist fire without losing much mobility, but become useless after a Horror Hornet has lost half its total hp.

The more intelligent among them train as Bards and sometimes ignore or overlook Bards who play soothing music or enter into a duet with them. Every 1o Horror Hornets includes a Bard with 2d4 levels; every 20 Horror Hornets includes a Bard with 3d4 levels; and every 50 Horror Hornets includes a Bard with 4d4 levels.

Horror Hornets use chemical markers to trace any creature that injures another Horror Hornet, so a marked creature can and will be hunted down by Horror Hornets within five miles of a marked creature. The chemicals remain intact for a week unless washed from the flesh using soap and a wire-brush; which causes 3d4hp of scrubbing damage before becoming effective.

Horror Hornets are also highly adaptive to attacks and the first attack form that damages a Horror Hornet has no further effect for 24 hours. A Horror Hornet Bard of 5th Level or above is adaptive to no less than 3 types of attack/ day; while a Horror Hornet Bard of 10th Level or above is adaptive to up to 5 attack forms/ day.

Horror Hornets' musical arrangements may sound like a dreadful, discordant cacophony to most humanoids, but they are highly effective at summoning and controlling insects. Their songs may also act on the magical effects of other songs sung at the same time.

A Bard of 5th Level or above can use a Horror Hornet arrangement 1/ day; while a Horror Hornet Bard of 10th Level can use a Horror Hornet arrangement 3/ day. These arrangements are in addition to any Bard's songs which a Horror Hornet can use.

1. Melody: this arrangement allows a Horror Hornet to summon a swarm of Wasps or Hornets with 7HD or less.
2. Texture: this arrangement allows a Horror Hornet to summon a swarm of Wasps or Hornets with 14HD or less.
3. Succession: this arrangement allows a Horror Hornet to direct a swarm of Wasps or Hornets with 7HD or less.
4. Harmony: this arrangement allows a Horror Hornet to direct a swarm of Wasps or Hornets with 14HD or less.
5. Amplify: this arrangement works in duet alongside another Bard singing a Bard's song. If the Bard's song causes damage the maximum damage is caused by an effect. Alternatively, any saving throw against a Bard's song is rolled at -2.

HORSE

Horses are AC 7 [12], with Riding Horses having 2HD and War Horses having 3HD. Horses have a movement speed of 18.

HUMANS

Humans are such a versatile race that any number of 'monsters' and NPCs can be made from them. Berserker warriors, tribesmen, cavemen, princesses, evil high priests, foot-soldiers and tavern-keepers are all different human 'monsters'. Don't try to build your NPCs according to the rules for player adventurers. Just make up their stats and abilities as you see fit.

HUMAN, BANDIT

Hit Dice: 1
Armor Class: 7 [12]
Attacks: Weapon (1d8)
Saving Throw: 17
Special: None
Move: 12
Alignment: Chaotic
XP: 100

Bandits are roving groups of outlaws, sometimes organized into small armies led by more powerful chiefs with more HD.

HUMAN, BERSERKER

Hit Dice: 1
Armor Class: 7 [12]
Attacks: Weapon (1d8)
Saving Throw: 17
Special: Berserking
Move: 12
Alignment: Neutral or Chaotic
XP: 100

Berserkers are normal humans, but they fight with astounding ferocity. A bonus of +2 is added to their attack rolls. They do not wear armor heavier than leather armor.

HUMAN, NORMAL

Hit Dice: 1d6
Armor Class: 9 [10]
Attacks: Weapon (1d6)
Saving Throw: 18
Special: None
Move: 12
Alignment: Any
XP: 50

Normal humans are untrained peasants or townsfolk.

HUMAN, SERGEANT-AT-ARMS

Hit Dice: 3
Armor Class: 5 [14]
Attacks: Weapon (1d8)
Saving Throw: 17
Special: None
Move: 12
Alignment: Any
XP: 300

Human Sergeants are normally found in command of 1d6+5 soldiers. These are the leaders of city guard units and other small military groups.

HUMAN, SOLDIER

Hit Dice: 1
Armor Class: 7 [12]

Attacks: Weapon (1d8)
Saving Throw: 17
Special: None
Move: 12
Alignment: Any
XP: 100

Soldiers serve as city guardsmen and mercenaries. They are generally armed with leather armor, a spear and a mace or a sword.

HYDRA

Hit Dice: 5-12 (Equal to the Number of Heads)
Armor Class: 5 [14]
Attacks: 5-12 Bites (1d6)
Saving Throw: 12, 11, 9, 8, 6, 5, 4 or 3
Special: None
Move: 9
Alignment: Neutral
XP: 5HD (500), 6HD (600), 7HD (700), 8HD (800), 9HD (900), 10HD (1000), 11HD (1000), 12HD (1200)

Hydrae are great lizard-like or snake-like creatures with multiple heads. Each head has one HD of its own. When an individual head takes that much damage the head dies. The body has as many HD as the total of the heads, so it is a matter of good strategy for adventurers to focus either on killing heads, (as when all the heads are dead the body dies), or killing the creature by attacking the body, (in which case the heads die too). Hydrae that breathe fire or regenerate their heads are also known to exist.

HYDRA, LERNAEAN

Hit Dice: 5-12 (Equal to the Number of Heads)
Armor Class: 5 [14]

Attacks: 5-12 Bites (1d6), Poison Gas (2d6)
Saving Throw: 12, 11, 9, 8, 6, 5, 4 or 3
Special: None
Move: 9
Alignment: Neutral
XP: 5HD (500), 6HD (600), 7HD (700), 8HD (800), 9HD (900), 10HD (1000), 11HD (1000), 12HD (1200)
Treasure: x2

Lernaean Hydrae have as many HD as the total number of their heads. Each head has one HD of its own and when an individual head takes that much damage the head is replaced by 2 others. The head must be cauterized with fire to prevent new heads emerging, which requires a hit of 5 over the basic score required to-hit. It may be tempting to attack the body rather than the heads, but one of a Lernaean Hydra's heads is immortal and must be severed with a golden-edged sword before the beast stops growing new heads or dies completely.

Each of a Lernaean Hydra's heads can breathe a cloud of poisonous gas instead of striking. This is treated as a normal attack, which requires a saving throw if the Hydra's attack is successful. Anyone failing the saving throw takes 2d6hp from the poison.

INVISIBLE STALKER

Hit Dice: 8
Armor Class: 3 [16]
Attacks: Bite (4d4)
Saving Throw: 8
Special: Invisible
Move: 12 (Flying)
Alignment: Neutral
XP: 800

Invisible Stalkers are generally found only as a result of the spell of the same name. They are invisible flying beings created to follow a single command made by the caster.

JELLIES

The more common jellies have a series of rare but close relatives. It is thought that these jellies were created during magical experiments, which possibly involved introducing other slimes or oozes to the mix. Whatever the cause, the result is the unusual ability of jellies to combine.

Acidic jellies of different colors can combine successfully, gaining the immunities and regenerations of the constituent parts. The same applies to alkali jellies; while Green Jellies can join either acid or alkali jellies. This allows all seven jellies to combine to form a Rainbow Jelly if a Green Jelly becomes linked to all the acid and alkali jellies.

JELLY, AZURE

Hit Dice: 9
Armor Class: 8 [11]
Attacks: Alkali Strike (3d4)
Saving Throw: 6
Special: Lightening Explodes, Regenerates, Immune to Cold and Sharp Weapons
Move: 9
Alignment: Neutral
XP: 900

Azure Jellies damage their opponents with their alkali surface. In addition to being immune to cold and sharp weapons, they regenerate 2hp/ round when within 30' of water. Anything that electrocutes an Azure Jelly causes it to explode causing 6d6 to a range of 90'.

JELLY, INDIGO

Hit Dice: 9
Armor Class: 5 [14]
Attacks: Alkali Strike (3d4)
Saving Throw: 6
Special: Cold Multiplies, Regenerates, Immune to Cold
Move: 6
Alignment: Neutral
XP: 900

Indigo Jellies are creatures that damage their opponents with their alkali surface. The creatures can also regenerate 2hp/ round while in darkness. Cold causes the jelly to split or multiply into two jellies. These duplicate jellies have the same hp and features as the original at the time when it multiplied.

JELLY, LIME

Hit Dice: 9
Armor Class: 3 [16]
Attacks: Poison Strike (3d4 + Save or Lose d4 Strength)
Saving Throw: 6
Special: Lightening Multiplies, Regenerates, Immune to Fire
Move: 6
Alignment: Neutral
XP: 900

Lime Jellies damage opponents with their poisonous surface. The creatures are not injured by fire and are able to regenerate 2hp/ round while within 60' of any plant life. Lightening causes the jelly to split or multiply into two jellies. These duplicate jellies have the same hp and features as the original at the time when it multiplied.

JELLY, OCHRE

Hit Dice: 6

Armor Class: 7 [12]
Attacks: Acid Strike (3d4)
Saving Throw: 9
Special: Lightning Divides Creature
Move: 3
Alignment: Neutral
XP: 600

Ochre Jellies are amorphous monsters that damage opponents with their acidic surface. They dissolve any adventurers they kill, making a Raise Dead spell impossible.

JELLY, RAINBOW

Hit Dice: 63
Armor Class: 1 [18]
Attacks: Acid Strike (3d4) and Alkali Strike (3d4)
Saving Throw: 3
Special: Lightning Multiplies, Regenerates, Immune to Spells, Poisons, Fire and Cold
Move: 12/ 3 (Melt)
Alignment: Neutral
XP: 6300

Rainbow Jellies are huge jellies that damage opponents with their acid- and alkali-patched surface. The presence of any fire source within 60' allows a Rainbow Jelly to regenerate 2hp/ round. Contact with any plant life allows a Rainbow Jelly to regenerate a further 2hp/ round. If another non-attached jelly is within 60' a Rainbow Jelly is able to regenerate a further 2hp/ round. The creatures may also regenerate 2hp/ round while within 60' of a light source or regenerate 2hp/ round while in darkness. They can regenerate a further 2hp/ round when struck by or in contact with metals. Rainbow Jellies in the presence of water may regenerate an additional 2hp/ round. They are also not injured by fire, cold, poisons and spells.

Non-magical weapons striking a Rainbow Jelly must make a saving throw or be destroyed on contact. A Rainbow Jelly's acid and alkali are so strong that the creature can melt its way through stone and metal at a reduced speed. Electrocution causes a Rainbow Jelly to divide or multiply into two jellies; each with the same hp as the original.

JELLY, SCARLET

Hit Dice: 9
Armor Class: 4 [15]
Attacks: Acid Strike (3d4)
Saving Throw: 6
Special: Cold Multiplies, Regenerates, Immune to Fire
Move: 6
Alignment: Neutral
XP: 900

Scarlet Jellies are slimy creatures that damage opponents with their acidic surface. The presence of any flame or fire source within 60' allows a Scarlet Jelly to regenerate 2hp/ round. In addition, a Scarlet Jelly's acid is so strong that the creature can melt its way through stone and metal at a reduced speed. Non-magical weapons striking a Scarlet Jelly must make a saving throw or be destroyed after contact. Cold causes the jelly to split or multiply into two jellies. These duplicate jellies have the same hp and features as the original at the time when it multiplied.

JELLY, TANGERINE

Hit Dice: 9
Armor Class: 5 [14]
Attacks: Acid Strike (3d4)
Saving Throw: 6
Special: Lightening Multiplies, Immune to Fire, Regenerates
Move: 6

Alignment: Neutral
XP: 900

Tangerine Jellies damage their opponents with their highly acidic surfaces. The creatures can regenerate 2hp/ round while within 60' of a light source. Lightening causes the jelly to split or multiply into two jellies. These duplicate jellies have the same hp and features as the original at the time when it multiplied.

JELLY, VIOLET

Hit Dice: 9
Armor Class: 5 [14]
Attacks: Alkali Strike (3d4)
Saving Throw: 6
Special: Fire Multiplies, Immune to Cold, Regenerates, Damages Non-Magical Weapons
Move: 6/ 3 (Melt)
Alignment: Neutral
XP: 900

Violet Jellies damage their opponents with their alkali surface. In addition, a Violet Jelly's alkali is so strong that the creature can melt its way through stone and metal at a reduced speed. Non-magical weapons striking a Violet Jelly must make a saving throw or be destroyed after contact. Fire causes the jelly to split or multiply into two jellies. These duplicate jellies have the same hp and features as the original at the time when it multiplied. They can regenerate 2hp/ round when struck by or in contact with metals.

JELLY, YELLOW

Hit Dice: 9
Armor Class: 7 [12]
Attacks: Acid Strike (3d4)
Saving Throw: 6

Special: Lightening Explodes, Immune to Fire and Sharp Weapons, Regenerates
Move: 6
Alignment: Neutral
XP: 900

Yellow Jellies damage opponents with their acidic surface. The presence of other jellies within 60' allows Yellow Jellies to regenerate 2hp/ round. They are not injured by fire and sharp weapons. Electrocuting a Yellow Jelly causes it to explode causing 9d6 to a range of 90'. There is no saving throw!

KOBOLD

Hit Dice: 1d4hp
Armor Class: 6 [13]
Attacks: Weapon (1d6)
Saving Throw: 18
Special: None
Move: 6
Alignment: Chaotic
XP: 50

Kobolds are subterranean humanoids similar to Goblins. They have a -1 penalty when fighting above ground. Many use slings or short bows, as well as fighting with short swords or spiked clubs in melee combat.

LEECH, GIANT

Hit Dice: 2
Armor Class: 8 [11]
Attacks: 1 Bite
Saving Throw: 16
Special: Suck Blood
Move: 6

Alignment: Neutral
XP: 200

If a Giant Leech hits with its attack it drains a level of experience on the following round. Anyone reduced below a level of 0 will die. Lost levels of experience return at a rate of 1 per day, if the adventurer rests. Freshwater varieties might simply drain hit points.

LICHES

Liches are the remnants of evil wizards, either made undead by their own deliberate acts during life or as the result of other magical.

Phylacteries: these magical talismans hold a Lich's essence and allow a Lich to re-appear 1d10 days after apparently being killed. A Lich's Phylactery must be destroyed to be rid of the creature.

LICH, DEMILICH

Hit Dice: 16+
Armor Class: 0 [19]
Attacks: Contact (1d10 + Automatic Paralysis)
Saving Throw: 3
Special: Appearance Causes Paralytic Fear, Touch Causes Automatic Paralysis, Spellcasting, Steals Souls
Move: 6
Alignment: Chaotic
XP: 16HD (1600), 17HD (1700), 18HD (1800)
Treasure: x3

A Demilich has the same number of HD as the original Cleric or Magic-User and the same spell-casting powers. A Demilich's touch causes paralyzation without a saving throw, while the very sight of one of these dread creatures causes any being

of 2HD or below to be paralyzed with fear. Liches are highly intelligent and totally malign.

Phylacteries: these magical talismans hold any Lich's essence and allow a Lich to re-appear 1d10 days after apparently being killed. A Lich's Phylactery must be destroyed to be rid of the Lich.

Demiliches also have eight soul gems, each of which acts like a phylactery. A Demilich can use a form of Trap the Soul on up to 8 living creatures per day. To use this power, it selects any target it can see within 300'. The target is allowed a saving throw against paralyzation. If the target fails its save, the soul of the target is instantly drawn from its body and trapped within one of the gems incorporated into the Demilich's form.

The gem gleams wickedly for 24 hours, indicating the captive soul within. The soulless body collapses in a mass of corruption and molders in a single round - reduced to dust. If left to its own devices, the Demilich slowly devours the soul over 24 hours.

At the end of that time the soul is completely absorbed and the victim is forever gone. If the Demilich is overcome before the soul is eaten crushing the gem releases the soul. It is then free to seek the afterlife or be returned to its body by the use of Resurrection or a Wish.

The Demilich can cast all the spells it knows without making any gestures and can at will cast Astral Spell, Create Greater Undead, Create Undead, Death Spell, Dispel Magic, Heal or Harm, Grasping Hand and Telekinesis at 20th Level or higher if it possess the levels.

LICH

Hit Dice: 12+

Armor Class: 0 [19]

Attacks: Hand (1d10 + Automatic Paralysis)
Saving Throw: 3
Special: Appearance Causes Paralytic Fear, Touch Causes Automatic Paralysis, Spellcasting
Move: 6
Alignment: Chaotic
XP: 12HD (12oo), 13HD (1300), 14HD (1400), 15HD (1500), 16HD (1600), 17HD (1700), 18HD (1800)
Treasure: x3

A Lich has the same number of HD as the original Cleric or Magic-User and the same spell-casting powers. A Lich's touch causes paralyzation without a saving throw and the very sight of one of these dread creatures causes any being of 2HD or below to be paralyzed with fear. Liches are highly intelligent and totally malign.

LION, MOUNTAIN

Hit Dice: 7+3
Armor Class: 6 [13]
Attacks: 2 Claws (1d4), 1 Bite (1d8)
Saving Throw: 9
Special: None
Move: 12
Alignment: Neutral
XP: 550

Male Mountain Lions are noticeably larger than their female counterparts and easily identified by their manes. They are usually solitary beasts, found leading a pride only in their prime. While smaller and having an AC of 7 [12], Mountain Lionesses, are skillful hunters. Lionesses often coordinate with others in their pride to bring down prey.

LIZARDMAN

Hit Dice: 2+1
Armor Class: 5 [14]
Attacks: 2 Claws (1d3), 1 Bite (1d8)
Saving Throw: 16
Special: Underwater
Move: 6/ 12 (Swimming)
Alignment: Usually Chaotic
XP: 250

Lizardmen are reptilian humanoids that usually living in tribal villages in the depths of fetid swamps. Some can hold their breath for an hour or more, while others can actually breathe underwater.

LURKER, CEILING

Hit Dice: 10
Armor Class: 6 [13]
Attacks: 1 Crush (1d6)
Saving Throw: 5
Special: Smother
Move: 1/ 7 (Flying)
Alignment: Neutral
XP: 1000

Ceiling Lurkers resemble floating Manta Rays, with a rough, stone-like undersurface. They hover near ceilings and wait for prey to walk underneath, before falling and enveloping victims in their 'wings'. Anyone trapped inside a Ceiling Lurker's clutches takes 1d6 points of damage per round from crushing and will suffocate within 1d4+1 rounds unless the Ceiling Lurker is killed. There is normally only a 10% chance to detect a Ceiling Lurker's presence visually before it attacks. They have a 65% chance to gain initiative automatically, (unless a 'surprise

roll' system is being used, in which case the Ceiling Lurker has a 4 in 6 chance to gain surprise).

LYCANTHROPES

Lycanthropes are were-creatures - particularly those in whom Lycanthropy permits assumption of a hybrid form of the human and animal. They cannot be hit by normal weapons and only silver and magical weapons affect them. Anyone attacked and brought below 50% hit points by a Lycanthrope can expect to become a Lycanthrope.

LYCANTHROPE, WEREBEAR

Hit Dice: 7+3
Armor Class: 2 [17]
Attacks: 2 Claws (1d3), 1 Bite (2d4)
Saving Throw: 9
Special: Lycanthropy, Magic or Silver Weapons To-Hit
Move: 9
Alignment: Neutral or Chaotic
XP: 750

Werebears are often found in temperate forests.

LYCANTHROPE, WEREBOAR

Hit Dice: 5+2
Armor Class: 4 [15]
Attacks: Bite (2d6)
Saving Throw: 12
Special: Lycanthropy, Magic or Silver Weapons To-Hit
Move: 12

Alignment: Neutral or Chaotic
XP: 550

Wereboars are often found in the remote wilderness.

LYCANTHROPE, WERERAT

Hit Dice: 3
Armor Class: 6 [13]
Attacks: Bite (1d3), Weapon (1d6)
Saving Throw: 14
Special: Surprise, Control Rats, Lycanthropy
Move: 12
Alignment: Chaotic
XP: 300

Wererats are often found in cities, either lurking in shadowy alleyways or inside sewer systems. Wererats can make ordinary rats do their bidding and are extremely stealthy, surprising opponents on 1–4 on a d6.

LYCANTHROPE, WEREWOLF

Hit Dice: 4+4
Armor Class: 5 [14]
Attacks: Bite (2d4)
Saving Throw: 13
Special: Lycanthropy, Magic or Silver Weapons To-Hit
Move: 12
Alignment: Usually Chaotic
XP: 450

Werewolves can turn into a wolf or into a humanoid wolf. Wolvesbane keeps them at bay.

MANTICORE

Hit Dice: 6+4
Armor Class: 4 [15]
Attacks: 2 Claws (1d3), 1 Bite (1d8), 6 Tail Spikes (1d6)
Saving Throw: 11
Special: Tail Spikes
Move: 12/ 18 (Flying)
Alignment: Chaotic
XP: 650

This horrid monster has bat-like wings, the face of a feral human, the body of a lion and a tail tipped with 24 iron spikes. A Manticore can hurl up to 6 of the iron spikes from its tail per round - to a maximum range of 180'.

MEDUSA

Hit Dice: 7
Armor Class: 5 [14]
Attacks: Weapon (1d4)
Saving Throw: 11
Special: Petrifying Gaze
Move: 9
Alignment: Chaotic
XP: 700
Treasure: x2

The terrifying Medusa has a female face but hair of writhing snakes; it has no legs, but the body of a serpent. The gaze of a Medusa turns anyone looking upon it into stone. In addition to the Medusa's relatively weak melee-weapon attack, the snake-hair makes one attack per round, causing no damage but inflicting a lethal poison with a successful hit. A saving throw applies when a creature is poisoned by one of the snakes.

MERMAN

Hit Dice: 1+3
Armor Class: 7 [12]
Attacks: Weapon (1d6)
Saving Throw: 17
Special: Breathe Water
Move: 1/ 18 (Swimming)
Alignment: Any
XP: 150

Mermen have the torso of a human and the lower body of a fish. Although the race is called 'Mermen' there are Mermaids to.

MIND EATER

HD: 8
AC: 5 [14]
Attacks: 4 Tentacles (2hp)
Move: 12
Save: 8
Special: Magic Resistance (25%), Mental Blast, Mental Powers, Eat Brains.
XP: 800
Treasure: x2

Mind Eaters are a deep-dwelling, chthonic race of very evil beings. They have a tentacled, cephalopodic head set upon a tall but human-like body coated in protective slime. This race considers all other intelligent races as nothing more than a source of slaves and of the Mind Eaters' food source – brains. Mind Eaters attack with their four face-tentacles. If even one of these hits it winds its way toward the victim's brain, yanking it forth from the skull in 1d4 rounds. In addition, the Mind Eater can use a powerful mental shock wave: a 60ft long cone, which is 5ft wide at the point of emanation and 20ft wide at the end. This power can be used once per day as shown below.

Effect of Mental Blast:

1. **With 1-2 creatures in the area a natural 1 on a saving throw causes death, a failed save stuns for d4 turns, while a successful save results in fleeing in panic for d4 rounds.**
2. **With 3-4 creatures in the area a natural 1 on a saving throw causes death, a failed save stuns for 2d4 turns, while a successful save results in Confusion for 2d4 rounds.**
3. **With 5+ creatures in the area a natural 1 on a saving throw causes death, a failed save stuns for d4 turns, while a successful save results in Confusion for d4 rounds.**

Mind Eaters have Magic Resistance of 25% and their mental powers allow them to rise in adventurer class levels. An adult Mind Eater will typically have a d6+6 levels as a Magic-User, but there is no known limit to their advancement.

MIMIC

HD: 7
AC: 6 [13]
Attacks: Smash (2d6)
Saving Throw: 9
Special: Mimicry, Glue
Move: 2
Alignment:
XP: 1000

Mimics are formless creatures that imitate surrounding features they have seen. In subterranean settings, they might be disguised as an archway, treasure chest, door, etc. When touched Mimics glue themselves to the victim with a strong adhesive, while striking with a suddenly-formed tentacle.

MINOTAUR

Hit Dice: 6+4
Armor Class: 6 [13]
Attacks: Head butt (2d4), Bite (1d3) and Weapon (1d8)
Saving Throw: 11
Special: Never gets lost in labyrinths
Move: 12
Alignment: Chaotic
XP: 650

A Minotaur is a man-eating predator with a bull's head and the body of a massive human. They have Darkvision to 60'.

MUMMY

Hit Dice: 6+4
Armor Class: 3 [16]
Attacks: Fist (1d12)
Saving Throw: 11
Special: Mummy Rot, +1 Magic Weapon To-Hit
Move: 6
Alignment: Chaotic
XP: 650

Mummies cannot be hit by normal weapons and even magical weapons cause only half damage. In addition to normal damage their touch also inflicts a rotting disease which prevents magical healing and causes wounds to heal at one-tenth of the normal rate. A Cure Disease spell can increase healing rate to one-half normal, but a Remove Curse spell is required to completely remove Mummy Rot.

MUMMY LORD

Hit Dice: 8+4
Armor Class: 4 [15]
Attacks: 2 Fists (1d12+4)
Saving Throw: 7
Special: Mummy Rot, +2 Magical Weapon To-Hit
Move: 6
Alignment: Chaotic
XP: 850
Treasure: x2

Unusually powerful or evil individuals preserved as mummies sometimes rise as greater mummies after death. A Mummy Lord resembles its lesser fellows, but often wears or carries equipment it used in life.

Mummy Lords cannot be hit by normal weapons and even magical weapons cause only half damage. In addition to normal damage their touch also inflicts a rotting disease which prevents magical healing and causes wounds to heal at one-tenth of the normal rate. A Cure Disease spell can increase healing rate to one-half normal, but a Remove Curse spell is required to completely remove the Mummy Rot.

Unlike an ordinary undead Mummy, a Mummy Lord passes on a highly contagious form of Mummy Rot, which is transmitted by skin contact. Consequently, even someone administering a Cure Disease spell has to make a successful saving throw or succumb to the same highly contagious Mummy Rot.

Mummy Lords are powerful spellcasters capable of using spells as if a Cleric of 14th Level. They are found as guardians of the tombs of high lords, priests and mages. However, some may be sealed in permanent cursed tombs as a result of being identified as traitors. Most Mummy Lords will have defensive possessions such as magic rings, amulets and armor.

MUMMY OVERLORD

Hit Dice: 12+4
Armor Class: 2 [17]
Attacks: 2 Fists (3d12)
Saving Throw: 4
Special: Crown, Mummy Rot, +3 Magical Weapon To-Hit
Move: 9
Alignment: Chaotic
XP: 1250
Treasure: x3

Incredibly powerful or evil individuals which are mummified sometimes rise as greater mummies after death. A Mummy Overlord resembles other mummies, but often wears a crown or coronet. Any undead creature within 60' of a Mummy Overlord's Crown cannot be turned or rebuked.

Mummy Overlords cannot be hit by normal weapons and even magical weapons cause only half damage. In addition to normal damage their touch also inflicts a rotting disease which prevents magical healing and causes wounds to heal at one-tenth of the normal rate. A Cure Disease spell can increase healing rate to one-half normal, but a Remove Curse spell is required to completely remove Mummy Rot.

Unlike an ordinary undead Mummy, a Mummy Overlord passes on a highly contagious form of Mummy Rot, which is transmitted by skin or surface contact. (Surfaces remain contagious for a turn after contact). Consequently, even someone administering a Cure Disease spell has to make a successful saving throw or succumb to the same highly contagious Mummy Rot.

Mummy Overlords are powerful spellcasters capable of using Cleric spells as if at 20th Level. Most Mummy Overlords will have defensive possessions such as magic rings, amulets and armor.

NAGA, GUARDIAN

Hit Dice: 11
Armor Class: 3 [16]
Attacks: Bite (1d6 + Poison)
Saving Throw: 4
Special: Spit Poison, Constriction, Spellcasting
Move: 18
Alignment: Lawful
XP: 1100
Treasure: x2

The noble Guardian Nagas are from 20' to 25' in length. They do not necessarily have a human-like head, but some characteristic, (such as a flowing mane of hair), will immediately set their appearance apart from normal serpents. They can bite or spit with lethal poison and if they hit with their coils they automatically cause 1d8

points of constriction damage per round. Guardian Nagas cast clerical spells (2/ 2/ 1/ 1).

NAGA, SPIRIT

Hit Dice: 9
Armor Class: 4 [15]
Attacks: Bite (1d3 + Poison)
Saving Throw: 6
Special: Poison, Charm Gaze, Spellcasting
Move: 12
Alignment: Chaotic
XP: 900
Treasure: x2

Spirit Nagas are malicious, evil creatures. Their gaze has the effect of a Charm Person spell, their bite is poisonous and they can cast Magic-User spells, (4/ 2/ 1), and Cleric spells, (2/ 1).

NAGA, WATER

Hit Dice: 7
Armor Class: 5 [14]
Attacks: Bite (1d4 + Poison)
Saving Throw: 9
Special: Poison, Spellcasting
Move: 12/ 20 (Swimming)
Alignment: Any
XP: 700

Water Nagas might be of any alignment. They do not ordinarily have human heads, but like the Guardian Nagas they will have some physical attributes separating them clearly from normal serpents. In the case of Water Nagas this

might be the color of the scales or the presence of flowing beard-like fins. Water Nagas are from 10 to 15' long. Water Nagas can cast Magic-User spells, (4/ 2/ 1).

Nixie

Hit Dice: 1d4
Armor Class: 7 [12]
Attacks: Weapon (1d6)
Saving Throw: 18
Special: Charm
Move: 6/ 12 (Swimming)
Alignment: Neutral
XP: 50

Nixies are weak water fey creatures. One in ten of them has the power to cast a powerful Charm Person, (with a -2 penalty to the saving throw), that causes the victim to walk into the water and join the Nixies as their slave for a year. Casting Dispel Magic against the curse has only a 75% chance of success and once the victim is actually in the water the chance drops to 25%. Nixies are ordinarily friendly, but they are also capricious.

Night Hag

HD: 8
AC: 8 [11]
Attacks: Bite (2d6)
Special: Magic Resistance (45%), +2 Weapon To-Hit, Magical Abilities.
Saving Throw: 8
Move: 10
Alignment: Chaotic
XP: 800
Treasure: x2

Night Hags come from beyond the material plane. This may be from the realms of dream or the demonic pits of the Abysses. These creatures prey upon the souls of those who are evil/ chaotic. They can cause enchanted sleep once against individuals of up to 12th Level unless a saving throw succeeds. Alternatively, they may visit the victim's dreams nightly, allowing them to leech away a point of constitution each night until the attribute reaches 0 and the Night Hag can steal away the soul. There is no saving throw against this effect.

In combat, Night Hags can magically weaken an opponent to half normal strength, (with a saving throw allowed), three times per day. Additionally, they can use a spell that automatically inflicts 2d8 points of damage against a single opponent. Both of these abilities have a range of 100ft. A Night Hag can also become ethereal and incorporeal at will. Attempting to summon a demon ally once per day has a 50% chance of success. They can only be hit by weapons with a magical bonus of +2 or more. Night Hags are also highly resistant to magic as well.

NIGHTMARE

HD: 7
AC: –4 [23]
Attacks: Bite (1d8) and 2 Hooves (2d6)
Save: 9
Special: Breathe Smoke, Become Incorporeal
Move: 18/ 35 (Flying)
Alignment: Chaotic
XP: 700

Nightmares are the black steeds of Night Hags and other demons. They are horses with flaming hooves and mane. Their breath is a cloud of brimstone smoke, which causes any nearby opponent to attack at –2, (without allowing a saving throw). These horrible creatures can become incorporeal and travel between the planes of existence bearing their evil/ chaotic riders.

OCTOPUS, GIANT

Hit Dice: 4
Armor Class: 7 [12]
Attacks: 8 Tentacles (1d3)
Saving Throw: 13
Special: Jet, Ink
Move: 1/ 9 (Swimming)
Alignment: Neutral
XP: 400

After a Giant Octopus hits with a tentacle it does 1d6 points of damage per round, automatically, instead of the initial 1d3. There is also a 25% chance that a tentacle that hits pinions one of the victim's limbs. (Roll randomly for left/ right arms and legs to see which is immobilized). A Giant Octopus can jet water out to achieve a movement rate of up to 27 and is also able to release a huge cloud of ink to obscure its location. Some Giant Octopi might well be able to move onto land for short periods of time.

OGRE

Hit Dice: 4+1
Armor Class: 5 [14]
Attacks: Weapon (1d10+1)
Saving Throw: 13
Special: None
Move: 9
Alignment: Chaotic
XP: 450

Ogres are normally quite stupid, but more intelligent versions might be encountered here and there.

OGRE MAGE

Hit Dice: 5+4
Armor Class: 4 [15]
Attacks: Weapon (1d12)
Saving Throw: 12
Special: Magical Abilities
Move: 12/ 18 (Flying)
Alignment: Chaotic
XP: 550
Treasure: x2

Ogre Magi have numerous magical powers. These include casting Fly, turning Invisible, radiating Darkness 10' Radius, using Shape Change to shift to a human form, casting Sleep and using Charm Person once/ day. They can also cast a Cone of Frost with a range of 60' to a base of 30' three times/ day, which causes 8d6 damage to those who don't make a successful saving throw to half the damage.

OOZES

These creatures scavenge much like similar monsters, including Ochre Jellies and Black Puddings. However, they are particularly dangerous, because they remain extremely well-camouflaged under any lighting conditions.

OOZE, BLUE

Hit Dice: 7+3
Armor Class: 3 [16]
Attacks: Strike (3d6)
Saving Throw: 12
Special: Alkali, Envelope, Half Damage from Fire and Cold, Immune to Blunt Weapons
Move: 6/ 9 (Swimming)

Alignment: Neutral
XP: 750

Blue Ooze looks much like a pool of water. It often lives camouflaged in or near water where it will try to overwhelm a creature and drag it into the water. A successful attack within 10' of water allows a Blue Ooze to pull its victim into the water. In or out of the water, contact with the digestive juices on a Blue Ooze's rasping surface causes 3d6hp.

Blue Ooze is immune to spells. Metal must make a saving throw roll of 12+ when exposed to Blue Ooze, (even if the contact is as brief as the strike of a sword), or rot through. When a Blue Ooze hits an adventurer in metal armor, the armor must make a saving throw. Cutting and piercing damages a Blue Ooze, but it is unaffected by blunt or crushing attacks. Fire and cold do have some effect, causing half normal damage.

OOZE, CRIMSON

Hit Dice: 5+3
Armor Class: 5 [14]
Attacks: Strike (3d6)
Saving Throw: 12
Special: Alkali, Immune to Blunt Weapons, Spells, Fire and Cold
Move: 6
Alignment: Neutral
XP: 550

Crimson Ooze is almost identical in appearance to a pool of blood, but it is a slimy, fluid substance that devours prey and carrion with its alkaline secretions. Crimson Ooze is immune to spells, fire and cold damage. Metal must make a saving throw roll of 12+ when exposed to Crimson Ooze, (even if the contact is as brief as the strike of a sword), or rot through. When a Crimson Ooze hits an adventurer in

metal armor, the armor must make a saving throw. Only cutting and piercing damages a Crimson Ooze - it is unaffected by blunt or crushing attacks.

OOZE, GREY

Hit Dice: 3+3
Armor Class: 7 [12]
Attacks: Strike (2d6)
Saving Throw: 14
Special: Acid, Immune to Blunt Weapons, Spells, Fire and Cold
Move: 1
Alignment: Neutral
XP: 350

Grey Ooze is almost identical in appearance to wet rock, but it is a slimy, formless substance that devours prey and carrion with its acidic secretions. Grey Ooze is immune to spells, heat and cold damage. Metal must make a saving throw roll of 12+ when exposed to Grey Ooze, (even if the contact is as brief as the strike of a sword), or rot through. When the Grey Ooze hits an adventurer in metal armor, the armor must make a saving throw. Only cutting and piercing damages Grey Ooze, as it is impervious to blunt or crushing attacks.

ORC

Hit Dice: 1
Armor Class: 6 [14]
Attacks: Weapon
Saving Throw: 17
Special: None
Move: 12
Alignment: Chaotic
XP: 100

Orcs are stupid, brutish humanoids that gather in tribes of hundreds. Most are subterranean dwellers and fight with a penalty of -1 in sunlight. Their leaders are great brutes with additional HD. Magic-using shamans may be found in the larger tribes. Orcs have Darkvision to 60'.

OWLBEAR

Hit Dice: 5+1
Armor Class: 5 [14]
Attacks: 2 Claws (1d6), 1 Bite (2d6)
Saving Throw: 12
Special: Hug
Move: 12
Alignment: Neutral
XP: 550

Owlbears have the body of a bear but the beak of an owl. There may also be some feathers on the head and over the body. On an attack roll of 18+, (with a natural roll), an Owlbear grabs its victim and hugs it for an additional 2d8 points of damage.

PEGASUS

Hit Dice: 4
Armor Class: 6 [13]
Attacks: 2 Hooves (1d8)
Saving Throw: 13
Special: None
Move: 24/ 48 (Flying)
Alignment: Lawful
XP: 400

Pegasi are winged horses. Most have feathered wings, but some might have bat wings and some might be evil - at the Referee's discretion.

PIERCER

Hit Dice: 1 to 5
Armor Class: 3 [16]
Attacks: 1 Drop/ Pierce (1d6 per HD)
Saving Throw: 17, 16, 14 or 13
Special: Drop from ceiling
Move: 1
Alignment: Neutral
XP: 1HD (100), 2HD (200), 3HD (300), 4HD (400), 5HD (500)

Piercers resemble stalactites and drop from cavern ceilings to pierce their victims. After falling, (and feeding), they crawl slowly back to the ceiling in order to attack again. Note that the damage inflicted by a Piercer is 1d6 per HD of the creature.

PUDDINGS

These creatures are feared because they are immune to a wide range of attacks and capable of destroying their victim's armor and weapons.

PUDDING, BLACK

Hit Dice: 10
Armor Class: 6 [13]
Attacks: Attack (3d8)
Saving Throw: 5
Special: Acid, Divides, Immune to Cold, Lightning or Sharp Weapons
Move: 6
Alignment: Neutral
XP: 1000

Black Puddings are amorphous globs with an acidic surface. They are subterranean predators and scavengers. Any weapon or armor contacting a Black Pudding will be eaten away by the acid as follows: weapons are destroyed by 1 hit; chain mail or

lesser armor is destroyed by 1 hit; and plate mail is destroyed by 2 hits. If a weapon or armor is magical it can take an additional hit per magical +1 before being dissolved.

PUDDING, TREACLE

Hit Dice: 14
Armor Class: 3 [16]
Attacks: Attack (5d8)
Saving Throw: 5
Special: Acid Surface, Lightning or Sharp Weapons Divide, Immune to Cold and Fire
Move: 9/ 6 (Slowed)
Alignment: Neutral
XP: 1400

A Treacle Pudding can easily be mistaken for a Black Pudding. This is not surprising, as a Treacle Pudding is the result of a symbiotic union between a Black Pudding and a Sugar Cube. Weapons or armor touching a Treacle Pudding will be eaten away by the acid as follows: weapons after one hit, chain mail or weaker armor after one strike and plate mail after two contacts. If a weapon or armor is magical it can take an additional hit per magical +1 before dissolving.

Treacle Puddings are immune to cold and divide when hit by lightning. Fire damage immolates the sugary surface of a Treacle Pudding for 3 rounds, resulting in d8 extra damage when it hits and d4 damage to anyone striking a Treacle Pudding with hand-to-hand weapons. In this condition the Treacle Pudding may ignite any paper or cloth in its path.

PURPLE WORM

Hit Dice: 15
Armor Class: 6 [13]
Attacks: Bite (2d12), Sting (1d8)

Saving Throw: 3
Special: Poison Sting, Swallow
Move: 9
Alignment: Neutral
XP: 1500

Purple Worms are massive creatures that grow 40' or more in length - sometimes exceeding 10' in width. They are subterranean and chew tunnels through rock, (or through sand, in deserts, where they are a tan colored). These beasts can swallow their prey whole on a roll of 4 higher than the required number - or if the worm rolls twice the number required to-hit. They can swallow-up anything the size of a horse or smaller. In addition to the dreaded bite, Purple Worms also have a poison stinger on their tails.

The poison injected by a Purple Worm's stinger is lethal if the victim fails a saving throw. Whatever prey the Purple Worms once hunted with such natural weaponry, (or perhaps still do), must have been terrifying indeed. Aquatic versions of the Purple Worm may also exist.

RAKSHASA

Hit Dice: 0
Armor Class: -4 [23]
Attacks: 2 Claws (1d3) 1 Bite (1d6)
Saving Throw: 9
Special: Illusory Appearance, Special Magic Resistance, Spellcasting
Move: 15
Alignment: Chaotic
XP: 900
Treasure: x2

Rakshasas' true form is that of a demon with the head of a tiger or other predatory animal, but by magical illusion they always appear to others in a friendly or non-

threatening form. Rakshasas can only be affected by the most powerful of spells, (i.e. those at level 8 or 9), and they can only be hit with magical weapons.

Crossbow bolts that have been blessed by a Cleric are the bane of the Rakshasa – such bolts are treated as +3 weapons against them. Rakshasas are minor spellcasters that can cast Magic-User spells, (3/ 2/ 1), and Cleric spells, (1st Level - 1 spell).

RAT, GIANT

Hit Dice: 1d4
Armor Class: 7 [12]
Attacks: Bite (1d3)
Saving Throw: 18
Special: 10% Diseased
Move: 12
Alignment: Neutral
XP: 50

Giant Rats are often found in dungeons and are about the size of a cat or a lynx. The bite of 10% of Giant Rats leaves the victim with a disease if a saving throw fails. The effects of the disease are decided by the Referee.

RAVENSWINGS

Hit Dice: 2+2 (14) or Higher
Armor Class: 4 [15]
Attacks: As Weapon
Saving Throw: 12 or Better
Special: Daggers Inject Poison, Detect Invisible
Move: 6/ 18 (Flying)
Alignment: Chaotic
XP: 250

These evil humanoids have the heads of ravens and black, raven-shaped wings that allow them to fly very effectively. Wingspan varies from 7-12' feet depending on the creature's height of 5-7'. Ravenswings' limbs and torso may be lightly feathered, but are for the most part human. All of them have Strength and Constitution of 18, which is needed to power their flight. The weak are weeded-out at hatching time and during ruthless aerial duels involved in competing for status.

Ravenswings progress as Clerics, Fighters, Magic-Users and Renegades, but their Clerics are by far the most powerful among them. As a result of religious restrictions Magic-Users are only allowed to cast spells concerned with the air and treetops.

A typical nest of Ravenswings will live in caves or treetop dwellings in numbers of 5d6+5. These nests will often harbor two Clerics of 2d10 levels, a Magic-User of 2d10 levels, d4 fighters of 2d4 levels and d4 Renegades of 3d6 levels. The Cleric with the highest level will always be in charge of the nest.

A Ravenswing Cleric of 20th level can bring together 2d4 nests to form a nomadic colony or to build a permanent aviary. An aviary made by Ravenswings will attract d4 further Ravenswings each month.

Ravenswings are very aware of air currents and movement in the air and are, therefore, able to see invisible creatures. Their Magic-Users are limited to using the following spells, which take effect with 50% extra range, damage and duration:

Magical Missile
Mirror Image
Conjuration of Air Elementals
Interposing Hand
Forceful Hand
Control Weather
Grasping Hand

Clenched Fist
Crushing Hand
Wind Walk

Ravenswing Fighters and Renegades have a habit of fighting with nets and fluted, triple-bladed daggers that inject a paralyzing spider or wasp venom. Enemies are often entangled in the powerful netting and may be bundled off crags and cliff edges before the Ravenswings fall upon them with their daggers.

REMORHAZ

Hit Dice: 7-14
Armor Class: 0 [19], head and belly 4 [15]
Attacks: Bite (6d6)
Saving Throw: 8
Special: Melts Weapons, Swallow
Move: 12
Alignment: Neutral
XP: 700 - 1400

A Remorhaz is a multi-legged, lizard-like creature with a whitish-blue color. The body also pulses with a red glow as a result of the heat its body produces. The creature is 20' long with 7HD, 24' long with 8HD, 28' long with 9HD and so on. They often hide under snow and ice until they hear movement above them, then attack from below and surprise prey. Once at the surface they rear to attack, exposing their more vulnerable bellies.

Remorhazes are large enough to consume a whole victim on a natural attack roll of 20. Swallowed victims are killed immediately because of the extreme heat within the creatures' innards. When in combat a Remorhaz's back heats to a remarkably hot temperature. Any non-magical weapons touching their bodies melt immediately and magical items making contact must make saving throws of 12+. If a being touches the hot hide it suffers 1d10 x 100hp damage.

ROC

Hit Dice: 12
Armor Class: 4 [15]
Attacks: Bite (3d12), 2 Claws (3d6)
Saving Throw: 3
Special: None
Move: 3/ 30 Flying)
Alignment: Neutral or Lawful
XP: 1200

Rocs are mythological birds that are large enough to prey upon elephants. As fledglings they can be trained to serve as steeds. This makes their eggs or fledglings worth great sums of gold. Rocs might grow as large as 18HD with statistics to match.

ROPER

Hit Dice: 10-12
Armor Class: 0 [19]
Attacks: Tentacle (5d4), Beak (2d10)
Saving Throw: 7
Special: Grab Prey
Move: 3
Alignment: Neutral
XP: 1000 - 1200

Ropers are shapeless, but extremely tough-skinned organisms, with about the body mass of a Hill Giant. They look very much like stone and can shape themselves to resemble a natural pillar, stalagmite or similar rock formation.

To attack the Roper hurls out long tendrils with a range of 50ft, (at a rate of one per round). The Roper can use as many as six of these tentacles at a time. If the

tentacle hits it grabs the victim and draws her/ him 10ft per round toward the Roper's huge, tooth-filled mouth. The victim must make a saving throw or lose half his Strength points for 3d6 turns due to the secretions on the tentacle. A human has a 1 in 6 chance per round to break the Roper's hold if his Strength has been halved and a 2 in 6 chance per round if his Strength remains normal. Ropers are immune to electricity and take only half damage from cold - but they do sustain an extra +1hp per HD of damage from fire.

ROT GRUBS

Rot Grubs are found almost anywhere that flesh is left to rot. They are horrid things of only about an inch in length, but they are quite dangerous. Any flesh touching them is at great risk, as they bite in and burrow deeply if they roll to hit successfully. For a period of 1d3 turns Rot Grubs can be killed by burning the flesh for 1d6 points of damage per Rot Grub). Casting Cure Disease will kill all the Rot Grubs in a person's body. However, after the 1d3 turns pass the grub has burrowed too deeply to be affected by spells or fire. The victim will then die within one more turn.

ROT GRUBS: RAPID

Rapid Rot Grubs are found where flesh is left to rot. They are horrid pink things of only about an inch in length, but they are very dangerous. Any flesh touching them is at great risk, for they bite in and burrow deeply if they roll to hit successfully. For a period of 1d3 rounds Rapid Rot Grubs can be killed by burning the flesh for 1d6 points of damage per Rapid Rot Grub). Casting Cure Disease will kill all the Rapid Rot Grubs in a person's body. However, after the 1d3 rounds pass the grub has burrowed too deeply to be affected by spells or fire. The victim will then die within one more round.

SAHUAGIN

Hit Dice: 2+2

Armor Class: 5 [14]

Attacks: Claws x2 (1d2), Claws x2 (if Underwater), Bite (1d4) or as Weapon

Saving Throw: 13
Special: Underwater Attack
Move: 12/ 24 (Swimming)
Alignment: Neutral
XP: 250

Sahuagin are fish-men with shark-like teeth. They live in salt water and raid the surface world for plunder and sport. These beings are thoroughly evil. Their society is highly organized and their lairs are often guarded by sharks. Some Sahuagin may have entangling nets, which are used to ensnare opponents.

SALAMANDER

Hit Dice: 7
Armor Class: 5 [14] (Torso); 3 [16] (Body)
Attacks: Touch and Constrict (2d8 + 1d6 Heat), 1 Weapon (1d6)
Saving Throw: 9
Special: Heat, Constrict
Move: 9
Alignment: Chaotic
XP: 700

Salamanders are intelligent creatures of the Elemental Planes of Fire. They have the upper body of a human and the lower body of a serpent. They give off tremendous, intense heat. The very touch of a Salamander deals 1d6hp of fire damage and they wrap their tails around foes to cause an additional 2d8 points of crushing damage per round as the victim writhes in the deadly heat of the serpentine coils. A Salamander's human torso is AC 5 [14], while the armored tail is AC3 [16]. Salamanders cannot be enslaved in the same manner as Djinn and Efreet.

SEA MONSTER

Hit Dice: 30

Armor Class: 2 [17]
Attacks: Bite (4d10)
Saving Throw: 3
Special: Swallow
Move: 0/ 18 (Swimming)
Alignment: Neutral
XP: 3000

These monsters generally resemble bizarre fish, long-necked monsters with seal-like bodies or massive eels. Most have a hide of incredibly tough scales. In general, their appearance is quite varied and there does not appear to be a particular 'species' of Sea Monster. They are able to swallow their prey whole: if the attack roll is 4 over the required number, (or a natural 20), the victim is swallowed and will die in an hour - becoming fully digested within a day. Most of them are not venomous. They are generally encountered underwater as, unlike Sea Serpents, they seldom venture to the surface.

SEA SERPENT

Hit Dice: 15
Armor Class: 6 [13]
Attacks: Bite (2d12)
Saving Throw: 3
Special: Swallow
Move: 0/ 20 (Swimming)
Alignment: Neutral
XP: 1500

A fully-grown Sea Serpent is approximately 50' in length and will swallow a person whole on any attack roll in which the die rolled is 4 or more over the required number, (or a natural 20). Swallowed victims will be dead within an hour and fully digested within one day. Some Sea Serpents are extremely venomous.

SHADOW

Hit Dice: 3+3
Armor Class: 7 [12]
Attacks: 1 Touch (1d4 + Strength Drain)
Saving Throw: 14
Special: Drains Strength. +1 Magical Weapon To-Hit
Move: 12
Alignment: Chaotic
XP: 350

Shadows may or may not be undead creatures. They are immune to Sleep and Charm, but the Referee can decide whether they are undead creatures subject to turning or whether they are some horrible 'other' thing. For example, a Shadow may be a manifestation or a creature from another dimension. Shadows are dark and resemble actual shadows, though they may be even darker in coloration. They are not corporeal and can only be harmed with magical weapons or by spells. Their chilling touch drains one point of Strength with every successful hit. If a victim is brought to a Strength attribute of 0 she or he is transformed into a new Shadow. If the person does not come to such a dark ending, Strength points return after 9 turns.

SHAMBLING MOUND

Hit Dice: 7 to 12
Armor Class: 1 [18]
Attacks: 2 Fists (2d8)
Saving Throw: 9, 8, 6, 5, 4 or 3
Special: Enfold, Suffocate, Immune to Fire, Half Damage from Cold and Weapons
Move: 6
Alignment: Neutral
XP: HD 7 (700); HD 8 (800); HD 9 (900); HD 10 (1000); HD 11 (1100); HD 12 (1200)

Shambling Mounds are moving plants that take the form of huge masses of slimy vegetation that shamble through swamps and marshes looking for prey. They have a roughly bipedal shape with two 'legs' and two 'arms'.

Shambling Mounds are not injured by fire, because of their slimy, wet bodies. They take only half damage from cold and half damage from weapons of any kind. Electricity causes a Shambling Mound to gain 1HD. If a Shambling Mound hits with both arms the victim is enfolded into the slimy body and will suffocate in 2d4 rounds unless freed.

SHRIEKER

Hit Dice: 3
Armor Class: 7 [12]
Attacks: None
Saving Throw: 14
Special: Shriek
Move: 1
Alignment: Neutral
XP: 300

Shriekers are huge mushrooms with tough, fibrous bodies. They do not physically attack, but if light shines on them from within about 30', (or if anything moves within about 10'), they emit a high-pitched shrieking noise. This noise causes 1hp damage per round, (with a saving throw allowed), to anyone within 30'. The true danger of Shriekers is that they tend to summon wandering monsters. If they are attacked with missile weapons they will attempt to shuffle away, but they do not move very quickly.

SKELETONS

Skeletons are animated bones of the dead, which are usually under the control of some evil master. Skeletons are not affected by cold and take half damage from

blunt weapons. Any creature with a skeletal frame that is not already undead can potentially be turned into a Skeleton.

SKELETON, HUMAN

Hit Dice: 1
Armor Class: 8 [11], with shield 7 [12]
Attacks: Weapon or Strike (1d6)
Saving Throw: 17
Special: Half Damage from Blunt Weapons, Immune to Cold
Move: 12
Alignment: Neutral
XP: 100

SKELETON, STORM GIANT

Hit Dice: 14
Armor Class: 3 [16]
Attacks: Weapon or Hurl Rocks (3d6)
Saving Throw: 4
Special: Half Damage from Blunt Weapons, Hurls Rocks, Immune to Cold
Move: 12
Alignment: Chaotic
XP: 1,400

The animate skeleton of a Storm Giant regenerates half its hp immediately if electrocuted.

SKELETON, TROLL

Hit Dice: 6
Armor Class: 5 [14]
Attacks: Weapon or Strike (2d6)
Saving Throw: 12
Special: Half Damage from Blunt Weapons, Regenerates, Immune to Cold

Move: 12
Alignment: Chaotic
XP: 600

These undead are able to regenerate 2hp/ round except for damage from Holy Water.

SKELETON, WOLF

Hit Dice: 2+2
Armor Class: 7 [12]
Attacks: Weapon or Strike (1d6)
Saving Throw: 17
Special: Half Damage from Blunt Weapons, Regenerates, Immune to Cold
Move: 12
Alignment: Neutral
XP: 250

SLITHERING TRACKER

Hit Dice: 4
Armor Class: 5 [14]
Attacks: Paralyzation
Saving Throw: 13
Special: Transparent, Paralysis
Move: 12
Alignment: Neutral
XP: 400

Slithering Trackers are a form of transparent slug that may be related to Gelatinous Cubes. They are difficult to see with only a 10% chance for a person to spot them in any round. Unless they are starving, (which affects only 5%), they do not attack moving prey. Instead, they follow the potential prey until it sleeps or camps. They can ooze under doors and through fairly small cracks, so even a

barricaded room with a closed door is probably not safe. When a Slithering Tracker attacks the victim must make a saving throw or be paralyzed by the creature's secretions. A paralyzed victim will be sucked dry of all body fluids in 5 turns by losing 20% of hp every 10 minutes.

SLUG, GIANT

Hit Dice: 12
Armor Class: 8 [11]
Attacks: Bite (1d12) or Acid
Saving Throw: 4
Special: Spit Acid (6d6), Immune to Blunt Weapons
Move: 6
Alignment: Neutral
XP: 1200

These tremendously large masses of slimy, rubbery flesh are not harmed by blunt weapons. In addition to their powerful bite Giant Slugs can spit their saliva at one target at a time. The base range for spitting is 60' and within this range the slug's spittle will be 50% likely to hit with no other to-hit roll required. For every additional 10' of range the chance of hitting is lowered by 10%. On the first spitting attack a slug only has a 10% chance of hitting within 60' and no chance of hitting beyond that range. Some Giant Slugs might have more or less virulent acidity, which changes the damage inflicted.

SPECTER

Hit Dice: 7
Armor Class: 2 [17]
Attacks: Spectral Weapon or Touch (1d8 + Level Drain)
Saving Throw: 9
Special: Level Drain (2)
Move: 15/ 30 (Flying)
Alignment: Chaotic

XP: 700
Treasure: x2

Specters are wraith-like undead creatures without corporeal bodies. When a Specter hits an opponent, with either hand or weapon, the touch drains two levels from the victim. Only magical weapons can damage a Specter. In some cases, these terrifying creatures may be mounted upon living beasts, providing the beasts have been trained to tolerate proximity to the undead. Any being killed, (or drained below level 0), by a specter becomes a specter as well – held in a pitiful thrall to its creator.

SPIDERS

While some Giant Spiders may be chained, trained and controlled for use as mounts, the vast majority are only concerned with their next meal.

SPIDER, GIANT (SMALLER)

Hit Dice: 1+1

Armor Class: 8 [11]
Attacks: Bite (1hp) + Poison
Saving Throw: 17
Special: Poison (+2 Save or Die)
Move: 9
Alignment: Neutral
XP: 150

These spiders are very aggressive hunters.

SPIDER, GIANT (MAN-SIZED, 4' DIAMETER)

Hit Dice: 2+2
Armor Class: 6 [13]
Attacks: Bite (1d6) + Poison
Saving Throw: 16
Special: Poison (+1 Save or Die), Surprise
Move: 18
Alignment: Neutral unless intelligent (Chaotic)
XP: 250

Man-Sized Giant Spiders surprise on a roll of 1–5 on a d6, as they often hide in shadows.

SPIDER, GIANT (GREATER, 6' DIAMETER)

Hit Dice: 4+2
Armor Class: 4 [15]
Attacks: Bite (1d6+2) + Poison
Saving Throw: 13
Special: Poison (Save or Die), Webs
Move: 4
Alignment: Chaotic
XP: 450

Greater Giant Spiders are web-builders. Webs spun by such spiders require a saving throw to avoid becoming stuck. Those who make a saving throw can fight in and move through the webs at 5' per round.

SPIDER, PHASE

Hit Dice: 2+2
Armor Class: 3 [16]
Attacks: Bite (1d6) + Poison
Saving Throw: 16
Special: Poison, Phase Shifting
Move: 18
Alignment: Neutral
XP: 450

Phase Spiders can shift out of phase with their surroundings, (so they can only be attacked by ethereal creatures), then come back into phase later on for an attack.

SPIDER, GIANT SPECTRAL

Hit Dice: 5+2
Armor Class: 3 [16]
Attacks: Bite (1d6), Poison
Saving Throw: 13
Special: Poison, Spectral Effect
Move: 24
Alignment: Chaotic
XP: 550

These spiders look like brightly colored versions of other huge spiders until killed. The table shows which effect follows as soon as one is slain:

GIANT SPECTRAL SPIDERS TABLE

d10	Color	Effect
1	Red	Melts down into a Crimson Ooze
2	Orange	Explodes as a Fireball. Save or take full damage of 3d6
3	Yellow	Melts down into an Ochre Jelly
4	Green	Explodes with Poison Gas. Save or sleep for d4 rounds
5	Blue	Explodes into sharpened icicles. Save or take 2d8hp
6	Purple	Melts and expands into a Purple Worm
7	Transparent	Melts down into a Gelatinous Cube
8	Black	Melts down into a Black Pudding
9	Brown	Melts and expands into a Shambling Mound
10	Multi-colored	Roll twice

SPIDER, GIANT SPECTRAL WOLF

Hit Dice: 7+2
Armor Class: 3 [16]
Attacks: Bite (1d8), Poison

Saving Throw: 9
Special: Poison, Spectral Effects
Move: 24
Alignment: Chaotic
XP: 700

These spiders appear as normal oversized spiders until killed. Their usually dark colors then change rapidly and deepen over a round, before the pulsating body explodes releasing creatures or items.

GIANT SPECTRAL WOLF SPIDERS TABLE

d10	Color	Released
1	Red	Explodes into d4 Scarlet Jellies
2	Orange	Explodes into d4 Tangerine Jellies
3	Yellow	Explodes into d4 Yellow Jellies
4	Green	Explodes into d4 Green Jellies
5	Blue	Explodes into d4 Azure Jellies
6	Indigo	Explodes into d4 Indigo Jellies
7	Violet	Explodes into d4 Violet Jellies
8	Gold	Melts down into a nugget of gold worth d4 x 1000gp
9	Black	Explodes into d4 Black Puddings
10	Multi-colored	Roll twice

SPIDER, GIANT UNDEAD SPECTRAL PHASE

Hit Dice: 5+2
Armor Class: 3 [16]
Attacks: Bite (1d8), Poison
Saving Throw: 13
Special: Poison, Phase Shifting, Spectral Effects, Immune to Non-Magical Weapons and Cold
Move: 24

Alignment: Chaotic
XP: 700

These spiders have the appearance and abilities of Phase Spiders until 'killed'. Their color then changes rapidly and deepens over a round before the pulsating body disperses releasing creatures or items. They can be turned, but always return later.

GIANT UNDEAD SPECTRAL PHASE SPIDERS TABLE

d10	Color	Released
1	Red	Disperses and forms into a Shadow
2	Orange	Disperses into a shower of silver dust worth 2d4 x 1000sp
3	Yellow	Disperses and forms into a Nightmare
4	Green	Disperses into a shower of gold dust worth 2d4 x 500gp
5	Blue	Disperses and forms into a Ghost
6	Indigo	Disperses into a shower of gold dust worth 2d4 x 1000gp
7	Violet	Disperses and forms into a Night Hag

d10	Color	Released
8	Gold	Disperses into a shower of gems worth 3d4 x 1000gp
9	Black	Disperses and forms into a Night Hag riding a Nightmare
10	Multi-colored	Roll twice

SQUID, GIANT

Hit Dice: 6
Armor Class: 3 [16] (Body Shell), 7 [12] Tentacles and Front
Attacks: 10 (1d3)
Saving Throw: 11
Special: Jet, Ink, Constrict
Move: 9 (Swimming)
Alignment: Neutral
XP: 600

After a Giant Squid hits it does 1d6 points of automatic damage per round instead of the initial 1d3. There is also a 25% chance that a tentacle strike immobilizes one of the victim's limbs, (as rolled randomly on a d4). A Giant Squid can jet water out to achieve a movement rate of up to 27 and can also release a huge cloud of ink to obscure its location. If a Giant Squid wraps its tentacles around a ship the hull will be crushed in 10 rounds.

STIRGE

Hit Dice: 1+1
Armor Class: 7 [12]
Attacks: Jab (1d3 + Blood Drain)
Saving Throw: 17
Special: Drain Blood 1d4/ Round
Move: 3/ 18 (Flying)
Alignment: Neutral
XP: 150

Stirges resemble small, feathery anteaters with wings. They have a proboscis which they jab into their prey to drain blood. After a Stirge's first hit it drains blood automatically at a rate of 1d4hp per round.

SWARMS

One of the curious side-effects of Corruption is an increase in swarming behaviors among creatures coming into contact with Corruption. This can result in a higher incidence of swarms in areas affected by Corruption.

SWARM, ARMY ANT

Hit Dice: 11
Armor Class: 7 [12]
Attacks: Swarm (3d6), Cling and Consume
Saving Throw: 17
Special: Immune to Weapon Damage
Move: 6
Alignment: Neutral
XP: 1100

The notoriety of the Army Ant Swarm is well earned. Constantly on the march, a hive of these ants is capable of eating anything that gets in the way. The ants' Darkvision extends to 60' and they climb at the same speed as they move normally.

If a creature is attacked by an Army Ant Swarm and moves away, the swarm suffers 1d6 points of damage to reflect the loss of its numbers as several of the crawling pests continue to cling tenaciously to the victim. A creature with Army Ants clinging to him takes 3d6 points of damage at the end of his turn each round. As a full-round action, the victim can remove the ants with a successful saving throw. High wind or any amount of damage from an area effect destroys all clinging ants.

An Army Ant Swarm can rapidly devour any creature it swarms over. Against helpless targets an Army Ant Swarm attack deals 6d6 points of damage.

SWARM, AWAKENED BEE

Hit Dice: 8
Armor Class: 7 [12]
Attacks: Swarm (2d6 plus Lethal Poison); Distraction
Saving Throw: 17
Special: Immune to Weapon Damage
Move: 3/ 18 (Flying)
Alignment: Neutral
XP: 800

Awakened Bee Swarms usually attack as a result of being disturbed in some way, e.g. an unprovoked attack on the swarm or collateral damage to their nest resulting from spell effects. The bees' Darkvision extends to 60ft.

Any living creature that is vulnerable to an Awakened Bee Swarm's damage and has just been attacked by a swarm must make a successful saving throw or become too distracted to attack at the next opportunity.

SWARM, HELL WASP NIGHTMARE

Hit Dice: 20
Armor Class: 7 [12]
Attacks: Swarm (4d6 + Lethal Poison), Distraction, Infestation
Saving Throw: 17
Special: Fire Resistant, Hive Mind, Infestation, Immune to Weapon Damage
Move: 3/ 18 (Flying)
Alignment: Neutral
XP: 2000

A Hell Wasp Nightmare Swarm has Darkvision to 60' and is capable of tracking anyone who has caused damage to the swarm.

A single Hell Wasp resembles a large, normal wasp, except that its body is red with yellow stripes and its compound eyes are golden.

In a Hell Wasp Nightmare Swarm, the wasps form a collective hive mind, i.e. any Hell Wasp Nightmare Swarm with at least 1 hit point per HD forms a hive mind, giving it an Intelligence score of 6. When a Hell Wasp Nightmare Swarm is reduced below this hit point threshold it becomes mindless.

Any living creature that is vulnerable to a swarm's damage and has just been attacked by a swarm must make a successful saving throw or become too distracted to attack at the next opportunity.

A Hell Wasp Nightmare Swarm seeks to surround and attack any living prey. The swarm deals 4d6 points of damage to any creature it strikes. The swarm can take over the body of its prey and infest both the living and the dead, using them as puppets to accomplish acts of wickedness that an ordinary swarm of insects could never attempt.

A Hell Wasp Nightmare Swarm can inhabit the body of a helpless or dead creature by crawling into its mouth and other orifices. This process takes 1 minute to complete. A single Hell Wasp Nightmare Swarm can inhabit a small, medium or large creature; while four swarms working together can inhabit a huge creature. The swarm may abandon the body at any time, but doing so requires a full round.

Any attack against the inhabited host deals half damage to the Hell Wasp Nightmare Swarm as well, although its resistances and immunities may negate some or all of this damage. If a Hell Wasp Nightmare Swarm is forced to split while it inhabits the body of a creature, all parts of the swarm exit immediately without needing a full-round action.

A Hell Wasp Nightmare Swarm inhabiting a dead body can animate it and control its movements, effectively transforming it into a zombie of the appropriate size for as long as the swarm remains inside. If a Hell Wasp Nightmare Swarm inhabits a living victim, it can neutralize the effects of its own toxin and control the victim's movements and actions as if using Charm Monster.

The Hell Wasps soon slay a living victim by dealing 2d4 points of Constitution damage per hour that they inhabit its body. A body reduced to 0 Constitution is dead. A creature inhabited by a Hell Wasp Nightmare Swarm is relatively easy to spot, since its skin crawls with the forms of the insects inside. The swarm is intelligent enough to hide beneath loose clothing or a large cloak whenever possible, so as to remain undetected.

A Cure Disease or a Heal spell cast on an inhabited victim forces a Hell Wasp Nightmare Swarm to abandon a host.

SWARM, HELL HORNET

Hit Dice: 11
Armor Class: 7 [12]
Attacks: Swarm (5d6 + Lethal Poison), Hive Mind, Infestation
Saving Throw: 6
Special: Adaptive Resistance to Attack Forms
Move: 6/ 18 (Flying)
Alignment: Neutral
XP: 1100

Hell Hornets operate as a particularly deadly type of swarm. They are known for hunting human-like creatures and are highly adaptive. As soon as an attack directed at the swarm causes damage the whole swarm rapidly develops a resistance to similar attacks. This comes into effect at the start of the round after any attack form causes damage. Hell Hornet Swarms are large enough to be damaged by

weapons, but missile weapons, sharp weapons, spells, fire, frost, poison gas and other alternatives simply won't cause any damage after their first use. This effect persists for 24 hours.

Any Hell Hornet Swarm with at least 1 hit point per HD forms a hive mind, giving it an Intelligence score of 6. When a swarm of Hell Hornets is reduced below this hit point threshold, it becomes mindless.

Any living creature that is vulnerable to a Hell Hornet Swarm's damage and has just been attacked by a swarm must make a successful saving throw or become too distracted to attack at the next opportunity.

A swarm of Hell Hornets seeks to surround and attack any living prey it encounters. The swarm deals 5d6 points of damage to any creature it strikes. The swarm can take over the body of its prey and infest both the living and the dead, using them as puppets in the same manner as a Hell Wasp Nightmare Swarm.

SWARM, GIANT WASP

HD: 4
AC: 4 [15]
Attacks: 1 Sting (1d4 + Poison), 1 Bite (1d8)
Saving Throw: 13
Special: Paralyzing Poison, Larvae
Move: 1/ 20 (Flying)
Alignment: Neutral
XP: 400

Giant Wasps are as large as humans and are also incredibly aggressive. They work together in swarms of 4d4, but can be encountered in fewer numbers when scouting. Their sting paralyzes for 1d4+1 days unless a victim makes a successful saving throw. At the end of that time larvae eat the victim from the inside out.

Cure Disease will kill the larvae. The creatures' wings are paper-thin and flammable.

SWARM, HORNETS

Hit Dice: 10
Armor Class: 7 [12]
Attacks: Swarm (3d6 + Lethal Poison), Distraction
Saving Throw: 7
Special: Immune to Weapon Damage
Move: 3/ 18 (Flying)
Alignment: Neutral
XP: 1000

Hornet Swarms usually attack as a result of being disturbed in some way, e.g. an unprovoked attack on the swarm or collateral damage to their nest resulting from spell effects. Any living creature that is vulnerable to a Hornet Swarm's damage and has just been attacked by a swarm must make a successful saving throw or become too distracted to attack at the next opportunity.

SWARM, SAVAGE ANT

Hit Dice: 8
Armor Class: 7 [12]
Attacks: Swarm (2d6 plus Savagery); Distraction
Saving Throw: 8
Special: Immune to Weapon Damage
Move: 6
Alignment: Neutral
XP: 800

Savage Ants are a particularly dangerous and nasty denizen of caves and jungles. They have had a taste for blood and move towards the slightest scent of blood. If a human provokes a swarm the ants become enflamed with a thirst for blood.

If the swarm dealt damage in the last round it gains a +1 cumulative bonus to damage due to the swarm's savagery. This bonus is lost if the swarm ever fails to do damage for a round.

Any living creature that is vulnerable to a Savage Ant Swarm's damage and has just been attacked by a swarm must make a successful saving throw or become too distracted to attack at the next opportunity.

Savage Ants' Darkvision extends to 60ft and they climb at the same speed as they move normally. Savage Ant Swarms charge straight towards their prey. They avoid fire, but move through or over other obstacles.

SWARM, WASP

Hit Dice: 7
Armor Class: 7 [12]
Attacks: Swarm (2d6 plus Lethal Poison), Distraction
Saving Throw: 9
Special: Immune to Weapon Damage
Move: 3/ 18 (Flying)
Alignment: Neutral
XP: 700

A Wasp Swarm is a flying mass of thousands of carnivorous wasps. In such large numbers, they become voracious hunters, capable of taking down large creatures with their venom-filled stings. While a wasp swarm is capable of inflicting hundreds of stings, its true danger arises from its insatiable appetite for meat.

Swarms of wasps surround and attack any living prey in their paths and seek out new prey once their anger is aroused. An enraged swarm can continue its rampage non-stop until it is destroyed or dispersed.

Any living creature that is vulnerable to a swarm's damage and has just been attacked by a swarm must make a successful saving throw or become too distracted to attack at the next opportunity.

SWARM, UNDEAD HELL HORNETS

Hit Dice: 21
Armor Class: 7 [12]
Attacks: Swarm (5d6 + Lethal Poison), Hive Mind, Infestation
Saving Throw: 10
Special: +1 Magical Weapon To-Hit, Adaptive Resistance to Attacks
Move: 6/ 18 (when Flying)
Alignment: Neutral
XP: 2100

Undead Hell Hornets are Hell Hornets exposed to undead creatures capable of draining levels. The creatures' sheer aggression allows the swarm's collective mind to persist in trying to slay undead creatures, including Wights, Wraiths and Specters. As a result, the swarm's physical form and consciousness is, inevitably, drained to the point where the swarm becomes undead.

Any swarm of Undead Hell Hornets with at least 1 hit point per HD forms a hive mind, giving it an Intelligence score of 6. When a swarm of Undead Hell Hornets is reduced below this hit point threshold, it becomes mindless.

An Undead Hell Hornets' swarm is highly adaptive. As soon as an attack directed at the swarm causes damage the whole swarm rapidly develops a resistance to similar attacks. This comes into effect at the start of the round after the attack and stays in place for 6 hours. The swarm's insects are large enough to be damaged by weapons but are immune to non-magical weapons. Magical weapons, fire, frost, poison gas, Holy Water and other alternatives work once, but won't cause any damage after their first use. Fortunately, a swarm can be turned by Clerics, with

the same roll as required for a Lich. They cannot, however, be rebuked or controlled by mortals.

Any living creature that is vulnerable to a swarm's damage and has just been attacked by a swarm must make a successful saving throw or lose a level and become too distracted to attack at the next opportunity.

A swarm of Undead Hell Hornets seeks to surround and attack any living prey it encounters. The swarm deals 5d6 points of damage to any creature it strikes. The swarm can take over the body of its prey and infest both the living and the dead, using them as puppets to accomplish acts of wickedness that an ordinary swarm of insects could never attempt.

A swarm of Undead Hell Hornets can inhabit the body of a helpless or dead creature by crawling into its mouth and other orifices. This process of infestation takes 1 minute to complete. A single swarm of Undead Hell Hornets can inhabit a small, medium or large creature, while four swarms working together can inhabit a huge creature. The swarm can abandon the body at any time almost instantly.

A swarm of Undead Hell Hornets inhabiting a dead body can animate it and control its movements, effectively transforming it into a Wight, (50%), Wraith, (25%), or Specter, (25%), both while the swarm remains inside and afterwards. If a swarm of Undead Hell Hornets inhabits a living victim, it can neutralize the effects of its own toxins and control the victim's movements and actions as if using Charm Monster.

The Undead Hell Hornets soon slay a living victim, however, dealing 2d4 points of Constitution damage and draining a level per hour that they inhabit its body. A body reduced to 0 Constitution or 0 levels is dead and, under the circumstances, becomes undead: Wight, (50%), Wraith, (25%) or Specter, (25%). If the body belongs to a creature with a low enough Corruption it may return as a different form of undead creature.

TARRASQUE

Hit Dice: 50
AC: 0
Speed: 6/ 15 (Charge)
Attacks: Bite 4d8+17, 2 Horns 1d10+8, 2 Claws 1d12+8, Tail Slap 3d8+8
Saving Throw: 3
Special: Fear, Swallow, Rush, Regenerates, Reflecting Rays, Scent, Immune to Fire, Poisons and Disease
XP: 5000

A Tarrasque is 70' long and 50' tall - weighing about 130 tons. Once per turn a Tarrasque can increase its speed by charging. They also have an acute sense of smell and can track by scent over distances of several miles.

A Tarrasque swallows an opponent of huge or smaller size with an Attack Roll of 18, 19 or 20. Once inside, a victim takes 2d8 points of crushing damage plus 2d8 points of acid damage per round from a Tarrasque's digestive juices. A swallowed creature can cut its way out by dealing 50 points of damage to a Tarrasque's digestive tract, (AC 7), with a light piercing or slashing weapon. Once a captive creature exits the Tarrasque's muscles close the hole. Each individual swallowed opponent must cut its own way out. A Tarrasque's gullet can hold one huge, four large, sixteen medium-size or sixty-four small or smaller-size creatures.

A Tarrasque can regenerate 5hp/ round even if disintegrated or slain with death magic, which just knocks it unconscious. It is immune to effects that produce incurable or bleeding wounds, such as Mummy Rot or a Clay Golem's wound ability.

A Tarrasque's carapace is exceptionally tough and highly reflective; deflecting all rays, Fireballs, cones and even Magical Missile spells. There is a 50% chance of reflecting any such effect back at the caster; otherwise, it is merely negated.

TITAN

Hit Dice: 16HD + 1d6HD
Armor Class: 2 [17] to –3 [22]
Attacks: Weapon (2d8)
Saving Throw: 3
Special: Spells
Move: 21
Alignment: Any
XP: 17HD (1700), 18+HD (100 XP per additional HD over 17)
Treasure: x3

Titans are mythological creatures that are almost as powerful as gods. A Titan has 2 Magic-User spells of each spell level from 1st Level spells to 7th Level spells; plus 2 Cleric spells of each spell level from 1st to 7th. The Referee might choose to substitute other magical abilities for spells - these creatures vary considerably in powers and personalities from one to the next.

One possible spell list for a Titan might include the following Magic-User and Cleric spells:

Magic-User: Charm Person (1), Sleep (1), Invisibility (2), Mirror Image (2), Fireball (3), Fly (3), Polymorph Other (4), Confusion (4), Conjure Elemental (5), Feeblemind (5), Anti-Magic Shell (6), Stone to Flesh (6), Limited Wish (7), Power Word Stun (7).

Cleric: Light (1), Protection From Evil (1), Hold Person (2), Speak with Animals (2), Cure Disease (3), Dispel Magic (3), Cure Serious Wounds (4), Neutralize Poison (4), Finger of Death (5), Quest (5), Blade Barrier (6), Word of Recall (6), Earthquake (7), Resurrection (Raise Dead Fully) (7).

TRAPPER BEAST

Hit Dice: 10 to 12

Armor Class: 3 [16]
Attacks: 1 Enfold
Saving Throw: 5, 4 or 3
Special: Half Damage from Fire, Enfold, Smother, Immune to Cold
Move: 1
Alignment: Neutral
XP: 10HD (1000), 11HD (1100), 12HD (1200)

Trapper Beasts are large manta-like creatures resembling the stone floors of the subterranean areas where they live. When prey steps onto the Trapper Beast's body it whips up its wings to enfold and smother up to four victims. Death occurs in 7 melee rounds. Cold does not damage them and fire only inflicts half damage.

TREANT

Hit Dice: 6HD + 1d6HD
Armor Class: 2 [17]
Attacks: 2 Strikes (2d6, 3d6 or 4d6)
Saving Throw: 9, 8, 6, 5, 4 or 3
Special: Control Trees
Move: 12
Alignment: Neutral
XP: 7HD (750), 8HD (850), 9HD (950), 10HD (1000), 11HD (1100), 12HD (1200)

Treants are tree-like protectors and 'shepherds' of forest trees. Depending upon their size they have different HD and do different amounts of damage: Treants of 7 to 8HD inflict 2d6 points of damage with each strike of their branch-like hands; Treants of 9–10HD inflict 3d6 points; and Treants of 11–12HD inflict 4d6 points. All Treants can 'wake' trees within 60', which allows them to walk at a rate of 3 and possibly to attack. (No more than two trees at a time can be awake at the behest of a single Treant).

TROLL

Hit Dice: 6+3
Armor Class: 4 [15]
Attacks: 2 Claws (1d4), 1 Bite (1d8)
Saving Throw: 11
Special: Regenerates
Move: 12
Alignment: Chaotic
XP: 650

Trolls attack with claws and teeth instead of weapons. They are able to regenerate, which is to say that any damage inflicted upon them heals at a rate of 3 hit points per round. The only way to utterly kill one is to submerse it in acid or burn it. Trolls can even re-grow lopped-off heads and limbs. Constant flames can keep Trolls at bay for d4 rounds, but they will then attack through flames.

UNICORN

Hit Dice: 5+5
Armor Class: 2 [17]
Attacks: 2 Hooves (1d8), 1 Horn (1d8)
Saving Throw: 13
Special: Magic Resistance (25%), Charge, Teleport
Move: 24
Alignment: Lawful
XP: 550

Unicorns are generally shy and benevolent creatures that will only allow the Lawful to approach them. They can use teleportation once per day to move a distance of 360' - with a rider. According to legend, a Unicorn's horn has healing properties. (The details of this, if any, are left to the Referee). If a Unicorn has room to rush at an opponent it can cause double damage. There is considerable room to create variant unicorns, e.g. evil ones or flying ones.

VAMPIRE

Hit Dice: 7–9
Armor Class: 2 [17]
Attacks: Bite (1d10 + Level Drain)
Saving Throw: 9, 8 or 6
Special: See below
Move: 12/ 18 (Flying)
Alignment: Chaotic
XP: 7HD (700), 8HD (800), 9HD (900)
Treasure: x2

Vampires are some of the most powerful of undead creatures. They can only be hit with magic weapons and when 'killed' in this way they turn into a gaseous form, before returning to their coffins. They have Darkvision to a range of 120'.

They regenerate at a rate of 3hp per round and can, at will, turn into a gaseous form or into a Giant Bat. They may also summon a horde of bats or 3d6 wolves out from the night. Looking into a Vampire's eyes necessitates a saving throw at -2 or the victim is charmed, (as if by a Charm Person spell). Most terrifyingly, a Vampire's bite drains two levels from the victim.

Fortunately, Vampires have some weaknesses. They can be killed, (and these are the only known methods), by immersing them in Holy Water, by exposing them to sunlight for 5d6hp/ round or by driving a wooden stake through the heart. They retreat from the sight of a mirror or the sight of 'good' holy symbols. Vampires can only heal damage caused by Holy Water and sunlight by returning to the crypt.

Any humanoid killed by a Vampire becomes a Vampire under the control of its creator until released. That is unless the victim is steeped in Corruption and, therefore, able to become another form of undead.

WASP, GIANT VOODOO

Hit Dice: 6
AC: 4 [15]
Attacks: 1 Sting (1d4 + Eggs + Zombification), 1 Bite (1d8)
Saving Throw: 13
Special: Charm Monster, Poison, Larvae
Move 1/ 20 (Flying)
Alignment: Neutral
XP: 600

These oversized wasps are as large as humans and can be very aggressive. The wasps' wings are leathery and quite resistant to flame. Their sting acts as a Charm Monster spell, (though a saving throw applies), and for 1d4+1 days a victim will protect wasps and their larvae, (including fellow hosts); regardless of whether or not the stinging wasp survives. At the end of that time the larvae eat the victim from the inside out without resistance from the victim. Cure Disease will remove the Charm Monster and halt the larvae for d4 days, but the eggs continue to grow afterwards. A Heal spell is required to completely remove the larvae.

When larvae break out of most creatures a d4 Giant Voodoo Wasps emerge. However, 10% of larvae affecting humanoids mutate and don't take the form of Giant Voodoo Wasps. Instead a single larva eats the others without harming the victim's internal organs and then attaches itself inside the victim's brain stem, which rapidly turns the victim into a Voodoo Wasp. The process is irreversible by this stage.

WASP, VOODOO

Hit Dice: 3+1
Armor Class: 5 [14]
Attacks: 1 Sting (1d4 + Eggs + Zombification), 1 Bite (1d8) or by Weapon
Saving Throw: 12
Special: Surprise Opponents on a 1–3

Move: 9/ 12 (Flying)
Alignment: Any
XP: 350

These wasp-headed humanoids are formed as a result of Giant Voodoo Wasp stings which infect humanoids with a mutating Voodoo Wasp Larva. They may also be the offspring of two Voodoo Wasps, which mate as humanoids. The creatures have leathery wings which allow limited flight for 3 rounds at a time before a break of 3 rounds is required. The wings resist fire without losing much mobility, but become useless after a Voodoo Wasp has lost half its total hp.

Voodoo Wasps are intelligent and can control their aggression, which allows some to train as Clerics, Magic-Users or Monks. Every 1o Voodoo Wasps includes a Cleric with 2d4 levels; every 20 Voodoo Wasps include a Magic-User with 2d4 levels; and every 50 Voodoo Wasps include a Monk with 3d4 levels.

A collective of 500 Voodoo Wasps includes a Cleric with 2d4+4 levels, a Magic-User with 2d4+4 levels and a Monk with 3d4+4 levels. This group will typically be led by a powerful Voodoo Wasp with 4d4+4 levels as a Cleric or a Monk.

WIGHT

Hit Dice: 4
Armor Class: 5 [14]
Attacks: Claw (1hp + Level Drain)
Saving Throw: 14
Special: Level Drain (1), Magical or Silver Weapons To-Hit
Move: 9
Alignment: Chaotic
XP: 400

Wights live in tombs, graveyards and barrows. They are undead and thus not affected by Sleep or Charm spells. Wights are immune to all non-magical weapons

with the exception of silver weapons. Any human killed or completely drained of levels by a Wight becomes a Wight unless capable of becoming another form of undead creature.

WILL-O-THE-WISP

Hit Dice: 9
Armor Class: -8 [27]
Attacks: Shock (2d6)
Saving Throw: 6
Special: Change Appearance, Lightning
Move: 18
Alignment: Chaotic
XP: 900
Treasure: x2

Will o' the Wisps are phantom-like shapes of eerie light that live in dangerous places and try to lure travelers into quicksand or off the edges of cliffs. They usually inhabit swamps or high moors. They can brighten or dim their own luminescence.

Will o' the Wisps are also able to change their shapes, which allows them to appear as a group of lights, a wisp of light or in the glowing wraithlike shape of a human. They will generally depart if an attempt to lead victims into danger fails, but if they are attacked they can defend themselves with violent shocks of lightning-like power. These creatures are intelligent and can be forced to reveal the location of their treasure hoards.

WOLF

Hit Dice: 2+2
Armor Class: 7 [12]
Attacks: Bite (1d4+1)
Saving Throw: 16
Special: None

Move: 18
Alignment: Neutral
XP: 250

Wolves are pack hunters and may be found in large numbers. Male wolves weigh from 80 to 100 pounds.

WORG

Hit Dice: 4
Armor Class: 6 [13]
Attacks: Bite (1d6+1)
Saving Throw: 13
Special: None
Move: 18
Alignment: Chaotic
XP: 400

Worgs are large, intelligent and evil wolves. They may have supernatural origins.

WRAITH

Hit Dice: 4
Armor Class: 3 [16]
Attacks: Touch (1d6 + Level Drain)
Saving Throw: 13
Special: Level Drain (1), Silver or Magical Weapons To-Hit
Move: 9
Alignment: Chaotic
XP: 400

Wraiths are powerful Wights and, therefore, immune to all non-magical weapons other than silver ones, (which only inflict half damage). Arrows are particularly ineffective against them, as even magical and silver arrows inflict only 1hp of

damage per hit. Wraiths can be found riding well-trained battle steeds or more unusual mounts that will tolerate their presence.

WYVERN

Hit Dice: 8
Armor Class: 3 [16]
Attacks: Bite (2d8) or Sting (1d6)
Saving Throw: 8
Special: Poison Sting
Move: 6/ 24 (Flying)
Alignment: Neutral
XP: 800

A Wyvern is a two-legged form of dragon. These creatures are smaller and less intelligent than true four-legged dragons. They also lack a breath weapon. Each Wyvern has a poisonous sting at the end of its tails. However, they are not coordinated enough to attack with both bite and sting in a single round. In any given round a Wyvern is 60% likely to use its tail, which is able to lash out to the creature's front even farther than its head can reach.

YELLOW MOLD

Attacks: 1d6 if Touched
Special: Poisonous Spores
XP: 100

Yellow Mold is a subterranean fungus that neither moves nor attacks. However, if it is poked or struck there is a 50% chance it will release a 10' diameter cloud of poisonous spores. Failing a saving throw against the spores means that an adventurer dies a rather horrible death. Even just touching Yellow Mold inflicts 1d6 points of acid damage on the creature doing the touching. These growths can be destroyed with fire.

YETI

Hit Dice: 5
Armor Class: 6[13]
Attacks: 2 Fists (1d6)
Saving Throw: 12
Special: Hug, Fear, Immune to Cold
Move: 14
Alignment: Chaotic
XP: 500

If a Yeti strikes the same opponent with both fists the attacks cause an additional 2d6 points of damage. Anyone caught in a Yeti's arms like this must make a saving throw or be paralyzed with fear for 1d3 rounds; during which time the Yeti hits automatically. Yetis are very intelligent and can be quite malevolent. They are immune to normal and magical cold.

ZOMBIES

Zombies are corpses reanimated through dark and sinister magic. Becoming zombified increases Strength by +2; lowers Dexterity by 2; gives no Constitution or Intelligence score; changes Wisdom to 10; and changes Charisma to 1. Zombies lack of Intelligence means the instructions given to them when they are newly created must be very simple. Zombies have Darkvision to 90'.

Zombie bites and claws carry a contagious disease which zombifies victims within 24 hours of receiving a wound. The onset of the disease is obvious after six hours, when Dexterity lowers and Intelligence halves. Beyond 12 hours the victim's Strength increases, but Wisdom drops to 10 and both Constitution and Charisma half.

A Cure Disease spell is necessary to stop the infection. However, after 12 hours a Cure Serious Wounds is also necessary to restore an adventurer's attributes.

ZOMBIE

Hit Dice: 2
Armor Class: 8 [11] or 7 [12] with shield
Attacks: Weapon or Strike (1d8), Disease
Saving Throw: 16
Special: Immune to Sleep and Charm spells
Move: 6
Alignment: Neutral
XP: 200

ZOMBIE, ORC

Hit Dice: 1
Armor Class: 8 [11] or 7 [12] with shield
Attacks: Weapon or Strike (1d8), Disease

Saving Throw: 16
Special: Immune to Sleep and Charm spells
Move: 6
Alignment: Neutral
XP: 100

ZOMBIE, OGRE

Hit Dice: 4+1
Armor Class: 6 [13]
Attacks: Weapon or Strike (1d8), Disease
Saving Throw: 14
Special: Immune to Sleep and Charm spells
Move: 6
Alignment: Neutral
XP: 450

ZOMBIE, MINOTAUR

Hit Dice: 6+4
Armor Class: 5 [14]
Attacks: Head Butt (2d4), Bite (1d3 + Disease), Weapon (1d8)
Saving Throw: 12
Special: Immune to Sleep and Charm Spells
Move: 9
Alignment: Neutral
XP: 650

ZOMBIE, CLOUD GIANT

Hit Dice: 12+1d6
Armor Class: 2 [17]
Attacks: Strike (4d6), Disease, Hurl Boulders (6d6)
Saving Throw: 3
Special: Immune to Sleep and Charm spells

Move: 12
Alignment: Neutral
XP: 1250

They throw rocks for 6d6 hit points of damage.

ZOMBIE, FROST GIANT

Hit Dice: 10+1d6
Armor Class: 4 [15]
Attacks: Strike (3d6), Disease, Hurl Boulders or Ice (4d6)
Saving Throw: 5
Special: Immune to Sleep and Charm spells, Immune to Cold
Move: 9
Alignment: Neutral
XP: 1050

ZOMBIE, FIRE GIANT

Hit Dice: 11+1d6
Armor Class: 3 [16]
Attacks: Strike (5d6), Disease, Hurl Boulders
Saving Throw: 6
Special: Immune to Sleep and Charm Spells, Immune to Fire
Move: 9
Alignment: Neutral
XP: 1150

ZOMBIE, WYVERN

Hit Dice: 8
Armor Class: 3 [16]
Attacks: Bite (2d8) or Sting (1d6), Disease
Saving Throw: 8
Special: Immune to Sleep and Charm spells

Move: 6/ 18 (Flying)
Alignment: Neutral
XP: 800

CREATING MONSTERS

Monsters are not player adventurers and their abilities are not set by the rules for player adventurers - not even the stats for races that can be player adventurers, such as Dwarfs. The Referee decides a monster's abilities and does not have to follow any rules about that!

Creating monsters entirely from scratch offers new and entertaining options for testing your players' skills. The tables below give some guidelines, (but not rules), for determining a monster's saving throw.

MONSTERS SAVING THROWS TABLE

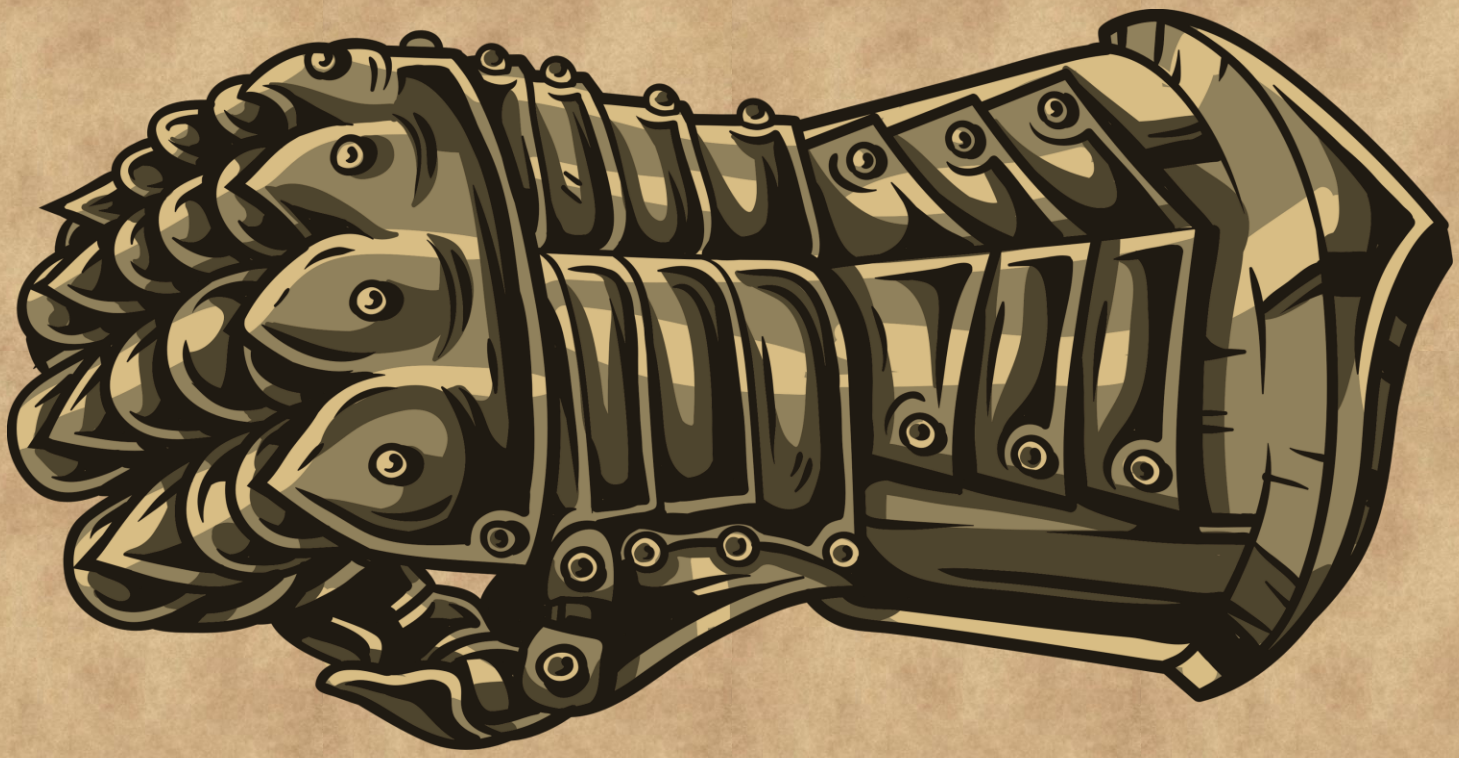
Hit Dice	Saving Throw
< 1HD	18
1HD	17
2HD	16
3HD	14
4HD	13
5HD	12
6HD	11
7HD	9
8HD	8
9HD	6
10HD	5
11HD	4
12+HD	3*

***Saving throw does not continue to improve beyond 12HD**

TREASURE

SELECTING TREASURE

Selecting treasures which can help out adventurers in the middle of an adventure or serve as plot devices calls for the same care as when selecting monsters. Random treasure tables are included in Corruption, because many low to mid-level magic items can be won by players without re-shaping play as a whole. It can also be fun for players to spend a few minutes waiting to see what's rolled-up.



However, simply handing-out powerful magic items, (because they could completely alter a campaign), or withholding entertaining items, (because they're hard to roll), means taking a lot of player and Referee choice out of the game. Referees should, therefore, feel free to substitute a greater number of lesser items or an alternative item as necessary.

IDENTIFYING MAGIC ITEMS

Adventurers coming across a magic item for the first time may not be able to identify the item or know how to activate it. Labels, distinctive features and/ or information found in-game may allow an adventurer to identify and activate an item.

However, in many cases an adventurer needs to roll a successful saving throw to identify an item and, (where necessary), the adventurer must also make a further successful saving throw to activate the same item. Bards, Magic-Users and Renegades have a +2 bonus on saving throws to identify and activate magic items. Fighters, Monks, Paladins and Rangers have a -4 applied to the same saving throws.

TREASURE TABLES

The amount of treasure usually found with a monster is based on its HD. Monsters with powerful special or magical abilities may have x2 or x3 the typical treasure. This is indicated in the description for each type of monster.

MONSTERS TREASURE TABLE

HD	Treasures
<1	d10gp
1	gp to value of monster's XP
2	gp to value of monster's XP, Minor Gems and Jewelry Table
3	gp to value of monster's XP, Minor Gems and Jewelry Table, Minor Magic Items Table
4	gp to value of monster's XP, Minor Gems and Jewelry Table, Minor Magic Items Table
5	gp to value of monster's XP, Medium Gems and Jewelry Table, Minor Magic Items Table

HD	Treasures
6	gp to value of monster's XP, Medium Gems and Jewelry Table, Minor Magic Items Table
7	gp to value of monster's XP, Medium Gems and Jewelry Table, Minor Magic Items Table, Medium Magic Items Table
8	gp to value of monster's XP, Minor Magic Items Table, Medium Gems and Jewelry Table, Medium Magic Items Table
9	gp to value of monster's XP, Medium Gems and Jewelry Table, Major Gems and Jewelry Table, Medium Magic Items Table
10	gp to value of monster's XP, Medium Gems and Jewelry Table, Major Gems and Jewelry Table, Medium Magic Items Table
11	gp to value of monster's XP, Gems and Jewelry Table, Major Gems and Jewelry Table, Minor Magic Items Table x2, Medium Magic Items Table x2
12	gp to value of monster's XP, Gems and Jewelry Table, Major Gems and Jewelry Table, Minor Magic Items Table x2, Medium Magic Items Table x2
13	gp to value of monster's XP, Gems and Jewelry Table, Major Gems and Jewelry Table, Minor Magic Items Table x4, Medium Magic Items Table x2
14	gp to value of monster's XP, Medium Gems and Jewelry Table x3, Major Gems and Jewelry Table x2, Minor Magic Items Table x4, Medium Magic Items Table x2, Major Magic Items Table
15	gp to value of monster's XP, Medium Gems and Jewelry Table x3, Major Gems and Jewelry Table x2, Minor Magic Items Table x4, Medium Magic Items Table x2, Major Magic Items Table
16	gp to value of monster's XP, Medium Gems and Jewelry Table x3, Major Gems and Jewelry Table x2, Minor Magic Items Table x4, Medium Magic Items Table x2, Major Magic Items Table
17	gp to value of monster's XP, Medium Gems and Jewelry Table x3, Major Gems and Jewelry Table x2, Minor Magic Items Table x4, Medium Magic Items Table x2, Major Magic Items Table
18	gp to value of monster's XP, Medium Gems and Jewelry Table x3, Major Gems and Jewelry Table x2, Minor Magic Items Table x4, Medium Magic

HD	Treasures
	Items Table x3, Major Magic Items Table x1
19	gp to value of monster's XP, Medium Gems and Jewelry Table x3, Major Gems and Jewelry Table x3, Minor Magic Items Table x4, Medium Magic Items Table x3, Major Magic Items Table x2
20	gp to value of monster's XP, Medium Gems and Jewelry Table x3, Major Gems and Jewelry Table x3, Minor Magic Items Table x4, Medium Magic Items Table x3, Major Magic Items Table x2
20+	gp to value of monster's XP, Medium Gems and Jewelry Table x3, Major Gems and Jewelry Table x3, Minor Magic Items Table x4, Medium Magic Items Table x3, Major Magic Items Table x2

GEM AND JEWELRY TREASURES

MINOR GEMS AND JEWELRY TABLE

Roll (1d4)	Result
1	Gem or Jewelry worth 1d6gp
2	Gem or Jewelry worth 1d100 + 25gp
3	Gem or Jewelry worth 1d100 + 75gp
4	Gem or Jewelry worth 1d100 x10gp

MEDIUM GEMS AND JEWELRY TABLE

Roll (1d4)	Result
1	Gem or Jewelry worth 1d100gp
2	Gem or Jewelry worth 1d6 x200gp
3	Gem or Jewelry worth 1d6 x300gp
4	Gem or Jewelry worth 1d100 x100gp

MAJOR GEMS AND JEWELRY TABLE

Roll (1d4)	Result
1	Gem or Jewelry worth 1d100 x10gp
2	Gem or Jewelry worth 1d100 x80gp
3	Gem or Jewelry worth 1d100 x120gp
4	Gem or Jewelry worth 1d100 x200gp

MAGIC ITEM TREASURES

MINOR MAGIC ITEMS TABLE

d4	Result
1	Roll once on the Potions Table
2	Roll 1d6 on the Scrolls Table
3	Roll 1d6 on the Magic Armor and Weapons Table
4	Roll 1d20 on the Remarkable Magic Items Table

MEDIUM MAGIC ITEMS TABLE

d4	Result
1	Roll three times on the Potions Table
2	Roll 1d6 +6 on the Scrolls Table
3	Roll 1d6 +6 on the Magic Armor and Weapons Table
4	Roll 1d20 +20 on the Remarkable Magic Items Table

MAJOR MAGIC ITEMS TABLE

d4	Result
1	Roll six times on the Potions Table
2	Roll 1d6 +12 on the Scrolls Table
3	Roll 1d6 +12 on the Magic Armor and Weapons Table
4	Roll 1d20 +40 on the Remarkable Magic Items Table

MAGIC ITEM DESCRIPTIONS

Abbreviations

Many of the magic items found in the game can only be used by certain adventurer classes. This information is abbreviated in the tables as follows:

1. **(A) - The item can only be used by members of any class.**
2. **(B) - The item can only be used by members of the Bard class.**
3. **(C) - The item can only be used by members of the Cleric class.**
4. **(Chaotic) - The item cannot be used by Lawful adventurers.**
5. **(F) - The item can only be used by members of the Fighter class.**
6. **(Lawful) - The item can only be used by Lawful adventurers.**
7. **(MU) - The item can only be used by Magic-Users.**
8. **(P) - The item can only be used by Paladins.**

If an item has more than one abbreviation it is usable by the classes shown.

POTIONS

Strange alchemical brews are to be found in many of the forgotten or forbidden places of the world. Time has often worn away any markings once left to identify the contents of these mysterious mixtures - if they ever chose to label them in the first place. The consequences of drinking the products of alchemy can be varied: some of these can produce useful effects, but others may be deadly.

In general, since potions are the product of alchemy rather than magic, they will neither be apparent to Detect Magic spells, nor easily identified without tasting and experimentation. If the Referee decides that alchemy instead manipulates magic, as opposed to fantastical but otherwise natural chemistry, then Detect Magic and Dispel Magic would work upon potions.

Making potions through alchemy or magic may involve tracking down and paying for rare and expensive ingredients.

Potions are usable by all adventurer classes. Unless otherwise noted potion effects have a standard duration of 1d6+6 full turns.

POTIONS TABLE

d100	Potion (Duration of d6+6 Turns)
1–3	Animal Control
4–6	Clairaudience
7–9	Clairvoyance
10–12	Diminution
13–15	Dragon Control
16–18	Ethereality
19–21	Fire Resistance
22–24	Flying
25	Frozen Concoction
26–27	Gaseous Form
28–30	Giant Strength
31–33	Growth
34–36	Heroism
37–39	Invisibility
40–42	Invulnerability
43–45	Levitation
46–48	Oil of Slipperiness
49–55	Plant Control
56–58	Poison
59–61	Treasure Finding
62–64	Undead Control
65–75	Extra Healing
76–00	Healing

MAGIC POTION DESCRIPTIONS

ANIMAL CONTROL
As per the spell.

CLAIRAUDIENCE
As per the spell.

CLAIRVOYANCE
As per the spell.

DIMINUTION
This potion causes the drinker to shrink down to six inches tall for 2d6 hours.

DRAGON CONTROL
The drinker gains the ability to control dragons of a certain type after partaking of this type of potion. 1d3 dragons of a specific type, (determined randomly by the Referee), can be affected as per Charm Monster.

ETHEREALITY
The imbiber can move through solid objects but cannot attack. Equipment also becomes ethereal.

EXTRA HEALING
This potion is a potent curative; it heals 3d8+3 hit points of damage. (Duration does not apply).

FIRE RESISTANCE

The drinker becomes immune to normal fire, gains +2 on saving throws against fire attacks and suffers only half damage to magic fire attacks that do not permit saving throws.

FLYING

As per the spell.

FROZEN CONCOCTION

These potions can be readily identified because they are often one or two degrees cooler than the surrounding temperature. The potion allows the imbiber to climb walls without falling and not to drop held items when surprised or frightened.

GASEOUS FORM

The user's body turns to a mist, allowing access to any place that is not airtight. Equipment is left behind; only the body becomes gaseous.

GIANT STRENGTH

The adventurer becomes unbelievably strong for the potion's duration, gaining an additional 1d8 to damage rolls and +4 to-hit. This is in addition to any normal bonuses, including existing Strength bonuses.

GROWTH

The adventurer grows to 30' in height.

HEALING

A healing potion cures 2d8+2 hit points of damage.

HEROISM

The drinker gains +2 to attacks and damage.

INVISIBILITY
As per the spell.

INVULNERABILITY
The drinker gains a bonus of +2 on saving throws and any opponents attack with a penalty of -2.

LEVITATION
As per the spell.

OIL OF SLIPPERINESS
Except for the soles of the feet and the palms of the hands, the adventurer suddenly has a virtually frictionless surface.

PLANT CONTROL
As per the spell.

POISON
The drinker must make a successful saving throw or die. Some poisons cause instant death; others cause death within a certain number of rounds or even turns. The Referee may vary the effects of different poisons to suit an adventure or campaign.

TREASURE FINDING
An adventurer drinking this wonderful concoction can detect hoards of treasure within 400'.

UNDEAD CONTROL

The drinker can control undead; 2d4 undead of fewer than 4HD and 1d4 undead of 4+ hit dice fall under the imbiber's control. This works like the Control Animal spell once the potion is consumed.

SCROLLS

With the exception of Protection scrolls, which can be used by any adventurer class, scrolls can only be used by an adventurer class that can cast the appropriate type of spell. High level Renegades are an exception to this, as they can read Magic-Users' spells. A spellcaster usually needs to cast a Read Magic spell to use an enchanted scroll, but a Referee may decide that Magic-Users over 9th level have learned to read magic.

An enchanted scroll is almost always wiped clean when read to gain protection, to complete a casting or to transfer a spell into a spellbook. A spell copied into a spellbook can be read again without fading by the spellcaster who placed the spell in the book. Otherwise, a Read Magic spell is usually required to access or copy any of the contents of a spellbook.

SCROLLS TABLE (GENERAL)

d20	Scroll (20% Bard, 40% Cleric, 40% Magic-User)
1	1 Spell or Song, Level
2	1 Spell or Song, Level 1d3
3	2 Spells or Songs, Level 1d2 each
4	3 Spells or Songs, Level 1 each
5	Cursed Scroll
6	Protection Scroll (with normal duration)
7	2 Spells or Songs, Level 1d4
8	2 Spells or Songs, Level 1d6+1 each
9	1 Spell or Song Level 1d6 (+1 for Clerics, +3 for Magic-Users)

d20	Scroll (20% Bard, 40% Cleric, 40% Magic-User)
10	5 Spells or Songs, Level 1d3 each
11	Cursed Scroll
12	Protection Scroll (with double duration)
13	5 Spells or Songs, Level 1d6 each
14	6 Spells or Songs, Level 1d6 each
15	7 Spells 0r Songs, Level 1d6 each
16	8 Spells or Songs, Level 1d6 each
17	Cursed Scroll
18	Protection Scroll (with triple duration and double effect if applicable)

SPELLS ON A SCROLL

To determine the specific spells or songs written on a scroll refer to the list of spells for the appropriate type and level. Then roll 1d20, (as no spell list has more than 20 spells/ level). If the die roll is higher than the number of spells roll again.

PROTECTION SCROLLS TABLE

d8	Protection Scroll
1	Demons
2	Drowning
3	Elementals
4	Magic
5	Metal
6	Poison
7	Undead
8	Were-creatures

PROTECTION SCROLL DESCRIPTIONS

DEMONS

All within a 10' radius around the reader are protected from the attacks of 1 demon per round. Duration: 40 minutes.

DROWNING

All within a 10' radius of the reader gain the ability to breathe underwater. Duration: 1 full day.

ELEMENTALS

This scroll protects against a single elemental. Duration: 40 minutes.

MAGIC

An Anti-Magic Shell with a radius of 10' surrounds and moves with the reader; spells cannot pass in or out of the shell. Duration: 1 hour.

METAL

Metal cannot harm the reader. Duration: 1 hour.

POISON

Poisons have no effect upon one who reads such a scroll aloud. In addition, any poisons within in the scroll reader's body are instantly removed. Duration: 6 hours.

UNDEAD

All within a 10' radius of the reader are protected against undead, but only to a limited degree. In any given round: 2d12 undead with fewer than 4HD, 2d6 undead with 4-5HD and 1d6 undead with 6+HD are foiled by the protection of the scroll. Duration: 1 hour.

WERE-CREATURES

All within a ten' radius around the reader are protected from Lycanthropes. Duration: 1 hour.

CURSED SCROLLS

These scrolls can inflict curses ranging from the amusing to the unbelievably catastrophic. In addition to the possibilities shown on the table the Referee is encouraged to invent interesting curses that might be written on scrolls. A successful saving throw will allow the reader to avoid the curse. Most curses can be removed with a Remove Curse spell.

CURSED SCROLLS TABLE

d20	Nature of the Curse
1	Blindness for 3d6 turns
2	The scroll causes an aversion: roll 1d6. The adventurer gains a strong aversion to: (1) Swords, (2) Spiders, (3) Armor, (4) Spellcasting, (5) Bathing, (6) Being underground
3	Confusion makes the adventurer act randomly
4	Despondency affects the adventurer for 1d6 days' duration. The adventurer will refuse to go anywhere, as there is simply no point to it
5	A Dimensional Vortex means that the adventurer is physically sucked up into the scroll to appear as a new word on the page until rescued
6	Hallucinations last for 3d6 turns. The nature of the hallucinations varies. In general, the adventurer will either begin casting spells and/ or attacking nearby people. Some may be fascinated by colors and refuse to move
7	Instant death results immediately
8	Levitation, which causes the adventurer to levitate one inch off the ground without being able to get back down
9	Lose 1d10 x100 experience points
10	Lose one point of a randomly-determined ability score

d20	Nature of the Curse
11	Magically adhesive scroll
12	Obedience for 3d6 turns. The adventurer does what anyone suggests
13	Paralysis for 3d6 turns
14	Mass paralyzation means everyone in a radius of 20' must make a saving throw or be paralyzed for 3d6 turns, with the exception of the reader of the scroll, who is unaffected
15	Permanent diminution in size. Half of these reduce the reader to half size and the rest reduce the reader to 6" tall
16	The adventurer polymorphs into the form of a randomly selected monster
17	Sleep until the curse is removed. In some cases magical sleep can be broken by a kiss. Otherwise, the curse can only be removed by magic
18	Smell: The adventurer smells foul for 1d8 days
19	The adventurer Turns to Stone
20	Uncontrollable sneezing for 3d6 turns. The reader is likely to attract wandering monsters, especially those that prey upon the weak

MAGIC ARMOR AND WEAPONS

Roll on the Magic Armor and Weapons Table to determine the basic nature of the enchantment of the item, i.e. whether it is a shield, weapon or armor. The Cursed Armor, Shields and Weapons Table is used to determine the nature of a cursed item. Finally, roll on the Magic Melee Weapon Types Table, the Magic Armor Types Table or the Magical Missile Weapon Types Table to determine the type of weapon or armor bearing the enchantment.

MAGIC ARMOR AND WEAPONS TABLE

d20	Weapon or Armor
1	Cursed Armor or Shield
2-3	+1 Missile Weapon
4-5	+1 Shield*

d20	Weapon or Armor
6	+1 Melee Weapon
7	+1 Armor*
8	Cursed Weapon
9	+2 Missile Weapon
10	+2 Shield*
11	+2 Melee Weapon
12	+2 Armor*
13	+2 Melee Weapon
14	+1 Melee Weapon with Minor Ability
15	+3 Missile Weapon
16	+3 Melee Weapon
17	+3 Shield*
18	+3 Armor*
19	Unusual Weapon
20	Unusual Armor*

* The additional benefit of magical armor is always shown with a + sign. If you are using the Descending Armor Class system, where lower AC is better, AC would be lowered.

CURSED ARMOR, SHIELDS AND WEAPONS TABLE

d8	Cursed Armor, Shield or Weapon*
1–2	-1 Weapon or Armor
3–4	-2 Weapon or Armor
5	-3 Weapon or Armor
6	Attracts missiles, (including those fired at others nearby), with +1 to-hit on such missiles
7	Causes the wearer to run away from combat
8	Causes the wearer to charge into combat

*Cannot be put down without the casting of Remove Curse.

MAGIC MELEE WEAPON TYPES TABLE

d20	Melee Weapon
1-2	Axe, Battle
3	Axe, Hand
4-5	Dagger
6	Hammer, War
7	Lance
8-10	Mace, heavy
11	Mace, light
12	Spear
13	Staff
14	Sword, Short*
15	Sword, Two-Handed*
16	Sword, Bastard*
17-20	Sword, Long*

* A magical melee weapon that is determined to be a sword – even if the original result of the die roll did not indicate a 'minor ability' or an 'unusual weapon' – has a 25% chance to be a unique magical sword, (see the Side-Note on Unique Magical Swords, below).

MAGIC ARMOR TYPES TABLE

d4	Armor
1	Chain Mail
2	Leather Armor
3	Plate Mail
4	Ring Mail

Side-Note: Unique Magical Swords

Magic swords are capable of holding powerful dweomers and are often forged with unusual and unique qualities. If a magic sword is Unique, (25% chance), use the Unique Magic Swords Table, below, to determine these qualities. If a to-hit bonus was not previously indicated by the tables, (i.e. the sword was an Unusual Weapon), roll 1d4 for the to-hit bonus.

UNIQUE MAGIC SWORDS TABLE

d20	Magical Power
1	Flaming Sword: The sword burns with enchanted fire when drawn from its sheath, inflicting an additional 1d6 points of damage with successful hits in combat. It can also be used as a light source with a 30 foot radius when unsheathed
2	Frost Brand: This +3 Great Sword, (which causes +1d6 points of bonus cold damage with each hit), does not shed any light except when the air temperature is below 0°F. Its wielder is protected from fire, since the sword absorbs the first 10 points of fire damage each round that the wielder would otherwise suffer. The sword also has a 50% chance of extinguishing any fire into which its blade is thrust. This power extends to a 10' radius and includes lasting effects and spells, but excludes instantaneous effects and spells
3	The sword detects traps as per the Clerical spell Find Traps
4	The sword allows its wielder to see invisible items
5	The sword detects magic as per the Detect Magic spell
6	The sword allows Clairaudience
7	The sword allows the wielder to Fly
8	The sword allows the wielder to levitate, as per the Levitate spell
9	The sword may be used to heal 1d6 hit points, once per day
10	The sword gives the wielder the special abilities of a Dwarf, when the sword is drawn
11	The sword gives the wielder the special abilities of an Elf, when the sword is

d20	Magical Power
	drawn
12	The sword may be used to cause Confusion to enemies once per day
13	The sword has a 25% chance to deflect arrows before the to-hit roll
14	The sword awakens its owner when danger is near, but only if the owner is asleep
15	The sword detects the presence of a particular type or class of monster
16	The sword detects Lawful or Chaotic alignments within 20'
17	Holy Avenger: In the hands of any adventurer other than a Paladin this sword performs as a +2 sword. In the hands of a Paladin this becomes a +5 sword
18	Luck Blade: This +1 sword gives its possessor a +1 luck bonus to all saving throws and contains five Wish spells when newly created. When randomly rolled, the luck blade can contain fewer than five wishes, (1d6-1, minimum 0). The DM should keep the number of wishes left a secret. When the last wish is used the sword remains a +1 sword and it still grants the luck +1 bonus
19	Sword of Subtlety: This +1 sword adds a +3 bonus to its wielder's attack roll and damage when a Renegade uses it to backstab
20	Vorpal Blade: Upon a successful critical hit this +2 sword severs the opponent's head from its body. Some creatures have no heads. Others are not affected by the loss of their heads. However, most other creatures, die when their heads are cut off. The Referee may have to make judgment calls about this sword's effect

MAGICAL MISSILE WEAPONS TYPES TABLE

d20	Magic Missile Weapon
1–8	2d6 Arrows
9–10	1d10 Sling Stones
11	1 Javelin
12–15	2d4 Darts

d20	Magic Missile Weapon
16–20	2d6 Crossbow Bolts

Minor Abilities for Melee Weapons Table

d8	Minor Ability
1–5	Inflicts +1 Damage
6	Sheds light, 15’ Radius
7	Sheds light, 30’ Radius
8	Inflicts +4 points of damage against a particular opponent type such as dragons or demons

Unusual Weapons Table

d20	Unusual Weapon
1	Adamantine Battle Axe
2	Adamantine Dagger
3	Battle Axe of Wounding
4	Blade of Brilliant Energy
5	Dagger of Spell Storing
6	Divine Arrow
7	Dwarven Thrower
8	Holy Lance
9	Javelin of Lightning
10	Mace of Smiting
11	Mace of Terror
12	Oathbow
13	Shuriken
14	Slaying Arrow
15	Sleep Arrow
16	Sylvan Scimitar
17	Trident of Fish Command

d20	Unusual Weapon
18	Trident of Warning
19	Unholy Mace
20	Vorpal Battle Axe

ADAMANTINE BATTLE AXE

This non-magical axe is made out of adamantine, giving it a natural +2 bonus.

ADAMANTINE DAGGER

This non-magical dagger is made out of adamantine, giving it a natural +1 bonus.

BATTLE AXE OF WOUNDING

This is a +3 weapon, which makes a wound bleed for 1hp per round in addition to the normal damage the weapon deals. Multiple wounds from the weapon result in cumulative bleeding. The bleeding can only be stopped by a successful application of any cure spell or other healing spell.

BLADE OF BRILLIANT ENERGY

These swords are brilliant energy weapons with their blades transformed into light - although this does not modify the item's weight. They give off light as a torch to a 20' radius). A Blade of Brilliant Energy ignores non-living matter. Armor bonuses and parrying do not count against it. (Dexterity, natural armor and other such bonuses still apply). A brilliant energy weapon cannot harm undead, constructs and objects.

DAGGER OF SPELL STORING

This +1 spell-storing weapon allows a spellcaster to store a single targeted spell of up to 3rd Level in the weapon. Any time the weapon strikes a creature and the creature takes damage from it, the weapon can immediately cast the spell on that creature as a free action if the wielder desires. Once the spell has been cast the weapon is empty of spells and a spellcaster can cast any other targeted spell of up to

3rd Level into it. The weapon magically imparts to the wielder the name of the spell currently stored within it. A randomly rolled spell-storing weapon has a 50% chance of having a spell stored in it already.

Divine Arrow

These are +3 arrows which burst into sacred fire during flight. The flames cause 2d4hp extra damage and also remove Magic Resistance for 24 hours. Half of the Magic Resistance is removed if the target makes a successful saving throw. A second arrow takes the remaining Magic Resistance.

Dwarven Thrower

This weapon commonly functions as a +2 War Hammer. In the hands of a Dwarf the Dwarven Thrower gains an additional +1 bonus, (for a total bonus of +3), and can be hurled with a 30' range increment. It returns to its thrower on the round after it was thrown and is then ready to be wielded or thrown again. When hurled the weapon deals +1d8 points of bonus damage or +2d8 points of bonus damage against giants.

Holy Lance

A Holy Lance can be used as a spear or a lance. It is a +2 weapon, which is +4 against all devils, demons and undead. Any Lawful creature holding the lance can turn undead as a 9th Level Cleric.

Javelin of Lightning

This javelin becomes a 5d6 lightning bolt when thrown. It is consumed in the attack.

Mace of Smiting

This +3 heavy mace has a +5 enhancement bonus against constructs. Any critical hit dealt to a construct completely destroys it without a saving throw.

MACE OF TERROR

This +2 heavy mace has a spell-like ability allowing the wielder to envelop her or himself in a terrifying aura. The wielder's clothes and appearance are transformed into an illusion; such that all within 20' who view her or him must roll a saving throw or be struck motionless in the manner of a Hold Person spell. Those who succeed on their saves are shaken. Each time the mace is used to cause terror there is a 20% chance the wielder permanently loses 1 point from her/ his Charisma score.

OATHBOW

Arrows launched from this white +1 longbow deal double normal damage, (and x4 on a critical hit instead of the normal x3), against its sworn enemies. However, if the firer does not deal the killing blow on the sworn enemy within 24 hours, the bow falls inert for one week. During this time it possesses no magical abilities or bonuses at all. Further, the adventurer is demoralized and suffers a -1 morale penalty to attack rolls, saving throws and skill checks during that week.

SHURIKEN, RETURNING

This +3 weapon can be thrown for d4hp of basic damage. The weapon returns through the air back to the creature that threw it almost immediately. It is therefore ready to use again during an adventurer's next round.

SLAYING ARROW

These deadly +1 arrows are capable of slaying a particular group of creatures. If one strikes such a creature the target must make a save or die, (or, in the case of non-living targets, be destroyed), instantly. Note that even creatures normally exempt from such saves, (including undead and constructs), are subject to this attack. When keyed to a living creature this is a death effect. Roll on the following table to determine the type of creature the arrow is keyed to.

SLAYING ARROWS TABLE

d100	Target Type
01-05	Aberrations
06-08	Animals
09-13	Beasts
14-20	Constructs
21-25	Dragons
26-30	Elementals
31-35	Fey
36-40	Giants
41-45	Magical beasts
46-50	Monstrous humanoid
51-53	Oozes
54-58	Outsiders, chaotic
59-65	Outsiders, lawful
66-70	Outsiders, chaotic
71-75	Shapechangers
76-77	Plants
78-85	Vermin
86-94	Undead
95-100	Humanoid (choose subtype)

UNUSUAL WEAPONS DESCRIPTIONS

SLEEP ARROW

If this +1 arrow strikes a foe so that it would normally deal damage, it instead bursts into magical energy that deals subdual damage, (in the same amount as would be normal damage), and forces the target to make a save or fall asleep.

SYLVAN SCIMITAR

When used outdoors in a temperate climate this +3 scimitar grants its wielder +1d6 points of bonus damage.

TRIDENT OF FISH COMMAND

The magical properties of this 6' long +1 trident enable its wielder to cause all water-dwelling animals within a 60' radius to make a saving throw. This uses 1 charge of the trident. Animals failing this save are completely under the empathic command of the wielder and will not attack the wielder or any of his or her allies within 10' of her. The wielder can make the controlled marine animals move in whatever direction desired and convey messages of emotion to them. Animals making their saving throw are free of empathic control, but they will not approach within 10' of the trident. A school of fish should be checked as a single entity.

TRIDENT OF WARNING

A weapon of this type enables its wielder to determine the location, depth, species and number of hostile or hungry, marine predators within 240'. The trident must be grasped and pointed in order for the adventurer using it to gain such information. It requires 1 round to scan a hemisphere with a radius of 240'. The weapon is otherwise a +2 trident.

UNHOLY MACE

This unholy weapon deals +2d6 points of bonus unholy damage against all of good alignment. It bestows one negative level on any good creature attempting to wield it. The negative level remains as long as the weapon is in hand and disappears when the weapon is no longer wielded. This negative level never results in actual level loss, but it cannot be overcome in any way, (including restoration spells), while the weapon is wielded. Bows, crossbows and slings so enchanted bestow the unholy power upon their ammunition.

VORPAL BATTLE AXE

A Vorpal Battle Axe works in much the same manner as a Vorpal Blade, but it can also be thrown.

UNUSUAL ARMOR TABLE

1d8	Unusual Armor
1	+2 Armor (roll on the Magic Armor Types Table)
2	+2 Shield
3	+2 Armor (roll on the Magic Armor Types Table)
4	+2 Shield
5	Armor of Arrow Deflection
6	Demonic Armor
7	Ethereal Armor
8	Fiery Armor

UNUSUAL ARMOR DESCRIPTIONS

ARMOR OF ARROW DEFLECTION

Missiles aimed at such armor have a to-hit penalty of -2.

DEMONIC ARMOR

The armor is possessed by a spirit or demon, with effects to be determined by the Referee. In general, such armor would provide both benefits and drawbacks.

ETHEREAL ARMOR

Ethereal armor is +3 Plate Mail that also allows the wearer to become insubstantial and incorporeal 50 times. Afterwards it reverts irrevocably to normal +3 Plate Mail. In ethereal form the wearer can attack and be attacked only by ethereal opponents.

Fiery Armor

Fiery armor is armor +1 that is surrounded by flames. These flames deal 1d3 damage to anyone attacking the wearer with melee weapons.

Remarkable Magic Items

Wands, Rings, Staffs and Enchanted Items

Remarkable Magic Items Table (Overview)

d20 + 0/ 20/ 40	Item
1	Lesser Wand
2	Lesser Ring
3–20	Lesser Miscellaneous Magical Item
21	Lesser Wand
22	Lesser Wand
23	Greater Wand
24	Lesser Ring
25	Lesser Ring
26	Greater Ring
27–40	Medium Miscellaneous Magical Item
41	Greater Wand
42	Greater Wand
43	Greater Ring
44	Greater Ring
45	Staff
46–60	Greater Miscellaneous Magical Item

WANDS

Wands may only be used by Magic-Users. Wands that cast spells become useless when they reach zero charges, but can be recharged by casting the spell into the wand. Each such recharge, (where a spell is cast into the wand), has a 5% chance of destroying the wand irrevocably. In some cases a non-rechargeable wand might be found with a large number of charges, e.g. 25. Wands may be used while in melee combat.

LESSER WANDS TABLE

d6	Lesser Wand
1–2	Spell, Level 1 (holds 10 charges)
3–4	Spell, Level 2 (holds 5 charges)
5–6	Spell, Level 3, (holds 2 charges)

SPELLS CAST BY LESSER WANDS

To determine the specific spell cast by a lesser wand or a greater wand that casts a spell refer to the list of spells for the appropriate type and level; then roll 1d20, (as no spell list has more than 20 spells). If the die roll is higher than the number of spells roll again until the result is low enough to indicate one of the spells on the list.

GREATER WANDS TABLE

d10	Greater Wand
1	Spell, Level 3 (holds 10 charges)
2	Spell, Level 4 (holds 10 charges)
3	Wand of Cold
4	Wand of Detection, Enemies
5	Wand of Detection, Magic
6	Wand of Detection, Metal
7	Wand of Detection, Traps and Secret Doors

d10	Greater Wand
8	Wand of Fear
9	Wand of Paralyzing
10	Wand of Polymorph

GREATER WAND DESCRIPTIONS

WAND OF COLD

The wand casts a Cone of Cold 60' long to a base 30' across at the far end. Creatures caught in the cone take 6d6hp, (though a saving throw applies for half damage). The wand holds 25 charges and cannot be recharged.

WAND OF DETECTION, ENEMIES

These wands detect enemies in a radius of 60' if the enemies are thinking hostile thoughts. The wand is always active when held and does not use charges.

WAND OF DETECTION, MAGIC

Wands of Magic Detection operate as a Detect Magic spell within a range of 20'. The user gets a vague sense of what sort of magic is being detected. The wand is always active when held and does not use charges.

WAND OF DETECTION, METAL

Such wands detect large caches of metal within a range of 20'. The wand's user also gets a vague sense of the metal's type. The wand is always active when held and does not use charges.

WAND OF DETECTION, TRAPS AND SECRET DOORS

These wands detect traps and secret doors within a range of 20'. The wand is always active when held and does not use charges.

WAND OF FEAR

A Wand of Fear causes creatures in a cone-shaped path to flee if a saving throw fails. There is a 60% chance that victims will drop whatever they are holding. The cone extends 60' to a base 30' across. The wand holds 25 charges and cannot be recharged.

WAND OF PARALYZING

This sort of wand casts a paralyzing cone 60' long to a base 30' across at the end. Creatures in the cone are paralyzed for 3d6 turns if a saving throw fails. The wand holds 25 charges and cannot be recharged.

WAND OF POLYMORPH

Such wands are of two types. One type casts Polymorph Self and the other casts Polymorph Other. The wand carries 10 charges and cannot be recharged.

RINGS

No more than two magic rings may be worn at a time, (i.e. one on each hand), without unpredictable and potentially dire consequences. (Unless a creature has magic that overcomes this limit).

LESSER RINGS TABLE

d6	Lesser Rings
1	Fire Resistance (A)
2	Invisibility (A)
3	Mammal Control (A)
4	Poison Resistance (A)
5	Protection, +1 (A)
6	Protection, +2 (A)

GREATER RINGS TABLE

d10	Greater Rings
1	Djinni Summoning (A)
2	Human Control (A)
3	Regeneration (A)
4	Shooting Stars (A)
5	Spell Storing, Magic-User (MU)
6	Spell Storing, Cleric (C)
7	Spell Turning (A)
8	Telekinesis (A)
9	Three Wishes (A)
10	X-Ray Vision (A)

DESCRIPTION OF MAGIC RINGS

DJINNI SUMMONING

The wearer of the ring can summon a Djinni, who will do the wearer's bidding. The Djinni follows instructions precisely and to the letter - no further. Such rings can be treacherous, but only for those who use them foolishly.

FIRE RESISTANCE

The wearer receives a +5 to saving throws vs. magical fire and is immune to normal fire.

HUMAN CONTROL

Such rings allow the wearer to cast Charm Person once per day and to maintain the charm on up to 3 individuals at a time.

INVISIBILITY

The wearer becomes invisible for up to 4 rounds once/ day. If the ring is worn for longer during a single day the wearer loses a point of Constitution.

MAMMAL CONTROL

The wearer controls 1d8 mammals at a range of up to 60'. Control does not extend to people or to giant animals.

POISON RESISTANCE

The wearer receives a +5 to saving throws vs. poison.

PROTECTION, +1

The wearer gains a bonus of –1 [+1] to Armor Class and +1 on all saving throws.

PROTECTION, +2

The wearer gains Armor Class bonus of –2 [+2] and +2 on all saving throws.

REGENERATION

The wearer regenerates one hit point per combat round and thus cannot die unless the ring is removed or the wearer's body is burned.

SHOOTING STARS

Once per day the ring can unleash a d6 electrical bolts that inflict 3d6 hit points each. A successful saving throw indicates half damage.

SPELL STORING, MAGIC-USER

The ring contains 1d6 Magic-User spells. Roll 1d6 for each spell to determine the spell level and then determine the spell by rolling on the spell list for that level. Any Magic-User wearing the ring can cast these spells as if they were normally

memorized and prepared spells. Once a spell is cast it cannot be cast again until the wearer has rested for 8 hours.

SPELL STORING, CLERIC

The ring contains 1d6 Cleric spells. Roll 1d4 for each spell to determine the spell level and then determine the spell by rolling on the spell list for that level. Any Cleric wearing the ring can cast these spells as if they were normally prepared spells. Once a spell is cast it cannot be cast again until the wearer has rested for 8 hours.

SPELL TURNING

Any spell, (other than from a wand or other item), aimed directly at the wearer of the ring is partially reflected back at the caster. Roll a percentile die to see how much of the spell's power bounces back - the exact determination of what happens is up to the Referee.

TELEKINESIS

The wearer can mentally lift and move 200 pounds of weight to a range of 120'.

THREE WISHES

These rings grant the wearer three wishes equivalent to three Wish spells. Beware of outrageous wishes; they will backfire.

X-RAY VISION

The wearer has x-ray vision to a range of 40'. The maximum distance through which the wearer can see through solid rock is just over 10'. Through solid metals, (other than lead), the distance is 1 foot, while through lead is a distance of 1 inch.

STAFFS

Like wands, most staffs operate by using up charges. However, staffs are not as easily rechargeable as wands. Magic-Users will have to figure out how it is done or hire a wizard to do it, (if such a knowledgeable wizard can even be found). Most staffs carry 200 charges.

MAGIC STAFFS TABLE

d10	Staff
1	Absorption (MU)
2	Beguiling (C, MU)
3	Command (C, MU)
4	Healing (C)
5	Power (MU)
6	Resurrection (C)
7	Snake (C)
8	Striking (C, MU)
9	Withering (C)
10	Wizardry (MU)

STAFF DESCRIPTIONS

ABSORPTION

Absorbs up to 100 levels of spells directed at the holder before its absorption properties cease forever. The holder can cast spells from the staff in response to hostile spells, using the staff's stored levels, of the exact level of the hostile spell directed at the caster, but the spell must be chosen from the list of spells the caster has prepared.

BEGUILING

Foes within a 20' range must make a saving throw or consider the holder as if a loyal friend for 4d4 rounds, (which uses one charge).

COMMAND

A charge can be used to control humans, (as per a Charm Person spell), plants or animals.

HEALING

Cures 1d6+1 hit points of damage per charge.

POWER

Casts Light, (with no charge used), casts Fireball, (for 4d6 damage), casts cold as a Wand of Cold, casts Lightning Bolts, (for 4d6 damage), acts as a Ring of Telekinesis, (which costs one charge), and hits for 2d6 damage, (with no charge used).

RESURRECTION

These staffs only carry 10 charges, but a charge may be used to cast Raise Dead.

SNAKE

In combat, a Staff of the Snake is +1 to-hit and +1 to damage. When commanded, (by using a charge) the staff coils around the target, (with a successful hit), and pinions the victim for 1d4 x 10 minutes. This attack is only useful on a victim about the size of a human or smaller. The staff will slither back to its owner afterwards, at a speed of 24. Only Clerics can employ a Staff of the Snake.

STRIKING

This staff inflicts 2d6 points of damage with a successful hit, (which does not use charges).

WITHERING

The dreaded Staff of Withering adds ten years of physical aging with a successful hit.

WIZARDRY

This is a Staff of Power with additional abilities. At the cost of one charge, it allows Invisibility, Conjuration of Elementals, (calling 1d4 at a time), Hold Person, a Wall of Fire, Passwall, a Web spell or Fly.

MISCELLANEOUS MAGIC ITEMS

LESSER MISCELLANEOUS MAGICAL ITEMS TABLE

d20	Item
1	Arrow of Direction (A)
2	Bag of Holding (A)
3	Boots of Elvenkind (A)
4	Boots of Speed or Boots of Leaping (50%/ 50%) (A)
5	Bracers of Defense, AC 6 [13] (A)
6	Chime of Opening (A)
7	Cloak of Elvenkind (A)
8	Cloak of Protection, +1 (C, M, T)
9	Cursed Item (A)
10	Decanter of Endless Water (A)
11	Dust of Appearance or Disappearance (50%/ 50%) (A)
12	Dust of Sneezing and Choking (A)
13	Gauntlets of Swimming and Climbing (C, F, T)
14	Horseshoes of Speed
15	Luckstone (A)
16	Manual of Beneficial Exercise (A)

d20	Item
17	Pipes of the Sewers (A)
18	Rope of Climbing (A)
19	Rope of Entanglement (A)
20	Spade of Excavation (F)

MEDIUM MISCELLANEOUS MAGICAL ITEMS TABLE

d20	Item
1	Amulet against Scrying (A)
2	Boots of Flying (A)
3	Bracers of Defense, AC 4 [15] or AC 2 [17] (50%/ 50%) (A)
4	Carpet of Flying (A)
5	Cloak of Displacement (A)
6	Cloak of Protection, +2 or +3 (50%/ 50%) (C, M, T)
7	Deck of Many Things (A)
8	Figurine of the Onyx Dog (A)
9	Gauntlets of Ogre Power (C, F, T)
10	Helm of Reading Magic and Languages (A)
11	Hole, Portable (A)
12	Horn of Valhalla, Bronze (C, F)
13	Horn of Valhalla, Silver (A)
14	Jug of Alchemy (A)
15	Manual of Quickness (A)
16	Medallion of ESP (A)
17	Mirror of Mental Scrying (A)
18	Robe of Blending (A)
19	Robe of Eyes (MU)
20	Robe of Wizardry (MU)

GREATER MISCELLANEOUS MAGICAL ITEMS TABLE

d100	Item
1–2	Amulet of Demon Control (C, MU)
3-4	Beaker of Potions (A)
5-6	Book of Blood (Chaotic C, M)
7-8	Book of Infinite Spells (A)
9-10	Book of Ordeals (A)
11-12	Cape of the Mountebank (A)
13-14	Censer, Bowl, Brazier or Stone of Controlling Elementals (MU)
15-16	Cloak of Arachnida (A)
17-18	Crystal Ball (MU)
19-20	Dust of Dryness (A)
21-22	Efreeti Bottle (A)
23-24	Figurine of the Golden Lion (A)
25-26	Gauntlets of Dexterity (A)
27-28	Gem of Seeing (A)
29-30	Girdle of Giant Strength (A)
31-32	Gloves of Arrow Snatching (A)
33-34	Hand of Glory (Chaotic Neutral A)
35-36	Hand of the Great Mage (Chaotic M)
37-38	Handy Haversack (A)
39-40	Helm of Fiery Brilliance (A)
41-42	Helm of Teleportation (MU)
43-44	Horn of Blasting (A)
45-46	Horn of Valhalla, Iron (F)
47-48	Ioun Stones (A)
49-50	Lenses of Charming (A)
51-52	Libram, Magical (A)
53-54	Mantle of Faith (Lawful A)
55-56	Manual of Golems (C, MU)

d100	Item
57-58	Manual of Intelligence (A)
59-60	Manual of Wisdom (A)
61-62	Marvelous Pigments (A)
63-64	Necklace of Firebaubles (A)
65-66	Pearl of Power (B, M)
67-68	Portable Hole (A)
69-70	Ring Gates (A)
71-72	Robe of Blending (A)
73-74	Robe of Bones (Chaotic C, M)
75-76	Robe of Eyes (MU)
77-78	Robe of Stars(A)
79-80	Robe of Useful Items (A)
81-82	Robe of Wizardry (MU)
83-84	Scarab of Insanity (A)
85-86	Scarab, Golembane (A)
87-88	Shrouds of Disintegration (A)
89-90	Sovereign Glue (A)
91-92	Stone Horse (A)
93-94	Stone Salve (MU)
95-96	Strand of Prayer Beads (A)
97-98	Sustaining Spoon (A)
99	Universal Solvent (A)
100	Well of Many Worlds (A)

DESCRIPTIONS OF MISCELLANEOUS MAGIC ITEMS

AMULET AGAINST SCRYING

The amulet protects the wearer from all scrying, such as ESP or being viewed through a crystal ball. Usable by: All Classes.

AMULET OF DEMON CONTROL

This amulet functions as a Protection from Evil spell and allows the wearer to attempt to Charm Monster upon a demon. Success means that the demon is enslaved for 1d6 weeks, whereupon it becomes free. Usable by: Magic-Users and Clerics.

ARROW OF DIRECTION

Such a magic arrow points in the direction of whatever the owner requests. It may be used only seven times in a single week. Usable by: All Classes.

BAG OF HOLDING

The inside of this bag is larger than the outside. The inside dimensions are roughly 10' x 5' x 3', but the bag cannot carry more than 1,000 pounds of weight. If it is not empty, the bag weighs 50 pounds, no matter how much weight it actually contains. Usable by: All Classes.

BEAKER OF POTIONS

This small jug fills itself with the requested potion from the 1d4+1 potions it is able to produce. The jug can be used as many times per week as the number of different potions it can produce. Usable by: All Classes.

BOAT, FOLDING

A folding boat looks like a small wooden box - about 12 inches long, 6 inches wide and 6 inches deep. It can be used to store items like any other box. However, if a command word is given the box unfolds itself to form a boat 10' long, 4' wide and 2' in depth. A second command word causes it to unfold to a ship 24' long, 8' wide and 6' deep. Any objects formerly stored in the box now rest inside the boat or ship.

In its smaller form, the boat has one pair of oars, an anchor, a mast and a small sail. In its larger form, the boat has a deck, single rowing seats, five sets of oars, a steering oar, an anchor, a deck cabin and a mast with a square sail. The boat can hold four people comfortably, while the ship carries fifteen with ease. A third word of command causes the boat or ship to fold itself into a box once again. Usable by: All Classes.

BOOK OF BLOOD

This dreadful grimoire is a spellbook lifted from the dying grasp of an evil wizard and washed in the sorcerer's foul blood. The knowledge it contains allows the reader to enchant a series of items, providing each item has been prepared to the highest quality in advance of reading the book through. The enchantments cannot be placed on any item with an existing enchantment and the words on each page turn to blood and soak into the page for five years as each item is completed.

Dagger: +2, +3 v's Halflings
Spear: +2, +3 v's Half-Elves
Long Sword: +2, +3 v's Humans
War Hammer: +2, +3 v's Dwarfs
Longbow: +2, +3 v's Elves

Usable by: Chaotic or Neutral Magic-Users and Clerics.

BOOK OF INFINITE SPELLS

This work bestows upon any adventurer of any class the ability to use the spells within its pages. The book of infinite spells contains 1d8+22 pages. The nature of each page is determined by die roll.

d100	Page Contents
01-30	Blank page
31-60	Clerics' spell

d100	Page Contents
61-100	Magic-Users' spell

Once a page is turned, it can never be flipped back. If the book is closed, it always opens again to the page it was on before the book was closed. When the last page is turned, the book vanishes.

Once per day the owner of the book can cast the spell to which the book is opened. If that spell happens to be one that is on the adventurer's class spell list, the adventurer can cast it up to four times per day. The pages cannot be ripped out without destroying the book. Similarly, the spells cannot be cast as scroll spells, nor can they be copied into a spellbook, as their magic is bound up permanently within the book itself.

The owner of the book need not have the book on his or her person in order to use its power. The book can be stored in a place of safety while the owner is adventuring and still allow its owner to cast spells by means of its power.

Each time a spell is cast there is a chance that the energy connected with its use causes the page to magically turn despite all precautions. The owner knows this and may even benefit from the turning by gaining access to a new spell. The chance of a page turning is as follows.

Condition	Chance of Page Turning
Spellcaster casts spells usable by own class and/or level	10%
Spellcaster using spells foreign to own class and/or level	20%
Non-spellcaster using divine spell	25%
Non-spellcaster using arcane spell	30%

*- Treat each spell use as if a scroll were being used.

BOOK OF ORDEALS

The book appears blank with white pages until laid flat, which causes a pool of blackness to appear across the surface of the pages. It is possible to put a bare, living hand or forearm into the book. Once a hand disappears inside the book it is necessary to clutch one of several spherical objects to be able to remove the hand from the book. As an object is removed from the book it immediately transforms into an ordeal.

These books are sometimes used to settle arguments with both parties agreeing to tackle whatever emerges from the bag. Whoever completes the most ordeals becomes or is declared the winner. The bag will only allow a creature to draw more objects when the last ordeal has been completed.

BOOK OF ORDEALS TABLE

d10	Ordeal
1	A poisonous centipede, which must be allowed to sting for 2d4hp to pass the ordeal
2	A burning coal, which must be held for 2d4hp to pass the ordeal
3	A random potion, which needs to be consumed without knowledge of the contents
4	A Black Pudding that needs to be killed or contained
5	A 500gp gold nugget, which has to be chewed and spat out in pieces for 2d4hp
6	An old Sheep's skull to be eaten until stripped to the bone. Save or catch a disease
7	A stone to be drawn from cauldron of boiling water for 2d4hp to pass the ordeal
8	A millstone to go round the neck before being thrown in deep water: survivors pass
9	A Cockatrice appears and must be slain before this ordeal is complete
10	A 500gp gem materializes and simply needs to be pocketed to complete the ordeal

BOOTS OF ELVENKIND

The wearer of the boots moves with complete silence. Usable by: All Classes.

BOOTS OF LEVITATION

These boots allow the wearer to Levitate, (as per the spell), with unlimited duration. Usable by: All Classes.

BOOTS OF SPEED OR BOOTS OF LEAPING, (50% chance of each)

Boots of Speed double the wearer's movement rate, but require complete rest for a period of time equivalent to the amount of time they were used. Boots of Leaping allow the wearer to make prodigious leaps 10' high and up to 30' horizontally. These boots also double movement rates, but outdoors only. They do not require the wearer to rest after using them. Usable by: All Classes.

BRACERS OF DEFENSE

These are either AC 4 [15], (50% of the time), or AC 2 [17], (the rest of the time). The bracers improve the wearer's Armor Class to the stated level; there is no effect if the wearer is already armored to the same or higher degree. The Armor Class granted by the bracers can be increased by magical rings or other protective magics. Usable by: All Classes.

BRACERS OF DEFENSE

AC 6 [13]: These bracers improve the wearer's Armor Class to the stated level; there is no effect if the wearer is already armored to the same or higher degree. The AC granted by the bracers can be increased by magical rings or other protective magics. Usable by: All Classes.

CAPE OF THE MOUNTEBANK

On command, this bright red and gold cape allows the wearer to use the magic of the Dimension Door spell once per day. When she disappears she leaves behind a

cloud of smoke, appearing in a similar fashion at her destination. Usable by: All Classes.

CARPET OF FLYING

These carpets can carry as many as three people and travel at a speed of up to 18 if they carry more than one passenger. With only one rider the carpet moves at a speed of up to 30. Usable by: All Classes.

CENSER, BOWL, BRAZIER OR STONE OF CONTROLLING ELEMENTALS

Censers control Air Elementals; bowls, (when filled), control Water Elementals; braziers control Fire Elementals; and stones control Earth Elementals. These items can be used to summon a 12HD elemental of the appropriate type. Generally, it takes 10 minutes to prepare the object for use. Usable by: Magic-Users.

CHIME OF OPENING

Sounding this small chime opens any door, including doors which are barred or Wizard Locked. Usable by: All Classes.

CLOAK OF 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 her normal speed. Once per day, the wearer of this cloak can cast Web. She also gains a +2 bonus on all saves against poison from spiders. Usable by: All Classes.

CLOAK OF DISPLACEMENT

The wearer appears to be in a slightly different location, off from reality by a foot or so. The wearer's Armor Class improves by 2 and the cloak also grants a +2 saving throw against any targeted attack upon the one wearing it. Usable by: All Classes.

CLOAK OF ELVENKIND

The wearer becomes almost, but not quite, invisible. Usable by: All Classes.

CLOAK OF PROTECTION, +1

This cloak improves the wearer's AC by 1 and grants a bonus of +1 on saving throws. Usable by: All but Fighter classes.

CLOAK OF PROTECTION, +2 or +3, (with a 50% chance of each)

This cloak improves the wearer's Armor Class by 2, (or 3), and grants a bonus of +2, (or +3) on saving throws. Usable by: All but Fighter classes.

CRYSTAL BALL

A Crystal Ball allows the user to see what is transpiring in whatever location he or she desires to see, over a considerable distance. Such a magic item may not be used more than thrice per day or the user will be driven mad. Certain spells and other precautions may be used to prevent being seen through a Crystal Ball. Some of these items may communicate sound, or even thoughts, from the area being scryed - although these are rare. Usable by: Magic-Users.

CURSED ITEM

Roll on the Cursed Items Table for details of cursed items.

DECANTER OF ENDLESS WATER

This jug pours out one gallon of water per minute when the stopper is removed. Usable by: All Classes.

DECK OF MANY THINGS

This deck of hand-painted cards bears tremendous and varied enchantments - one per card in the deck. The deck contains all the aces and face cards, plus one Joker, (the Fool). An adventurer may draw as many cards as desired, (with the deck being re-shuffled each time), but once the player stops drawing cards the deck disappears with a sound of faint, malevolent laughter. The results of the cards are as follows:

THE HEARTS

Ace: Gain 50,000 XP

King: Gain a magic item from Table 91

Queen: Gain 1d3 wishes

Jack: Gain the ability to summon an 8HD warrior with a +3 weapon, a +3 shield and a +3 sword. The warrior serves for a total of 1 hour.

THE CLUBS

Ace: The adventurer's alignment is changed. If the game does not use alignment, the adventurer receives a dangerous Geas, (as the spell).
King: The adventurer's most powerful magic item is sucked into the void and disappears.
Queen: The adventurer is instantly turned to stone, a look of great surprise frozen on the statue's face.
Jack: The adventurer loses one point from a Prime Attribute. (If the adventurer has more than one Prime Attribute, determine randomly which will be affected).

THE SPADES

Ace: Lose a level of experience
King: A warrior with 9HD, a +4 weapon, +4 shield and +4 armor appears and attacks. When the warrior is killed, the body and all possessions disappear.
Queen: The adventurer dies instantly.
Jack: A random monster, with 1d4+6HD, attacks the adventurers. The monster gains one round of surprise, for it appears from thin air.

THE DIAMONDS

Ace: Gain a map to a very significant treasure
King: Gain 5d6 items of jewelry
Queen: Gain a scroll of seven spells, all 2nd Level or higher
Jack: Add one point to a single attribute of the player's choice
The Joker: Gain 25,000 XP OR choose to draw two more cards.

DUST OF APPEARANCE, (50% chance), OR DISAPPEARANCE, (50% chance)

Dust of Appearance is tossed in a radius of 10' around the user and makes any invisible, astral, displaced, out-of-phase or dimensional thing completely visible. The dust generally comes in a pouch with enough for 20–30 uses. Dust of Disappearance works in the opposite way: when it is sprinkled in a 10' radius, everything therein becomes invisible for 5d6 turns. Detect Invisibility and other

standard ways of detecting invisibility are not able to overcome the dust's powerful enchantment. Usable by: All Classes.

DUST OF DRYNESS

This special dust has many uses. If it is thrown into water as much as 100 gallons is instantly transformed to nothingness and the dust becomes a marble-sized pellet, floating or resting where it was thrown. If this pellet is hurled down, it breaks and releases the same volume of water. The dust affects water, (including fresh, salt and alkaline water), but not other liquids. If the dust is employed against an elemental with the water subtype the creature must make a save or be destroyed. The dust deals 5d6 points of damage to the creature even if its saving throw succeeds. Usable by: All Classes.

DUST OF SNEEZING AND CHOKING

Pouches containing this dust ordinarily contain only enough for one 'dose'. If the dust is scattered in a radius of 10' everyone in the area must make a saving throw or be overcome by sneezing and choking. For d4 rounds victims cannot attack and defend at AC -4. Usable by: All Classes.

EFREETI BOTTLE

The Efreeti that inhabits such a bottle will serve the bottle's owner for a year and a day unless it is accidentally released from servitude. Usable by: All Classes.

FIGURINE OF THE GOLDEN LION

This is a small stone figurine that transforms into a Mountain Lion when the command word is spoken, fighting at its owner's orders. If it is slain, it turns back into a figurine, but may be used again. The figurine may be used once per week and no more. Usable by: All Classes.

FIGURINE OF THE ONYX DOG

This stone figure transforms into a living hound of stone when its command word is spoken. It will seek whatever the owner tells it to find, without stopping, until it succeeds or is killed. It has a 75% chance to detect objects that are invisible or hidden and, of course, its sense of smell detects invisible and hidden creatures with almost perfect success. For purposes of defense and attack, the stone dog is treated as a wolf. It may be used twelve times before the statuette becomes non-magical. Usable by: All Classes.

GAUNTLETS OF DEXTERITY

When worn, these gloves grant a bonus of +2 to the wearer's Dexterity, (to a maximum of 18). Usable by: All Classes.

GAUNTLETS OF OGRE POWER

These gauntlets raise the wearer's Strength to that of an ogre. Hit probability is not increased above normal, but damage bonuses from Strength are increased to +6, (though this is not combined with the wearer's existing Strength bonus, if any). Usable by: all but Magic-Users.

GAUNTLETS OF SWIMMING AND CLIMBING

These gloves permit the wearer to swim at a rate of 18 and climb sheer walls with a 95% chance of success per 10' of climbing. Usable by: all but Magic-Users.

GEM OF SEEING

A Gem of Seeing is used as a lens. It shows the truth of what it sees, cutting through illusions of all kinds, even very powerful ones. Usable by: All Classes.

GIRDLE OF GIANT STRENGTH

This wide belt grants the wearer the strength of a Hill Giant, (for +6hp damage, which cannot be combined with any existing Strength bonuses). The girdle does not increase to-hit probability. Usable by: All Classes.

GLOVES OF ARROW SNATCHING

Once snugly worn, these gloves seem to meld with the hands, becoming almost invisible. Twice per day, the wearer can roll a saving throw and snatch an arrow before it strikes if the save is successful. Both gloves must be worn for the magic to be effective. At least one hand must be free to take advantage of the magic. Usable by: All Classes.

HAND OF GLORY

This mummified human hand hangs by a leather cord around an adventurer's neck, (taking up space as a magic necklace would). If a magic ring is placed on one of the fingers of the hand the wearer benefits from the ring as if wearing it - and it does not count against the wearer's two-ring limit. The hand can wear only one ring at a time. Even without a ring the hand allows its wearer to see the invisible twice per day. Usable by: All Chaotic or Neutral adventurers.

HAND OF THE GREAT MAGE

This mummified wizard's hand hangs by a chain around an adventurer's neck, taking up space as a magic necklace would. It allows the wearer to use the spell Interposing Hand at will once/ day. Usable by: All Chaotic or Neutral adventurers.

HANDY HAVERSACK

A backpack of this sort appears to be well made, well used and quite ordinary. It is constructed of finely tanned leather and the straps have brass hardware and buckles. It has two side pouches, each of which appears large enough to hold about a quart of material. In fact, each is like a Bag of Holding and can actually hold material of as much as 2 cubic-feet in volume or 20 pounds in weight. The large central portion of the pack can contain up to 8 cubic-feet or 80 pounds of material. The backpack always weighs only 5 pounds. While such storage is useful enough, the pack has an even greater additional power. When the wearer reaches into it for a specific item, that item is always on top. Thus, no digging around and fumbling is

ever necessary to find what a haversack contains. Retrieving any specific item from a haversack only takes a single move. Usable by: All Classes.

HELM OF FIERY BRILLIANCE

This powerful helm grants many benefits to the wearer. Anyone donning the helm gains a +10 on saving throws against fire damage and can create a Wall of Fire twice/ day. Fighters wearing the helm may command a weapon in hand to flame, (for +1d6 damage). Magic-Users wearing the helm can add +1 to each die of damage inflicted by a Fireball or Delayed Blast Fireball spell. Clerics wearing the helm can ignite objects within 30' at will and may cast two Light or Continual Light spells for each one the Cleric has actually prepared. The wearer of the helmet is likely to be attacked by any Air Elemental creatures, but Fire Elemental types, (such as Efreet or Salamanders), will be favorably disposed. Usable by: All Classes.

HELM OF READING MAGIC AND LANGUAGES

The wearer of the helm can read all languages, including magic script. Usable by: All Classes.

HELM OF TELEPORTATION

When the wearer casts a Teleportation spell on himself or herself, while wearing the helm, the teleportation is made without risk of error, anywhere the wearer desires. This may be done repeatedly, (without further casting of the spell), for a period of one hour before the concatenation of spell and helm ends. The effect is only available once per day. The helm does not assist with Teleportation spells cast on anyone other than the wearer. Usable by: Magic-Users.

HOLE, PORTABLE

A Portable Hole is physically a piece of dark cloth, about 5' in diameter. However, it is also the mouth of an inter-dimensional hole 10' deep - items and people can fall or climb down into it once it is placed on the ground. The piece of cloth can actually be pulled in from the inside to entirely close the hole off, although there is

no source of fresh air within and staying inside will asphyxiate the inhabitant in a short time. The piece of cloth can be picked up and carried off whenever desired. Usable by: All Classes.

HORN OF BLASTING

When blown this horn has the same effect on structures as a catapult and causes 2d6 points of damage to creatures - deafening them for 10 minutes as well. The cone of sound is 100' long and widens to a base of 20'. The tip of the cone is at the horn's mouth and is 10' wide. Usable by: All Classes.

HORN OF VALHALLA, BRONZE

The horn summons 2d4 berserk warriors, (3HD), to assist whoever winded the horn. Usable by: Fighters and Clerics.

HORN OF VALHALLA, IRON

The horn summons 2d4 berserk warriors, (4HD), to assist whoever winded the horn. Usable by: Fighters only.

HORN OF VALHALLA, SILVER

The horn summons 2d4 berserk warriors, (2HD), to assist whoever winded the horn. Usable by: All Classes.

HORSESHOES OF SPEED

These horseshoes double a horse's movement rate. Usable by: Horses.

IOUN STONES

These crystalline stones always float in the air and must be within 3' of their owner to be of any use. When an adventurer first acquires a stone, she must hold it and then release it, whereupon it takes up a circling orbit 1d3' from her head. Thereafter, a stone must be grasped or netted to separate it from its owner. The owner may voluntarily seize and stow away 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 -3 [22] and 10 hit points.

IOUN STONES TABLE

Color	Shape	Effect
Clear	Spindle	Sustains creature without food or water
Dusty Rose	Prism	+1 to AC
Deep Red	Sphere	+2 Dexterity
Incandescent Blue	Sphere	+2 Wisdom
Pale Blue	Rhomboid	+2 Strength
Pink	Rhomboid	+2 Constitution
Pink and Green	Sphere	+2 Charisma
Scarlet and Blue	Sphere	+2 Intelligence
Dark Blue	Rhomboid	Cannot be surprised
Vibrant Purple	Prism	Stores three levels of spells, as a Ring of Spell Storing
Iridescent	Spindle	Sustains creature without air
Pearly White	Spindle	Regenerate 1 point of damage per hour
Pale Green	Prism	+1 on attack rolls, saves and all skill and ability checks
Orange	Prism	+1 caster level

* - After absorbing twenty spell levels, the stone burns out.

** – After absorbing fifty spell levels, the stone burns out.

A pearly white Ioun Stone works like a Ring of Regeneration. (It only cures damage taken while the adventurer is using the stone). Stored spells in the vibrant purple stone must be placed by a spellcaster but can be used by anyone, (see Ring of Minor Spell Storing). Usable by: All Classes.

JUG OF ALCHEMY

This jug produces whatever liquid is desired, in a commonly used large quantity, (e.g. 10 gallons of water or 5 gallons of wine). It may be used no more than seven times per day and will produce only one type of liquid per day. It does not produce magical liquids. Usable by: All Classes.

LENSES OF CHARMING

When placed over the eyes these lenses, give the wearer the ability to charm those who meet his or her gaze, (acting as if a Charm Person spell). The saving throw against the power of the lenses is made at –2. Usable by: All Classes.

LICHS ROBE

A Lich's Robe is an unholy garment either worn by the maker or presented to a disciple. The robes are inscribed with magic glyphs using the blood of a Lich's victims and then covered with elaborate and expensive decoration, which typically masks the glyphs.

Anyone putting on such a robe loses -2 Corruption and places a persistent chill in the air that causes 1hp/ round of frost damage to everyone within 20' except the wearer. Damage caused in this way will regenerate the wearer's hp. The wearer is also immune to frost damage and non-magical weapons. Undead with less than 7HD viewing such a robe while worn by a Lich must save or serve the Lich until destroyed. Usable by: Chaotic Clerics or Magic-Users.

LIBRAM, MAGICAL

Magical librams grant a level of experience to the reader, providing the reader is of the appropriate adventurer class. Randomly determine the class for which the libram is written from across all adventurer classes.

LUCKSTONE

This stone grants +1 to saving throws and attack rolls. Usable by: All Classes.

MANUAL OF BENEFICIAL EXERCISE

Reading this tome increases the reader's Strength by 1 point, (to a maximum of 18). Usable by: All Classes.

MANTLE OF FAITH

This holy garment, which is worn over normal clothing, grants damage reduction of 3hp for damage caused by evil creatures. Usable by: All Lawful Classes.

MANUAL OF GOLEMS

This book contains the basic instructions and formulae for creating a single type of golem. The process is expensive and the creator must have achieved a certain level of magical expertise in order to use the book, but these are priceless repositories of forgotten lore. Such books are often protected by the original owner, against the touch of anyone not of the Cleric or Magic-User class, being enchanted to inflict damage or even the loss of a level. Usable by: Clerics and Magic-Users only.

MANUAL OF INTELLIGENCE

Reading this tome increases the reader's Intelligence by 1 point, (to a maximum of 18). Usable by: All Classes.

MANUAL OF QUICKNESS

Reading this tome increases the reader's Dexterity by 1 point, (to a maximum of 18). Usable by: All Classes.

MANUAL OF WISDOM

Reading this tome increases the reader's Wisdom by 1 point, (to a maximum of 18). Usable by: All Classes.

MARVELOUS PIGMENTS

These magic emulsions enable their possessor to create actual, permanent objects simply by depicting their form in two dimensions. The pigments are applied by a stick tipped with bristles, hair or fur. The emulsion flows from the application to form the desired object as the artist concentrates on the desired image.

One pot of marvelous pigments is sufficient to create a 1,000 cubic-foot object by depicting it two-dimensionally over a 100 square-foot surface. Only normal, inanimate objects can be created. Creatures can't be created. The pigments must be applied to a surface. It takes 10 minutes and a successful saving throw to depict an object with the pigments.

Marvelous pigments cannot create magic items. Objects of value depicted by the pigments, (such as precious metals, gems, jewelry and ivory), appear to be valuable but are really made of tin, lead, paste, brass, bone and other such inexpensive materials. The user can create normal weapons, armor and any other mundane item, (including foodstuffs), providing the value does not exceed 2,000gp. Items created are not magical; the effect is instantaneous. Usable by: All Classes.

MEDALLION OF ESP

Functions as an ESP spell within 60'. Usable by: All Classes.

MIRROR OF MENTAL SCRYING

This hand-mirror, (which might also be found as a smaller mirror on a necklace), allows the user to cast Clairaudience, Clairvoyance and ESP with the normal range, but for an unlimited time. The mirror will also answer a question about what it portrays, though the answer is likely to be quite cryptic. Only one question per week is possible. Usable by: All Classes.

Necklace of Firebaubles

This necklace is hung with 3d4 little baubles. When thrown, the baubles explode into 6d6 fireballs (per the spell). Usable by: All Classes.

Pearl of Power

Once per day on command a Pearl of Power enables the possessor to recall and cast any one spell that she or he had prepared. The spell is then prepared again, just as if it hadn't been cast. The spell must be of a particular level, which depends on the type of pearl. Different pearls exist for recalling one spell per day of each level from 1st through 9th and for the recall of two spells per day, (each of a different level up to 6th). Usable by: Bards and Magic-Users.

Pipes of the Sewers

These pipes summon 10d6 giant rats. The piper does not need to concentrate once the rats arrive, (which takes 1d4 x 10 minutes), but it is wise to do so. When the rats arrive, there is an immediate 5% chance that they will not obey commands. If the piper ceases to concentrate on the tune there is a 10% chance that the rats will begin to act of their own free will. Every subsequent round in which the piper fails to concentrate there is another chance to lose control and the chance increases by 10% each time it is made. Usable by: All Classes.

Portable Hole

A Portable Hole is a circle of cloth spun from the webs of a phase spider interwoven with strands of ether and beams of starlight. When opened fully, a portable hole is 6' in diameter, but it can be folded up to be as small as a pocket handkerchief. When spread upon any surface, it causes an extra-dimensional space 10' deep to come into being. This hole can be picked up from inside or out by simply taking hold of the edges of the cloth and folding it up. Either way, the entrance disappears, but anything inside the hole remains.

The only air in the hole is that which enters when the hole is opened. It contains enough air to supply one Medium creature or two Small creatures for 10 minutes. The cloth does not accumulate weight even if its hole is filled. Each portable hole opens on its own particular non-dimensional space. If a bag of holding is placed within a portable hole, a rift to the Astral Plane is torn in that place. Both the bag and the cloth are sucked into the void and forever lost. If a portable hole is placed within a bag of holding, it opens a gate to the Astral Plane. The hole, the bag and any creatures within a 10' radius are drawn there, with the portable hole and bag of holding being destroyed in the process. Usable by: All Classes.

RING GATES

These always come in pairs - two iron rings, each about 18 inches in diameter. The rings must be on the same plane of existence and within 100 miles of each other to function. Whatever is put through one ring comes out the other and up to 100 pounds of material can be transferred each day. (Objects only partially pushed through and then retracted do not count). This useful device allows for instantaneous transport of items, messages and attacks.

An adventurer can reach through to grab things near the other ring or even stab a weapon through if so desired. Alternatively, an adventurer could stick his head through to look around. A spellcaster could even cast a spell through a ring gate. A Small adventurer who makes a saving throw can slip through. Creatures of Tiny, Diminutive or Fine size can pass through easily. Each ring has an 'entry side' and an 'exit side,' both marked with appropriate symbols. Usable by: All Classes.

ROBE OF BLENDING

These robes make the wearer appear to be a part of the surroundings, including the ability to appear as another one of a group of nearby creatures. The robe will make the wearer appear as a small tree when in forest surroundings, a sand formation in the desert, etc. Creatures with 10+ HD, (or levels of experience), have a 10% chance per level (or HD) above 9th to perceive the wearer as a robed figure rather than a part of the surroundings. Usable by: All Classes.

ROBE OF BONES

This handy item functions much like a Robe of Useful Items for the serious necromancer. It appears to be an unremarkable robe, but an adventurer who dons it notes that it is adorned with small embroidered figures representing undead creatures. Only the wearer of the robe can see the embroidery, recognize them for the creatures they become and detach them. One figure can be detached each round. Detaching a figure causes it to become an actual undead creature, (as shown on the list below). The monster is not under the control of the wearer of the robe, but may be subsequently commanded, rebuked, turned or destroyed. Usable by: Chaotic Magic-Users and Clerics.

A newly created Robe of Bones always has two embroidered figures of each of the following undead.

1. Skeleton
2. Zombie
3. Ghoul
4. Shadow
5. Vampire
6. Specter

ROPE OF CLIMBING

This item is a 50' length of rope that leaps magically upward when commanded. It can tie and untie itself upon command. Usable by: All Classes.

ROPE OF ENTANGLEMENT

On command this rope twines itself around as many as 2d4+1 human-sized foes. The rope cannot be hit except with a natural roll of 20, because it is magical. The rope can sustain 20 hit points of damage before fraying and becoming useless. Usable by: All Classes.

ROBE OF EYES

Hundreds of eyes are woven and embroidered into the fabric of these magical robes, granting the wearer tremendous powers of supernatural perception. In a radius of 240', anything the wearer looks upon is seen for what it is: invisible creatures become apparent, illusions are seen as such and this sight even extends into the Astral Plane. The wearer cannot be ambushed, (or otherwise taken by surprise), and can follow the trail of anything that has passed by within the last day. Usable by: Magic-Users only.

ROBE OF STARS

The robe has three magical powers. The robe enables its wearer to travel physically to the Astral Plane, along with all that he or she is wearing or carrying. The robe gives its wearer a +1 luck bonus to all saving throws. The robe's wearer can also use up to six of the embroidered stars on the chest portion of the robe as +3 Shuriken. The robe grants its wearer proficiency with such weapons. Each shuriken disappears after it is used. Usable by: All Classes.

ROBE OF USEFUL ITEMS

This appears to be an unremarkable robe, but an adventurer who dons it notes that it is adorned with small cloth patches of various shapes. Only the wearer of the robe can see these patches, recognize them for the items they become, and detach them. One patch can be detached each round. Detaching a patch causes it to become an actual item, as indicated below. Usable by: All Classes.

A newly created Robe of Useful Items usually has two each of the following patches:

1. Dagger
2. Bullseye Lantern (filled and lit)
3. Mirror (highly polished 2' by 4' steel)
4. Pole (10' length)
5. Hemp Rope (50' coil)

In addition, the robe usually has 4d4 other items:

ROBE OF USEFUL ITEMS TABLE

d100	Result
01-08	Bag of 100 gold pieces
09-15	Coffer, Silver (6 in. by 6 in. by 1 in.), 500gp value
16-22	Door, Iron (up to 10' wide and 10' high and barred on one side-must be placed upright, attaches and hinges itself)
23-30	Gems, 10 (100gp value each)
31-44	Ladder, Wooden (24' long)
45-51	Mule (with saddle bags)
52-59	Pit, Open (10' x 10' x 10')
60-68	Potion of Cure Serious Wounds
69-75	Rowboat (12' long)
76-83	Minor scroll of one randomly determined spell
84-90	War Dogs, Pair
91-96	Window (2' x 4' x 2' deep)
97-100	Roll twice

* - Multiple items of the same kind are permissible. Once removed, items cannot be replaced.

ROBE OF WIZARDRY

This robe grants the wearer the ability to cast Charm, Polymorph and Hold spells with a 75% chance of success. The robes may be tied to specific alignments. Usable by: Magic-Users only.

SCARAB, GOLEMBANE

This beetle-shaped pin enables its wearer to detect any golem within 60', although he must concentrate form a round 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 those golems had no damage reduction. Usable by: All Classes.

SCARAB OF INSANITY

This is a carving of a scarab-beetle or perhaps the petrified remains of a real one. When the scarab is displayed, all creatures with 9 or fewer hit dice, within a radius of 30', fall into temporary insanity lasting for 2 hours. Creatures with 10+ hit dice still do not receive a saving throw, but have a 1 in 4 chance to overcome the scarab's insidious influence. The scarab may be used 12 times, after which it crumbles to dust. At the option of the Referee, it can be recharged using a Symbol of Insanity spell, but with a 5% chance per charge that the item will be destroyed. Usable by: All Classes.

SHROUDS OF DISINTEGRATION

These burial wrappings look to be made of fine, embroidered materials. When a body is placed inside, a command word will turn it to dust. The magic of the shrouds is usable only once, after which the wrappings become ordinary, fine cloth. Usable by: All Classes.

SOVEREIGN GLUE

Because of its particular powers this viscous substance can be contained only in a flask whose inside has been coated with 1 ounce of Oil of Slipperiness. Each time any of the glue is poured from the flask, a new application of the Oil of Slipperiness must be put in the flask within 1 round to prevent the remaining glue from adhering to the side of the container. When found a flask of Sovereign Glue holds anywhere from 1 to 7 ounces of the stuff, (determined by rolling 1d8-1, with a minimum of 1). The other ounce of the flask's capacity is taken up by the Oil of Slipperiness.

One ounce of this adhesive covers 1 square foot of surface, bonding virtually any two substances together in a permanent union. The glue takes 1 round to set. If the objects are pulled apart before that time has elapsed, that application of the glue loses its stickiness and is worthless. Attempting to separate the two bonded objects after the glue is allowed to set only results in the rending of one or the other, except

when Universal Solvent is applied to the bond. (Sovereign Glue is dissolved by Universal Solvent). Usable by: All Classes.

SPADE OF EXCAVATION

This ordinary-looking spade digs by itself when commanded, shoveling out one cubic yard per turn. Usable by: Fighters only.

STONE HORSE

Each item of this nature appears to be a full-sized, roughly hewn statue of a horse, carved from some type of hard stone. A command word brings the steed to life, enabling it to carry a burden and even to attack as if it were a real horse of the appropriate kind.

A Stone Horse can carry 1,000 pounds tirelessly and never needs to rest or feed. Damage dealt to it can be repaired by first using a Stone to Flesh spell, thus causing the Stone Horse to become a normal horse that can be healed normally. When fully healed, it automatically reverts to its stone form. While in its stone form, it can be fed gems, healing 1hp of damage for each 50gp worth of mineral it is given. Usable by: All Classes.

There are two sorts of stone horses:

1. Courser: This item has the statistics of a heavy horse.
2. Destrier: This item has the statistics of a heavy warhorse.

STONE SALVE

If an ounce of this ointment is applied to the flesh of a petrified creature, it returns the creature to flesh as the stone to flesh spell. Usable by: Magic-Users and Clerics.

STRAND OF PRAYER BEADS

This item appears to be a normal string of prayer beads until the owner casts a divine spell. Once that occurs, the owner instantly knows the powers of the prayer beads and how to activate them. Each strand includes two or more special beads, each with a different magic power.

Bead Type	Special Bead Ability
Bead of Blessing	The wearer can cast Bless
Bead of Healing	The wearer can cast his choice of Cure Serious Wounds, Neutralize Poison or Remove Disease
Bead of Karma	The wearer casts his spells at +4 caster level. Effect lasts 10 minutes
Bead of Smiting	The wearer causes +4 damage
Bead of Summons	Summons a powerful creature of appropriate alignment from the Outer Planes, (e.g. an angelic creature), to aid the wearer for one day. If the wearer uses the bead of summons to summon a deity's emissary frivolously, the deity takes that adventurer's items and places a Geas upon him as punishment in the very least
Bead of Wind Walking	The wearer can cast Wind Walk

A Lesser Strand of Prayer Beads has a Bead of Blessing and a Bead of Healing. A Strand of Prayer Beads has a Bead of Healing, a Bead of Karma and a Bead of Smiting. A Greater strand of Prayer Beads has a Bead of Healing, a Bead of Karma, a Bead of Summons and a Bead of Wind Walking.

Each special bead can be used once per day, except for the Bead of Summons, which works only once and then becomes non-magical. The owner need not hold or wear a Strand of Prayer Beads in any specific location, as long as he carries it somewhere

on his person. The power of a special bead is lost if it is removed from the strand. Usable by: All Classes.

SUSTAINING SPOON

These items look like ordinary eating utensils which are made from horn. If the spoon is placed in an empty container the vessel fills with a thick, pasty gruel. Although this substance has a flavor similar to that of warm, wet cardboard, it is highly nourishing and contains everything necessary to sustain any herbivorous, omnivorous or carnivorous creature. The spoon can produce sufficient gruel each day to feed up to four humans. Usable by: All Classes.

UNIVERSAL SOLVENT

This strange liquid appears to be some sort of minor oil or potion and always comes in containers of 1 ounce. Upon first examination, it seems to have the properties of Oil of Slipperiness. However, if it is applied to any form of adhesive or sticky material the solution immediately dissolves the other material. It immediately negates the effect of Sovereign Glue, as well as any other form of cement, glue or adhesive. An ounce affects 1 cubic foot.

If the liquid is carefully distilled to bring it down to one-third of its original volume, each dose of 1/ 3 ounce dissolves 1 cubic foot of organic or inorganic material, just as if a Disintegrate spell had been employed. To find out if a resisting target is affected by this concentrated solution, a touch attack roll is required and the subject is entitled to a saving throw. Usable by: All Classes.

WELL OF MANY WORLDS

This strange, inter-dimensional device looks just like a Portable Hole. Anything placed within it is immediately cast to another world - a parallel world, another planet or a different randomly selected plane. If the well is moved, the random factor again comes into play. It can be picked up, folded or rolled, just as a Portable Hole can be. Objects from the world the well touches can come through the

opening just as easily as objects from the initiating place. (I.e. it is a two-way portal). Usable by: All Classes.

CURSED ITEMS

Cursed items come in many shapes and forms; most likely they are ancient magical items whose magic has deteriorated or changed with age, although some of them were clearly fashioned to serve as traps for the unwary, (or for the maker's enemies). Note that cursed items cannot usually be dropped or removed without the assistance of a Remove Curse spell. Although the Referee is encouraged to dream up individualized cursed items, the samples below should prove useful as guidance.

CURSED ITEMS TABLE

1d10	Cursed Item
1	Bag of Devouring
2	Censer of Hostile Elementals
3	Cloak of Poison
4	Crystal Ball of Suggestion
5	Dancing Boots
6	Flask of Stoppered Curses
7	Horn of Collapse
8	Medallion of Projecting Thoughts
9	Mirror of Opposition
10	Robe of Feeblemindedness

CURSED ITEM DESCRIPTIONS

BAG OF DEVOURING

A Bag of Devouring functions as a bag of holding, but then devours any item placed into it within 1d4+1 hours.

CENSER OF HOSTILE ELEMENTALS

This is a censer, (or brazier, bowl or stone) that summons elementals - but the elementals are hostile instead of under the summoner's control.

CLOAK OF POISON

Upon donning this cloak the wearer's body is suffused with magical poisons of many kinds. The victim dies instantly without the chance of a saving throw.

CRYSTAL BALL OF SUGGESTION

This cursed item does not function as a standard crystal ball, but rather implants a Suggestion, (as if the spell), in the viewer's mind. Powerful versions of this item might even implant a Geas.

DANCING BOOTS

These boots function as Boots of Elvenkind or Speed, until the wearer is in combat or fleeing. Suddenly, at that point, the unfortunate victim will begin to dance.

FLASK OF STOPPERED CURSES

This flask releases a curse of some kind when its seal is broken.

HORN OF COLLAPSE

When sounded, this horn causes a blast of destruction straight upwards, destroying any ceiling overhead and causing it to collapse.

MEDALLION OF PROJECTING THOUGHTS

While this medallion is around an adventurer's neck the wearer's thoughts can be 'heard' by all nearby.

Mirror of Opposition

Everyone looking into this mirror is attacked by evil versions of themselves, exact duplicates including spells and magic items. When the mirror-opposites are slain, their bodies and equipment disappear into mist and return to the mirror.

Robe of Feeblemindedness

Anyone wearing this cloak has Intelligence 0.

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SUMMARY TABLES

MONSTERS SAVING THROWS TABLE

Hit Dice	Saving Throw
< 1HD	18
1HD	17
2HD	16
3HD	14
4HD	13
5HD	12
6HD	11
7HD	9
8HD	8
9HD	6
10HD	5
11HD	4
12+HD	3*

*Saving throw does not continue to improve beyond 12HD

TURNING UNDEAD TABLE

HD of Undead	Specific (Examples)	Clerical Level										
		1	2	3	4	5	6	7	8	9+	14+	19+
1	Skeleton	10	7	4	T	T	D	D	D	D	D	D
2	Zombie	13	10	7	T	T	D	D	D	D	D	D
3	Ghoul	16	13	10	4	T	T	D	D	D	D	D
4	Shadow*	19	16	13	7	4	T	T	D	D	D	D
5	Wight	20	19	16	10	7	4	T	T	D	D	D
6	Wraith	–	20	19	13	10	7	4	T	T	D	D
7	Mummy	–	–	20	16	13	10	7	4	T	D	D
8		–	–	–	19	16	13	10	7	4	T	D
9	Specter	–	–	–	20	19	16	13	10	7	T	T
10	Vampire**	–	–	–	–	20	19	16	13	10	4	4
11	Vampire**	–	–	–	–	–	20	19	16	13	7	4
12		–	–	–	–	–	–	20	19	16	10	7
13	Demon	–	–	–	–	–	–	–	20	19	13	10

* - Shadows might not be undead creatures in your campaign; even so, they might be subject to being turned, just as demons, (which are also not undead), can be turned.

** - Vampires and more-powerful undead cannot be turned automatically. Vampires appear more than once on the table because they can be of varying power.

ADVENTURERS ATTACK ROLL TABLE: D20 TO-HIT ARMOR CLASS

Level	Armor Class [or Ascending Armor Class] of Opponent																		
DAC	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9
AAC	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28
1-2	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28
3	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27
4-5	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26
6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25
7	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
8	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23
9-10	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22
11	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21
12	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
13	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19
14	1	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
15	1	1	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17
16	1	1	1	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
17	1	1	1	1	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
18+	1	1	1	1	1	1	2	3	4	5	6	7	8	9	10	11	12	13	14

MONSTERS ATTACK TABLE: D20 TO-HIT OPPONENTS ARMOR CLASS

HD	Target Armor Class [or Ascending Armor Class]																		
DAC	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9
AAC	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28
< 1	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28
1HD	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27
2HD	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26
3HD	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25
4HD	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
5HD	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23
6HD	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22
7HD	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21
8HD	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
9HD	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19
10HD	1	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
11HD	1	1	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17
12HD	1	1	1	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
13HD	1	1	1	1	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
14HD	1	1	1	1	1	1	2	3	4	5	6	7	8	9	10	11	12	13	14
15+	1	1	1	1	1	1	1	2	3	4	5	6	7	8	9	10	11	12	13

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Renegade ~ Corruption is the expanded version of tabletop RPG Renegade, which is a clone aka a remix of the original roleplaying game by Gary Gygax and Dave Arneson.

Renegade and Renegade ~ Corruption translate almost instantly to Dungeons and Dragons, Labyrinth Lord, Swords and Wizardry and similar systems.

Corruption contains a great deal of new, imaginative content that can be plugged straight into any tabletop fantasy RPG.

Renegade focuses on offering challenge-based gameplay and step-by-step support for adventure- and campaign-building.

Renegade ~ Corruption adds to this with a wide range of options for rapidly shaping gameplay to offer adventures with a comic book dark flavor.

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