

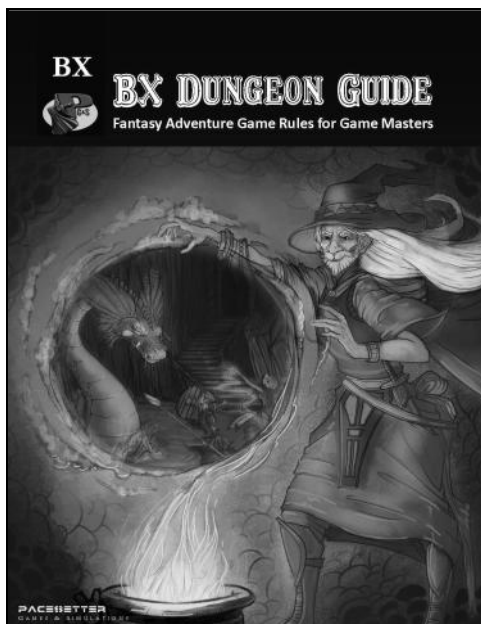
BX



BX DUNGEON GUIDE

Fantasy Adventure Game Rules for Game Masters





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Fantasy Adventure Game Rules for Game Masters



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Credits

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FORWARD

When I was asked to write the Dungeons & Dragons Expert set, it was a surprise. TSR already had AD&D which had a rule for everything, and everything with its rule – making it perfect for the competition play that was a staple of conventions. But, there was a desire to something a little more open, suitable for campaigns where the players and the dungeon master could adjust and adapt and make the game their own with the rules supporting expansion and simplicity rather than being, in some ways, a focus of the game. A simplified, but completed, rewrite of the original Dungeons and Dragons focused on being true to the original, yet a little more polished and complete, but still a foundation, not a fossil. The Expert set took heroic editing (Zeb Cook made it match, page for page, with the Moldvay rules – and he did it without computers on a deadline so short I still consider it impossible – but then Zeb did and does impossible things without flinching), but more, it exists so that players can be heroic supported by the rules rather than controlled by them. Bill Barsh has taken that goal and that imagination and expanded it to something compatible, consistent, and everything that Gary or I could have hoped for in this expansion. Thank you.

Respectfully,

Steven Marsh





INTRODUCTION

Welcome to the BX RPG. A tabletop role-playing game that lets you explore fantastical locations, defeat fearsome enemies, and plunder exotic treasures. That is, if you survive! Within these pages you will find the core rules to dungeon exploration – and by dungeon exploration, we mean adventuring in general. The “dungeon”, you see, is just a term that describes any adventure within the BX RPG, be it a crumbling castle, an ice cavern, a sinister swamp, etc. All are dungeons. To explore these danger-filled places, players will use characters created using the BX RPG Player’s Guide. This book, the BX RPG Dungeon Guide, gives the Game Master the template to create adventures from his imagination.

The main sections of this book describe the basics of game mechanics including time, movement, combat, and general exploration. Furthermore, we have included a generous list of creatures to fill your dungeons and another section of treasures and magic items. Lastly, we have included a small sample dungeon to get you started, or to illustrate what and how a dungeon is presented for play. In the end, this book is exactly what its namesake suggests, a guide. You, as the Game Master, should use what works for you and your players to make your game the best possible event.

This game is based on the system created in the TSR classic game, Basic / Expert Dungeons & Dragons. We have followed the tenants set in that game and made revisions, expansions, and hopefully, some improvements. The BX RPG allows you to play all

those classic TSR adventures (mostly B and X series modules) with no modification; well, very little. This is not a copy of B/X, it is a remastering. Our goal is to bring the classic and enduring game into the present-day world of RPGs and players. Dungeons & Dragons has exploded with the release of D&D 5e; literally millions of new players have entered the tabletop RPG arena. It is our goal, with the BX RPG, to give some of those players the opportunity to play this game the way we did, or darn close to it, more than 30 years ago. It is our goal, with these books, to present all the classic and well-loved mechanics of that game with a mix of some modern sensibilities to present a natural evolution of the B/X game.

It is with all deference and honor to the pioneers who created this wonderful game (Tom Moldvay, Dave “Zeb” Cook, Steven Marsh, Steve Sullivan, et al) that we have created the BX RPG. Those fine gentlemen, most whom I know personally, gave the world the finest RPG ever created (my opinion, of course). We, here at Pacesetter, will never compare our modest effort to their achievement. B/X is the gold standard of classic D&D. The BX RPG is nothing more than some modification and modernization to carry that great game into the years to come. Now it’s time to bring some adventures to life!

All the best,

Bill Barsh

Pacesetter Games & Simulations



GAME MECHANICS

Initiative

All creatures in the BX RPG game engage in various actions during game play. An action can be something as simple as opening a door or as complex as casting a spell. However, there is a sequence, generated by a die roll, that determines in what order a creature can take his action. There are two methods to determine the sequence of action based on initiative: **Individual** and **Group**.

Individual Initiative: To determine a creature's place in the sequence, each controlling player and the GM will roll 1d6 and add the character's or creature's dexterity adjustment. The result determines the creature's turn within the sequence.

Group Initiative: Using this method, one player rolls a 1d6 and the GM rolls 1d6. The higher result wins initiative and that group acts accordingly. No modifiers are allowed. Ties are re-rolled.

Other factors can affect or adjust an initiative roll; these are typically environmental or magic-based effects that are adjudicated by the game master. In general, initiative is rolled each round. However, you may elect to simply continue each round based on the original initiative roll (each round uses the same sequence as the first round).

Example of Initiative: An elf and dwarf have just entered a mausoleum. They are chasing an orc that has been robbing graves. The two heroes know the orc is in the mausoleum so surprise (see below) is not a factor. Upon entering the crypt, they find the orc. At this point, the GM declares the game play has entered combat and round one is commencing. Each player rolls 1d6 for initiative (elf rolls a 4 and adds 1 due to his high dexterity score equaling 5; the dwarf rolls a 2 and has no dexterity adjustment). The GM rolls 1d6 for the orc and generates a 3. Therefore, on round 1, the elf may act first as he has the highest roll (a 5), the orc will act next (3) followed lastly by the dwarf (2). The order of action by the involved characters and opponents is called the **Initiative Chain**. After all have

acted in round 1, the GM declares the round ended and round 2 begins. At this point, all remaining participants roll initiative again.

Surprise

At some point during the adventure, it is possible that the heroes or monsters may surprise one another. Some monsters can surprise even wary characters due to a special ability. When the encounter is started, the GM will roll 1d6 to determine if surprise has occurred. Creatures that surprise another gain one full round of action, while the surprised creatures gain no action for that round. All creatures have a 1 in 6 chance of surprise if the event dictates surprise as an option. A roll of "1" on 1d6 results in surprise.

Example of Surprise: Our elf and dwarf heroes have defeated the orc and are looting his corpse. While doing so, a secret side panel opens on a sarcophagus and a ghoul emerges. Ghouls do not have an innate ability to surprise a target, but the GM determines surprise is an option, he rolls 1d6 and results in a 3; no surprise occurs. At this point, initiative is rolled normally.

Time in BX RPG

As in the normal world, time in the BX Role Playing Game is measured in minutes, hours, days, etc. However, for game mechanics minutes are broken down into intervals called **round** and **turn**. The vast majority of game play will take place during a round (one minute). There are ten (10) rounds in one (1) turn. Therefore, a turn is 10 minutes long and six turns equal one hour.

Each round, all participants in the encounter may act. Each participant acts based on their initiative roll (see above). Each participant acts based on the initiative sequence. When all creatures have acted, the GM determines the round is over. At that point, if further action is required, another round is started. A variety of actions, many only limited by the imagination, can occur during a round. In the end, the GM must determine what action is allowable. In general, a single action occupies a full



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round. Actions in a round include, but are not limited to, a melee attack, casting a spell, opening a door, drinking a potion, switching weapons, etc.), and more.

In general, time is not tracked unless the scenario demands. Outside of direct actions when rounds are used, the game rarely uses turns, hours, days, etc. These are considered passive play and not tracked with detail. However, all spell casters do require eight hours of uninterrupted sleep/rest to regain spells. This rule is definitive and should not be adjusted.

Drawing a sheathed weapon is always considered an action. However, drawing a weapon can be substituted for movement. Therefore, a creature can draw a weapon and attack so long as it does not move. A creature can also move and draw a weapon, but may not attack.

Movement

All creatures in the BX game have a designated movement rate. Typically, movement is noted as X/XX. X is the base movement rate of a creature that is simply moving about a dungeon or exploring. XX is X divided by 3 and is the movement rate of a creature in combat or in an encounter. Therefore, a creature with a movement rate of 120/40 can move 120 feet per turn while exploring and 40 feet per round while in an encounter. All player characters have a base movement of 120/40.

Some creatures have additional movement abilities such as flying or swimming. These movement rates follow the same rules as ground movement described above.

In-Combat Movement

As noted, in-combat movement of any creature is 1/3 the rate of their base movement. When combat is started, or the GM determines an encounter has begun, all movement follows this 1/3 rate rule.

If a creature is engaging in melee or missile weapon combat, it may move first then attack. Movement always comes first. A creature may never perform an action, then move. In general, a creature may move its full combat speed and then perform an action. An action includes a melee attack, hurled weapon attack, opening a door,

drinking a potion, using any magic item, or other basic actions.

A creature that attacks with a missile weapon may only move 10' during its combat move (regardless of its actual combat move rate). Any creature casting a spell may only move 5' (called a five foot step) during its combat move phase.

If a creature is involved in melee combat with another creature, and it attempts to move out of melee combat (more than 5' away), the engaging creature may attack even though it has not achieved its turn in the initiative chain. The term for this attack is Opportunity Attack. If the creature elects to make the attack, it may take no other action that round. Only melee attacks can be used or performed in an Opportunity Attack.

Combat

Monsters must be defeated and their treasure looted. Such is the basic theme of the BX RPG. In order to do so, player characters will often engage in combat with all sorts of loathsome creatures. Defeating monsters means combat in many cases. As described above, we have described the various elements of time, initiative, and surprise. By combining all three, a typical round is described. It is what happens within a round that will often define the direction of the game.

Spell-casting in Combat

In general, a spell caster will avoid melee combat when casting a spell. A spell caster may always cast a spell unless he has been struck during the round prior to casting the spell. Spell casters are not required to announce the casting of a spell until his part in the initiative chain arrives. Simply, if he is struck before his turn in the initiative chain arrives, he may not cast a spell. Reading from a scroll or spell book follows the same rule.

Many creatures have spell-like attacks or abilities. These are not considered spells and not subject to the spell-casting restrictions on movement or being struck in combat.



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The Attack Roll

All creatures have a designated THACO—To Hit AC Zero. This is the base number the creature uses to determine the number it needs to roll on 1d20 to determine if its attack has successfully struck an opponent. We have included attack charts to assist with this later in the book. To determine the requisite attack roll, simply subtract the AC of the target creature from the THACO of the attacking creature. For example, a first level fighter with a THACO of 19 is attacking an orc AC 6. To determine the number to hit the formula is $19 - 6 = 13$. Therefore, the fighter must roll a 13 or more on 1d20 to score a hit. Often, player characters and some creatures have bonuses to their hit roll due to high strength, magical weapon, magical effects or spells, etc. This bonus is added to the die roll (or in the case of a curse, subtracted).

Damage

After the to-hit roll is resolved and the attack was successful, damage is applied. Damage is always applied immediately after the hit roll. In the previous example, our fighter attacked an orc and rolled a 14 on the 1d20 — a hit! The fighter is using a normal sword which inflicts 1d8 damage. The player controlling the fighter rolls 1d8 and the result is a 7. Therefore, the orc suffers 7 points of damage. The orc only had 6 hit points so 7 points of damage will kill it. All creatures (with the exception of player characters and NPCs) that are reduced to 0 hit points are considered dead. See the **Player's Guide** for more details on hit points.

It is possible that an attacking creature will have a bonus to damage—magic weapon, exceptional strength, magical effects, etc.—and that bonus is added to the die roll with each successful hit.

All damage is applied immediately but the result is not always immediately revealed. In our above example, let's assume the fighter has a dwarf accomplice. If both the fighter and the dwarf act (due to initiative) before the orc acts on the initiative chain, the result of the damage inflicted by the fighter is not announced. The dwarf must decide whether he should attack the orc or perform some

other action. Only when the orc's turn in the initiative chain arrives is the result of the damage announced.

Non-Combat Actions

In the events of the game, characters, and sometimes creatures, will attempt to perform actions that require some sort of die roll for resolution. These actions are called ability checks and typically require the player to roll 1d20. For a successful result, the roll must be equal or less than an ability score related to the attempted action. For example, a gnome with a 14 dexterity score is attempting to lasso a statue on the opposite side of a chasm. He must make a dexterity check (throwing an object would generally be dexterity-related). The result on the 1d20 is a 12, the attempt was successful.

Creating an Adventuring Party

Although each player creates a character for himself, there is a larger perspective that should be considered. The BX RPG is best played with a group of players using various character types. A typical adventuring party will consist of 4-6 characters. While each player should have the opportunity to create the character prefers, the entire adventuring group is better served if there is a balance of character types. An adventuring party of all fighters, for example, will surely fail at some point as they have no ability to cast spells, use many magic items, perform actions of thief (find traps), heal, turn undead, etc. Each character type plays an important role in the overall "strength" of an adventuring party. While no party will ever be perfectly balanced for every situation, some forethought as to party composition is advised. Players should openly discuss party composition prior to creating their characters.



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Example Encounter

Our party of adventurers has entered the Haunted Keep in hopes of solving an age-old mystery and put an end to malevolent occurrences that of recent infest the forest. The party is made up of six characters: Valkare (fighter), Ain-Haurice (elf), Gruenna (dwarf), Jaline (thief), Palaste (cleric), and Taezin (magic-user). Prior to their characters entering the keep, the players discuss strategies including marching order and which character is carrying a light source. It is agreed that Palaste will carry a lantern. The marching order is set.

The party has entered the keep and already explored several chambers within the East Tower and the West Tower. They have discovered a group of goblins that were using the West Tower as a lair and base (presumably to raid those who live in and around the wood). The party has also found a hidden trap door that provides access to a lower, catacomb that while built of stone blocks, is clearly much older than the East Tower. Continuing their exploration, the party stops at a large door at the end of wide hallway.

Jaline suggests that she listen at the door and then check it for traps. She rolls percentile dice and has a result of 21%. Her hear noise skill is 30% and if there was noise to hear, she would. She hears nothing and no traps are detected. Stepping back to her place in the marching order, Jaline bows to the fighters, "All clear!"

Valkare asks, "Does the door have a handle or obvious lock?"

Game Master responds, "It has a handle, but no lock is evident."

"Ok, here goes nothing. I will try and open the door and step inside."

Game Master takes a second and reviews the room description again. He already knows what is in store for the party, but sometimes a little Game Master theater is required! "The door opens easily and you see a large room, about 40 by 40 (40 feet wide and 40 feet long). The ceiling is arched and disappears into darkness. Your lantern light illuminates the chamber. In the center of the room is pool

of water, about a 20-foot radius. It is surrounded by a one-foot tall border of black marble blocks. Rising from the center of the pool is a three-foot-tall pillar of the same black marble. On its flat top lies what looks to be large, black-scaled snake. It is coiled up as if asleep.

"It's a trap," yells Taezin. The other players groan.

"Very funny," says Game Master. "Now, what's everyone doing?" The players consult for a moment and decide that all characters carefully enter the room and approach the pool. "As you move to the edge of the pool, you see it is only a couple feet deep and the water is perfectly clear. The pool is completely lined on the inside by those same black marble blocks. Scattered across the bottom of the pool are dozens of silver and gold coins – maybe 30 or so of each type; its hard to tell as some are in small piles."

Jaline speaks first, "Before anyone asks, I'm not sticking my hands in that water or going anywhere near that sleeping snake!"

"Well, you are the thief," suggests Gruenna. "Does the black marble seem remarkable to me?" she finishes turning her attention to Game Master.

"Not particularly," replies Games Master flatly. "Although your limited knowledge of mines and stone work suggest it was quarried quite far from here."

"Are there any symbols around the pool or by the snake?" pipes in Palaste.

"Perfect timing," returns Dungeon Master. "As you turn your gaze to the snake, it begins to move. Its coiled form slowly opening and its head is now in view for the first time. Shockingly, it is not a snake's head at all, but a lion head! The mane is black as is the entire head except the eyes. One is silver and the other gold. The snake does not move from its pillar – it just rises to look at you. Now that it has uncoiled somewhat, you can tell it is probably about 20 feet long. At this time, I need everyone to roll initiative."

Game Master rolls one d6 (3). Each of the player's rolls initiative for their character: Ain-Haurice (7), Taezin (5), Gruenna (4), Valkare, Jaline, and Palaste (2) [rolls are adjusted due to dexterity scores]. At this time, the Game Master will typically note the order of initiative—creating



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the initiative chain.

GM starts, "Ok, Ain goes first. But before you move, you hear something behind you. [the initiative roll was triggered when a group of cultists tried to surprise the party. The surprise roll failed; therefore, Game Master called for initiative.]

Ain looks over her shoulder and sees three men in black-scaled robes have entered the room and are creeping forward. A fourth, a woman, wears the same robes but holds a yellow staff. A black snake is coiled around the staff. With a shout Ain warns her comrades and casts a *magic missile* spell at the woman – surely a priestess. Ain can cast the spell immediately because she has not been struck in combat this round. She rolls her damage (1d6+1 [5]) and Game Master makes a note. Game Master does not reveal the result of the spell as the round is not complete.

Next to act is Taezin. The magic-user has previously cast his *sleep* spell and has no other spells to cast as he is first

level. He decides to hurl one his daggers at the nearest cultist. No friendly combatants are in melee with the cultist so there is no chance of striking an ally with an errant attack. Taezin could move and then throw a dagger, but he likes being close to the party's fighters, so he stays put. Game Master announces the armor class (AC) of the cultist is 8. Taezin must roll (1d20) a 12 to hit the cultist. He rolls an 11 and adds his +1 dexterity adjustment resulting in a 12 – a hit! Taezin rolls 1d4 (3) for damage and informs Game Master who makes a notation, again, the result of the attack is not revealed until all of the players act or the target creature's initiative action occurs.

Gruenna is next in the initiative chain. The dwarf, battle axe in hand, rushes the cultists. She too is targeting the nearest opponent, the very same that was struck by the dagger attack. Note: Gruenna can make the selection of targets because all are within her movement range; however, moving past one, or more, of the cultists will allow them to attack her even though they have not made it to their initiative action, via an Opportunity Attack. Gruenna also rolls to hit AC 8 but the result on the d20 is a 6. She has a high strength which gives her +1 to hit in melee combat so her adjusted roll is 7; still not enough to hit as she needs a 12.

The cultists may now act as they are next in the initiative chain (3). Before making any attack rolls, Game Master must allocate the actions of each of his creatures. He indicates cultist #1 will attack Gruenna. Cultist #2 is moving forward to attack Valkare, cultist #3 will move to attack Ain. The priestess is going to fling her snake at Palaste – her contempt for the obvious priest is enunciated with various distasteful and vulgar insults. At this time Game Master reveals that although the priestess and cultist #1 have been hit, both are still standing! First to act is cultist #1 as he is in melee combat with Gruenna. The cultist, short sword in hand, takes a swing at Gruenna. The dwarf has AC 5. The cultist attacks as a first level fighter and therefore requires a 14 to successfully hit Gruenna. Game Master rolls a 12 – the cultist has no modifiers – resulting in a miss. Cultist #2 moves to attack Valkare who has AC 4. The cultist rolls a 14; a miss as he requires





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a 15 to hit AC 4. Cultist #3 moves forward and swings at Ain who has AC 6. The attack roll is a 15 – a hit (13 is the required number to hit). Game Master rolls damage, which is 1d6 (4) and immediately announces the result and Ain records the damage. She has 5 hit points to start and suffers 4 damage leaving her with 1 hit point.

The priestess flicks her staff, sending the small serpent through the air at Taezin. She must make an attack roll (hurled missile) to hit the magic-user. The priestess, a second level cleric, requires a 11 to hit Taezin's AC 8. Game Master rolls a 17. The snake lands on Taezin and coils around his arm. Due to the magical effect of the serpent staff, the snake can still make its own attack this round. Game Master rolls again and the result is 13; the snake has bitten Taezin and injected its toxin. Taezin, horrified, must now make a saving throw versus poison immediately. Because this is a special attack, the results must be determined prior to any other action. Taezin must roll a 14 to successfully ward off the poison attack; miraculously, the die roll is a 19 – Taezin shrugs off the poison!

Valkare, Jaline, and Palaste must still act. But since they have tied initiative, they must roll again to see which character moves first (or just mutually decide since they are allies). On the second roll: Valkare (6), Jaline (3), Palaste (4). Therefore, Valkare goes first followed by Palaste and, finally, Jaline.

Valkare, who has been engaged in melee combat by a cultist, responds in kind. The attack roll is an adjusted 13 which is a hit (he needed a 11). Valkare is using a long sword and rolls 1d8 for damage (5); however, Valkare has +1 bonus to damage due to his 16 strength score so the modified damage is 6. Game Master records the damage to cultist #2. This is enough to kill the cultist who has 5 hit points, but this result is not revealed until Jaline and Palaste take their actions. Note, even though the cultist has completed his initiative action, the damage he suffered from Valkare was after that action; therefore, no announcement as to the result is made until all the player characters have acted.

Palaste is next to act. He sees that Taezin is in trouble and asks Game Master if he can attack the snake with his

mace. Game Master considers the situation and gives Palaste two choices: "First, make a normal attack and if you hit the snake (AC 7), we will roll again to see if the strike actually hits the snake or Taezin - 50% chance either way. Second, you can make an attack roll with a -2 penalty, but have no chance of hitting Taezin." Palaste considers for a moment, with no shortage of advice coming from all quarters, but decides he will take the -2 penalty. With the expertise of a seasoned warrior, Palaste rolls a 19! The mace inflicts 1d6 damage (5), which kills the 3 hit point snake (although this is not revealed as Jaline has not acted yet).

Jaline, seeing the priestess is not currently engaged in melee, decides to hurl a dagger at her. Taezin is yelling for help, but the thief just shrugs. Jaline rolls an adjusted 14 and hits the priestess. A dagger inflicts 1d4 damage and the result is 3. Game Master records the damage. Since Jaline is the last to act, all the combat results that has not been revealed to this point are now announced by Game Master. "Cultist #1 was hit by Taezin for 3 damage. He is still standing. Cultist #2 was hit by Valkare and killed. Cultist #3 is uninjured. The cultist priestess was hit by a *magic missile* from Ain and a dagger from Jaline. She suffered a total of eight damage but she is still standing. The snake that attacked Taezin is also dead.

Game Master checks over his notes for accuracy and has cultist #1 with one hit point remaining, cultist #2 is dead, cultist #3 uninjured, and the priestess with two hit points remaining (she started with 10).

It is now time for a new round of combat. All players and Game Master roll new initiative. Results for the new round are: Taezin (6), Jaline and Ain (5), cultists (4), Valkare and Gruenna (3), Palaste (2).

First to act is Taezin. Shaken by his near-death encounter with the snake, the magic-user retreats to the opposite side of the pool and draws another dagger (this ends his action part of the round; Taezin has no other actions available).

Jaline is up next. Seeing that Ain is under attack, she draws her short sword and moves to attack cultist #3. Jaline rolls a 5, a miss.



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Ain is next. She draws her long sword and attacks cultist #3. The attack roll is a 15 which is a hit. Rolling 1d8, Ain inflicts 7 damage to the cultist. Game Master notes the damage. The cultist is dead, but he does not reveal this immediately.

The cultists are next on the initiative chain. Cultist #1, who is in melee combat with Gruenna continues his attack. Game Master rolls an 11, which is a miss. Cultist #3 succumbs to his wounds (the 7 damage inflicted by Ain) and falls to the ground, dead. This leaves the priestess. Even though Game Master knew cultist #3 was killed by Ain's attack, he should still have the priestess behave as if she was not aware of the event. Therefore, Game Master decides the priestess is going to attempt to call to her god for help. She draws a gold piece from her pouch and hurls it into the pool. Normally, any action of this type requires some sort of ability check or attack roll. Because this is an accuracy-related action, a dexterity check is required. The pool is very large and the priestess is only 30 feet away; therefore, Game Master determines a +6 is a fair bonus for this attempted action. The priestess has an 11 dexterity score, adjusted to 17 due to the bonus. Therefore, the priestess must roll a 17 or less on a d20 to successfully throw the coin into the pool. The roll is 15 – success. The coin hits the water and the priestess shouts, “Uarothroar, aid your worshippers!” The black snake-like creature rises menacingly on its pillar in reply. It can take no action this round (it is considered summoned or activated on this round). This ends the cultists’ action for the round.

This leaves Valkare, Gruenna, and Palaste in that order. Valkare also steps forward to help Gruenna. He swings at the cultist and rolls a 7, a miss. Gruenna swings with her battle axe and connects by rolling an 18. She inflicts 1d8 +1 damage (6). Palaste, angered by the actions of the priestess and seeing the vile “god” come to life wades into the pool and swings his mace at the fiendish snake creature. Game Master says creature has AC 5. Palaste checks his to-hit chart and knows he needs to roll a 15. He rolls a 17 and hits. The mace inflicts 1d6 (5) damage.

This ends the round. Game Master again reviews the

events of the round: Cultist #1 has been killed by Gruenna and falls. Cultist #3 was felled by Ain. Uarothroar was damaged by Palaste for 5 points. It is still alive as it has 20 hit points to start. The evil priestess went undamaged this round.

It is now round three. Initiative is again rolled: Cultist (6), Ain and Jaline (5), Valkare and Palaste (4), Taezin and Gruenna (3). Game Master’s creatures are first to act. The priestess casts *cure light wounds* on herself, healing 5 hit points. Her new total is 7. There was no chance of spell interruption as she went first on the round. Uarothroar lunges forward to bite the enraged Palaste (AC 6). Game Master rolls a 13 which is hit. The creature inflicts 1d8 damage (3), not enough to kill Palaste who has 6 hit points. However, again Palaste is injected with poison. He attempts another saving throw and rolls a 12 – success! The poison fails to affect him. Ain and Jaline are next to act. Because they have identical dexterity scores, they must roll initiative between them. Ain rolls a 3 and Jaline a 1; Ain goes first. A quick burst of inspiration strikes the elf and she throws a silver coin into the fountain (she rolls an 8 which makes her dexterity check). Ain commands the Uarothroar to stop. Jaline has had enough the priestess (and she doesn’t want to tangle with a snake-god), and she moves to attack. Her attack roll is 15 which hits and she inflicts 3 hit points of damage.

Next to move is Valkare (his dexterity score is higher than Palaste). The fighter seeing that Ain has thrown in the silver coin, decides to attack the priestess. He moves and swings his long sword, rolling a 14 – a hit for 7 points of damage.

Game Master sees that the priestess is down. Also, the silver coin indeed forces Uarothroar to cease and revert back to hibernation mode. Therefore, the round comes to an end because there are no combat actions left for those who have not acted in the initiative chain.



ADVENTURING

Infravision

Some races, and most monsters, have infravision. This special ability grants the creature the ability to “see” heat sources in the absence of light. Any object that gives off radiant heat (greater or lesser) than the ambient temperature of the general environment, is clearly visible to creatures with infravision (in the dark). While the object is clearly visible and generally identifiable, most features of the object are not identifiable. For example, an elf is making his way through a dark cave. Ahead, a kobold steps into view. The elf can make out the creature as a kobold and that it is carrying a sword. The elf cannot make out most other features including color, facial expressions, objects that might be held or worn close the body. All creatures with infravision have range of use. This is NOT their visual range, simply the effect limit of their infravision. NOTE: any light source, even a candle or moon light, spoils infravision.

Deepvision

Many creatures native to the Deep have deepvision. Similar to infravision, this ability has a limited range and is ineffective when any light source is present. However, deepvision allows the creature to see as if in full daylight

up to the maximum range of this special ability. Deepvision is negated in the outdoors, even if all the stars and/or moon are hidden by clouds.

Light

In most instances, the adventurers will find themselves in dark places with no natural or artificial illumination. For them to see, they will need an artificial light source. In general, this light source will come in the form of a torch or lantern. A lit torch will burn for six turns and a lantern (fully fueled) will burn for 24 turns. A torch casts sufficient light for full vision up to a 30-foot radius, while a lantern generates light in a 60-foot radius.

Creatures beyond the lighted area can always fire or hurl missile weapons at targets within the radius of a light source without any combat penalty (range modifiers still apply). Creatures within a lighted area may fire or hurl missile weapons at targets beyond the lighted area but suffer a -4 to hit penalty plus any range modifiers that apply. Any spell or similar effect that requires the caster to actually target a specific creature or object cannot be used if that target is concealed in darkness (beyond a light source’s effective range).





ADVENTURING

Doors

The most encountered object in the BX RPG will never be an exotic creature, simple orc, fantastic treasure, or lowly copper piece; it will be a door. The door represents the unknown, danger, and excitement. They are encountered in nearly every adventure environment. But for the most part, they are just a minor obstacle in the path of glory and riches for the player characters. Yet, they can be so much more – often exaggerated by the players' own imagination.

The Mechanics of a Door

Doors are constructed of a variety of materials, though most often wood. Of course, there are many types of wood, some more dense and sturdy than others, but the default door in BX is made of Oak. Other materials for door construction include metal (most often iron), and stone (slabs of granite). Doors may have knockers, locks, bars, and traps. These options are discussed later. All



doors have hinges which are typically set on the inside swing of the door (i.e. if the door swings into a room from a hallway, the hinges are set on the room side of the door).

More often than not, most doors are unlocked and readily opened by our hardy explorers. However, on the occasion they are locked, barred, or similarly sealed, the PCs will need to overcome the issue. Assuming the door cannot be unlocked, the PCs will typically opt for the “bash it down” technique. This option uses a strength check (see **Player's Guide**). If that fails, the door must be damaged to the point it no longer functions.

Wooden Door: All wooden doors have a number of hit points based on the material used in its construction. Hard wood doors have 31-40 hit points ($30+1d10$), standard wood doors have 21-30 hit points ($20+1d10$), and soft wood doors have 16-25 hit points ($15+1d10$). Any edged or pointed melee weapon can be used to damage a wood door with no chance of the weapon suffering failure. Blunt weapons made of metal are likewise effective and have no chance of breaking during this process. Blunt melee weapons made of wood will inflict half damage and must make a saving throw on the item save chart versus impact (found on page 91). Wooden doors can also be burned but instead of actually using hit points, a door will become useless (openable) after being subjected to near complete fire immersion for $1d4+1$ turns. Spells that inflict damage and have at least some sort of impact or explosive nature similarly damage wooden doors. Note, all of the above methods are sure to attract the attention of nearby creatures.

Iron Door: Iron doors have 61-80 hit points ($60+1d20$) but cannot be damaged by non-magical weapons. Otherwise, they are treated as wooden doors for the purpose of destruction. Spells that inflict physical damage and have some element of impact effect will damage iron doors. Iron doors suffer no damage from non-magical fire. Beating down an iron door with metal weapons is a very loud affair and this noise can be heard from a significant distance.



ADVENTURING

Stone Door: Doors made of granite, or similar material are treated as wooden doors with the exception they have 51-60 hit points (50+1d10). However, stone doors are unaffected by normal fire and most acids.

Listening at a Door: In general, the type of door does not affect a PC's listening check. Most doors have imperfect seals and the material type will not interfere with a listening attempt. A modifier can be applied per GM discretion if the door is specially sealed (i.e. water-tight) or, alternatively, shabbily constructed.

Locks: Locks come in a variety of forms and types. Those that are imbedded into a door are always made of iron and have the same number of hit points as the door (if selectively targeted). Only characters with a lock picking skill can open a lock without a key. Some locks only have a key orifice on one side (same as hinges). Those locks that can be opened from either end offer a chance for a PC to "peep" through the key hole. The range of vision is limited and illumination on the opposite may play a factor.

Traps: Some traps are set on the door locks while others are set on the door itself. All of traps are triggered in the event a door is forced open (by any means). PCs that can detect traps, and make a successful roll, will detect the trap and its general function. Typically, a trap will trigger the same instant a door is damaged, bashed, forced, etc.

Operation: Unless specifically described otherwise, doors will not automatically close if not being held open. Doors will remain in an open position until manually operated to close. Locks do not automatically lock unless manipulated appropriately.

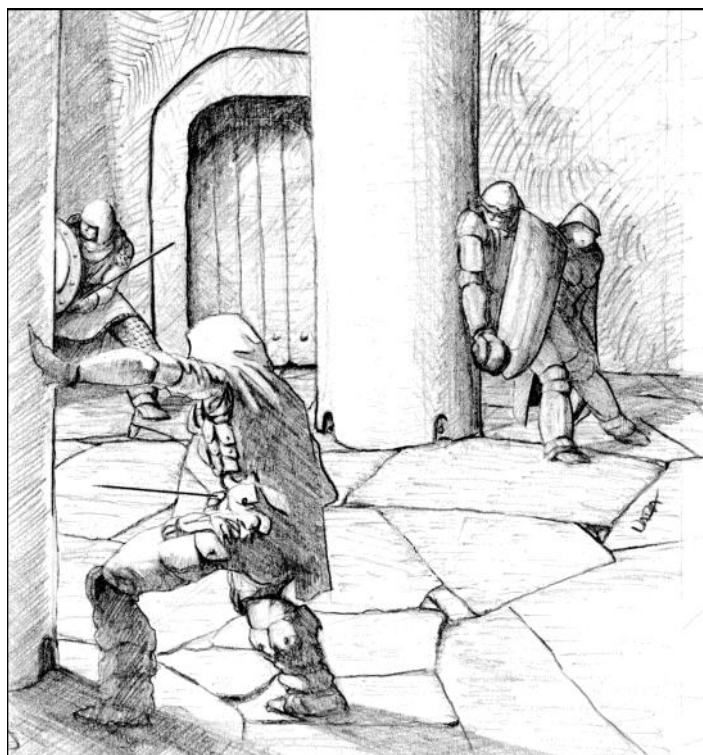
Blocking: Any creature can position itself in a doorway to obstruct the movement through the door by others. For example, a fighter decides to stand in a doorway to give his fleeing comrades time to escape down a connected corridor. Pursuing monsters cannot bypass the fighter so long as the fighter remains in place. Only one creature can occupy a doorway (standard size [which about four feet wide]). If a creature is blocking a door, the door cannot be closed until that creature moves at least five feet away.

Holding a Door Closed: In the course of events, a group

of PCs may find themselves in flight from a dangerous foe and need to hold a door closed. Up to two PCs can hold a door against another trying to open it from the opposite side. Only one creature can attempt to pull/push a door open. To determine success, a strength check is made. The opposing creatures simply roll 1d20 and add their strength score to the die roll to determine which is successful (either opening or holding the door). If two creatures are holding a door, only 1d20 is rolled but both strength scores are added to the result. Once a door is pulled or pushed open, it is considered open and cannot be closed again until the "attacking" creature has exited the door location (the attacker is now considered blocking the door).

Old School Doors

The above rules add some complexity to the game. Alternatively, it is perfectly acceptable to forgo these rules and make your own system for breaking down doors. The simplest form is to determine a set number of rounds it takes to break a door down and roll for wandering monsters for each round spent bashing a door.





EXPERIENCE POINTS

Experience Points

In the course of adventuring, player characters are awarded experience points based on their actions. Experience points are added each time they are awarded. As a character's experience points total increases, he will advance in level. The most common method for a character to procure experience points is by defeating creatures and collecting treasure. All creatures have a set amount of experience value (see **Creature Section**). The experience value of a creature is shared equally by all those involved in defeating a creature.

In general, only player characters that are directly involved with defeating a creature gain experience points for the encounter. A PC that is watching the door during the entirety of a battle is not entitled to full experience points for that battle; active participation is required.

In general, experience points are awarded after the PCs exit the "dungeon." This is entirely up to the Game Master.

Gold as Experience

As player characters collect treasure, the value of the treasure in gold pieces is awarded in experience points. For example, if a party clears out a haunted keep and collects a total of 1,000 gp worth of treasure for each participating character, each character also gains 1,000 experience points. The character need not retain the gold; the experience is awarded regardless so long as the character possessed the treasure and exited the "dungeon."

Bonus Experience

In some situations, player characters perform such fantastic actions that additional experience points bonuses can be awarded. This can take the form of brave actions, brilliant puzzle-solving, or creative solutions to a dire situation. Awarded at discretion of the Game Master.

Leveling

When a player character accumulates enough experience points to advance to the next level, he may advance to that level when not adventuring—typically in between adventures. However, this rule can be forgone in situations the GM determines are important to the game as a whole. For example, if all the players characters are fifth level and one is second level (a new player, existing player with a new character, etc.) it is permissible for that character to level up during a full-night's rest period, even while adventuring or in mid-adventure.

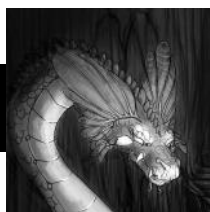
Experience Point Chart for Defeated Creatures

Creature HD	Base Value	Special Ability
1/2	5	1
1	10	3
1+	15	4
2	20	5
2+	25	10
3	35	15
3+	50	25
4	75	50
4+	125	75
5	175	125
5+	225	175
6	275	225
6+	350	300
7	450	400
8	650	550
9-10+	900	700
11-12+	1,100	800
13-16+	1,350	950
17-20+	2,000	1,150
21 - up	2,500	2,000

For each special ability, add the special ability bonus to the base value. For example, a werewolf has 6+1 hit dice and has a base experience value of 350. The werewolf has two special abilities (it is only hit by silver or magic weapons, and its bite causes lycanthropy). Therefore, it adds the 300 special ability bonus twice for a total experience value of 950. Special abilities include, but are not limited to, magic use, breath weapon, more than two attacks per round, any special resistance, special touch attack, poison, gaze attack, etc.

Slain, Defeated, Captured

Experience points are awarded in the event the player characters either destroy, chase away, or capture an enemy creature. The PCs only gain experience points for one instance. It is quite possible the PCs might capture a creature, only to have it escape. If they stumble upon the creature at a later date, and kill it, they do not receive experience points again—they were awarded experience at the time of capture.



POISON

Poison

There are various types of poisons in the world. Some poisons are ingested, others are deadly if they merely touch the skin, and still others are inhaled in gaseous form. There are numerous creatures that use poison as a form of attack. The effect of the poison is determined by the creature; not all poisons kill instantly. All poison attacks require the target to make a saving throw vs. poison instantly. Unless otherwise described, a successful save negates all effects of the saving throw. Optionally, furthermore, a successful save temporarily makes the target creatures immune to further poison attacks until the encounter ends. If a poison is continuous in effect, the victim may attempt a saving throw each round until successful or death occurs.

CREATURE	POISON EFFECT
Bee, Giant Killer	1d2 damage continuous
Centipede, Black	1d2 damage, slowed 1d4 rounds
Centipede, Giant	Sickened, 1d10 days*
Fish, Giant Rock	death, 1d3 days
Medusa	2d6 damage
Scorpion, Giant	2d8 damage continuous
Snake, Pit Viper	death, instant
Snake, Poisonous	1d10 damage continuous
Snake, Sea	death, 1d6 rounds
Snake, Spitting Cobra	1d4 damage, blind 1d6 rounds
Spider, Black	1d4 damage, slowed 1d4 rounds
Spider, Black Widow	death, 2d12 turns
Spider, Crab	death, 2d12 turns, +2 save
Spider, Huge	4d8 damage, save = 1/2 damage
Spider, Large	2d8 damage, save = no damage
Wyvern	6d8 damage, save = 1/2 damage

**Poisons that induce sickness do so immediately. The victim cannot perform any action but move at half speed. The victim may not exert himself and only perform the minimal actions to survive (eat, drink, sleep, etc.).*

Anti-Venom: The purchase of anti-venom for all the above listed poison types (creature specific) can be purchased. The cost is 200 gp per hit dice of the creature. Availability is typically 5-15% chance at an alchemist shop. Anti-venom will only last 10 days from time of purchase.

Poison, Potion Bottle

Poison may be purchased or found during an adventure. The sale of poison is generally prohibited by civilization though it can be found in those locales that are "less regulated." Additionally, the use of poison, even against monsters, is considered evil.

When found, poison is always contained within a small vial or potion bottle. The charts below indicate the types of poison that are commonly found—though no poison is actually common. The gold piece value is the general price to purchase a vial of poison; the sale value would be 50%, if the player characters can find a buyer. Unlike any other treasure, poison vials convey no experience point value if sold.

POISON, TYPE

1. **Ingest:** Victim must consume
2. **Contact:** Must touch skin
3. **Inject:** Injected or enter by wound
4. **Gas:** Victim inhales

POISON EFFECT, WEAK

VALUE GP

- | | |
|----------------------------------|-----|
| 1. 1d2 damage continuous | 50 |
| 2. 1d2 damage, slowed 1d4 rounds | 100 |
| 3. Sickened, 1d4 turns* | 100 |
| 4. Sickened, 1d10 days* | 150 |

POISON EFFECT, MODERATE

VALUE GP

- | | |
|---------------------------|-----|
| 1. 2d6 damage, save +2 | 200 |
| 2. 3d6 damage, save +1 | 300 |
| 3. 2d6 damage, continuous | 400 |
| 4. 3d6 damage, continuous | 500 |

POISON EFFECT, STRONG

VALUE GP

- | | |
|----------------------------------|-------|
| 1. 4d8 damage, save = 1/2 damage | 600 |
| 2. 6d8 damage, save = 1/2 damage | 800 |
| 3. Death 1d4 days, save +2 | 1,000 |
| 4. Death 1 day, save +1 | 1,500 |

POISON EFFECT, SEVERE

VALUE GP

- | | |
|-----------------------------------|-------|
| 1. 8d10 damage, save = 1/2 damage | 1,600 |
| 2. 8d12 damage, save = 1/2 damage | 1,800 |
| 3. Death 1d4 turns, save +1 | 2,000 |
| 4. Death, instant | 2,500 |



CREATURES

Creatures

In the BX RPG, all monsters, undead, animals, humans, demi-humans, humanoids, demons, dinosaurs, insects, and the player characters are referred to as creatures. This is a general term and more specific terms are used to describe and/or classify each creature type. Most of these creatures will be neutral, at best, or more likely adversarial to the PCs. While not all are outright enemies or will attack PCs on sight, the general guide is that they will be untrusting, uncaring, and/or uninterested in the PCs. This, of course, is always dependent on the context of the interaction.

To better reference the creatures in BX, they are presented by type. For example, all the animals are listed under that heading, **Animals**. For game purposes, all creature types do have varying game mechanics that affect how they may be used and how they interact within the game system. Also, many spells affect only certain types of creatures: a *charm animal* spell will only affect those creatures under the **Animal** classification, only **Undead** creatures can be turned by clerics, etc.

Each creature is described using a statistic block and then an informational/color block. Each creature type section begins with a general description of those types of creatures which may include some statistical information such as all undead have infravision with a 60' range.

Creature Descriptions and Statistics

All creatures in the BX RPG have a set of statistics which define their general abilities, such as combat. The statistics set each creature apart from another and set a consistent basis for play. These statistics are designed to make the creature unique and create a platform for the GM to create adventures based on the abilities (levels) of the player characters. Also, the statistics are based on the average of that type of creature; it is possible to have an ogre with more or less than 4 HD, though most fit that range of hit points.

Armor Class (AC): A creature's AC is a measure of its natural defenses. This number does not reflect any magic items or additional armor that creature may be wearing. In general, this score is a combination of the creature's natural armor, its combat reflexes, and experience in battle. Some creatures, like humanoids, wear armor, or amalgamations thereof, to generate their "natural" armor class.

This armor is generally not useable, as a game mechanic, by others.

Hit Dice: Much like the level of a character is used to determine hit points, all creatures have a set level of hit dice. This score is used to determine the creature's hit points. All creatures, with the exception of character classes, use a d8 to determine hit points. For example, a 3 HD creature has 3d8 hit points. If a creature has a HD 3+2, it has 3d8 hit points plus a bonus 2 hit points after the dice are rolled.

Move: A creature's movement is similar to that of a PC. The first number is a noncombat move while the second, its combat move. Some creatures have multiple forms of movement. In that case, the type of movement is noted as "f" for flight, or "s" for swim.

Attacks: This refers to the number of attacks a creature has in a normal combat round. Details on the type of attacks are found in the creature's general description.

Damage: Each creature inflicts a certain amount of damage for each of its attacks. This statistic identifies the type of attack and how much damage is inflicted on a successful attack.

Special Attacks: This briefly indicates whether the creature has any sort of special attack such as a breath weapon, gaze attack, spell use, etc.

Special Defense: This briefly indicates whether the creature has special defenses such as fire resistance, can't be charmed, etc. Some creatures have a broad range of defenses; undead for example, have numerous defenses.

No. Appearing: This number refers, in general, to how many of this type of creature are likely to be encountered in a normal situation. There are two options for determining the number of creatures in an encounter. The first number is a general number assuming the creatures are met outside of their lair. The second number is based on an in-lair encounter – there will always be more creatures within a lair (some exceptions include dragons). The lair amount for humanoids is considered to be an outpost or raiding camp. The full lair for humanoid can number well into the hundreds or even thousands.



CREATURES

Save As: This entry identifies the saving throw category and level used by the creature to make its saving throws. Typically, creatures save in the Fighter category and the level is equivalent to the hit dice of the creature. For example, an ogre (4 HD) would save as a level 4 fighter (F4). On occasion a creature may save as less or more than its hit dice; this is typically due to the creature's innate power or lack thereof. NOTE: Saving throws for creatures are now based on hit dice as opposed to the original game; simply, creatures have better saving throws in this version of the game.

Morale: All creatures are assigned a morale level. This is the number that must be rolled on 2d6 to determine if a creature will stay and fight in adverse conditions. Also, morale should always be checked if a creature is reduced to 50% of its starting hit points or other factors such as a group of creatures is reduced to 50% or less of its original number. Morale is ignored in certain cases when retreat is not an option, such as creature is protecting its young, or other mitigating circumstances. Another use of this rule is provide a general guideline as the creature's level of courage. Those with a low morale score, are often nervous or outright cowardly. Morale is more of guide than a hard and fast rule - morale is an **OPTIONAL** rule.

Treasure Type: The type of treasure found in a lair or carried is detailed by a letter combination. A sample entry is A/G. The first letter is the treasure category found lair while the second letter is that found on an individual. Note, some creatures will not have both entries (sample: -/H indicates no lair treasure but carried is treasure type H). Some creatures may have multiple entries.

Alignment: All creatures have an alignment and while this is not the mandatory alignment of the creature, it is the most common for that type. Note, many creatures have Chaos as their alignment; these creatures are almost always evil by nature.

Intelligence: All creatures have an intelligence score. If no entry is included, see the general monster type description. For example, Animals generally have an intelligence score of 2 or 3. However, apes and certain wolves have higher intelligence and this is noted under the Intelligence stat for that specific creature.

THACO: This entry is the creature's "To Hit AC 0" attack number. This number is the unadjusted figure a creature uses to make an attack roll against a target. For example, an orc has a THACO 19. That means, if he is attacking a target with AC 0, the orc needs to roll a 19 or more on a d20 to make a successful attack. If the orc is wielding a +1 sword, the number is **REDUCED** by one resulting in a THACO of 18. Any AC worse (higher in value) than 0 is subtracted from the THACO to determine the number needed to hit. Therefore, if our orc is attacking a fighter with AC 2, the number needed to his is reduced to 17 (THACO 19 - 2 = 17). THACO is sometimes referred to as Base Number to Hit.

EXP (Experience): This is the experience value awarded to the characters who defeat this creature. This value is per creature. The experience award is divided evenly by all the characters that participated in the encounter. In this case, participate is defined as taking some active roll in the encounter. Active does not require an attack, but performing some action—even guarding a door against more enemies; in general, some experience is awarded.

Special Abilities

Many creatures have special abilities that come in the form of **Special Attack** or **Special Defense**. Unless detailed in the creature's description, the following list describes these special attacks and their game mechanic (how it effects game play).

Spell-like Effects: Many creatures have special attacks or powers that mimic spells. These are considered spell-like effects. The creature is not, in most cases, casting a spell. It is using an ability that mimics a spell's effect; no memorization or spell book is required. Creatures that actually cast spells, as a character spell-caster, are identified as such in their individual description. Dragons, for example, must cast spells as a spell-caster; the ability is not innate. Spell-like effects are not under any restrictions of spell use and occur the moment the special attack is announced. Unless otherwise described, a creature with spell-like powers uses its hit dice to determine caster level when required. All spell-like powers mimic the exact spell as described in the spell section of the **Player's Guide**. If a creature has spell-like powers, the description indicates what class of spell-caster is mimicked.



CREATURES

Poison: Most poison attacks by creatures either inflict a set amount of damage or cause death. Those that inflict damage do a certain amount of damage based on die rolls. In some cases, damage is reduced by half if the target successfully makes its saving throw vs. poison. Creatures that perish from poison damage fall unconscious immediately and die 1d3 turns later; the creature cannot be revived unless the poison is first neutralized. If a poison causes death (non-damaging poison), the target must make a saving throw vs. poison or die within 1d3 turns unless otherwise described. The target creature that fails its save is incapable of any action other than movement or simple actions, such as drinking a potion, until the poison is neutralized. At the GM's option, the target may lapse into a coma for 1d3 days (after the 1d3 turns) at which point it will perish unless the poison is neutralized. Only a **neutralize poison** potion, spell, or similar effect will eliminate the toxin. For more on poison, see page 17.

Paralysis: Some creatures, such as a ghoul or ghastr, cause paralysis when they make a successful attack on a target. The target creature is always entitled to a saving throw vs. paralysis to negate the effect. A saving throw is required for each instance of exposure. Unless otherwise described, the paralysis is in effect for 2d4 turns. Paralysis can be negated by any cure wounds spell (the spell still cures hit points) or other magical means. A paralyzed target retains all of its senses, but cannot move or act in any way. All attacks directed at a paralyzed target automatically hit.

Energy Drain: Several powerful undead and some demons have the power to energy drain their victims. There is no saving throw to avoid this special attack. The energy drain effect always occurs prior to any other effect, including damage from the same attack. The energy drain occurs when a target is successfully touched/hit by a creature with this form of attack. A PC that touches an undead with energy drain is not subject to the special attack; the energy drain only can be initiated by the undead making a successful attack against a target. The energy drain reduces the target creature by one full level (hit die if it is not a player character or NPC). The character's experience point total is reduced to the lowest amount required to achieve that lower level. All effects of the energy drain must be adjusted immediately including saving throws, THACO, hit points, spell selection, etc. The hit points lost

from losing the level should be the same as those gained when the character advanced to that level. If the number of hit points gained is not known, determine an average amount based on level and current hit points. All hit points lost as well as experience points lost (not levels, but actual experience points) should be noted on the character sheet of the target. In the event the target receives a *restoration* spell, the exact number of experience points and hit points are restored.

Any target that is reduced to zero hit dice by energy drain is automatically and immediately killed. That target creature will arise the next round as the type of undead that inflicted the energy drain under the complete control of that undead creature. The "new" undead will not have any of its memories and its alignment immediately changes to Chaos (evil). Only a *wish* spell can change the "new" undead creature back to its original form (at first level with no experience points). If the controlling undead is destroyed, the "new" undead is free to perform its own acts of chaos and evil.

Example: A third level fighter with 4,982 experience is hit by a wraith. The fighter instantly suffers the energy drain effect of the wraith. The fighter is reduced to second level and has a new experience total of 2,000 (the minimum needed to achieve second level fighter status). Therefore, the fighter lost 2,982 experience points. Also, all relevant statistics must immediately be adjusted to reflect the fighter's new level. Additionally, the wraith inflicts 1d6 damage from striking the fighter. This damage is applied **after** the fighter adjusts his statistics, including hit points, from the energy drain.

Charm: Any target that fails a save vs. charm effect loses its ability to make decisions. The target charmed creature must obey, without reservation, the commands of the creature that initiated the charm. Note, the charmed creature must be able to understand the language of the creature that initiated the charm. The effect of the charm ends if the controlling creature is killed. Also, the charmed target is allowed another saving throw vs. spells every 24 hours to negate the effect. Note, this charm effect differs from the various charm spells; it is much more powerful.

Acid Attack: Acid attacks by creatures that are not breath weapons will inflict damage and immediately destroy non-magical armor, clothing (including a worn cloak or robe). A breath weapon attack only damages the target. If



CREATURES

the target is killed, all non-magical armor, clothing (including a worn cloak or robe) are also destroyed. Magical armor and clothing must make a saving throw (see chart on page 91) or the item is destroyed.

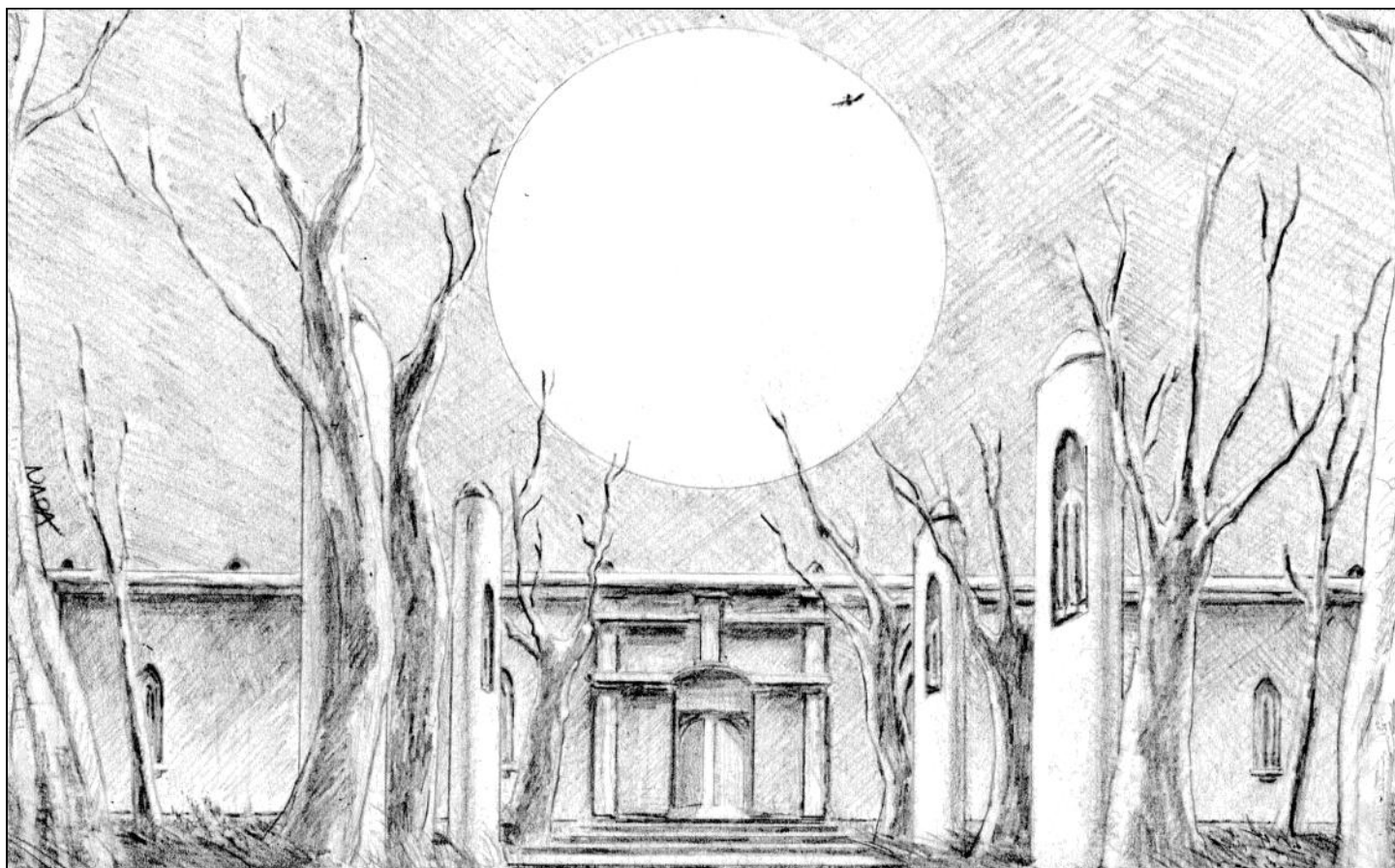
Petrification: Several creatures can cause petrification by gaze, breath weapon, or touching a target. All target creatures are allowed a saving throw vs. petrification to negate the effect. However, if the saving throw is failed, the target will immediately become petrified (killed) as will all of its possessions. This effect can be reversed by magical spell or device. If the petrified creature is broken into pieces, only a *wish* spell can reverse the effects and restore the target completely.

Special Combat

Frenzy: Certain creatures will enter into a frenzy when conditions warrant (i.e. an animal protecting its young). Any creature that becomes frenzied gains +2 to all its attack rolls and +1 to all damage rolls (melee combat only). Also, the creature gains an additional 1d8 hit points for

every 3 hit dice it originally possesses. These hit points are temporary and expire when the creature exits the frenzy. All lost hit points are subtracted from the bonus frenzy hit points first. The frenzied creature will attack, specifically, the closest target that has created the frenzy situation (again, a PC that is nearest to the creature's young). The frenzy will continue until the situation that initiated the frenzy is ended or resolved (typically a GM decision).

Rage: A creature that enters into a rage will always attack the nearest opposing target and only use melee combat. If no melee combat is possible, the raging creature will no longer be in rage status. A creature that is enraged gains +2 to all its attack rolls and will inflict twice normal damage on each successful hit. However, an enraged creature suffers a -4 penalty to his AC. The enraged creature can only stop if all opposing targets are dead or no melee combat is possible.





CREATURES

Breath Weapon

Various creatures in the **BX RPG** utilize a breath weapon. These attacks follow these general rules, but each monster has specific detail that describe their actual attack. All breath weapons have the properties that include elemental form (fire, cold, etc.)/magical effect (petrification, paralysis, etc.), range (how far the attack extends), area of effect (straight line, cone-shaped, cloud), and number of uses per day.

All breath weapon attacks are subject to a saving throw vs. breath weapon. Some creatures, such as a gorgon, breath a magical effect. The saving throw vs. those attacks are based on the effect. Again, a gorgon breaths a gas that induces petrification; therefore, the saving throw is vs. petrification, not breath weapon or poison (gas).

Breath weapons that inflict damage, will always inflict at least half damage; a successful saving throw indicates half damage.

All breath weapon attacks are considered magical in nature; however, they are not spells. Magical protections against spells (in general) are no protection against breath weapons. Magical protection against a specific effect (fire, cold) offer appropriate protection against breath weapon.

Dragon Breath: Dragons utilize a breath weapon that inflicts an amount of damage equal to their current hit points (a wounded dragon's breath weapon does reduced damage). For example, an ancient red dragon of the 10 hit dice variety starts the day with 80 hit points. His breath weapon inflicts 80 damage unless the dragon has been injured.

Cone: All cone breath weapon attacks start at the origin point at 5' wide. For each 20 feet of distance, the cone expands 5' to each side.

Line: All line breath weapon attacks are 10' wide unless otherwise described. Note, lightning breath weapon attacks will rebound off walls (as per lightning bolt spell).

Cloud: A breath weapon that has a cloud effect will bloom into a cloud at either a predetermined point (set by creature) or when it strikes a physical object. The cloud extends in all directions up the radius set by the area affect of that creature (See chart below). If not set, the cloud will erupt when the breath weapon attack reaches its maximum range.

CREATURE	BREATH WEAPON EFFECT	RANGE	AREA OF EFFECT
Bat, Giant Screamer	Sonic, 2d6 damage; 3 uses/day	30	Cone
Lizard, Fire	Fire, 3d6 damage; 3 uses/day	30	Line
Wolf, Winter	Cold, 2d12 damage, 3 uses/day	10	One target
Black Dragon	Acid, Special; 3 uses/day	90	Line
Blue Dragon	Lightning, Special; 3 uses/day	120	Line
Gold Dragon	Lightning, Special; 5 uses/day	150	Line
Green Dragon	Poison Gas, Special; 3 uses/day	60	Cloud 20' radius
Red Dragon	Fire, Special; 3 uses/day	120	Cone
White Dragon	Cold, Special; 3 uses/day	90	Cone
Fey Dragon	Varies, Special; 3 uses/day	60	One target
Pyro Hydra	Fire, 2d6; 1 use/day/head	90	Line
Ant, Giant Fire	Fire, 1d12; 1 use/day	10	One target
Golem, Iron	Acid, 6d12; 3 uses/day	30	20' radius
Golem, Stone	Gas (petrifies); 3 uses/day	60	One target
Chimera	Fire, 3d6; 3 uses/day	50	Cone
Gorgon	Gas (petrifies); 3 uses/day	60	Cloud 10' radius



CREATURES

Animals

The animal class of creature are fairly common in the world. They are generally unintelligent and concern themselves with day to day activities such as finding food and fending off predators. Animals generally avoid other creatures unless in a predatory mode or protecting their young. Nearly all animals have an intelligence score of 2 or 3; some may vary and are noted in the detailed description. An intelligence score of 2 indicates the animal is simply one that cannot process information in a meaningful way; these animals are foragers and do not possess the ability to hunt by any real definition of the word. They are opportunists. There is no way to communicate, even by spell, with such an animal. Animals have no formal language but some can communicate on a very limited basis, such as apes and certain types of wolf.

In general, PCs can readily identify most animals. There may be some confusion as to different types of lizards or snakes, but more often than not, they can identify poisonous vs. nonpoisonous. Druids and rangers always identify animals without error. It is important to differentiate the identification of an animal to knowing its full abilities; a PC can identify a venomous snake, but not know the exact effects of its toxin.

There are many more types of animals, domestic, and wild, in the world and the following list is by no means comprehensive. However, the GM should use the animals presented herein as a guide on how to stat out other animals, normal, and giant-sized.

When using the Number of Appearing for animals, some notes are necessary. Many animals do not have a lair. Therefore, either the Number of Appearing only has one entry. In this case the total number includes adults and young (GM determines ratio). If the first number is a "1", the second entry identifies whether there may be any young in the lair. For example, a mountain lion is encountered in its lair. The lair quantity is 1d3, any result greater than 1 indicates there are that many young. Therefore, if "3" is the die roll result for the mountain lion; there is a female mountain lion with two cubs.

Antelope

Armor Class: 7	No. Appearing: 3d10
Hit Dice: 1	Save As: F1
Movement: 240/80	Morale: 5
Attacks: 1	Treasure Type: None
Damage: head butt 1d4	Alignment: Neutral
Special Attacks: None	THACO: 19
Special Defense: None	Experience: 5
Intelligence: 2	

Antelope are fast, herd animals that typical roam temperate climates. They are very alert and always prefer to flee if they sense danger. Other types of game animals include deer, elk, and moose. These animals live in varying climates but share the same traits as an antelope. Elk and moose have 3 HD and 6 HD, respectively. They also inflict more damage. Moose are generally found alone.

Ape

Armor Class: 6	No. Appearing: 2d8
Hit Dice: 3	Save As: F3
Movement: 120/40	Morale: 7
Attacks: 2	Treasure Type: None
Damage: claw 1d4/claw 1d4	Alignment: Neutral
Special Attacks: None	THACO: 17
Special Defense: None	Experience: 35
Intelligence: 4	

More intelligent than most animals, apes are very powerful. They roam a specific territory as a pack (always family) and prefer to avoid encounters with other creatures. Apes are completely protective of their young, which are generally curious and can be lured away from the family group by food or shiny things. In need, an ape can hurl an object for 1d4 damage. Apes do not have a lair but tend to roam their territory.



CREATURES: ANIMALS

Ape, Red

Armor Class: 4	No. Appearing: 1
Hit Dice: 7+7	Save As: F8
Movement: 150/50	Morale: 11
Attacks: 2	Treasure Type: C
Damage: claw 1d8/claw 1d8	Alignment: Neutral
Special Attacks: Rend	THACO: 12
Special Defense: None	Experience: 850
Intelligence: 5	

Red apes are massive creatures that stand 12-15 feet tall. They have red fur, which is typically dull. These apes are solitary beasts but very intelligent for an animal. They have a limited form of communication among their kind that includes some verbalization. Not prone to violence, they are omnivores and do hunt for meat when the mood strikes them. If a red ape strikes a single target with both claw attacks, it can rend with its legs and inflict an additional 2d6 damage (a successful attack roll is required). A red ape typically does not have a lair, but they do sometimes collect objects and deposit them in a secret location.

Ape, White

Armor Class: 5	No. Appearing: 1d6 / 2d6
Hit Dice: 4	Save As: F4
Movement: 120/40	Morale: 8
Attacks: 2	Treasure Type: C
Damage: claw 1d6/claw 1d6	Alignment: Neutral
Special Attacks: None	THACO: 17
Special Defense: None	Experience: 35
Intelligence: 4	

More intelligent than most animals, white apes are very powerful. White apes are completely protective of their young, which have been known to venture from the protection of their lairs in search of adventure. Neanderthals will sometimes use white apes as guard animals. In need, a white ape can hurl an object for 1d4 damage. White apes live in cave systems and are nocturnal – they seldom venture out in daylight.



Bat, Giant

Armor Class: 8	No. Appearing: 2d4 / 6d10
Hit Dice: 2	Save As: F2
Movement: 30/10 Fly 180/60	Morale: 5
Attacks: 1	Treasure Type: None
Damage: bite 1d4	Alignment: Neutral
Special Attacks: None	THACO: 18
Special Defense: None	Experience: 20
Intelligence: 2	

A giant bat has a wing span of about five feet. They only exit their lairs at night and search for food, which is typically insects and fruit. They have been known to attack small animals. It is rare for a giant bat to attack anything larger than a dog unless it feels threatened.



CREATURES: ANIMALS

Bat, Giant Fire

Armor Class: 8	No. Appearing: 2d4/6d10
Hit Dice: 2	Save As: F2
Movement: 30/10 Fly 180/60	Morale: 8
Attacks: 1	Treasure Type: None
Damage: bite 1d4	Alignment: Neutral
Special Attacks: Fire	THACO: 18
Special Defense: Fire Res.	Experience: 30
Intelligence: 3	

The giant fire bat is a dangerous creature that hunts all living things. They are pack hunters and have no fear of attacking any creature they find. They appear as a normal giant bat, but they have red and orange coloring and their eyes are bright red and glow. A fire bat will attempt to bite a target at which point it latches onto its target. The next round, the bat can ignite itself and inflict 1d8 fire damage (save vs. dragon breath for half damage). It will continue to do this until the target is dead or the bat is reduced to half its hit points, at which point it will flee.

Bat, Giant Screamer

Armor Class: 6	No. Appearing: 1 / 2d4
Hit Dice: 6	Save As: F4
Movement: 30/10 Fly 180/60	Morale: 7 (11)
Attacks: 1	Treasure Type: None
Damage: bite 1d6	Alignment: Neutral
Special Attacks: Sonic	THACO: 16
Special Defense: None	Experience: 500
Intelligence: 3	

A giant screamer bat is huge and can be ridden by a human-sized creature. They are often trained by those of the mystical arts as mounts. They are extremely loyal to their riders (morale 11). They are called screamers due to the fact they can emit a sonic blast that will burst ear drums and damage all those within 30' (area affect/forward of bat only). The screamer can perform its sonic attack three times per day and it inflicts 2d6 damage (save vs. dragon breath for half damage).

Bear, Black

Armor Class: 6	No. Appearing: 1 / 1d3
Hit Dice: 4	Save As: F4
Movement: 120/40	Morale: 7
Attacks: 3 claw/claw/bite	Treasure Type: U
Damage: 1d3/1d3/1d6	Alignment: Neutral
Special Attacks: Hug	THACO: 16
Special Defense: None	Experience: 75
Intelligence: 3	

Black bears are foragers but tend to stick to a specific territory. They are opportunists and will raid camps to get food. A black bear will typically avoid conflict and only fight if cornered. If a female black bear has cubs, she will attack any target on sight. In this event, the bear is considered **frenzied**. If a black bear strikes a target with both claw attacks, it will hug the target and inflict an additional 2d8 damage; the next round combat is continued as normal – the target is not held. The bear's hide is worth 5 gp per hit point.

Bear, Cave

Armor Class: 5	No. Appearing: 1 / 1d3
Hit Dice: 7	Save As: F7
Movement: 120/40	Morale: 9
Attacks: 3 claw/claw/bite	Treasure Type: V
Damage: 1d8/1d8/2d6	Alignment: Neutral
Special Attacks: Hug	THACO: 12
Special Defense: None	Experience: 850
Intelligence: 4	

Cave bears are foragers and hunters but tend to stick to a specific territory. They are opportunists and will raid camps to get food. A cave bear is the largest of all normal bears and also the most vicious. It will hunt anything it detects, often stalking a target to get the best attack opportunity. As their namesake, a cave bear will have a cave lair. Like all other bears, it will go into a frenzy to protect its young. If a cave bear strikes a single target with both of its claw attacks, the target is automatically hugged for that round and sustains an additional 2d8 damage. The bear's hide is worth 5 gp per hit point.



CREATURES: ANIMALS

Bear, Grizzly

Armor Class: 6	No. Appearing: 1 / 1d3
Hit Dice: 5	Save As: F5
Movement: 120/40	Morale: 8
Attacks: 3 claw/claw/bite	Treasure Type: U
Damage: 1d4/1d4/1d8	Alignment: Neutral
Special Attacks: Hug	THACO: 15
Special Defense: None	Experience: 300
Intelligence: 3	

A grizzly bear has a reputation as a killer and it is well-deserved. They are omnivores, but love to hunt game (which includes anything that lives). They will stalk a target and await the best time to strike, which it will do with ferocity. A female grizzly will frenzy if her young are present and any creature approaches. If a grizzly bear strikes a single target with both of its claw attacks, the target is automatically hugged for that round and sustains an additional 2d8 damage. The bear's hide is worth 5 gp per hit point.

Bear, Polar

Armor Class: 6	No. Appearing: 1 / 1d3
Hit Dice: 6	Save As: F6
Movement: 120/40	Morale: 8
Attacks: 3 claw/claw/bite	Treasure Type: U
Damage: 1d6/1d6/1d10	Alignment: Neutral
Special Attacks: Hug	THACO: 15
Special Defense: None	Experience: 500
Intelligence: 3	

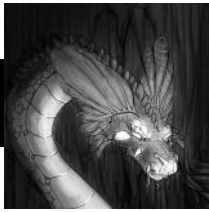
Completely white in color, the polar bear lives in the coldest of climates. They hunt seals and other animals. A polar bear can smell a prospective prey from miles away and will stealthily approach its target; waiting for the right moment to attack. A female polar bear will frenzy if approached while she has cubs about. If a polar bear strikes a single target with both of its claw attacks, the target is automatically hugged for that round and sustains an additional 2d8 damage. The hide of a polar bear is quite valuable and is worth 10 gp per the hit points of the polar bear.



Boar, Wild

Armor Class: 7	No. Appearing: 1d8
Hit Dice: 3	Save As: F3
Movement: 150/50	Morale: 9
Attacks: 1 tusk	Treasure Type: None
Damage: 2d4	Alignment: Neutral
Special Attacks: None	THACO: 17
Special Defense: None	Experience: 35
Intelligence: 2	

A wild boar is an unpredictable creature that will either flee (60%) if approached or go into a rage and attack (40%). They move very fast and attempt to over-run their targets and gore with their sharp tusks. Wild boars travel in familial groups but do not have the protective instinct of most other animals. They are free-ranging animals and have no lair or territory.



CREATURES: ANIMALS

Great Cats

There are numerous types of great cats and most share common behavioral traits. They typically avoid creatures that are threatening, and specifically larger predators. Great cats, while they have animal intelligence, are somewhat more cunning than most and use strategy (if there are two or more present) to attack targets. They are inquisitive and will investigate any intrusion on their territory (all great cats are territorial). All great cats have the ability to rake their opponent in combat. If both claw attacks strike the same target, the cat makes two more attacks rolls, one for each rear claw. All great cats typically lair in a cave or cave-like structure. Some larger cats will inhabit ruins. Lions are the only cats that do not lair in a cave, but often return to the same general area to bed down and raise young. The skins of all great cats is valuable and worth 5 gp per hit point of the cat; tiger skins are worth 10 gp per hit point.

Cat, Mountain Lion

Armor Class: 6	No. Appearing: 1/1d3
Hit Dice: 3+2	Save As: F3
Movement: 150/50	Morale: 8
Attacks: 3 claw/claw/bite	Treasure Type: U
Damage: 1d3/1d3/1d6	Alignment: Neutral
Special Attacks: Rake	THACO: 16
Special Defense: None	Experience: 75
Intelligence: 3	

A mountain lion is the pinnacle of a predator. They are fast, cunning, and cautious. They inhabit mountains, hills, and borderlands of deserts. These great cats do lair in caves and frequently drag their victims to these caves, especially if they have young. A female mountain lion will frenzy to defend her young. Rake damage for this type of great cat is 1d3 for each rear claw. **Note:** Other great cats that use these statistics include the Leopard, Puma, and even Bobcat.

Cat, Panther (Jaguar)

Armor Class: 4	No. Appearing: 1/1d3
Hit Dice: 4	Save As: F4
Movement: 210/70	Morale: 8
Attacks: 3 claw/claw/bite	Treasure Type: U
Damage: 1d4/1d4/1d8	Alignment: Neutral
Special Attacks: Rake	THACO: 16
Special Defense: None	Experience: 125
Intelligence: 3	

Panthers, like most great cats, are solitary animals except during mating season or if they have young. A female panther will frenzy to defend her young. Panthers live in plains, forests, swamps, and shrub lands. They are very fast and share the traits common to great cats. Rake damage for this type of great cat is 1d4 for each rear claw.

Note: The Jaguar uses the same statistics as the Panther.

Cat, Lion

Armor Class: 6	No. Appearing: 1d6/2d6
Hit Dice: 5	Save As: F3
Movement: 150/50	Morale: 9
Attacks: 3 claw/claw/bite	Treasure Type: U
Damage: 1d4+1/1d4+1/1d10	Alignment: Neutral
Special Attacks: Rake	THACO: 15
Special Defense: None	Experience: 300
Intelligence: 3	

Lions are the kings of the savanna, typically the only terrain they prefer. They congregate in packs and are rarely found individually (such an individual is often sick or very old). They hunt in packs and use team work to bring down their prey, which is often larger than themselves. A group of lions is called a pride and it is ruled by a single, dominant male. The females typically do all the hunting. Lions will defend their cubs viciously and will frenzy if a cub is threatened. A lion's rake damage is 1d4+1 per claw.

Cat, Saber-Tooth Tiger

Armor Class: 6	No. Appearing: 1/1d4
Hit Dice: 8	Save As: F8
Movement: 150/50	Morale: 10
Attacks: 3 claw/claw/bite	Treasure Type: V
Damage: 1d8/1d8/2d8	Alignment: Neutral
Special Attacks: Rake	THACO: 12
Special Defense: None	Experience: 1,200
Intelligence: 4	



CREATURES: ANIMALS

The undisputed king of the great cats is the saber-tooth tiger. This massive animal can measure 15' long and eight feet tall. They are extremely cunning and stalk their victims with purpose and caution. However, once they attack, they are ferocious and will only retreat if reduced to $\frac{1}{4}$ of their original hit points. These animals frequently select ruins to use as their lair. They will often sleep upon the roofs of these structures as it offers protection, a superior view of the area, and an excellent option for an ambush. The rake damage of a saber-tooth tiger is 1d8 per claw.

Cat, Tiger

Armor Class: 6	No. Appearing: 1/1d3
Hit Dice: 6	Save As: F6
Movement: 150/50	Morale: 9
Attacks: 3 claw/claw/bite	Treasure Type: U
Damage: 1d6/1d6/2d6	Alignment: Neutral
Special Attacks: Rake	THACO: 14
Special Defense: None	Experience: 500
Intelligence: 4	

Found typically in jungle environments, tigers are apex predators and have little fear of other creatures. However, they are cautious animals and use stealth and patience to attack prey. Tigers have a slight affinity for human flesh and will search out solitary humans to take as a meal. Tigers will lair in caves or ruins. They will frenzy if their young are directly threatened but will always seek to escape with their young in tow if at all possible. The skin of a tiger highly-coveted and is worth 10 gp per hit point of the tiger. Tiger rake damage is 1d6 per claw.

Camel

Armor Class: 7	No. Appearing: 1d8
Hit Dice: 2	Save As: F2
Movement: 150/50	Morale: 7
Attacks: 1 bite	Treasure Type: None
Damage: 1d3	Alignment: Neutral
Special Attacks: None	THACO: 18
Special Defense: None	Experience: 20
Intelligence: 2	

Camels are the domestic beast of burden choice for those who live in arid or desert conditions. They can go up to two weeks without water and can carry a load of 6,000 coins. They are ill-tempered beasts and frequently bite or spit at any who approach.



Crab, Giant

Armor Class: 2	No. Appearing: 1d2/1d6
Hit Dice: 3	Save As: F3
Movement: 60/20	Morale: 7
Attacks: 2 claw/claw	Treasure Type: None
Damage: 2d6/2d6	Alignment: Neutral
Special Attacks: None	THACO: 17
Special Defense: None	Experience: 35
Intelligence: 2	

Giant crabs can be found in either fresh or salt water. They are foragers and typically do not attack living creatures unless threatened. They avoid coming to the surface or out of water unless a food source is near. These creatures can also be found in various forms including giant lobsters and giant crayfish; all use the same statistics.



CREATURES: ANIMALS

Crocodile

Armor Class: 5	No. Appearing: 1/1d8
Hit Dice: 2	Save As: F2
Movement: 90/30 swim 90/30	Morale: 7
Attacks: 1 bite	Treasure Type: None
Damage: 1d8	Alignment: Neutral
Special Attacks: None	THACO: 18
Special Defense: None	Experience: 20
Intelligence: 3	

Crocodiles can live in fresh and salt water; though they typically prefer waters that allow them to ambush their prey. These animals are, for the most part, mindless eating machines. They are cold-blooded and must rest in sunlight to keep warm. They will never be found in cold climates are areas that have an actual winter (temperatures below 60 degrees on average). Crocodiles prefer to ambush their prey by staying submerged. If a crocodile rolls "4" or more to hit than is required for a successful attack, the target is grasped (within jaws). A grasped target is automatically damaged (1d8) on subsequent rounds and may also be drowned. Also, a grasped target makes all attack rolls (and other actions) with a -2 penalty as the crocodile is death-rolling to further confuse its target. Another form of crocodile is the alligator; they use the same statistics but cannot live in salt water but can survive in climates that are slightly colder in winter (50 degrees).

Crocodile, Giant

Armor Class: 3	No. Appearing: 1/1d8
Hit Dice: 12	Save As: F12
Movement: 90/30 swim 90/30	Morale: 9
Attacks: 1 bite	Treasure Type: None
Damage: 2d8	Alignment: Neutral
Special Attacks: None	THACO: 10
Special Defense: None	Experience: 1,100
Intelligence: 2	

Giant crocodiles conform to the same description as a regular crocodile with the exceptions that they are obviously much larger and generally more aggressive.

Elephant

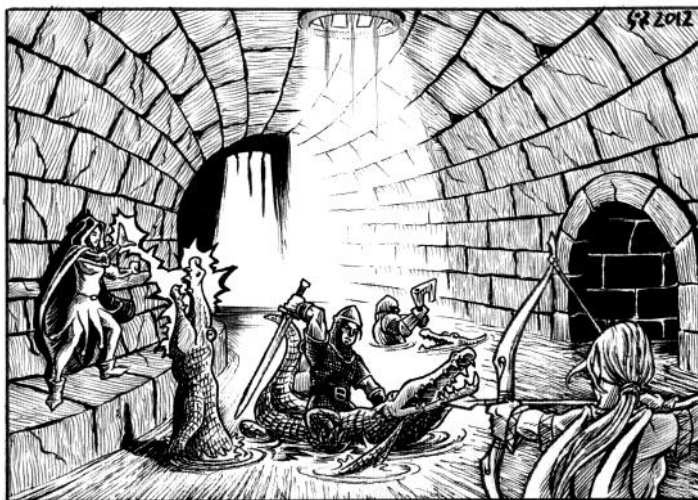
Armor Class: 5	No. Appearing: 1d8/2d8
Hit Dice: 9	Save As: F2
Movement: 120/40	Morale: 8
Attacks: 1 tusks / trample	Treasure Type: None
Damage: 1d8 or 4d8	Alignment: Neutral
Special Attacks: None	THACO: 11
Special Defense: None	Experience: 900
Intelligence: 4	

Elephants generally live in subtropical environments but also savannahs and plains. They are sometimes domesticated and can carry up to 15,000 gp of weight. These animals are general docile and simply avoid other creatures. However, they will frenzy to protect young elephant. An elephant can attack with its tusks or trample an opponent. They are fairly fast, despite their size. An ivory tusk is worth 1d6 x100 gp.

Ferret, Giant

Armor Class: 5	No. Appearing: 1d8/1d12
Hit Dice: 1+1	Save As: F1
Movement: 150/50	Morale: 8
Attacks: 1 bite	Treasure Type: None
Damage: 1d8	Alignment: Neutral
Special Attacks: None	THACO: 18
Special Defense: None	Experience: 15
Intelligence: 3	

These animals are generally 4-6 feet long. They are often trained to hunt rats within cities. Giant ferrets can be unpredictable and on occasion will attack any nearby creatures. Use these statistics for giant weasels and giant otters (although giant otters can also swim at the same rate).





CREATURES: ANIMALS

Fish, Giant

Fish of any kind have no real intelligence. They are opportunistic hunters and, in most cases, will attack anything they can consume. The fish in this book never have a lair and most migrate within the body of water they reside in search of food.

Fish, Giant Piranha

Armor Class: 6	No. Appearing: 1d8
Hit Dice: 3+3	Save As: F3
Movement: swim 150/50	Morale: 10
Attacks: 1 bite	Treasure Type: None
Damage: 1d8	Alignment: Neutral
Special Attacks: None	THACO: 16
Special Defense: None	Experience: 50
Intelligence: 2	

Giant piranha live in tropic waters, always fresh, and hunt or scavenge for food. They are meat-eaters and will attack any living creature they detect. They are not hunters per se, but roving creatures that act on impulse when an opportunity for feeding is available. Giant piranha will frenzy if any piranha successfully strikes a target and draws blood into the water.

Fish, Giant Rockfish

Armor Class: 7	No. Appearing: 1d4
Hit Dice: 5+5	Save As: F5
Movement: swim 180/60	Morale: 8
Attacks: 4 spines	Treasure Type: None
Damage: 1d4	Alignment: Neutral
Special Attacks: Poison	THACO: 14
Special Defense: None	Experience: 400
Intelligence: 2	

The giant rockfish is a master of disguise and when not moving, it is virtually undetectable (same as thief hide in shadows at 95%). They only live in saltwater. Each rockfish has four spines that inject poison (save vs. poison or die) if a hit is successful. The rockfish may only attack a single target per round. If a rockfish is harvested, up to 1d4 vials of poison can be created. The poison will remain effective for 3d6 days, then lose its deadly property.

Fish, Giant Catfish

Armor Class: 4	No. Appearing: 1/1
Hit Dice: 8+3	Save As: F8
Movement: swim 90/30	Morale: 8
Attacks: 4 feelers or 1 bite	Treasure Type: None
Damage: 2d8	Alignment: Neutral
Special Attacks: Feelers	THACO: 12
Special Defense: None	Experience: 1,200
Intelligence: 2	

The giant catfish is a voracious animal that can swallow its prey whole (human or smaller). If a catfish bites its target and rolls four greater than the number needed to hit, the target is considered swallowed. A swallowed target suffers 2d8 damage from acid per round and can take no actions (it is enveloped within the stomach of the catfish). On the first round of attack, the catfish typically uses its stinging feelers (whiskers) to locate its prey. Each feeler inflicts 1d4 damage and can paralyze the target, save vs. paralyzation with a +2 bonus to the save.

Fish, Giant Sturgeon

Armor Class: 0	No. Appearing: 1/1
Hit Dice: 10+2	Save As: F10
Movement: swim 180/60	Morale: 9
Attacks: 1 bite	Treasure Type: None
Damage: 2d10	Alignment: Neutral
Special Attacks: None	THACO: 11
Special Defense: None	Experience: 1,600
Intelligence: 2	

These massive fresh water fish have armored scales. They are not aggressive by nature, but if prey presents itself, the giant sturgeon will attack. On an attack roll that is four or better than the number need to hit, or if a natural "20" is rolled, the sturgeon has swallowed its prey. On the subsequent round, the target creature may take no actions and suffers 2d8 acid damage per round until dead.



CREATURES: ANIMALS

Frog, Giant

Armor Class: 7	No. Appearing: 1d8
Hit Dice: 2	Save As: F2
Movement: 120/40	Morale: 7
Attacks: 1 bite	Treasure Type: L
Damage: 1d6	Alignment: Neutral
Special Attacks: None	THACO: 18
Special Defense: None	Experience: 25
Intelligence: 2	

The giant frog is an ambush hunter that always lives in or nearby a fresh water source. They are often found in swamps. A giant frog can leap up to 60' and still make an attack that round. They are very hard to locate when not moving (same as hide in shadows 65%). Another variant of the giant frog is the giant toad. Toads do not have the leaping ability, but can bite and seize their target. A seized target may take actions (but not move away); all die rolls related to a physical action are made with a -4 penalty (this includes attacks). The toad need not roll to attack a seized target on subsequent rounds; damage is an automatic 1d6.

Frog, Killer

Armor Class: 8	No. Appearing: 1d8
Hit Dice: 1+1	Save As: F2
Movement: 120/40	Morale: 10
Attacks: 3 claw/claw/bite	Treasure Type: L
Damage: 1d2/1d2/1d4	Alignment: Neutral
Special Attacks: None	THACO: 18
Special Defense: None	Experience: 19
Intelligence: 2	

A giant killer frog shares the same description as the giant frog. However, these frogs have developed razor sharp claws and teeth. They are extremely aggressive and always looking for prey. They can leap up to 60' and still make an attack on the same round. The giant killer toad cannot leap, but has the same seizing ability as the giant toad. However, when a target is seized by a giant killer toad, the toad automatically hits with all three of its attacks.

Frog, Giant Killer

Armor Class: 6	No. Appearing: 1d8
Hit Dice: 3	Save As: F3
Movement: 120/40	Morale: 10
Attacks: 3 claw/claw/bite	Treasure Type: L
Damage: 1d3/1d3/1d8	Alignment: Neutral
Special Attacks: None	THACO: 17
Special Defense: None	Experience: 50
Intelligence: 2	

A giant killer frog shares the appearance as a giant frog. However, these frogs have developed razor sharp claws and teeth. They are extremely aggressive and always looking for prey. They can leap up to 60' and still make an attack on the same round. The giant killer toad cannot leap, but has the same seizing ability as the giant toad. However, when a target is seized by a giant killer toad, the toad automatically hits with all three of its attacks.

Hawk

Armor Class: 8	No. Appearing: 1/1d4
Hit Dice: 1d3+1 hit points	Save As: F1
Movement: fly 480/160	Morale: 7
Attacks: 1 bite	Treasure Type: None
Damage: 1d2	Alignment: Neutral
Special Attacks: None	THACO: 19
Special Defense: None	Experience: 5
Intelligence: 2	

These animals are often trained to hunt small animals such as rabbits, snakes, and other birds. If attacking an animal that is smaller than themselves, they may make an additional attack with their talons which inflicts 1d2 damage and seizes the target.

Hawk, Giant

Armor Class: 6	No. Appearing: 1/1d4
Hit Dice: 3+3	Save As: F3
Movement: fly 480/160	Morale: 10
Attacks: 3 talon/talon/bite	Treasure Type: None
Damage: 1d3/1d3/1d6	Alignment: Neutral
Special Attacks: None	THACO: 16
Special Defense: None	Experience: 75
Intelligence: 5	

Giant hawks are an ancient race of bird that can actually converse with those who know their language. They typically live in forests and mountainous areas. A giant hawk will rarely attack anything its size (roughly 5' tall). They have a distinct dislike of wolves.



CREATURES: ANIMALS

Horse, Draft

Armor Class: 7	No. Appearing: Special
Hit Dice: 3	Save As: F3
Movement: 90/30	Morale: 6
Attacks: 1 bite	Treasure Type: None
Damage: 1d4	Alignment: Neutral
Special Attacks: None	THACO: 17
Special Defense: None	Experience: 35
Intelligence: 3	

The draft horse is a domesticated beast of burden. They are non-aggressive. A draft horse can carry 4,500 coin weight at normal movement. It can carry up to 9,000 coin weight, but its movement is reduced in half. These horses will never attack unless cornered.

Horse, Riding

Armor Class: 7	No. Appearing: Special
Hit Dice: 2	Save As: F3
Movement: 240/80	Morale: 7
Attacks: 2 hooves	Treasure Type: None
Damage: 1d4/1d4	Alignment: Neutral
Special Attacks: None	THACO: 18
Special Defense: None	Experience: 20
Intelligence: 3	

The riding horse is a domesticated beast of burden though it is mostly used for speedy travel. They are non-aggressive. A riding horse can carry 3,000 coin weight at normal movement. It can carry up to 6,000 coin weight, but its movement is reduced in half. These horses will never attack unless cornered.

Horse, Warhorse

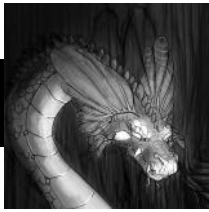
Armor Class: 7	No. Appearing: Special
Hit Dice: 3	Save As: F3
Movement: 120/40	Morale: 8
Attacks: 2 hooves	Treasure Type: None
Damage: 1d6/1d6	Alignment: Neutral
Special Attacks: None	THACO: 17
Special Defense: None	Experience: 35
Intelligence: 3	

A warhorse is specifically trained to carry a rider in battle. The warhorse can carry 4,000 coin weight at normal movement. It can carry up to 8,000 coin weight, but its movement is reduced in half. These horses will never attack unless cornered or unless commanded by their rider. If their rider is killed, the warhorse will flee and return to its stable (or similar locale).

Leech, Giant

Armor Class: 7	No. Appearing: 1d4
Hit Dice: 6	Save As: F3
Movement: 90/30	Morale: 10
Attacks: 1 Sucker	Treasure Type: None
Damage: 1d6	Alignment: Neutral
Special Attacks: Blood drain	THACO: 14
Special Defense: None	Experience: 500
Intelligence: 2	

The giant leech is approximately five feet long and lives in fetid swamps, bogs, and lakes. They are blood suckers and seek to attach to any living creature. The leech must make a successful attack roll and then it is attached and can only be removed if it is killed. Otherwise, it will consume an equal number of hit points to its own before detaching. The leech will also detach if the target dies (no more blood to drink). Leeches inflict/suck 1d6 hit points per round.



CREATURES: ANIMALS

Giant Lizards

There are numerous types of giant lizard and most are detailed here. These creatures are often misidentified as dragons by common folk. However, giant lizards are generally not intelligent and are simply predators in the food chain. They typically hunt for creatures that are small and easy to catch. All lizards are cold-blooded (except the Draco) and they must dwell in warmer climates that do not have a winter season (temperatures below 60 degrees). They often lair in caves, but will venture out to search for food. All lizards that roll a natural "20" on an attack roll inflict double damage with their bite (only).

Lizard, Giant

Armor Class: 5	No. Appearing: 1d6
Hit Dice: 3	Save As: F3
Movement: 120/40	Morale: 7
Attacks: bite	Treasure Type: U
Damage: 1d8	Alignment: Neutral
Special Attacks: None	THACO: 17
Special Defense: None	Experience: 50
Intelligence: 2	

The giant lizard comes in a variety of types including gecko, monitor, horned, etc. All have the same statistics as noted above. They are all hunters but generally fearful of large groups – they are typically hunt by hiding and ambushing prey. Unless very hungry or defending their burrow/nest, they will not attack creatures that are as large as a human.

Lizard, Giant Draco

Armor Class: 5	No. Appearing: 1d4
Hit Dice: 4+2	Save As: F4
Movement: 120/40 fly 210/70	Morale: 8
Attacks: 1 bite	Treasure Type: U
Damage: 1d10	Alignment: Neutral
Special Attacks: None	THACO: 16
Special Defense: None	Experience: 200
Intelligence: 2	

Giant Draco Lizards have membranes that stretch from their forelegs to their torsos which allows them to glide across long distances, and hover for a short time in windy (updraft) conditions. These lizards, when flying have been confused with dragons. They are very aggressive, more so than any of the other giant lizards.

Lizard, Fire

Armor Class: 3	No. Appearing: 1d4
Hit Dice: 5	Save As: F5
Movement: 120/40	Morale: 8
Attacks: 1 bite	Treasure Type: U
Damage: 1d12	Alignment: Neutral
Special Attacks: Fire breath	THACO: 15
Special Defense: None	Experience: 300
Intelligence: 2	

These 15-20 long giant lizards are red in color with glowing yellow eyes. They live exclusively near active volcanos and steam vents. The fire lizard can, three times per day, emit a stream of flaming liquid that inflicts 4d6 damage and has a range of 30'. Any targets in line of the attack are subject to the damage.

Lizard, Horned Chameleon

Armor Class: 2	No. Appearing: 1d3
Hit Dice: 5	Save As: F5
Movement: 120/40	Morale: 7
Attacks: 2 bite/horn	Treasure Type: U
Damage: 2d4/1d6	Alignment: Neutral
Special Attacks: Tongue	THACO: 15
Special Defense: None	Experience: 425
Intelligence: 2	

The horned chameleon is a 12-15' long lizard with a single, long horn on its head. The lizard can alter its color to blend into its surroundings (hide in shadows 75%) and therefore surprise its victims. Also, the horned chameleon has a 5' long sticky tongue that it uses to catch prey. On a roll to hit, the target becomes stuck to the tongue and drawn in and bitten (2d4 damage). Unless the chameleon lets go, the victim is automatically struck by both horn and bite attacks on the succeeding rounds. Targets stuck by the tongue may perform any action other than casting spells with no penalty; however, they cannot move away.



CREATURES: ANIMALS



Lizard, Tuatara

Armor Class: 4

Hit Dice: 6

Movement: 90/30

Attacks: 3 claw/claw/bite

Damage: 1d4/1d4/2d6

Special Attacks: None

Special Defense: None

Intelligence: 2

No. Appearing: 1d2

Save As: F6

Morale: 6

Treasure Type: V

Alignment: Neutral

THACO: 14

Experience: 500

The giant tuatara lizard is a cave-dwelling creature that prefers wet or damp conditions. They can almost always be found near an underground lake or river. These lizards look almost toad-like and have sharp, clawed fore claws. Their skin is a mix of browns and dark greens and covered with small spikes. These lizards are particularly ravenous and are always on the hunt for food. They very fond of dwarf and gnome; as far as a food source.

Mule

Armor Class: 7

Hit Dice: 2

Movement: 120/40

Attacks: 1

Damage: 1d4 kick or 1d3 bite

Special Attacks: None

Special Defense: None

Intelligence: 3

No. Appearing: Special

Save As: F2

Morale: 7

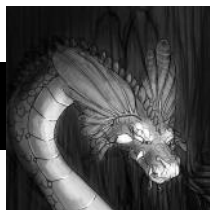
Treasure Type: None

Alignment: Neutral

THACO: 18

Experience: 20

Excellent for carrying large loads and sturdy afoot, mules are the choice of wagon trains and merchants. Unlike horses, mules are generally more resilient, robust, and less skittish than horses or donkeys. Mules can be taken into dungeons while horses and donkeys simply will not tolerate the environment. A mule cannot be trained to attack but it will defend itself with either a bite or kick attack. A mule can carry 2,000 coins at normal movement rate or up to 4,000 coins with a restriction of half movement rate.



CREATURES: ANIMALS

Rat, Giant

Armor Class: 7	No. Appearing: 3d6/3d10
Hit Dice: 1/2	Save As: F1
Movement: 120/40	Morale: 8
Attacks: 1 bite	Treasure Type: C
Damage: 1d3	Alignment: Neutral
Special Attacks: Disease	THACO: 19
Special Defense: None	Experience: 6
Intelligence: 2	

Giant rats are approximately two feet long and can live in almost any environment. They are scavengers, bringing food and anything shiny back to their warrens. Giant rats always carry disease and if they bite a target, there is a 5% chance the target will become infected with a disease (see page X). Giants are generally afraid of all predators and creatures larger than themselves. They will only enter combat if defending their warren or if attacked. Giant rats can swim at the same rate as their walk/run speeds.

Rhinoceros

Armor Class: 5	No. Appearing: 1d12
Hit Dice: 6	Save As: F6
Movement: 120/40	Morale: 6
Attacks: 1 horn or trample	Treasure Type: None
Damage: 2d4/2d8	Alignment: Neutral
Special Attacks: None	THACO: 14
Special Defense: None	Experience: 275
Intelligence: 2	

As fearsome as a rhinoceros may appear, they are actually quite docile. They will only attack if they feel or are being threatened. They will also defend their young, but do not frenzy. In general, if danger is near, the rhino will flee. However, if provoked, the rhino will first charge and attempt to trample its target. It will then use its horn to impale would-be attackers. They typically live in vast savannahs and graze on grass.

Rhinoceros, Woolly

Armor Class: 4	No. Appearing: 1d8
Hit Dice: 8	Save As: F8
Movement: 120/40	Morale: 6
Attacks: 1 horn or trample	Treasure Type: None
Damage: 2d6/2d12	Alignment: Neutral
Special Attacks: None	THACO: 12
Special Defense: None	Experience: 650
Intelligence: 2	

The woolly rhinoceros conforms to its slightly smaller standard rhino other than it is larger and lives in colder climates. Otherwise, its demeanor is the same.

Roc

Armor Class: 0	No. Appearing: 1/1d4
Hit Dice: 36	Save As: F18
Movement: 480/160	Morale: 10
Attacks: 3 claw/claw/bite	Treasure Type: I
Damage: 3d6/3d6/8d6	Alignment: Lawful
Special Attacks: None	THACO: 5
Special Defense: None	Experience: 4,500
Intelligence: 6	

The most fearsome animal in the skies is the roc. This massive bird resembles an eagle but is generally covered with brown feathers with black tail and wing tip feathers. These birds stand nearly 30' tall with a 60' wing span. Rocs, while somewhat intelligent, are among an ancient race and keep to themselves. They will sometimes gather with other intelligent birds but have a general disdain for anything on two legs. They have a deep-rooted hatred for all humanoids and giants. A roc nest is always high up in the mountains and sometime in massive red wood trees. They will fiercely defend their eggs and chicks – if a nest is disturbed the female roc can call to her mate for assistance, the latter arriving in 2d4 rounds.



CREATURES: ANIMALS

Rock Baboon

Armor Class: 6	No. Appearing: 2d6/3d10
Hit Dice: 2	Save As: F2
Movement: 120/40	Morale: 8
Attacks: 1 bite or weapon	Treasure Type: U
Damage: 1d3	Alignment: Neutral
Special Attacks: None	THACO: 18
Special Defense: None	Experience: 20
Intelligence: 3	

Rock baboons are larger than standard baboons and significantly more violent. They will use branches, bones, and rocks as weapons. They travel in packs and generally hunt for meat, though they can forage for other food as necessary. Rock baboons are generally found near the foothills of mountains that border on savannahs or jungles. They are never found in cold climates.

Sharks

All sharks are meat-eaters and hunt for their food. They are also scavengers and will feed on the carcasses of dead animals and fish; they are not very picky eaters. While not inherently aggressive, they will enter a frenzy if blood is in the water. A hungry shark will attack just about anything but a larger shark (or any larger predator).

Shark, Bull

Armor Class: 4	No. Appearing: 1d6
Hit Dice: 2	Save As: F2
Movement: swim 180/60	Morale: 7
Attacks: 1 bite	Treasure Type: None
Damage: 2d4	Alignment: Neutral
Special Attacks: None	THACO: 18
Special Defense: None	Experience: 20
Intelligence: 2	

Bull sharks live in salt water but can survive indefinitely in brackish water and for several weeks in fresh water. These sharks are aggressive and will attack when hungry or disturbed. A bull shark can grow to 12' in length.

Shark, Great White

Armor Class: 4	No. Appearing: 1d6
Hit Dice: 8	Save As: F8
Movement: swim 180/60	Morale: 7
Attacks: 1 bite	Treasure Type: None
Damage: 2d10	Alignment: Neutral
Special Attacks: None	THACO: 12
Special Defense: None	Experience: 650
Intelligence: 2	

The great white shark is the king of the sharks and grows up to 30' long. It is a prolific hunter, preferring to strike from below a target. They are found in nearly all oceanic waters; they can only survive in salt water.

Shark, Mako

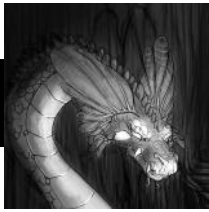
Armor Class: 4	No. Appearing: 1d6
Hit Dice: 4	Save As: F4
Movement: swim 240/80	Morale: 7
Attacks: 1 bite	Treasure Type: None
Damage: 2d8	Alignment: Neutral
Special Attacks: None	THACO: 16
Special Defense: None	Experience: 75
Intelligence: 2	

The mako shark is one of the fastest creatures in the sea. They use their speed to catch targets by surprise. Typically, a mako can grow up to 15' long. They prefer smaller fish to prey upon, but will not miss an opportunity to feed.

Shark, Reef

Armor Class: 4	No. Appearing: 1d6
Hit Dice: 3	Save As: F3
Movement: swim 180/60	Morale: 7
Attacks: 1 bite	Treasure Type: None
Damage: 2d6	Alignment: Neutral
Special Attacks: None	THACO: 17
Special Defense: None	Experience: 35
Intelligence: 2	

The reef shark is very dangerous and as its name suggests, they tend to patrol coral reefs. They are ambush hunters and unlike other sharks will move in packs. They will attack much larger targets in a group. The reef shark is approximately 12' long.



CREATURES: ANIMALS

Snakes

Snakes come in a myriad of types, colors, and sizes. Several are described here, but the GM may create many more. In general, there are venomous snakes and those that simply bite and/or constrict. All snakes are hunters and search for prey; typically, they attack prey that is smaller than themselves as they have to swallow it whole. Snakes that detect a threat (larger predator, anything avian, groups of creatures), will typically flee the area. A snake that actually has a lair (almost always a burrow) will lash out and attack intruders. Snakes lay eggs and bury them; they do not guard or return to the nest. Normal-sized snakes will have 1 HD or less and inflict one point of damage (bite, constriction). However, venomous snakes have the same poison effect as their giant relatives. All snakes can swim at the same rate as their normal move.

Snake, Giant Constrictor

Armor Class: 6

Hit Dice: 5

Movement: 90/30

Attacks: 2 bite/constriction

Damage: 1d4/2d4

Special Attacks: None

Special Defense: None

Intelligence: 2

No. Appearing: 1d3/1d3

Save As: F5

Morale: 8

Treasure Type: U

Alignment: Neutral

THACO: 15

Experience: 300

This type of snake are commonly boa constrictors or various forms of python. They attack with a bite while simultaneously attempting to constrict a target. If the constriction attack hits a target, that target is constricted and suffers 2d4 damage per round until free (no further to hit roll is required). The snake can attack two targets on the same round with its separate attacks. They average 20' long but can grow much larger.





CREATURES: ANIMALS

Snake, Giant Pit Viper

Armor Class: 6	No. Appearing: 1d8/1d8
Hit Dice: 2	Save As: F2
Movement: 90/30	Morale: 7
Attacks: 1 bite	Treasure Type: U
Damage: 1d4	Alignment: Neutral
Special Attacks: Poison	THACO: 18
Special Defense: None	Experience: 25
Intelligence: 2	

Giant pit vipers have the ability to see in the dark as well as see invisible creatures. They have special receptors in their skin and head that give them this uncanny ability. The pit viper's poison is so lethal that a failed saving throw vs. poison results in instant death.

Snake, Giant Poisonous

Armor Class: 5	No. Appearing: 1d4/1d4
Hit Dice: 4	Save As: F4
Movement: 120/40	Morale: 8
Attacks: 1 bite	Treasure Type: U
Damage: 1d4	Alignment: Neutral
Special Attacks: Poison	THACO: 16
Special Defense: None	Experience: 175
Intelligence: 2	

Giant poisonous snakes come in a variety of types and all are lethal. They inject a powerful poison that inflicts 1d6 damage per round for 1d6 rounds. A successful save vs. poison negates the effect. These snakes are so fast that they can attack twice per round; the first on their initiative and second attack at the end of the round. These snakes are typically 10-15' long.

Snake, Giant Sea

Armor Class: 6	No. Appearing: 1
Hit Dice: 3	Save As: F2
Movement: 90/30	Morale: 7
Attacks: 1 bite	Treasure Type: None
Damage: 1d4	Alignment: Neutral
Special Attacks: Poison	THACO: 17
Special Defense: None	Experience: 50
Intelligence: 2	

The giant sea snake is venomous and a bite requires a save vs. poison or the target dies in 1d6 rounds. These snakes roam coastal oceans and will attack anything it perceives as food or any target that comes too close. They are very aggressive. These snakes can submerge for six turns before requiring air.

Snake, Spitting Cobra

Armor Class: 7	No. Appearing: 1d6/1d6
Hit Dice: 2	Save As: F2
Movement: 90/30	Morale: 7
Attacks: 1 bite or spit	Treasure Type: U
Damage: 1d4	Alignment: Neutral
Special Attacks: Poison	THACO: 18
Special Defense: None	Experience: 25
Intelligence: 2	

This type of giant snake can spit poison up to 30'; a standard to-hit roll is required. A target that is struck by the poison must save vs. poison or suffer 1d4 damage for 1d4 rounds and become blind for 1d6 turns. A simple bite only inflicts damage, no blindness.

Squid, Giant

Armor Class: 7	No. Appearing: 1d8/1d8
Hit Dice: 6	Save As: F6
Movement: 120/40	Morale: 8
Attacks: 8+1 tentacles, bite	Treasure Type: None
Damage: 1d4/1d10	Alignment: Neutral
Special Attacks: Constriction	THACO: 14
Special Defense: None	Experience: 725
Intelligence: 3	

Giant squids grow up to 50 feet long. They attack with their eight tentacles; multiple targets are allowed. On a successful strike, 1d4 damage is applied and the target sustains an additional 1d4 damage per round until free. One target may be drawn to the giant squid's beak and further attacked (+4 to hit, no dexterity bonus) for 1d10 damage. The squid's tentacles may be attacked independently of the body and can sustain 10 hit points of damage before becoming useless or severed. If four tentacles are damaged in this way, the squid will flee. A squid can release a plume of black ink that acts as darkness in a 30' radius. It will use this ink plume to escape.



CREATURES: ANIMALS

Whale, Killer

Armor Class: 6	No. Appearing: 1d8/1d8
Hit Dice: 12	Save As: F12
Movement: 240/80	Morale: 9
Attacks: 1 bite or tail slap	Treasure Type: None
Damage: 2d10/2d8	Alignment: Neutral
Special Attacks: None	THACO: 10
Special Defense: None	Experience: 1,900
Intelligence: 4	

The killer whale is extremely smart and typically hunts in groups. They will surround their target and attack with tail slaps to stun, then move in and bite their prey. If a tail slap is successful, the target suffers 2d8 damage and must make a constitution check at -4 penalty or be stunned for 2d6 rounds.

Wolves

All wolves are semi-intelligent and live and hunt in packs. They are often used by humanoids as guards or mounts (dire wolf). This arrangement is more of deal than servitude and unless the wolves are treated fairly, they can turn on their humanoid hosts. Wolves will hunt anything they think they can bring down and typically do not have much fear. They will stalk a target and then attack as a group. All wolves have dens where they raise their young. If the den is attacked, all the wolves that are nearby will come to investigate. If young are in the den and under threat, the wolves will frenzy.

Wolf

Armor Class: 7	No. Appearing: 2d6/3d6
Hit Dice: 2+2	Save As: F2
Movement: 180/60	Morale: 8
Attacks: 1 bite	Treasure Type: U
Damage: 1d6	Alignment: Chaos
Special Attacks: None	THACO: 17
Special Defense: None	Experience: 25
Intelligence: 4	

The wolf is a hardy creature and malevolent by nature. They form packs, which are mostly family members and hunt often. They can communicate with one another and use this to form attack plans and even strategies. Wolves will work with humanoids so long as they are treated fairly and fed well.

Wolf, Dire

Armor Class: 6	No. Appearing: 1d4/1d8
Hit Dice: 4+1	Save As: F4
Movement: 150/50	Morale: 9
Attacks: 1 bite	Treasure Type: U
Damage: 2d4	Alignment: Chaos
Special Attacks: Bay	THACO: 15
Special Defense: None	Experience: 200
Intelligence: 5	

The dire wolf is a massive beast that stands seven feet tall at the shoulder. They have near black fur and red eyes. They are somewhat intelligent and utterly evil. Dire wolves are often found in the employ of powerful humanoids or other intelligent monsters. The dire wolf can bay with such ferocity that it incites fear in all who hear it (100' range). Those who are within the area of effect must save vs. spell or flee in panic for 1d6 rounds. If a dire wolf uses this ability, it cannot take any other action that round. Creatures of four hit dice or more receive a +1 per hit dice to the save.

Wolf, Swamp

Armor Class: 6	No. Appearing: 1d4/1d8
Hit Dice: 3	Save As: F3
Movement: 150/50	Morale: 8
Attacks: 1 bite	Treasure Type: U
Damage: 1d6	Alignment: Chaos
Special Attacks: None	THACO: 17
Special Defense: Hide	Experience: 50
Intelligence: 4	

Swamp wolves, per their namesake, reside in the swamp, marsh, or bog. They have brown and green fur that is striped for camouflage. When not moving, they are nearly undetectable (hide in shadows 80%). They prefer to attack from hiding and therefore gain surprise.



CREATURES: ANIMALS

Wolf, Winter

Armor Class: 5

Hit Dice: 5+2

Movement: 150/50

Attacks: 1 bite

Damage: 1d8

Special Attacks: Cold breath

Special Defense: None

Intelligence: 5

No. Appearing: 1d3/1d6

Save As: F5

Morale: 9

Treasure Type: V

Alignment: Chaos

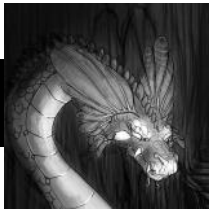
THACO: 14

Experience: 575

detectable (same as hide in shadows 75%). The winter wolf can breathe frost up to 10' at any single target. The frost inflicts 2d12 damage; save vs. dragon breath for half damage.

The winter wolf is as large as a dire wolf but has pure white fur and bright blue eyes. They are as evil as dire wolves and often serve frost giants. These wolves, when moving in a snowy environment (30' rate) are nearly un-





CREATURES: DINOSAURS

Demons

Demons inhabit the infernal Abyssal Plane and are rarely found on the Prime Plane, or any other. They are inherently evil and chaotic, seldom adhering to their word. They are malicious toward all living things and covet treasure. Demons have many special abilities and resistant to many forms of attack. These creatures are completely detailed in Pacesetter's source book, **Gates to the Unknown: Planes of The Misty Isles**.

Dinosaurs

Like animals, dinosaurs have an intelligence score of 3 unless otherwise noted. They are generally only concerned with foraging and protecting their young. Predatory dinosaurs tend to be territorial and will attack any predatory creature they encounter that is infringing on their territory.

Mastodon

Armor Class: 3	No. Appearing: 2d8
Hit Dice: 15	Save As: F15
Movement: 120/40	Morale: 8
Attacks: 2 or 1	Treasure Type: None
Damage: 2d6 per tusk	Alignment: Neutral
Special Attacks: None	THACO: 9
Special Defense: None	Experience: 1,350
Intelligence: 2	

These massive, well-furred elephants have very long tusks and a short temper. If attacked, they will attack with both tusks. When severely threatened, they will trample opponents (+4 to hit man-sized or smaller) for 4d8 damage. The task of a mastodon is very valuable and worth 2d4x100 gp.

Pterodactyl

Armor Class: 7	No. Appearing: 2d4
Hit Dice: 1	Save As: F1
Movement: f180/60	Morale: 7
Attacks: 1	Treasure Type: None
Damage: 1d3 bite	Alignment: Neutral
Special Attacks: None	THACO: 19
Special Defense: None	Experience: 5
Intelligence: 2	

These leathery-winged dinosaurs are small, not much larger than a house cat. They have long, toothy beaks which they use to attack. They are reptiles, though they only fly.

Pteranodon

Armor Class: 6	No. Appearing: 1d4
Hit Dice: 5	Save As: F5
Movement: f240/80	Morale: 8
Attacks: 1	Treasure Type: None
Damage: 1d12 bite	Alignment: Neutral
Special Attacks: None	THACO: 15
Special Defense: None	Experience: 175
Intelligence: 2	

The pteranodon are giant pterodactyl and very aggressive. They continually hunt and prefer the flesh of humans and demi-humans. They only live in warm climates.

Stegosaurus

Armor Class: 3	No. Appearing: 1d4
Hit Dice: 11	Save As: F11
Movement: 60/20	Morale: 7
Attacks: 1	Treasure Type: None
Damage: 2d8 tail	Alignment: Neutral
Special Attacks: None	THACO: 11
Special Defense: None	Experience: 1,100
Intelligence: 2	

This armored giant walks on four legs and resembles an armadillo but with two short spikes on its head. They also have thick tails with identical, but smaller spikes. They can whip their tail to attack. Additionally, when surprised or scared, they will trample opponents for 2d8 damage.

Triceratops

Armor Class: 2	No. Appearing: 1d4
Hit Dice: 11	Save As: F11
Movement: 90/30	Morale: 8
Attacks: 2	Treasure Type: None
Damage: 3d6 gore	Alignment: Neutral
Special Attacks: None	THACO: 11
Special Defense: None	Experience: 1,100
Intelligence: 2	

Similar to the stegosaurus, these creatures have two very long horns which they use to gore opponents. They will trample opponents for 2d8 damage if they are surprised or in danger. They are plant-eaters and generally not hostile unless threatened or their young are approached.



CREATURES: ANIMALS

Tyrannosaurus Rex

Armor Class: 3

Hit Dice: 20

Movement: 120/40

Attacks: 1

Damage: 5d8 bite

Special Attacks: None

Special Defense: None

Intelligence: 3

These fearsome dinosaurs are the apex predator of their lands. They stand nearly 15 feet tall and reach lengths of 40 feet or more. They have acute senses and can "see" invisible creatures at a range of 60 feet.

No. Appearing: 1

Save As: F20

Morale: 10

Treasure Type: None

Alignment: Neutral

THACO: 7

Experience: 2,000

Velociraptor

Armor Class: 5

Hit Dice: 4

Movement: 150/50

Attacks: 3

Damage: see below

Special Attacks: None

Special Defense: None

Intelligence: 4

Velociraptors hunt in packs and use team work, surprise, and ferocity to take down prey. They bite (1d8) and use talons (1d6) to take down victims. When perfectly still, in a forest or jungle environment, they automatically hide in shadows (per thief).

No. Appearing: 1d8

Save As: F4

Morale: 10

Treasure Type: None

Alignment: Neutral

THACO: 16

Experience: 125





CREATURES: DRAGONS

Dragons

No other creature evokes both trepidation and temptation than the dragon. Rare in physical form but common to the lore of the races, the dragon is known to all. Dragons come in many varieties and some are significantly more dangerous than others. Most dragons are extremely intelligent, yet some are gullible and blinded by greed. All dragons crave treasure, mostly in the form of gold and gems. They are mischievous, clever, rapacious, devious, and patient. They are also arrogant, cowardly, and maniacal. These creatures are very self-aware yet often blinded by their own prowess. And all of this for good reason. They are powerful.

The oldest dragons, ancients, are more than 1,000 years old, and they have witnessed many things. All dragons should be played as the villains they are, but also, as those who are deviously intelligent. Dragons covet treasure and are always seeking to expand their hoard. Yet,

they will do virtually anything to defend what they have amassed. To a dragon, a copper piece in their possession is as important as the largest gem. For them, the possession of the treasure is equal to the value. And therein lies the danger of tangling with a dragon.

All dragons have innate powers such as breath weapon, flight, deepvision, immunity to a specific elemental attack, resistance to magic, and immunity to poison. Some dragons have spell use.

Breath Weapon: All dragons have a specific breath weapon (see individual descriptions). They may use their breath weapon three times per day. The damage inflicted by any breath weapon is equal to the current hit points of the dragon.

Elemental Immunity: A dragon is completely immune to the form of elemental attack it uses as its breath weapon. For example, a blue dragon is immune to lightning and Air-based attacks or effects (sonic).

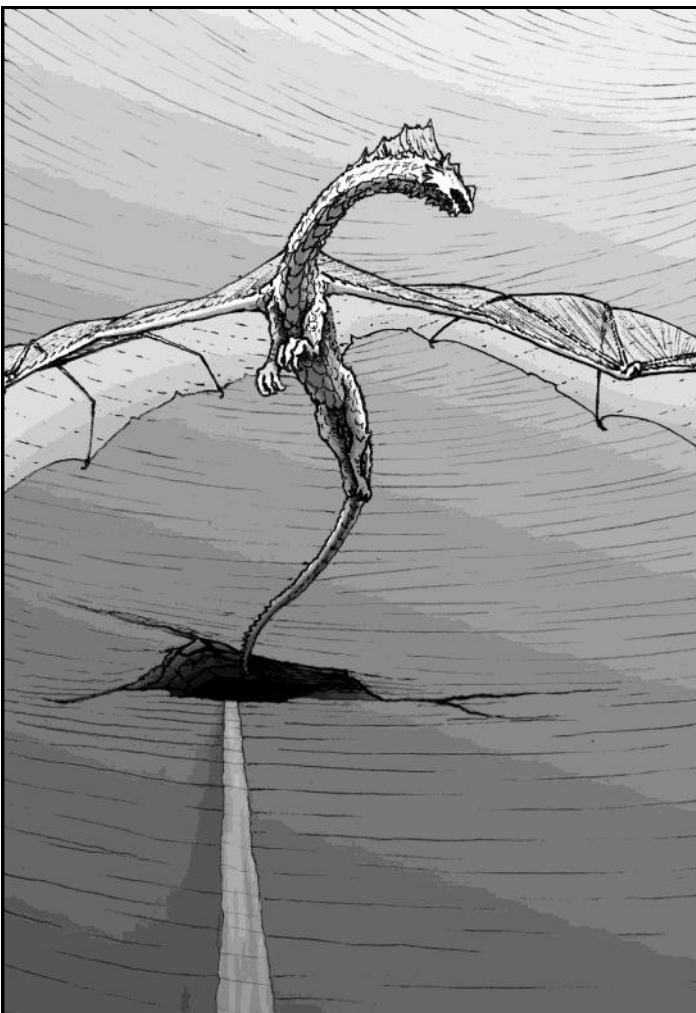
Save and Attack Bonus: All dragons gain a bonus to their saving throws and attack roll based on age.

Poison: All dragons are completely immune to all natural poisons. Poisons generated by magical creatures (iron golem, green dragon, magic devices, spells, etc.) are treated normally.

Spell Use: Some dragons, based on intelligence, have the ability to cast spells as a magic-user. They must follow all the rules described in the **BX Player's Guide** including use of spell books, memorization, and acquisition.

Hit Dice

While all dragons have actual hit dice, they do not roll randomly to generate hit points. Dragons gain hit points per hit dice based on their age. For example, an adult white dragon with 5 HD would have 25 hit points.



AGE (YEARS)	HP/HD	SAVE	ATTACK
Hatchling (1-5)	1	+0	+0
Young (6-15)	2	+0	+0
Sub-Adult (16-25)	3	+1	+1
Young Adult (26-50)	4	+1	+2
Adult (51-100)	5	+2	+2
Old (101-200)	6	+3	+3
Very Old (201-400)	7	+3	+4
Ancient (401+)	8	+4	+5



CREATURES: DRAGONS

Dragon, Monster

Dragon, Black

Armor Class: 2	No. Appearing: 1
Hit Dice: 7	Save As: F7
Movement: 90/30 f240/80	Morale: 9
Attacks: 3	Treasure Type: H
Damage: see below	Alignment: Chaos
Special Attacks: Breath wpn	THACO: 13
Special Defense: see below	Experience: 1,250
Intelligence: 8+1d6	

Black dragons live in swamps and other fetid areas. They prefer ruins if they can find them over caves. A black dragon can breath acid and is immune to the same. Only an ancient black dragon is capable of spell use. All black dragons inflict 1d6 per claw attack and 2d8 with their bite.

Dragon, Blue

Armor Class: 0	No. Appearing: 1
Hit Dice: 9	Save As: F9
Movement: 90/30 f240/80	Morale: 9
Attacks: 3	Treasure Type: H
Damage: see below	Alignment: Neutral
Special Attacks: Breath wpn	THACO: 12
Special Defense: see below	Experience: 2,300
Intelligence: 9+1d6	

Living arid and desert locations, blue dragons search out massive cave systems with multiple levels and chasms. While generally neutral in regard to the activities of civilized races, they do crave treasure in all its forms. They breath lightning. The claw attack inflicts 1d8 damage and bite does 2d10 damage. Blue dragons never gain spell use.

Dragon, Gold

Armor Class: -2	No. Appearing: 1
Hit Dice: 11	Save As: F11
Movement: 90/30 f240/80	Morale: 10
Attacks: 3	Treasure Type: H
Damage: see below	Alignment: Lawful
Special Attacks: Breath wpn	THACO: 11
Special Defense: see below	Experience: 3,500
Intelligence: 11+1d6	

The only known lawful dragons remaining in the world are gold dragons, and they are extremely rare and reclusive. Their numbers were reduced to near extinction during the Ancient War and they abstain from interacting in the affairs of the world, as a general rule. All gold drag-

ons have spell use (age level is equivalent to magic-user level). They can breath both lightning and poison gas (three times each per day). Their claw attack inflicts 1d10 damage and their bite does 2d12 damage.

Dragon, Green

Armor Class: 1	No. Appearing: 1
Hit Dice: 8	Save As: F8
Movement: 90/30 f240/80	Morale: 9
Attacks: 3	Treasure Type: H
Damage: see below	Alignment: Chaos
Special Attacks: Breath wpn	THACO: 12
Special Defense: see below	Experience: 1,750
Intelligence: 10+1d6	

Living in temperate forests, green dragons are extremely intelligent and equally evil. They have a deep hatred of elves and gnomes, frequently using the ruins of elven and gnome structures as their lair. Green dragons breath poisonous gas and gain spell use as adults. Their claw attack inflicts 1d8 damage and bite does 2d10 damage.

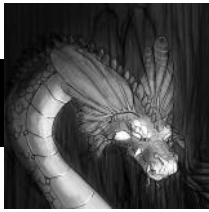
Dragon, Red

Armor Class: -1	No. Appearing: 1
Hit Dice: 10	Save As: F10
Movement: 90/30 f240/80	Morale: 10
Attacks: 3	Treasure Type: H
Damage: see below	Alignment: Chaos
Special Attacks: Breath wpn	THACO: 11
Special Defense: see below	Experience: 2,300
Intelligence: 8+1d8	

The most loathsome and aggressive breed of dragon are red. They crave gold and treasure more than any other dragon and devote their every effort to accumulate more. They live in all but the most extreme environments and frequently lair near civilized lands. They breath fire and gain spell use when old. The claw attack of a red dragon inflicts 1d8 damage and their bite 2d12 damage.

Dragon, White

Armor Class: 3	No. Appearing: 1
Hit Dice: 5	Save As: F5
Movement: 90/30 f240/80	Morale: 9
Attacks: 3	Treasure Type: H
Damage: see below	Alignment: Chaos
Special Attacks: Breath wpn	THACO: 15
Special Defense: see below	Experience: 425
Intelligence: 6+1d6	



CREATURES: DRAGONS / GIANTS

The weakest of the dragons, white dragons live exclusively in frigid environments. They lair in caves and ruins. These creatures breath frost and never cast spells. The white dragon attacks with two claws (1d6) and a bite (2d6).

Hydra

Armor Class: 5	No. Appearing: 1
Hit Dice: 5-12	Save As: F5-12
Movement: 120/40	Morale: 9
Attacks: 5-12	Treasure Type: B
Damage: 1d8 bite	Alignment: Chaos
Special Attacks: None	THACO:
Special Defense: None	Experience:
Intelligence: 5	

Distantly related to dragons, the hydra is a violent creature that is always hunting for food—preferring humans, demi-humans, and humanoids. They generally lair in caves and do collect treasure though they lack understanding of its value. All hydras can breath under water. Certain hydras are reddish in color and can breath fire (one time per head per day for 1d8 damage).

Wyvern

Armor Class: 3	No. Appearing: 1
Hit Dice: 7	Save As: F7
Movement: 60/20 f180/60	Morale: 9
Attacks: 2	Treasure Type: B
Damage: see below	Alignment: Chaos
Special Attacks: Poison	THACO: 13
Special Defense: None	Experience: 850
Intelligence: 5	

Sometimes mistaken for a dragon, the wyvern is related but shares few similarities. They are ferocious and will attack without provocation. They do gather treasure, but like hydras, have little understanding of the value. They prefer to feed on livestock and similar-sized animals. Wyverns live in mountainous regions. Their bite inflicts 1d8 damage. They have stinger (1d6) that injects poison (6d8 / save for half damage).

Giants, Monster

Giants and giantkin have walked the world since it was young. It is rumored that in the beginning there was only one giant race but a war fractured the clans and created the races of giants that prowl the world today. Most giants are chaotic and evil; they seek to plunder all those they deem weaker than themselves (which is pretty much everything). The varying giant types will work together on occasion but generally they operate independently. Giants resent the “lesser” races (humans and demi-humans) and often select them as targets for raids. Giants live in secluded strongholds in the environs that suite them best. Fire Giants, for example, often live in active volcanic areas while frost giants prefer arctic conditions. Giantkin, while not true giants, share more similarities with giants than any other species and often work directly for the various giant clans. Most giants have at least a human intelligence and this varies between the types.

Giants have the ability to hurl large objects including boulders or large stones. Some carry hurled weapons, frost giants, for example, carry hand axes (larger than a battle axe). All of the true giants also have some sort of special ability or resistance to specific types damage.

Bugbear

Armor Class: 5	No. Appearing: 1d6/2d6
Hit Dice: 3	Save As: F3
Movement: 120/40	Morale: 10
Attacks: 1	Treasure Type:
Damage: 1d8 or by weapon	Alignment: Chaos
Special Attacks: None	THACO: 16
Special Defense: None	Experience: 50
Intelligence: 5+1d6	

Bugbears are large creatures standing 7-9 feet tall, covered with dark fur, and have large teeth and fangs that extend out of their mouths. They are generally human-like in proportion but often have large stomachs which gives them the appearance of a sloth-like creature. In reality, they are quick, extremely strong, clever, orderly, and aggressive. They relish setting ambushes for the unwary and take pride in this effort. Bugbears are so good at ambushes, that they surprise opponents on 1-3d6. They prefer the meat of humans and demi-humans (mostly elves), and hunt them when they can. Bugbears also horde treasure, frequently hiding it in their underground lairs. They are often found in the employ of evil creatures such as giants, evil spell-casters, and dark elves.



CREATURES: GIANTS

Cyclops

Armor Class: 4	No. Appearing: 1/1d3
Hit Dice: 7	Save As: F7
Movement: 120/40	Morale: 10
Attacks: 1	Treasure Type: E +2,000 gp
Damage: 2d6 or by weapon	Alignment: Chaos
Special Attacks: None	THACO: 13
Special Defense: None	Experience: 850
Intelligence: 4+1d4	

Standing 10-12 feet tall, the cyclops is a fearsome creature, albeit somewhat dim-witted. They are always hungry and eat anything they can catch. They appear much like a hill giant or ogre, but with a single, large eye. They have dark vision up to 180 feet. These solitary creatures are territorial and seldom meet other to mate. They live in large caves and seldom hide their treasure, which typically scattered throughout their lair. Cyclops love gems of all types and this can be used to bargain for information or freedom (if one is captured by cyclops). They enjoy setting traps of all types (pit, nets, snares) to capture their prey. A cyclops will often use a club (2d6), but some carry a handful (1d4+4) of spears which they use as a javelin (1d6+6 damage).

Ettin

Armor Class: 4	No. Appearing: 1/1d3
Hit Dice: 9	Save As: F9
Movement: 150/50	Morale: 10
Attacks: 2	Treasure Type: E +4,000 gp
Damage: 3d8/2d8	Alignment: Chaos
Special Attacks: None	THACO: 12
Special Defense: None	Experience: 1,600
Intelligence: 4+1d8 each head	

These two-headed monstrosities stand 12-15 feet tall. They generally appear as a two-headed hill giant, but are generally smarter (one head is almost always smarter than the other. While they have two heads, the dominant head (smarter of the two) controls most of its actions. However, each head controls one arm; the dominant head controls the rest of the body. The dominant head's arm inflicts 3d8 damage while the other inflicts 2d8 damage. An Ettin typically carries a club in each hand. They can hurl objects (boulders, long spears, etc.) for 2d6 damage to an unmodified range of 300 feet. If an Ettin suffers 50% loss of hit points, one of its heads (roll randomly) has been destroyed and it loses the appropriate second arm

attack. Ettins prefer to lair in ruins or relatively "clean" caves. They are often in the employ of a greater evil and covet gold.

Giant, Cloud

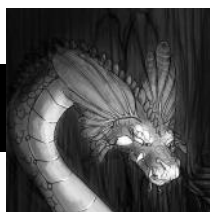
Armor Class: 4	No. Appearing: 1/1d3
Hit Dice: 13	Save As: F7
Movement: 120/40	Morale: 10
Attacks: 1	Treasure Type: E +5,000 gp
Damage: 6d6	Alignment: Neutral or Chaos
Special Attacks: None	THACO: 10
Special Defense: See below	Experience: 3,250
Intelligence: 8+1d8	

Living in cloud cities these giants are embattled in a civil war. While some prefer neutrality with the world, others seek dominion over the lesser races that live below. These giants stand 16-20 feet tall. They can hurl large objects and weapons for 6d6 damage to a range of 300 feet. Cloud giants can transform into small clouds at will (see *potion of gaseous form*). While in this form, the cloud giant can move at rate of 120.

Giant, Fire

Armor Class: 4	No. Appearing: 1d4
Hit Dice: 12	Save As: F12
Movement: 120/40	Morale: 10
Attacks: 1	Treasure Type: E +5,000 gp
Damage: 5d6	Alignment: Chaos
Special Attacks: None	THACO: 10
Special Defense: See below	Experience: 2,700
Intelligence: 7+1d8	

These red-skinned giants have either black or red hair. They typically carry swords and wear bronze, copper, or brass armor. They live in volcanic regions and build castles and keeps over rivers of lava. A fire giant can throw a boulder up to 200 feet (no range modifiers) for 3d6 damage. They are immune to normal fire or magical fire.



CREATURES: GIANTS

Giant, Fog

Armor Class: 1 No. Appearing: 1d4
Hit Dice: 14 Save As: F14
Movement: 120/40 Morale: 10
Attacks: 1 Treasure Type: E +5,000 gp
Damage: 3d6 or 4d6 wpn Alignment: Chaos
Special Attacks: None THACO: 9
Special Defense: See below Experience: 3,250
Intelligence: 10+1d3

Fog giants are massive creatures that stand between 16-20 feet tall. They typically wield massive two-handed swords (4d6) and throw spears (2d10) like darts (range of 300 feet, no range penalties). They can throw two spears per turn. Alternatively, fog giants may hurl a boulders for 3d10 damage (range 200 feet). On first look, a fog giant is very similar to a cloud giant, but they tend to be thinner with dark hair.

All fog giants can generate a thick, fog cloud around their bodies in a five foot radius. All attacks against the giant suffer a -2 penalty to hit. Spell casters that cast a spell that specifically targets a fog giant within this fog cloud must make an intelligence check to successfully target the giant (the check is made prior to casting the spell). The fog cloud can be summoned once per day and has a duration of one turn. All fog giants can see through the thickest fog, vapor, smoke, or similar effect with no penalty.

Fog giants live around large bodies of water that border secluded and large forests. They are not overly fond of the Deep and rarely go underground.

Giant, Frost

Armor Class: 4 No. Appearing: 1d4
Hit Dice: 10 Save As: F10
Movement: 120/40 Morale: 10
Attacks: 1 Treasure Type: E +5,000 gp
Damage: 4d6 Alignment: Chaos
Special Attacks: None THACO: 10
Special Defense: See below Experience: 2,700
Intelligence: 6+1d8

Living in the coldest regions of the world, frost giants prefer glaciers where they build massive fortifications. They frequently have wolves and winter wolves as pets. They also make alliances with white dragons. Frost giants can hurl chunks of ice or stone up to 200 feet for 3d6 damage. All frost giants are immune to cold in any form. They typically have white or light blue skin with white hair

Giant, Hill

Armor Class: 4 No. Appearing: 1d6
Hit Dice: 8 Save As: F8
Movement: 120/40 Morale: 9
Attacks: 1 Treasure Type: E +5,000 gp
Damage: 2d8 Alignment: Chaos
Special Attacks: None THACO: 12
Special Defense: See below Experience: 1,200
Intelligence: 4+1d6

Of all the giant races, hill giants are the weakest. They are not particularly intelligent and prefer to use their brute strength against lesser creatures. They often train bears and wolves to help defend their wooden forts, which can be found in forests, hills, and lower mountain ranges.

A hill giant is typically 10-12 feet tall. They can hurl large stones or spears up to 150 feet and inflict 2d6 damage. In appearance, they appear very human-like but with misshapen heads, and extremely muscular bodies.

Giant, Stone

Armor Class: 4 No. Appearing: 1d4
Hit Dice: 9 Save As: F9
Movement: 120/40 Morale: 10
Attacks: 1 Treasure Type: E +5,000 gp
Damage: 3d6 Alignment: Chaos
Special Attacks: None THACO: 12
Special Defense: See below Experience: 1,600
Intelligence: 6+1d6

Stone giants live in mountains or in the Deep. Unlike the other giant races, stone giants seldom communicate or associate with other giants. They are often in league with dark elves; stone giants are completely evil and hate humans and demi-humans with exuberance. Stone giants crave all the precious metals and often raid dwarf strongholds. They have grey skin and are hairless—unlike all the other giant races.



CREATURES: GIANTS / INSECTS

Giant, Storm

Armor Class: 0 No. Appearing: 1d4
Hit Dice: 15 Save As: F15
Movement: 120/40 Morale: 10
Attacks: 1 Treasure Type: E +5,000 gp
Damage: 6d8 Alignment: Lawful
Special Attacks: None THACO: 9
Special Defense: See below Experience: 4,200
Intelligence: 8+1d10

Standing at least 22 feet tall, storm giants are the largest and most feared of all giants. They are the only giants that are generally friendly with the good races of the world, though they prefer isolation as a race. A storm giant can cast a lightning bolt (as a 10th level magic-user) once turn. They can hurl boulders up to 300 feet for 3d10 damage. A storm giant has copper or bronze skin with yellow hair. They live in towering castles deep within mountains or on isolated islands far out in the ocean. Storm giants can breath water and are immune to lightning attacks. They gain +4 to all saves vs. elemental damage attacks.

Ogre

Armor Class: 5 No. Appearing: 1d6
Hit Dice: 4+1 Save As: F4
Movement: 90/30 Morale: 8
Attacks: 1 Treasure Type: C + 500 gp
Damage: 1d10 Alignment: Chaos
Special Attacks: None THACO: 15
Special Defense: None Experience: 125
Intelligence: 3+1d6

Standing 8-10 feet tall, and bursting with muscles, ogres are vicious and almost always hungry for flesh. They crave gold and food beyond all other things and rarely plan beyond the exiting day. Ogres are often hired as mercenaries for simple operations or as guards. They can be found across all lands but are not overly fond of water.

Insects

For the most part, insects are mindless creatures that forage or hunt for food. They are fiercely protective of their lairs. Insects are not generally aggressive unless agitated or approached. Some insects are certainly more predatory than others (giant tick, the various spiders, etc.) and in general prefer to attack by surprise. All insects, unless specifically noted, have an intelligence of score of 2. They do not communicate in any meaningful way and virtually no memory or ability constructively plan or think.

Ant, Giant

Armor Class: 5 No. Appearing: 2d6
Hit Dice: 1+1 Save As: F1
Movement: 120/40 Morale: 11
Attacks: 1 Treasure Type: None
Damage: 1d4 bite Alignment: Neutral
Special Attacks: None THACO: 18
Special Defense: None Experience: 15
Intelligence: 2

Giant ants are foragers and not overtly aggressive. They will defend their hives and queen, but otherwise ignore anything they deem dangerous.

Ant, Giant Fire

Armor Class: 5 No. Appearing: 2d6
Hit Dice: 1+1 Save As: F1
Movement: 120/40 Morale: 11
Attacks: 1 Treasure Type: None
Damage: 1d4 bite Alignment: Neutral
Special Attacks: Fire THACO: 18
Special Defense: Fire Experience: 23
Intelligence: 2

The giant fire ant is nearly identical to normal giant ants but for streaks of red coloring across their bodies. They can emit searing heat in a five foot radius (1d6 damage / save vs. breath weapon for half damage). They are also immune to normal fire and gain a +4 to all saving throws against magical fire.

Ant, Giant Warrior

Armor Class: 4 No. Appearing: 2d6
Hit Dice: 2+2 Save As: F2
Movement: 120/40 Morale: 11
Attacks: 1 Treasure Type: None
Damage: 1d8 Alignment: Neutral
Special Attacks: None THACO: 17
Special Defense: None Experience: 25
Intelligence: 2

Guardians of the nest, giant warrior ants are aggressive to any non-ants that threaten other ants or the nest. They have no fear (immune to such attacks) and once they attack a target, they do so until one or the other is dead. These creatures are six feet long and stand two feet tall.



CREATURES: INSECTS

Bee, Giant Killer

Armor Class: 7	No. Appearing: 2d6
Hit Dice: 1-1	Save As: F1
Movement: f120/40	Morale: 12
Attacks: 1	Treasure Type: None
Damage: 1d4 sting	Alignment: Neutral
Special Attacks: Poison	THACO: 19
Special Defense: None	Experience: 6
Intelligence: 2	

The size of a human hand, these extremely aggressive bees attack with poisonous stinger. On any successful hit, the victim must save vs. poison or suffer 1d2 damage per round until the saving throw is successful or the target dies.

Beetle, Fire

Armor Class: 4	No. Appearing: 1d6
Hit Dice: 1+2	Save As: F1
Movement: 120/40	Morale: 7
Attacks: 1	Treasure Type: None
Damage: 1d8	Alignment: Neutral
Special Attacks: None	THACO: 18
Special Defense: None	Experience: 15
Intelligence: 2	

The size of a medium dog, these beetles are omnivores and generally scavenge for food but will attack living creatures if threatened or hungry. Their name is a misnomer as they have no fire-related abilities or defense but they have two glands which glow with a reddish light in a 30 foot radius. If removed, the glands will glow for one full day.

Beetle, Giant

Armor Class: 5	No. Appearing: 1d6
Hit Dice: 1	Save As: F1
Movement: 90/30	Morale: 7
Attacks: 1	Treasure Type: None
Damage: 1d4	Alignment: Neutral
Special Attacks: None	THACO: 18
Special Defense: None	Experience: 10
Intelligence: 2	

Giant beetles are scavengers but will attack anything they identify as a food source.

Beetle, Oil

Armor Class: 3	No. Appearing: 1d6
Hit Dice: 2+1	Save As: F1
Movement: 120/40	Morale: 9
Attacks: 1	Treasure Type: None
Damage: 1d6	Alignment: Neutral
Special Attacks: None	THACO: 17
Special Defense: None	Experience: 35
Intelligence: 2	

These very dangerous beetles are three feet long and often burrow underground. They squirt a caustic oil that causes severe blistering and pain. They must make an attack roll to hit with the oil which has a range of 10 feet.

Beetle, Tiger

Armor Class: 5	No. Appearing: 1d4
Hit Dice: 3+1	Save As: F1
Movement: 150/50	Morale: 11
Attacks: 1	Treasure Type: None
Damage: 2d6	Alignment: Neutral
Special Attacks: None	THACO: 16
Special Defense: None	Experience: 75
Intelligence: 2	

The only true carnivore of the beetle family, the tiger beetle has a striped carapace and large mandibles. They are very fast and hunt any sized prey.

Cave Locust

Armor Class: 4	No. Appearing: 2d10
Hit Dice: 2	Save As: F2
Movement: 60/20 f180/60	Morale: 5
Attacks: 1	Treasure Type: None
Damage: See below	Alignment: Neutral
Special Attacks: None	THACO: 17
Special Defense: None	Experience: 15
Intelligence: 2	

These massive grasshoppers only live underground and are grey in color—when motionless they can appear as a statue. They are fearful of light and flee in its presence, sometimes in panic. In this case, they may crash into a PC (make attack roll normally) and inflict 1d4 damage. Also, the cave locust can spit a noxious poison up to 10 feet. The poison causes violent nausea unless a save vs. poison is successful. The victim will vomit for one full turn.



CREATURES: INSECTS

Centipede, Giant

Armor Class: 9
Hit Dice: 1/2
Movement: 60/20
Attacks: 1
Damage: None
Special Attacks: Poison
Special Defense: None
Intelligence: 2

No. Appearing: 2d4
Save As: F1
Morale: 7
Treasure Type: None
Alignment: Neutral
THACO: 19
Experience: 6

These foot long insects are very aggressive and attack any living creature they detect. They live primarily underground or in dark places. Their poison sickens the target for 1d10 days unless a saving throw vs. poison is successful. Those afflicted by the poison can do nothing but move a half speed. A second failed save incapacitates the victim immediately one full day (which usually ends in death as the centipede feeds on victim).



Centipede, Giant Black

Armor Class: 9
Hit Dice: 1/2
Movement: 60/20
Attacks: 1
Damage: None
Special Attacks: Poison
Special Defense: None
Intelligence: 2

No. Appearing: 2d4
Save As: F1
Morale: 7
Treasure Type: None
Alignment: Neutral
THACO: 19
Experience: 6

Giant black centipedes, similar to the giant centipede, are very aggressive but live primarily in the wild. Their poison is fairly weak—inflicting 1d2 damage and slowing the target for 1d4 rounds unless a saving throw vs. poison is successful.

Robber Fly

Armor Class: 6
Hit Dice: 2
Movement: 90/30 f180/60
Attacks: 1
Damage: 1d8
Special Attacks: None
Special Defense: None
Intelligence: 2

No. Appearing: 1d6
Save As: F2
Morale: 8
Treasure Type: U
Alignment: Neutral
THACO: 17
Experience: 25

These massive flies look much like a giant killer bee, but with wider wings and larger eyes. They can hide in shadows (35%). They are aggressive and attack man-sized creatures without fear.

Scorpion, Giant

Armor Class: 2
Hit Dice: 4
Movement: 150/50
Attacks: 3
Damage: See below
Special Attacks: Poison
Special Defense: None
Intelligence: 2

No. Appearing: 1d6
Save As: F4
Morale: 11
Treasure Type: V
Alignment: Neutral
THACO: 16
Experience: 175

These dangerous creatures live in arid environs—typically deserts. They attack with two pincer claws (1d6) and a stinger (1d4) that injects a virulent poison. The poison inflicts 2d8 damage per round until a saving throw vs. poison is successful.



CREATURES: INSECTS

Spider, Black

Armor Class: 8	No. Appearing: 2d4
Hit Dice: 1	Save As: F1
Movement: 120/40	Morale: 7
Attacks: 1	Treasure Type: None
Damage: 1d4 bite	Alignment: Neutral
Special Attacks: Poison	THACO: 19
Special Defense: None	Experience: 6
Intelligence: 2	

These spiders, hairy and completely black, are active everywhere but cold environments. They bite (1d4) and inject a toxin that inflicts 1d4 damage and slows the victim for 1d4 rounds unless a saving throw vs. poison is successful.

Spider, Giant Black Widow

Armor Class: 6	No. Appearing: 1d4
Hit Dice: 3	Save As: F3
Movement: 120/40	Morale: 8
Attacks: 1	Treasure Type: U
Damage: 2d6 bite	Alignment: Neutral
Special Attacks: Poison	THACO: 16
Special Defense: None	Experience: 50
Intelligence: 2	

These massive six-foot-long spiders are black with a red hour glass pattern on their backs. They are very aggressive. Their poison causes death in 2d12 turns unless a saving throw vs. poison is successful.

Spider, Giant Crab

Armor Class: 7	No. Appearing: 1d4
Hit Dice: 2	Save As: F2
Movement: 120/40	Morale: 7
Attacks: 1	Treasure Type: U
Damage: 1d8 bite	Alignment: Neutral
Special Attacks: Poison	THACO: 17
Special Defense: None	Experience: 30
Intelligence: 2	

These five foot long spiders are carnivores and prefer to attack their victims by dropping from ceilings, walls, or other elevated positions. They have a chameleon-like ability and surprise victims on 1-4d6. Crab spider poison is deadly; save vs. poison or die in 2d12 turns. However, the poison is not particularly virulent and the victim gains a +2 to his saving throw.

Spider, Huge

Armor Class: 6	No. Appearing: 1d4
Hit Dice: 4+4	Save As: F4
Movement: 120/40	Morale: 8
Attacks: 1	Treasure Type: U
Damage: 1d8 bite	Alignment: Neutral
Special Attacks: Poison	THACO: 15
Special Defense: None	Experience: 200
Intelligence: 2	

The largest of the monstrous spider family, the huge spider can be up to 10 feet long. They have the general appearance of a tarantula and can cast webs to make their lair. These webs are extremely strong and sticky (strength check to break). The bite of this spider is venomous and requires a save vs. poison or the victim suffers 4d8 damage; half damage on successful save.

Spider, Large

Armor Class: 7	No. Appearing: 1d4
Hit Dice: 2+2	Save As: F2
Movement: 120/40	Morale: 7
Attacks: 1	Treasure Type: U
Damage: 1d4 bite	Alignment: Neutral
Special Attacks: Poison	THACO: 17
Special Defense: None	Experience: 25
Intelligence: 2	

A smaller version of the huge spider (4-5 feet long), these spiders are very aggressive but completely fearful of fire—they flee if threatened or injured by fire. The bite of this spider injects poison that inflicts 2d8 damage but is negated on a successful save vs. poison.





CREATURES: INSECTS / MAGICAL CREATURES

Tick, Giant

Armor Class: 4	No. Appearing: 1d6
Hit Dice: 1	Save As: F1
Movement: 60/20	Morale: 7
Attacks: 1	Treasure Type: None
Damage: 1d4 bite	Alignment: Neutral
Special Attacks: drain	THACO: 19
Special Defense: None	Experience: 13
Intelligence: 2	

These blood-thirsty insects attempt to drop upon unsuspecting victims and drain their blood. Ticks live in most environments but avoid those that have temperatures that drop below freezing. On a successful hit (bite) a tick latches onto its victim drawing blood until satiated (equal to tick's starting hit points). The blood draw inflicts 1d4 damage per round. A tick can jump up to 30' in any direction once per turn. It can also adhere to any surface.

Wasp, Giant

Armor Class: 8	No. Appearing: 1d12
Hit Dice: 1/2	Save As: F1
Movement: 30/10 f180/60	Morale: 7
Attacks: 1	Treasure Type: None
Damage: 1d2 sting	Alignment: Neutral
Special Attacks: See below	THACO: 17
Special Defense: None	Experience: 6
Intelligence: 2	

Giant wasps are approximately six inches long and avoid most creatures unless aggravated. Their sting is painful and will inflict 1d2 damage per round for 1d3 rounds after the initial attack.

Magical Creatures

Magical creatures are those that have been created by some other being or force. They are not living things in the true sense of the word although they may have some intelligence – which is typically used for problem-solving or reaction. Therefore, magical creatures are completely immune to any attack or effect that affects the mind (such as *sleep* spell, *ESP*, *charm person*, etc.). They are also immune to all illusion-based spells (*displacement*, *mirror image*, *phantasmal force* etc.).

Living Statue, Crystal

Armor Class: 4	No. Appearing: 1d6
Hit Dice: 3	Save As: F3
Movement: 90/30	Morale: 11
Attacks: 2	Treasure Type: None
Damage: 1d6 fist	Alignment: Lawful
Special Attacks: None	THACO: 17
Special Defense: See below	Experience: 50
Intelligence: 4	

These semi-intelligent statues are typically created to guard a specific location or object. They can mimic the exact appearance of any object that is human-sized or smaller. They attack with two fists (1d6 damage). They are not subject to the effects of poison or mind-based attacks.

Living Statue, Iron

Armor Class: 2	No. Appearing: 1d6
Hit Dice: 4	Save As: F4
Movement: 30/10	Morale: 11
Attacks: 2	Treasure Type: None
Damage: 1d8 fist	Alignment: Neutral
Special Attacks: None	THACO: 16
Special Defense: See below	Experience: 175
Intelligence: 4	

Made of iron, these magical creatures are made to guard a specific location or object. They cannot be harmed by poison and unaffected by mind-based attacks. Any metal object that contacts this statue can become stuck unless the wielder makes a save vs. spells; this effect is negated when the statue is killed or wills the release.



CREATURES: MAGICAL CREATURES

Living Statue, Stone

Armor Class: 4	No. Appearing: 1d6
Hit Dice: 5	Save As: F5
Movement: 60/20	Morale: 11
Attacks: 2	Treasure Type: None
Damage: 2d6 fist	Alignment: Chaotic
Special Attacks: None	THACO: 15
Special Defense: See below	Experience: 300
Intelligence: 4	

Much like the living crystal statue, these creatures can assume the form of any object up to the size of an ogre. They are truly evil and seek destruction of all living things unless commanded to perform some other action. They are unaffected by mind-based attacks or poison.

Elementals: There are four types of elements, which live on the appropriate elemental plane. They can be summoned to the Prime plane by various means and the summoner has a tenuous control of the elemental. All elementals are completely immune to poison and the form of elemental attack based from their plane. Elementals can communicate verbally but prefer action over words when not on their own plane.

Elemental, Air

Armor Class: 2	No. Appearing: 1
Hit Dice: 8	Save As: F8
Movement: f360/120	Morale: 11
Attacks: 1	Treasure Type: None
Damage: 1d8	Alignment: Neutral
Special Attacks: None	THACO: 12
Special Defense: See above	Experience: 1,750
Intelligence: 4+1d4	

Elemental, Earth

Armor Class: 2	No. Appearing: 1
Hit Dice: 9	Save As: F9
Movement: 120/40	Morale: 11
Attacks: 1	Treasure Type: None
Damage: 1d10	Alignment: Neutral
Special Attacks: None	THACO: 12
Special Defense: See above	Experience: 2,300
Intelligence: 3+1d3	

Elemental, Fire

Armor Class: 2	No. Appearing: 1
Hit Dice: 10	Save As: F10
Movement: 120/40	Morale: 11
Attacks: 1	Treasure Type: None
Damage: 1d12	Alignment: Neutral
Special Attacks: None	THACO: 11
Special Defense: See above	Experience: 2,300
Intelligence: 3+1d3	

Elemental, Water

Armor Class: 2	No. Appearing: 1
Hit Dice: 9	Save As: F9
Movement: 120/40	Morale: 11
Attacks: 1	Treasure Type: None
Damage: 1d10	Alignment: Neutral
Special Attacks: None	THACO: 12
Special Defense: See above	Experience: 2,300
Intelligence: 5+1d4	

Golems: Golems are created by high-level spell casters and perform all orders of their master. If their master is destroyed, they continue to serve based on the last orders given. If that is not plausible, the golem will simply act as a guard of a location or object belonging to its former master. They are immune to poison attacks and not subject to mental attacks of any kind. All golems save vs. elemental attacks at +2. Also, all golems can only be damaged by magical weapons or spells; normal weapon attacks have no effect.

Golem, Amber

Armor Class: 6	No. Appearing: 1
Hit Dice: 10	Save As: F10
Movement: 180/60	Morale: 11
Attacks: 3	Treasure Type: None
Damage: see below	Alignment: Neutral
Special Attacks: None	THACO: 12
Special Defense: See above	Experience: 2,300
Intelligence: 3+1d3	

These golems appear as giant tigers or some other great cat. They attack with two claws (2d6 damage) and a bite (2d10 damage).



CREATURES: MAGICAL CREATURES

Golem, Bone

Armor Class: 2 No. Appearing: 1
Hit Dice: 8 Save As: F8
Movement: 120/40 Morale: 11
Attacks: 4 Treasure Type: None
Damage: See below Alignment: Neutral
Special Attacks: None THACO: 12
Special Defense: See above Experience: 1,750
Intelligence: 3

These four-armed giant skeletal golems are fearsome creatures but not considered undead. They attack with their four, clawed hands (1d6 damage). Alternatively, they may be armed with weapons.

Golem, Bronze

Armor Class: 0 No. Appearing: 1
Hit Dice: 20 Save As: F18
Movement: 240/80 Morale: 11
Attacks: 1 Treasure Type: None
Damage: 3d10 fist Alignment: Neutral
Special Attacks: See below THACO: 6
Special Defense: See above Experience: 4,300
Intelligence: 3+1d3

Appearing as an extraordinarily tall fire giant (20 feet plus), these golems are extremely dangerous. They have liquid fire coursing through their bodies and any edged weapon that strikes the creature causes a splatter of this liquid. The attacker must save vs. death or suffer 2d6 damage from the liquid fire splatter. Bronze golems can fire a ray of fire from their eyes once per turn that inflicts 6d10 damage (save vs. breath weapon for half damage).

Golem, Flesh

Armor Class: 7 No. Appearing: 1
Hit Dice: 7 Save As: F9
Movement: 120/40 Morale: 11
Attacks: 1 Treasure Type: None
Damage: 1d12 fist Alignment: Neutral
Special Attacks: None THACO: 13
Special Defense: See above Experience: 1,250
Intelligence: 3+1d3

Fiercely strong, these abhorrent-looking golems often are pieced together with the body parts of various humanoids or giant-kin. If using a weapon, they gain +3 to damage.

Golem, Iron

Armor Class: 1 No. Appearing: 1
Hit Dice: 14 Save As: F14
Movement: 120/40 Morale: 11
Attacks: 1 Treasure Type: None
Damage: 2d10 Alignment: Neutral
Special Attacks: See below THACO: 9
Special Defense: See above Experience: 3,250
Intelligence: 3+1d3

Standing 18' tall, these terrible golems can breath an acidic gas up to 20' at a single target. The acid inflicts 6d8 damage (save vs. breath weapon for half damage).

Golem, Stone

Armor Class: 3 No. Appearing: 1
Hit Dice: 9 Save As: F9
Movement: 120/40 Morale: 11
Attacks: 1 Treasure Type: None
Damage: 1d12 fist Alignment: Neutral
Special Attacks: None THACO: 12
Special Defense: See above Experience: 2,300
Intelligence: 3+1d3

Golem, Wood

Armor Class: 7 No. Appearing: 1
Hit Dice: 2+2 Save As: F2
Movement: 120/40 Morale: 11
Attacks: 1 Treasure Type: None
Damage: 1d8 fist Alignment: Neutral
Special Attacks: None THACO: 7
Special Defense: See above Experience: 45
Intelligence: 3+1d3

Invisible Stalker

Armor Class: 3 No. Appearing: 1
Hit Dice: 8 Save As: F8
Movement: 120/40 Morale: 12
Attacks: 1 Treasure Type: None
Damage: 4d4 Alignment: Neutral
Special Attacks: None THACO: 12
Special Defense: See above Experience: 1,750
Intelligence: 12+1d6

These summoned creatures are very intelligent. They are typically given a simple task and once they complete that task they return to the elemental plane of air. They are always invisible and can see invisible automatically.



CREATURES: HUMANS

Humans

Humans that are considered commoners (farmers, merchants, etc.) are considered normal men and are generally noncombatants. They are AC 9 and have 1d8-1 hit points. Humans are the most prodigious of all the races in the Misty Isles, more than doubling all the demi-human races combined. In general, most humans have a healthy respect for player characters, though not necessarily admiration. The following entries are those human types that will most likely have some interaction, and possibly combat, with the player characters.

Bandit

Armor Class: 7 (leather)	No. Appearing: 1d8/2d8
Hit Dice: 1	Save As: F1
Movement: 120/40	Morale: 8
Attacks: 1 by weapon	Treasure Type:
Damage: See below	Alignment: Chaos
Special Attacks: None	THACO: 19
Special Defense: None	Experience: 10
Intelligence: 5+1d6	

The bandit is just the type of human as his type suggests. Other names for bandits include brigand, thug, highwayman, robber, among others. These men are always chaotic and generally evil in disposition. They do crave the same thing, gold. Their chosen method of obtaining gold is to steal it. Alternatively, they will hire themselves out as mercenaries to like-minded creatures. The bandit has no qualms or inhibitions when it comes getting what is his. Bandits are often organized and well-led; they will use tactics and have a strategy when performing their crimes. If there are more than five bandits in a group, they will always have leader who is typically a second level fighter. Bandits typically carry either a short sword (1d6) or a normal sword (1d8). They also prefer light crossbows (1d4) and most carry a dagger 1d4 (often hidden). In general, all bandits wear leather armor.

Berserker

Armor Class: 7 (leather)	No. Appearing: 1d3/1d6
Hit Dice: 2	Save As: F2
Movement: 120/40	Morale: 11
Attacks: 1 by weapon	Treasure Type: V
Damage: See below	Alignment: Chaos
Special Attacks: None	THACO: 18 (plus special)
Special Defense: None	Experience: 35
Intelligence: 5+1d4	

Berserkers are a special breed of human that live on the far fringes of civilization. They are cult-like in their devotion to melee combat. Berserkers often take on a quest from their village shaman to search out a certain item or raid neighboring "civilized" communities. From a young age, berserkers are trained to fight. All berserkers can work themselves into a **rage** that makes them very dangerous. When melee combat commences, a berserker will enter a rage 1d4+1 rounds after he first enters melee combat. However, if the berserker takes damage, at any time, he will immediately enter a rage status. Berserkers always wield two-handed weapons including a two-handed sword (1d10), battle axe (1d8), or war hammer (1d8). They often carry a quiver of 10 javelins (1d6).

Militia Man

Armor Class: 7 (leather)	No. Appearing: 1d8/2d8
Hit Dice: 1	Save As: F1
Movement: 120/40	Morale: 9
Attacks: 1 by weapon	Treasure Type:
Damage: See below	Alignment: Lawful/Neutral
Special Attacks: None	THACO: 19
Special Defense: None	Experience: 10
Intelligence: 5+1d6	

Militia men are semi-soldiers that take up arms in the defense of their communities. They are trained and have adequate equipment. They are typically led by fighters of second level or more. Their mission is always defense and they rarely take on a mission that would take them away from their homes (village, town, etc.). Most militia are armed with spears (1d6), hand axe (1d6) or short sword (1d6). Some carry short bows w/20 arrows (1d6) if in villages further from civilized areas. Merchant guards and local deputies use the same statistics but may be better armed and possess better armor.



CREATURES: HUMANS / HUMANOIDS

Neanderthal

Armor Class: 8 (hide)	No. Appearing: 1d8/2d8
Hit Dice: 1+1	Save As: F1
Movement: 120/40	Morale: 7
Attacks: 1 by weapon	Treasure Type:
Damage: See below	Alignment: Neutral
Special Attacks: None	THACO: 18
Special Defense: None	Experience: 10
Intelligence: 4+1d4	

Also known as cavemen, Neanderthals dwell in caves in forests, hills, and mountains. They are hunters and foragers; they do not farm or herd animals. Neanderthals do keep animals but most are for safety, such as trained wolves, apes, or even great cats. These people are not overtly aggressive and prefer to avoid what they do not understand (and mostly fear) which includes other races including humans. They are fiercely defensive of their home and family/tribe. While they do not use most weapons, they do carry spears (1d6), javelins (1d6), stone axe (1d6), and/or a club (1d6). Neanderthals wear animals hides which provides AC 8.

Normal Human

Armor Class: 9	No. Appearing: 1d8/Special
Hit Dice: 1-1	Save As: F1
Movement: 120/40	Morale: 7
Attacks: 1 by weapon	Treasure Type: Special
Damage: See below	Alignment: Any
Special Attacks: None	THACO: 20
Special Defense: None	Experience: 5
Intelligence: 4+1d10	

A normal human is one that never adventures, joins a militia, or has any combat training. They are farmers, herdsmen, teachers, merchants, etc. These people are generally amiable and will always ask obvious player characters about their adventures. Their day to day lives are focused on providing for their families through their job or farm. Many have an expertise, such as gem-cutting, teaching, farming, animal husbandry, banking, carpentry, etc. A normal human will only enter combat if he has no other choice or to defend a child or relative. They are not skilled and rarely carry any sort of weapon other than a knife (dagger) 1d4. Any normal human that is injured will most certainly flee combat unless some overwhelming situation overrides their judgment.

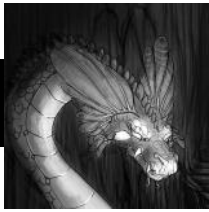
Humanoids, Monster

Humanoids share many things in common with demi-humans in that they have families, clans, and some sort of social order. They are often intelligent and live in communities (of some sort or another). Humanoids will work with other humanoids to complete a plan. However, they can be untrustworthy and more often than not, extremely selfish. They are almost always chaotic in alignment. Humanoids think nothing of raiding other species to murder and rob. In general, humanoids are cowardly in the face of danger, though they will fight to the end if pressed or cornered. Humanoids can often be found in the employ of other, more powerful, creatures.

Humanoids do have stronger leaders than described below. In general, for gnolls, goblins, orcs, hobgoblins, and kobolds, they will have a leader for every 10 encountered. This leader has an additional one hit die and fights with +1 to hit and damage. The leader may also have better armor and carry more treasure. For every 30 of these types of creatures there is a chieftain with two additional hit dice and fights with a +2 to hit and damage. The chieftain also has an AC that is better by two points than the standard creature of his race. If 50 or more are encountered, there is king with at least three more hit dice and fights at a +3 to hit and damage. The king possesses magical items including weapons and armor.

Dark Elf

The dark elves live in cities far below the surface of the world. These cities range in size but their capital, Ielithil (eye-el-ith-ill), is massive by any standard. All dark elf cities are situated within massive caverns that feature a lake fed by multiple rivers and streams. All are illuminated by a starorb that hovers at the apex of the city cavern. Dark elves are evil by nature but very lawful and organized. The entire race worships the goddess Hel. Dark elves have either black, dark blue, white, or red hair but all have pitch-black skin. Their eyes are also black. Dark elf culture is separated in houses, which are typically dominated by one family. There are numerous houses and while they are competitive amongst each other, they rarely have any open hostility. The color of the dark elf's hair determines which path they will follow in life. Dark elves with black hair become skilled tradesmen, merchants, teachers, and other professional occupations. Dark blue-haired dark elves enter the school of magic. Dark elves with white hair enter the military academy and be-



CREATURES: HUMANOIDS

come soldiers, while the red-haired enter the service of the goddess, Hel. All dark elves have the inherent spell-like powers. Every dark elf can cast *light*, *darkness*, *detect magic*, and *levitate* once per day. Furthermore, all dark elves have darkvision – this allows them to see in complete darkness, natural or magical, as if in total illumination at a range of 120 feet.

Dark Elf, Soldier (white hair)

Armor Class: 5	No. Appearing: 1d6/3d10
Hit Dice: 2	Save As: F2
Movement: 120/40	Morale: 9
Attacks: 1 by weapon	Treasure Type:
Damage: See below	Alignment: Law
Special Attacks: Spells	THACO: 18
Special Defense: Spells	Experience: 50
Intelligence: 7+1d6	

Dark elf soldiers wear chain armor and carry a shield. They carry a short sword (1d6), light crossbow (1d4) with 10 normal quarrels and 10 poisoned quarrels (save vs. poison or paralyzed for 2d4 turns). These dark elves are considered second level fighters and have all the skills associated with that class.

Dark Elf, Acolyte (red hair)

Armor Class: 5	No. Appearing: 1d3/1d10
Hit Dice: 2	Save As: C2
Movement: 120/40	Morale: 10
Attacks: 1 by weapon	Treasure Type:
Damage: See below	Alignment: Law
Special Attacks: Spells	THACO: 18
Special Defense: Spells	Experience: 50
Intelligence: 7+1d8	





CREATURES: HUMANOIDS

Dark elf acolytes are the equivalent of second level clerics. They have all the powers and spell-casting ability of a second level cleric as well as their innate dark elf powers. While their power is not absolute, dark elf clerics are highly respected. Few will openly stand against a dark elf priest within their society, but abuse of the power is also handled with severity. A dark elf acolyte typically carries flail (1d8) and two throwing hammers (1d4). They wear chain mail armor and carry a shield (emblazoned with the sigil of Hel). Dark elf clerics often lead raiding parties to the surface.

Dark Elf, Magic-User (dark blue hair)

Armor Class: 7	No. Appearing: 1d3/1d10
Hit Dice: 2	Save As: MU2
Movement: 120/40	Morale: 8
Attacks: 1 by weapon	Treasure Type:
Damage: See below	Alignment: Law
Special Attacks: Spells	THACO: 19
Special Defense: Spells	Experience: 50
Intelligence: 12+1d6	

Dark elf mages are almost always female. They wear purple and black robes and while some may carry a staff (1d6), most carry a dagger (1d4). These dark elves must study for their spells and each has a spell book like all other magic-users. They seldom travel alone and generally have 1d4 dark elf soldiers as guards. Dark elf magic-users are typically tasked with ambassadorship to other races within the Deep as well as exploration.

Drugar

Armor Class: 6	No. Appearing: 1d6/2d10
Hit Dice: 2+2	Save As: F3
Movement: 90/30	Morale: 10
Attacks: 1 by weapon	Treasure Type:
Damage: See below	Alignment: Chaos
Special Attacks: Shatter	THACO: 17
Special Defense: Special	Experience: 50
Intelligence: 6+1d8	

Drugar are a race of dwarf that exclusively live in the Deep. They have bright yellow eyes and pale skin with varying hair color. The males wear beards in a way that identifies their level of prestige within their clan. Drugar live in small cities that are always linked or attached to a mine complex. The drugar mine and process all types of minerals and gems and sell them to other inhabitants of the Deep. These creatures are very hardy and inexplicably

resistant to magical attacks. They always gain a +2 against any saving throw vs. magic (spell or effect). Also, if an effect typically does not offer a saving throw (i.e. *magic missile* spell), the drugar are entitled to a saving throw (they do not gain the bonus in these instances). If a drugar makes a saving throw against a spell or effect, he is completely unaffected by the attack (including any spells or effects that cause damage). The drugar are eternal enemies of the dark elf, dwarf, and gnome races. They wear chain mail armor but never carry a shield as they prefer to wield massive two-handed mauls (1d8+1). They often carry several throwing hammers (1d4). Once per day a drugar of 5 HD or less can use his hammer to send a shock wave through the ground and target a creature or object within 60 feet. The target must save vs. dragon breath or suffer 1d6 damage per hit die of the drugar; a successful save indicates half damage. Additionally, the target must make a constitution check or be stunned for 1d4 rounds. If an object (that can be broken) is targeted, it must make a saving throw against crushing (see page X).

Gnoll

Armor Class: 5	No. Appearing: 1d6/2d10
Hit Dice: 2	Save As: F2
Movement: 90/30	Morale: 8
Attacks: 1	Treasure Type: S (C)
Damage: 2d4 or weapon	Alignment: Chaos
Special Attacks: None	THACO: 18
Special Defense: None	Experience: 20
Intelligence: 4+1d6	

Gnolls are strong, albeit not terribly intelligent, humanoids that stand 7-9 feet tall and have hyena-like heads. They can speak Common but are often hard to understand. Gnolls will often use weapons and favor the long sword (1d8), battle axe (1d8), or spear (1d6). Gnolls enslave other humanoids, humans, and demi-humans to perform labor. They are raiders by nature and seldom settle into a permanent lair as they prefer to wander in search of opportunity. If encountered in their lair or camp, the gnolls will have treasure type C.



CREATURES: HUMANOIDS

Goblin

Armor Class: 6	No. Appearing: 2d4/6d10
Hit Dice: 1d8-1	Save As: F1
Movement: 60/20	Morale: 7
Attacks: 1	Treasure Type: R (C)
Damage: 1d6 or weapon	Alignment: Chaos
Special Attacks: None	THACO: 19
Special Defense: None	Experience: 5
Intelligence: 4+1d6	

The most common of the humanoids are the goblins. They proliferate wherever they settle and can live in almost any climate, though they prefer caves, caverns, or dark places. These creatures are small and rarely attain more than four feet tall. They have grey or green skin with red eyes. Goblins detest bright sunlight and fight with a -1 to hit if caught in that condition. A *light* spell has the same effect upon a goblin. Goblins often ally with wolves, but never dire wolves. These terrible humanoids are very evil and live to raid and plunder. They particularly hate dwarves and gnomes and will attack them on sight.

Harrowen

Armor Class: 8	No. Appearing: 1d6/2d10
Hit Dice: 1+1	Save As: F2
Movement: 120/40	Morale: 9
Attacks: 1	Treasure Type: T (C)
Damage: by weapon	Alignment: Lawful
Special Attacks: None	THACO: 18
Special Defense: None	Experience: 20
Intelligence: 6+1d12	

The harrowen look much like normal humans but for their bright white hair and silvery eyes. They are a very war-like race and seek to destroy all other races but their own. They utilize a military-style culture and government. Once very dominant within the Deep, they are now all but extinct. Harrowen use spears (1d6) and also carry a quiver of 10 javelins (1d6). For every two harrowen encountered, one carries a special net made of thin metal cables that binds any target it strikes. Escape is only possible by those with a strength score of 19 or more (10% per point of strength beyond 18).

Hobgoblin

Armor Class: 6	No. Appearing: 1d6/2d12
Hit Dice: 1+1	Save As: F2
Movement: 90/30	Morale: 8
Attacks: 1	Treasure Type: S (C)
Damage: 1d8 or weapon	Alignment: Chaos
Special Attacks: None	THACO: 18
Special Defense: None	Experience: 15
Intelligence: 4+1d10	

Related to goblins, hobgoblins are much larger and even more vile. They, like goblins can live virtually anywhere but prefer ruins. Hobgoblins are raiders, like most other humanoids, but they are often hired as mercenaries as they are fairly intelligent. Hobgoblins follow a militaristic culture. Their weapon of choice is the long sword (1d8), long bow (1d6) [one quiver with 20 arrows], and sometimes a spear (1d6). Hobgoblins hate elves and will attack them on sight.

Kobold

Armor Class: 7	No. Appearing: 2d6/8d10
Hit Dice: 1d4 hit points	Save As: F1
Movement: 60/20	Morale: 6
Attacks: 1	Treasure Type: P (C)
Damage: 1d4 or weapon	Alignment: Chaos
Special Attacks: None	THACO: 19
Special Defense: None	Experience: 5
Intelligence: 4+1d4	

Small and dog-like, kobolds live almost exclusively in the Deep. They have scaly skin that is typically some shade of brown and have no hair. Kobolds, mainly due to their diminutive size and power, prefer to ambush their victims. They have excellent infravision (90') and a keen sense of smell and hearing. Therefore, they can only be surprised 10% of the time regardless of the situation. Kobolds normally carry a pack of five javelins (1d6), a short sword (1d6), or hand axe (1d6). All damage inflicted by a kobold is reduced by point (always inflict at least one damage, however). Kobolds hate gnomes and will attack them on sight.



CREATURES: HUMANOIDS / MONSTERS

Mermen

Armor Class: 6	No. Appearing: 1d6/2d12
Hit Dice: 1	Save As: F1
Movement: 120/40	Morale: 8
Attacks: 1	Treasure Type: S (A)
Damage: 1d6 or weapon	Alignment: Neutral
Special Attacks: None	THACO: 19
Special Defense: None	Experience: 10
Intelligence: 6+1d12	

Mermen appear as humans from the lower torso to the head but instead of legs they have the bodies of fish, scales and fins. Their upper body, is coated with tiny scales and they are typically light green or blue in color. They have large ears, similar to elves. Mermen are a solitary race and dislike most land species, especially those who enter their lands (oceans). While not always aggressive, they will often harass anyone who attempts to traverse the water near their villages, towns, or their capital city, Wake. Mermen use tridents (1d8) and often carry daggers (1d4). They also wield special underwater javelins (1d6; range as hand axe).

Orc

Armor Class: 6	No. Appearing: 2d4/6d10
Hit Dice: 1	Save As: F1
Movement: 120/40	Morale: 8
Attacks: 1	Treasure Type: R (C)
Damage: 1d6 or weapon	Alignment: Chaos
Special Attacks: None	THACO: 18
Special Defense: None	Experience: 10
Intelligence: 4+1d6	

Just behind the goblins, orcs are the second most predominant humanoid race. They can live in any climate. They are generally nocturnal but can function in full daylight without penalty. They are human-like in appearance but generally stockier and have faces that resemble wild boars or wild pigs. Orcs are a malevolent race that hate humans and demi-humans with passion. In particular, they despise elves and will attack them on sight (unless clearly out-numbered). Orcs are fearful of magic and will flee if a substantial showing of magical power is displayed.

Wretched

Armor Class: 7	No. Appearing: 1d6/2d12
Hit Dice: 1+1	Save As: F2
Movement: 120/40	Morale: 11
Attacks: 2	Treasure Type: None
Damage: claws 1d4	Alignment: Chaos
Special Attacks: None	THACO: 18
Special Defense: None	Experience: 15
Intelligence: 3+1d4	

Before the Ancient War an entire tribe of humans delved into the Deep and in search of sanctuary. They became lost but eventually discovered a ruined city in a massive cavern. A glowing orb illuminated the cavern as if the sun itself shown down. However, the orb was evil and slowly the humans devolved into near mindless things that hunted and devoured the living. The wretched are all that remains of the humans and they live to hunt for food; preferring living things to kill. They are expert ambush warriors. The wretched do not use weapons, but will hurl stones (1d4; range per dagger) in some desperate instance. These loathsome creatures will occasionally enter the surface world to raid a village or town, but for the most part, they remain in the Deep.

Monster

Monsters are the staple of any dungeons. There are many monsters with varying appearance, abilities and threat level. Monsters are generally intelligent, in their own way. Many are predatory and seek to gather treasure when they can. Monsters will rarely work with any creature, other than their own species, and are chaotic in alignment. Also, most monsters do have a lair of some type and they will always defend it violently.

Axe Beak

Armor Class: 6	No. Appearing: 1d6/2d12
Hit Dice: 3	Save As: F3
Movement: 120/40	Morale: 8
Attacks: 3	Treasure Type: None
Damage: See Below	Alignment: Neutral
Special Attacks: None	THACO: 17
Special Defense: None	Experience: 50
Intelligence: 2	

This large, ostrich-like bird has a sharp beak and taloned feet. They are carnivores and hunt in packs.



CREATURES: MONSTERS

Basilisk

Armor Class: 4	No. Appearing: 1d6
Hit Dice: 6+1	Save As: F6
Movement: 60/20	Morale: 9
Attacks: 1	Treasure Type: F
Damage: bite 1d10	Alignment: Neutral
Special Attacks: gaze/petrify	THACO: 13
Special Defense: None	Experience: 950
Intelligence: 2	

A basilisk is a six-legged lizard that is 10-15 feet long with a sinuous body. They are not intelligent and live anywhere including underground and in the wild. These creatures can use a gaze attack which petrifies any who are caught by the gaze. Surprised targets are always caught by the gaze and must save vs. petrification or be turned to stone. Additionally, the mere touch of a live basilisk requires a save vs. petrification. Any melee combatants must save vs. petrification as they will be subject to the gaze attack automatically. An opponent may melee (no ranged attacks) with a basilisk and attempt to avoid the gaze attack but will fight at a -4 to its attack roll. Any creature that merely looks at a basilisk (so long as the basilisk is aware of the onlooker) is subject to the aforementioned gaze attack. A gaze can be reflected back upon a basilisk (via a mirror) which will require the basilisk to save vs. petrification. Basilisks consume the statues that they make via their petrification power.

Blink Dog

Armor Class: 5	No. Appearing: 1d6/2d12
Hit Dice: 4	Save As: F4
Movement: 120/40	Morale: 6
Attacks: 1	Treasure Type: C
Damage: bite 1d6	Alignment: Lawful
Special Attacks: None	THACO: 16
Special Defense: Teleport	Experience: 125
Intelligence: 3+1d8	

Blink dogs are lawful creatures and very intelligent. They can teleport short distances, called blinking. A blink dog can teleport up to 40 feet, attack, then teleport another 10-40 feet away in the same round. Blink dogs will always flee if they are seriously threatened and generally avoid pursuing those who flee from them. A blink dog will always attack dimensional cat, their natural enemies.

Cave Crawler

Armor Class: 7	No. Appearing: 1d3
Hit Dice: 3+1	Save As: F3
Movement: 120/40	Morale: 9
Attacks: 6	Treasure Type: B
Damage: 0	Alignment: Neutral
Special Attacks: Paralysis	THACO: 16
Special Defense: None	Experience: 75
Intelligence: 2	

Found in dungeons, sewers, and cave systems, the cave crawler is a fearsome, centipede-like beast. They are 8-12 long and have large, bulbous eyes. Most ominous are the eight, three-foot long tentacles that surround its mouth. Generally, these creatures feast on carrion, but they will attack any creature that has flesh. The mere touch of a tentacle requires a save vs. paralyzation. The save is required for each instance a tentacle strikes. A cave crawler can climb any surface without risk of falling; they can even crawl upside down. A paralyzed target remains in that state for 1d6+6 turns; typically, the crawler consumes the victim at that time.





CREATURES: MONSTERS

Centaur

Armor Class: 5	No. Appearing: 2d12
Hit Dice: 4	Save As: F4
Movement: 180/60	Morale: 8
Attacks: 2 or 1	Treasure Type: A
Damage: see below	Alignment: Neutral
Special Attacks: None	THACO: 16
Special Defense: None	Experience: 75
Intelligence: 5+1d10	

Centaurs are a race of half human and half horse. Their torso to head is that of human, while their lower body is that of a horse. They come in a range of colors similar to horses. These creatures are magical in nature, but have no magical abilities. They do not lair in one place, but roam about in family units. They are reclusive and avoid contact with other species; they trade amongst other centaur families. Centaurs can use any weapon. They frequently carry a short bow (1d6) with 40 arrows. They can attack in melee with two hooves per round (1d6) in lieu of a weapon attack.

Chimera

Armor Class: 4	No. Appearing: 1d2/1d4
Hit Dice: 9	Save As: F9
Movement: 120/40 fly 180/60	Morale: 9
Attacks: 5	Treasure Type: F
Damage: see below	Alignment: Chaos
Special Attacks: breath	THACO: 12
Special Defense: None	Experience: 3,000
Intelligence: 3+1d6	

Sometimes confused as a small hydra, these creatures have the body of a lion, hind quarters of a goat and wings of a red dragon. They are typically 12-18 feet long. However, most fearsome are their three heads: lion, goat, red dragon. Each head may attack separate targets: lion bite 2d4, goat gore 2d4, dragon bite 3d4. It has two claw attacks which inflict 1d3 damage. The red dragon head can breathe fire up to three times per day (cone, 50' long) which inflicts 3d6 damage (save vs. dragon breath for half damage). They are voracious creatures and will attack nearly any other creature on sight.

Cockatrice

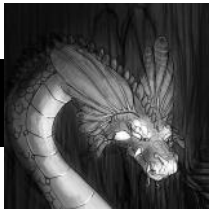
Armor Class: 6	No. Appearing: 1d4/1d8
Hit Dice: 5	Save As: F5
Movement: 90/30 fly 180/60	Morale: 7
Attacks: 1	Treasure Type: D
Damage: claws 1d6	Alignment: Neutral
Special Attacks: petrify	THACO: 15
Special Defense: None	Experience: 300
Intelligence: 3	

This creature resembles a giant rooster but with a serpent-like neck and tail. The touch a cockatrice petrifies all living things (save vs. petrification to negate).

Dimensional Cat

Armor Class: 4	No. Appearing: 1d4/1d6
Hit Dice: 7	Save As: F7
Movement: 120/40	Morale: 9
Attacks: 3 or 2	Treasure Type: D
Damage: see below	Alignment: Chaos
Special Attacks: None	THACO: 13
Special Defense: phase	Experience: 15
Intelligence: 3+1d4	

These great cats appear as a large puma with purplish-black fur and bright yellow eyes. They have two tentacles that extend from their shoulders. These monsters are violent and will attack most creatures, although they prefer to ambush their prey. When viewed from more than 10' away, the dimensional cat seems to shift position constantly, as if teleporting. Therefore, any ranged attack targeting a dimensional cat suffers a -2 penalty to hit. Additionally, a dimensional cat receives a saving throw vs. any spell with a +2 bonus. These cats can attack with their tentacles up to 15' distant (1d12 damage) or use their claws (1d4) and bite (1d8) in melee. Dimensional cats hate blink dogs and will attack them on sight.



CREATURES: MONSTERS

Doppelganger

Armor Class: 5	No. Appearing: 1d6
Hit Dice: 4	Save As: F10
Movement: 120/40	Morale: 10
Attacks: 1	Treasure Type: E
Damage: claws 1d12	Alignment: Chaos
Special Attacks: None	THACO: 16
Special Defense: None	Experience: 175
Intelligence: 5+1d12	

These creatures appear as eight-foot-tall gaunt humans when in their true form. Doppelgangers have the ability to transform themselves into any human, humanoid, or demi-human creature they meet. The duplication is perfect and no visual inspection can reveal the deception. If a doppelganger kills its intended target, it absorbs the dead creature's short-term memory (two days past). The transformation includes any and all equipment carried by the target (though no magical items possess magical properties). The doppelganger also does not gain any special abilities of the target, including any racial abilities.

Dryad

Armor Class: 5	No. Appearing: 1
Hit Dice: 2	Save As: F4
Movement: 120/40	Morale: 6
Attacks: 1	Treasure Type: D
Damage: dagger 1d4	Alignment: Neutral
Special Attacks: Charm	THACO: 18
Special Defense: None	Experience: 30
Intelligence: 7+1d10	

These creatures appear as a normal human woman, but always beautiful (charisma 14+1d4) and generally young. They reside in deep forests and live in a massive tree. The dryad is so attuned to her tree, that if she or it dies, they both perish. If taken more than 240 feet from her tree for more than one day, the dryad will die. Dryad trees have no doors or windows. The dryad magically phases into the tree and to her dimensional home within the tree's confines. These creatures are non-violent and prefer to avoid conflict, and even contact with others. If threatened, the dryad will use her charm ability (save at -2) to completely enthrall one target. If the target is so charmed, it will obey the dryad's every command without hesitation or fail. Only a *dispel magic* or release by the dryad negates the charm. Dryads can charm any creature with the exception of undead and demons. A dryad's treasure is typically hidden among the roots of her tree.

Gargoyle

Armor Class: 5	No. Appearing: 1d6/2d12
Hit Dice: 4	Save As: F8
Movement: 120/40 f150/50	Morale: 11
Attacks: 4	Treasure Type: C
Damage: see below	Alignment: Chaos
Special Attacks: None	THACO: 16
Special Defense: See below	Experience: 175
Intelligence: 3+1d4	

Gargoyles are hideous creatures that have human-like builds though generally stand around eight feet tall. They have massive bat-like wings. Their skin is typically light grey to dark green and covered with blemishes. The gargoyle has a demonic face including one or two horns protruding from its forehead. In combat, a gargoyle can attack with two claws (1d3), a bite (1d6) and its horns (1d4). A gargoyle can mimic the appearance of a statue at will. They are immune to *sleep* and *charm* spells. Additionally, gargoyles can only be hit and damaged by silver or magical weapons. Spells (except as noted) have normal effects.

Gorgon

Armor Class: 2	No. Appearing: 1/1d4
Hit Dice: 8	Save As: F8
Movement: 120/40	Morale: 8
Attacks: 1	Treasure Type: E
Damage: gore 2d6	Alignment: Chaos
Special Attacks: Breath	THACO: 12
Special Defense: None	Experience: 1,200
Intelligence: 4+1d3	

Appearing as massive black bull, this creature is covered in iron scales. They are inherently evil and malicious. In combat it attempts to gore a target with its horns (2d6). If a gorgon charges more than 20 feet and attacks in a single round, it inflicts double damage. If combating multiple targets, the gorgon can breathe a cloud of gas that causes petrification (save vs. petrification to avoid the effect). The gas cloud is 10' wide and 60' long. Gorgons are impervious to all forms of petrification.



CREATURES: MONSTERS / LYCANTROPE

Griffin

Armor Class: 5	No. Appearing: 1d4/2d8
Hit Dice: 7	Save As: F7
Movement: 120/40 f360/120	Morale: 8
Attacks: 3 2 claw / 1 bite	Treasure Type: E
Damage: 1d4/d2d8	Alignment: Neutral
Special Attacks: None	THACO: 13
Special Defense: None	Experience: 450
Intelligence: 4	

A griffon is large creature with two distinct parts. The torso, head, front talons, and wings are that of an eagle. The back of the creature takes the form of a lion, including a tail. They are very large and grow to be up to 12' long. They are voracious predators and constantly on the hunt for meat, preferring horses when they can find them. They live in aeries high in the mountains where they raise their young. If captured and raised from a chick, they are extremely loyal (though never lose their craving for horse flesh).

Harpy

Armor Class: 7	No. Appearing: 1d6/2d4
Hit Dice: 3	Save As: F3
Movement: 60/20 f150/50	Morale: 7
Attacks: 2 or 1	Treasure Type: C
Damage: see below	Alignment: Chaos
Special Attacks: charm	THACO: 17
Special Defense: see below	Experience: 65
Intelligence: 3+1d6	

With the lower body of an eagle and upper body of human female, these foul creatures are particularly fond of human flesh. A harpy can sing which induces a powerful charm in any human, demi-human, or humanoid that hears the tune (save vs. spell grants immunity for 24 hours). A charmed creature is irrevocably drawn to the harpy and will stand helpless while killed. A *dispel magic* spell or the death of the harpy negates the charm effect. Harpies are very resistant to magic and save vs. spells or magical attacks with a +2 bonus. A harpy will rarely use a weapon, but will utilize dagger dipped in poison.

Hippogriff

Armor Class: 5	No. Appearing: 1d6/2d8
Hit Dice: 3+1	Save As: F3
Movement: 180/60 f360/120	Morale: 8
Attacks: 3 2 claws 1 bite	Treasure Type: None
Damage: 1d6/1d10	Alignment: Neutral
Special Attacks: None	THACO: 16
Special Defense: None	Experience: 75
Intelligence: 4	

This animal is sometimes confused with a griffin in that it has the same head, torso, wings and talons. However, the rear of the animal is that of horse. They are not as voracious as griffins but still hunt for food. They also live in mountains but can be found in most hilly locales. If trained from a chick, they are excellent steeds and very loyal. Hippogriffs will attack pegasi on sight.

Lizard Man

Armor Class: 5	No. Appearing: 2d4/5d10
Hit Dice: 2+1	Save As: F2
Movement: 60/20 s120/40	Morale: 12
Attacks: 3 or 1	Treasure Type: U/D
Damage: see below	Alignment: Neutral
Special Attacks: None	THACO: 17
Special Defense: None	Experience: 25
Intelligence: 4+1d4	

Lizard men prefer to live in large swamps with ample water. They are found and in fresh or salt water environs. Lizard men congregate in tribes and they are not particularly intelligent and somewhat barbaric. They prefer to hunt humans and demi-humans; a successful hunt always incurs an exotic feast and celebration. In combat, a lizard man can use his claws (1d3) and bite (1d6+1). On occasion a lizard man will carry a large club (1d6) or spear (1d6); all lizard men gain +1 to damage when wielding a melee or hurled weapon. Lizard men are essentially lizards that have a vague human-like form, but more closely resemble walking lizards, including alligator-like tail. They stand six to eight feet tall.

Lycanthrope

Also called were-creatures, lycanthropes include a variety of types including werebear, wererat, and werewolf. Virtually any type of lycanthrope is possible, though most are found to be some sort of animal variant. A creature is not born a lycanthrope but contracts the magical disease called lycanthropy. Only a lycanthrope can transfer the



CREATURES: MONSTERS / LYCANTHROPES

disease, typically by bite. Each time a creature (undead, magical creatures, and demons are immune) is bitten by a lycanthrope there is a 10% chance the victim will contract lycanthropy and transform into its beast shape on the next full moon; this completes the process and that creature is now considered a lycanthrope. All lycanthropes, as part of the transformation, become chaotic in alignment. Lycanthropes take three forms at will; their original race, were-form, or beast form. A lycanthrope if were form appears much as it does in its original race except it is covered with hair (beast type), has facial features of the beast, and is generally more muscular. In beast form, the lycanthrope appears as the appropriate creature although somewhat larger. They are particularly fond of the flesh of humans, demi-humans, and humanoids. Lycanthropes are quick to anger and possess very little patience; they typically act with very little forethought while in beast form or were form. Non-adventurer types that are transformed into a were creature gain the following statistics based on their beast form. Adventuring types retail their statistics in regard to hit dice, hit points, AC, etc. All lycanthropes can summon a like beast (type and amount varies based on lycanthrope) which will arrive 1d4 rounds after the action is initiated.

Werebear

Armor Class: 5

Hit Dice: 6+1

Movement: 120/40

Attacks: 3 or 1

Damage: see below

Special Attacks: see below

Special Defense: see below

Intelligence: 5+1d6

No. Appearing: 1d3/1d6

Save As: F6

Morale: 11

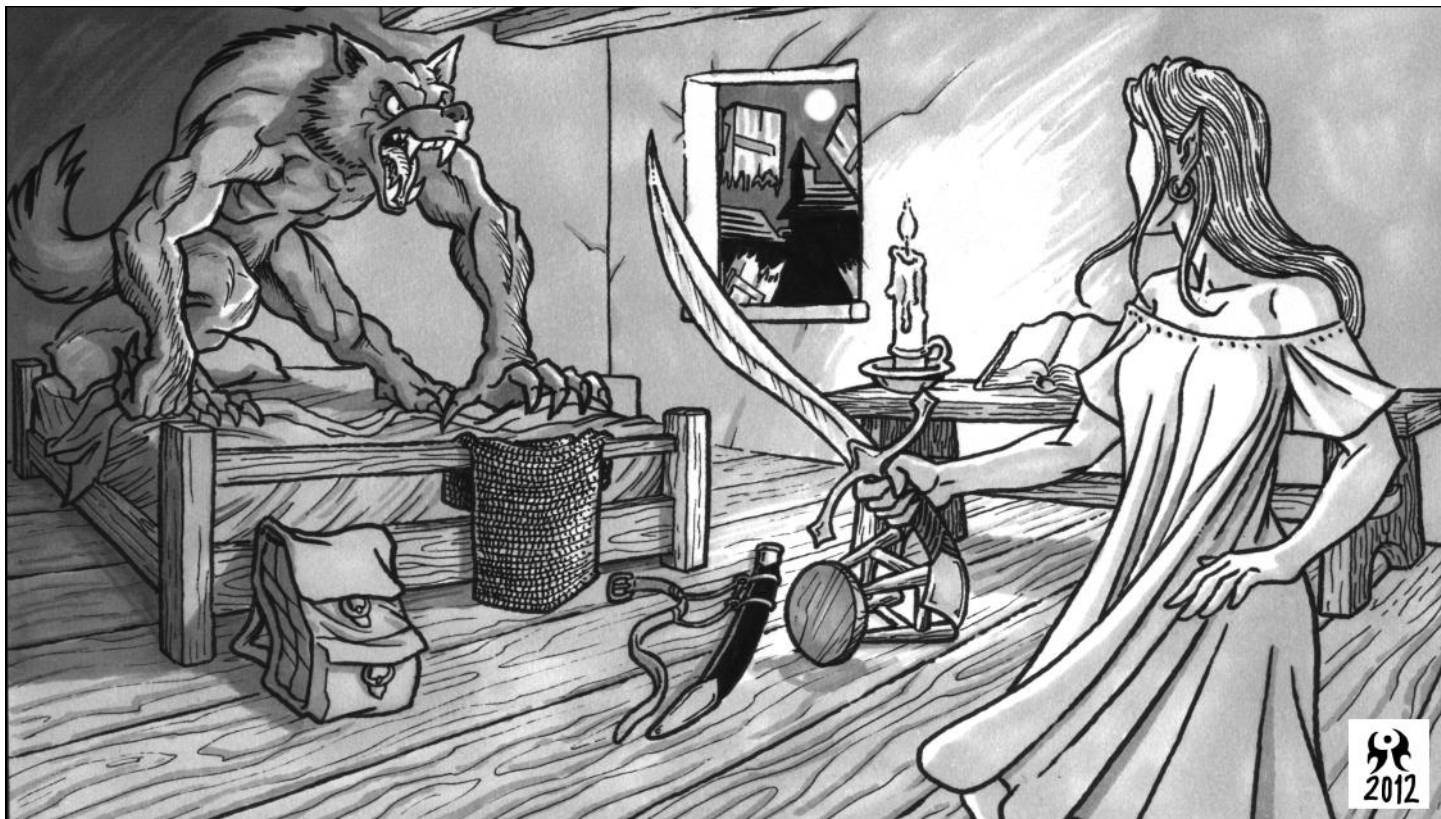
Treasure Type: D

Alignment: Chaos

THACO: 13

Experience: 950

Incredibly powerful, the werebear is easily enraged and reacts poorly when encountered. The werebear can summon one bear (random type) once per day. The summoned bear obeys the werebear without hesitation. Werebears are most often encountered in beast form as they prefer that shape. A werebear may come in any type of bear and its melee damage and abilities are the same as that type of bear. In were form the werebear uses its massive paws (1d8) and ferocious bite (2d6). They rarely carry weapons or any other items but gain +3 to damage with melee or hurled weapons. Werebears can only be hit by silver (half damage) or magical weapons. Spells have normal effects.





CREATURES: MONSTERS / LYCANTHROPES

Wererat

Armor Class: 6	No. Appearing: 1d4/1d8
Hit Dice: 3+1	Save As: F3
Movement: 120/40	Morale: 7
Attacks: 3 or 1	Treasure Type: D
Damage: see below	Alignment: Chaos
Special Attacks: None	THACO: 16
Special Defense: None	Experience: 125
Intelligence: 4+1d6	

One of the weaker of the lycanthropes, wererats are also the most common. They are generally cowardly but will fight ferociously if cornered. Wererats can summon 2d6 giant rats or 3d12 normal rats once per turn up to three times per day. The rats completely obey the wererat. A wererat typically attacks with its claws (1d3) and bite (1d6), but they often carry some type of sword. It is not uncommon (35%) for a wererat to possess a single miscellaneous magic item (see page X) that it carries at all times. The beast form of this creature is a giant rat of even larger proportions (bite inflicts 1d8 damage). Wererats can only be hit by silver (half damage) or magical weapons. Spells have normal effects.

Werewolf

Armor Class: 6	No. Appearing: 1d3/1d6
Hit Dice: 5+1	Save As: F5
Movement: 120/40	Morale: 9
Attacks: 3 or 1	Treasure Type: D
Damage: see below	Alignment: Chaos
Special Attacks: None	THACO: 15
Special Defense: see below	Experience: 775
Intelligence: 6+1d6	

A werewolf is a wily lycanthrope that prefers to live amongst humans and demi-humans. They are adept at blending into virtually any environment or culture and do so to gain trust and information. Werewolves crave human flesh beyond any other. In beast form, the werewolf takes the shape of a normal wolf unless there is full moon in which it will transform into a dire wolf. In were form the werewolf uses its claws (1d4) and bite (1d8). They can use weapons but rarely do so while in were form, but if they do, they gain +1 to damage with melee and hurled weapons. A werewolf can summon 1d6 normal wolves or 1d2 dire wolves once per turn up to three times per day. All summoned wolves are completely obedient to the werewolf. Werewolves can only be hit by silver (half damage) or magical weapons.

Manticore

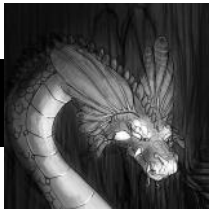
Armor Class: 4	No. Appearing: 1d2/1d4
Hit Dice: 6+1	Save As: F6
Movement: 120/40 f180/60	Morale: 9
Attacks: 3 or 1	Treasure Type: D
Damage: see below	Alignment: Chaos
Special Attacks: None	THACO: 13
Special Defense: None	Experience: 650
Intelligence: 4+1d3	

With the body of a huge black lion and wings of bat, these creatures are vicious. The head of a manticore resembles that of a bestial human while its long tail is covered with six-inch-long spikes. They are ambush hunters and enjoy the sport of hunting humans, demi-humans, and humanoids. A manticore can attack with both its front claws (1d4) and a vicious bite (2d4). Alternative, it can hurl 1d6 tail spikes at a single target inflicting 1d6 damage per spike (an attack roll is required for each spike fired). A manticore regrows 1d2 spikes per day. Range modifiers are the same as a short bow.

Medusa

Armor Class: 8	No. Appearing: 1
Hit Dice: 4	Save As: F4
Movement: 90/30	Morale: 8
Attacks: 1d6 or 1	Treasure Type: F
Damage: see below	Alignment: Chaos
Special Attacks: gaze	THACO: 16
Special Defense: None	Experience: 175
Intelligence: 6+1d12	

With body and face of a beautiful human woman, these creatures are very powerful. A medusa has a nest of vipers in place of hair and her gaze will petrify any who look upon her (save vs. petrification avoids effect). A medusa can attack with her snakes (1d6 per round attack a single target) and each successful bite inflicts one point of damage and requires a saving throw vs. poison or the target suffers an additional 2d6 damage. A medusa that meets its own gaze (never that of another medusa), must save vs. petrification or be turned to stone. Any creature in melee with a medusa can avoid the gaze attack but suffers a -4 penalty on attack rolls. Some medusas carry weapons such as a long bow (1d6), javelins (1d6[10], or spear (1d6). Medusas also gain a +2 bonus against all saving throws vs. spells or spell-like effects.



CREATURES: MONSTERS

Minotaur

Armor Class: 6	No. Appearing: 1/1d4
Hit Dice: 6	Save As: F6
Movement: 120/40	Morale: 12
Attacks: 2 or 1	Treasure Type: C
Damage: see below	Alignment: Chaos
Special Attacks: None	THACO: 14
Special Defense: None	Experience: 275
Intelligence: 5+1d6	

With the body of an ogre and the head of a bull, these vile creatures hunt for sport and covet treasure of all kind. They prefer to hunt humans, but any biped will do in a pinch. Minotaurs prefer to use a great axe (1d10+2) damage in combat. They are so strong that they gain +2 to damage while using any melee or hurled weapon. When not using a weapon, their bite and gore attack inflicts 1d6 damage each.

Nixie

Armor Class: 7	No. Appearing: 1d4/2d10
Hit Dice: 1	Save As: F1
Movement: 120/40	Morale: 6
Attacks: 1	Treasure Type: B
Damage: weapon 1d4	Alignment: Neutral
Special Attacks: charm	THACO: 19
Special Defense: None	Experience: 16
Intelligence: 6+1d6	

Appearing as small (4' tall), beautiful human women (charisma 12+1d6), nixies live in water. They have skin that ranges in color from light green to dark blue. Their over-sized eyes are typically golden as is their hair. Nixies are the nemesis of those who ply the seas or inland water ways as they often charm men and take them for slaves. A nixie charm works like that of a dryad. A nixie will cast *water breathing* on a successfully charmed target and keep the slave for at least one year. In combat, a nixie will use small trident or dagger (each inflicting 1d4 damage), but they prefer to avoid combat unless cornered. A nixie can summon one aquatic animal to aid her if threatened. Nixies make their lairs in the deepest part of whatever body of water they call home.

Owl Bear

Armor Class: 5	No. Appearing: 1/1d4
Hit Dice: 5	Save As: F5
Movement: 120/40	Morale: 9
Attacks: 3 2 claws 1 bite	Treasure Type: C
Damage: 1d8 each	Alignment: Neutral
Special Attacks: hug	THACO: 15
Special Defense: None	Experience: 300
Intelligence: 4	

An owl bear is a massive creature standing 10-14 feet tall with the body of bear and head of a giant owl. They have a bad temperament and always hungry. If an owl bear successfully hits with both claw attacks, it hugs the victim for an additional 2d8 damage. Owl bears are found in almost any climate and even rare polar versions have been spotted.

Pegasus

Armor Class: 6	No. Appearing: 1d12
Hit Dice: 2+2	Save As: F2
Movement: 240/80 F480/160	Morale: 8
Attacks: 2 hooves	Treasure Type: N/A
Damage: 1d6	Alignment: Lawful
Special Attacks: None	THACO: 17
Special Defense: None	Experience: 40
Intelligence: 4+1d3	

These semi-intelligent flying horses are wild and reclusive. They cannot be captured and trained unless done so from birth; still, they will only serve lawful creatures. They are natural enemies of hippogriffs.

Pixie

Armor Class: 3	No. Appearing: 2d4/10d4
Hit Dice: 1	Save As: Elf 1
Movement: 90/30 f180/60	Morale: 7
Attacks: 1	Treasure Type: R + S
Damage: dagger 1d4	Alignment: Neutral
Special Attacks: None	THACO: 19
Special Defense: see below	Experience: 16
Intelligence: 6+1d12	

Distantly related to elves, pixies are small (2-foot-tall) creatures with dragon fly wings; otherwise, they look exactly like an elf. A pixie can become *invisible*, per spell, at will and even attack while invisible. A *detect invisibility* spell will reveal their presence. See *invisibility* spell for details.



CREATURES: MONSTERS

Purple Worm

Armor Class: 6	No. Appearing: 1/1d4
Hit Dice: 15	Save As: F15
Movement: 60/20	Morale: 10
Attacks: 2 bite/sting	Treasure Type: D
Damage: 2d8/1d8	Alignment: Neutral
Special Attacks: swallow	THACO: 9
Special Defense: None	Experience: 2,300
Intelligence: 2	

These massive, and nearly mindless, monsters burrow throughout the deep in search of food. They will attack and devour any living thing. The purple worm, as its namesake, is purplish in color and can reach a length of 120 feet long and they are often 12 feet in diameter. Their skin is covered with acidic slime; unprotected skin touching the slime will induce 1d12 damage for 1d3 rounds. If the purple worm hits any target by four more on the to-hit attack roll or a natural "20" on the dice, the target is considered swallowed and instantly suffers 3d12 damage and the same amount of damage until the victim is dissolved. Creatures resistant to acid suffer 1d8 points of damage per round from suffocation. The worm's tail stinger injects acid which inflicts 1d12 damage per round for 1d8 rounds. The injected acid can be negated with a *neutralize poison* or *cure disease* spell.

Rust Monster

Armor Class: 2	No. Appearing: 1
Hit Dice: 5	Save As: F5
Movement: 150/50	Morale: 7
Attacks: 2	Treasure Type: None
Damage: see below	Alignment: Neutral
Special Attacks: rust	THACO: 15
Special Defense: None	Experience: 300
Intelligence: 3	

The bane of all things metal, the rust monster can detect any metal up to 240 feet away. These creatures resemble an armadillo, though nearly 10 feet long. They are red in color and have two, 10-foot-long flexible antennae that they use to corrode any metal they touch. The rust monster cannot damage another creature, but their touch instantly corrodes nonmagical metal. Magical metal items have a 10% chance per "+" of surviving an attack. Alternatively, if no "+" is applicable, the percentage is 10% per 2,000 gp value of the item.

Salamander, Flame

Armor Class: 2	No. Appearing: 1d4+1/1d8
Hit Dice: 8	Save As: F8
Movement: 120/40	Morale: 8
Attacks: 3	Treasure Type: F
Damage: see below	Alignment: Chaos
Special Attacks: flame	THACO: 12
Special Defense: see below	Experience: 1,750
Intelligence: 4+1d6	

Native to the plane of fire, these red-scaled reptiles are voracious hunters. They roam the Fire plane as well stalking volcanic areas on the Prime plane. While technically lizards in form, they are somewhat snake-like with elongated bodies; flame salamanders often reach 20 feet in length. These creatures are completely immune to fire, magical or natural. They generate such intense heat that combustible material within 20 feet of a flame salamander will spontaneously combust. Living creatures within the 20-foot range sustain 1d8 damage per round (save vs. dragon breath for half damage). Flame salamanders attack with two claws (1d4) and a bite (1d8).

Salamander, Frost

Armor Class: 3	No. Appearing: 1d3/1d6
Hit Dice: 12	Save As: F12
Movement: 120/40	Morale: 9
Attacks: 5	Treasure Type: E
Damage: see below	Alignment: Chaos
Special Attacks: frost	THACO: 10
Special Defense: see below	Experience: 2,700
Intelligence: 4+1d6	

The frost salamander is found on the Water plane as well as arctic regions of the Prime plane. They are white in color and lizard-like with scales and a long tail. These creatures have six clawed legs. A frost salamander generates an aura of cold (20' radius) that freezes water instantly and damages all living creatures for 1d8 damage (save vs. dragon breath for half damage). The frost salamander attacks with four claws (1d6) and a vicious bite (2d6).



CREATURES: MONSTERS

Sea Devil

Armor Class: 5	No. Appearing: 1d6/2d8
Hit Dice: 2+1	Save As: F2
Movement: 60/20 s180/60	Morale: 9
Attacks: 3 or 1	Treasure Type: R/C
Damage: see below	Alignment: Chaos
Special Attacks: None	THACO: 17
Special Defense: None	Experience: 25
Intelligence: 4+1d8	

Sea devils are a race of ocean-going humanoid-like creatures that seek mastery of their domain. They are the enemy of all intelligent underwater species. Sea devils will attack a ship or boat on sight. They live in massive underwater cities but have outposts throughout the seas. A sea devil stands about seven feet tall and has a humanoid shape. They are scaled and generally green and blue in color. Their heads are shark-like but with fan-type fins at the ears on the crest of their head. Sea devils typically wield a trident (1d10), 10 javelins (1d6), a spiked net (1d4 plus entanglement*), and a daggers (1d4). These creatures often enslave other underwater races and creatures. * A creature caught in a net must a strength check with a +4 penalty to escape the net. Each escape attempt inflicts 1d4 damage from the spikes and hooks attached to the net.

Sea Serpent

Armor Class: 5	No. Appearing: 1/1d2
Hit Dice: 9	Save As: F9
Movement: 150/50	Morale: 8
Attacks: 2	Treasure Type: None
Damage: see below	Alignment: Neutral
Special Attacks: None	THACO: 12
Special Defense: None	Experience: 1,600
Intelligence: 3	

These massive, snake-like creatures are generally found in salt water environs but can live in fresh water. They are typically 50 feet long with light blue scales and translucent fins. They do not have lairs and spend their time hunting prey. The sea serpent can bite its prey and inflict 2d6 damage. If the target is man-sized or smaller, the sea serpent will swallow the victim whole if the to-hit attack roll is 4 or more than the number needed to hit or a natural "20".

Sprite

Armor Class: 5	No. Appearing: 3d6/5d12
Hit Dice: 1d4 hit points	Save As: Elf 1
Movement: 60/20 f180/60	Morale: 7
Attacks: 1	Treasure Type: D
Damage: dagger 1d4	Alignment: Neutral
Special Attacks: spell	THACO: 19
Special Defense: None	Experience: 7
Intelligence: 6+1d8	

Sprites are related to elves and pixies and even smaller than the latter. They are benign creatures but love humor and practical jokes. They will never willingly enter combat; only if cornered or to defend another sprite. However, sprites can cast a *curse* spell; typically, used in an amusing way (trip another, uncontrolled sneezing for a turn, etc.). A sprite can use this ability once per day.

Stirge

Armor Class: 7	No. Appearing: 1d10/3d12
Hit Dice: 1	Save As: F2
Movement: 30/10 f180/60	Morale: 9
Attacks: 1 bite	Treasure Type: L
Damage: 1d3	Alignment: Neutral
Special Attacks: blood drain	THACO: 17
Special Defense: None	Experience: 16
Intelligence: 3	

Bat-like in appearance, the Stirge has long proboscis not unlike a mosquito. They are very fast when flying and use this to their advantage when attacking (lowering their THACO to 17). If a stirge successfully hits a target it inflicts 1d3 damage. It is then attached to its victim and inflicts another 1d3 damage via blood drain until it consumes double its hit points in damage or the victim dies.



CREATURES: MONSTERS

Treant

Armor Class: 2	No. Appearing: 1/1d8
Hit Dice: 8	Save As: F8
Movement: 60/20	Morale: 9
Attacks: 2	Treasure Type: C
Damage: 2d6	Alignment: Lawful
Special Attacks: None	THACO: 12
Special Defense: None	Experience: 1,200
Intelligence: 10+1d8	

Barely distinguishable from very old and very large trees, a treant is the shepherd of the forest. They have little interest in anything but protecting the forest they live in, and in particular trees. Treants are very distrustful and generally uncooperative unless the situation at hand benefits the trees and forest. They despise humanoids and attack them on sight. A treant can animate two trees per day (same stats as a treant) for 2d6 turns.

Troglodyte

Armor Class: 5	No. Appearing: 1d8/3d8
Hit Dice: 2	Save As: F2
Movement: 120/40 s150/50	Morale: 9
Attacks: 3 or 1	Treasure Type: A
Damage: see below	Alignment: Chaos
Special Attacks: stench	THACO: 18
Special Defense: None	Experience: 35
Intelligence: 4+1d6	

Troglodytes are sometimes mistaken as lizard men, though they tend to be larger and have a fan-like spine that runs from their head to their tail. Troglodytes can change the color of their skin, much like a chameleon, and therefore can surprise targets on a 1-4d6. They are very aggressive creatures and hunting is as much as sport as a way of life for them. They are somewhat bestial in nature, but still intelligent. They can attack with two claws (1d4) and a bite (1d4), but many prefer to use weapons including a stone axe (1d8), spear (1d6), or trident (1d10). While troglodytes are excellent swimmers, they cannot breathe water. These creatures exude a noxious slime that causes all creatures within 10' to save vs. poison or suffer -2 on all to-hit rolls due to nausea.

Troll

Armor Class: 4	No. Appearing: 1d4/1d8
Hit Dice: 6+3	Save As: F7
Movement: 120/40	Morale: 10
Attacks: 3 2 claw / bite	Treasure Type: D
Damage: 1d6 / 1d10	Alignment: Chaos
Special Attacks: None	THACO: 13
Special Defense: regenerate	Experience: 650
Intelligence: 3+1d4	

The dangerous and always hungry troll stand eight feet tall and have long appendages that end in sharp claws. They have mottled green skin with virtually no hair. Trolls live in almost any climate but avoid deserts and volcanic areas. A troll's sole purpose is to hunt for food; they prefer the flesh of humans, demi-humans, and humanoids. They are very strong and can regenerate damage at a rate of three hit points per round. Only damage by fire and acid cannot be regenerated.

Unicorn

Armor Class: 2	No. Appearing: 1d4/1d8
Hit Dice: 4	Save As: F4
Movement: 240/80	Morale: 7
Attacks: 3 2 hooves / horn	Treasure Type: None
Damage: 1d8 / 1d8	Alignment: Lawful
Special Attacks: None	THACO: 16
Special Defense: None	Experience: 125
Intelligence: 4+1d6	

A unicorn appears identical to a horse but for the 18-inch horn that protrudes from its head. These magical beasts have an affinity to female humans and demi-humans that are lawful. A unicorn can teleport once per day (up to one mile without error). They are reclusive animals and prefer to avoid contact with any but their own species.



CREATURES: UNDEAD

Undead

The undead are truly fearsome creatures that have a wide variety of defensive and offensive abilities. All undead are immune to mind-affecting spells including illusions and illusion-based spells. However, all undead are susceptible to holy water and suffer 2d6 damage if exposed to a full vial of the liquid. All greater undead suffer damage in the presence of full sunlight (1d6 per round). All undead suffer a -2 to their attack rolls in full sunlight. The undead cannot enter a holy place, one that is devoted to any god of Law, unless the location has been previously desecrated.

Greater Undead, or most of them, have a special attack called **energy drain**. This attack occurs in conjunction with a physical melee attack and is very powerful. For a full description of energy drain, see page X. Also, greater undead can only be hit by silver (half damage) or magical weapons. Spells have normal effect (unless as noted above or in the specific undead monster description). Greater undead with less than five hit dice include an additional 100 experience points in their experience value.

Dread

Armor Class: 6	No. Appearing: 1d4
Hit Dice: 2	Save As: F2
Movement: 120/40	Morale: 12
Attacks: 1 claw	Treasure Type: None
Damage: 1d8	Alignment: Chaos
Special Attacks: exp. drain	THACO: 18
Special Defense: undead	Experience: 30
Intelligence: 4	

These powerful skeletons were most likely a fighter or soldier type in life. They wear the remnants of armor but never carry a weapon. The touch of dread causes experience loss (5d10) for each hit. A PC or NPC can never be drained an experience level; simply, the experience loss cannot exceed the minimum current level of the target creature.

Ghast

Armor Class: 6	No. Appearing: 1d4
Hit Dice: 3	Save As: F3
Movement: 150/50	Morale: 12
Attacks: 3 claw/claw/bite	Treasure Type: B
Damage: 1d4/1d4/1d6	Alignment: Chaos
Special Attacks: see below	THACO: 17
Special Defense: undead	Experience: 80
Intelligence: 4+1d4	

A ghost is semi-intelligent undead that craves human and demi-human flesh. They are capable of developing plans and strategies to hunt their food. They appear as gaunt humans with a skin palette of various shades of gray. They have open cuts, wounds, and sores that ooze black blood. These creatures are very strong and fast. The touch of ghost will paralyze any creature unless a save vs. paralyzation is successful. Also, a ghost can, once per turn, exude an unbearable stench that reduces the strength of any creature within 10 feet by two points (save vs. poison negates the effect). Ghosts can control lesser undead (fewer hit dice).



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CREATURES: UNDEAD

Ghoul

Armor Class:	No. Appearing: 1d6
Hit Dice: 2	Save As: F2
Movement: 90/30	Morale: 11
Attacks: 3 claw/claw/bite	Treasure Type: B
Damage: 1d3/1d3/1d4	Alignment: Chaos
Special Attacks: see below	THACO: 18
Special Defense: undead	Experience: 30
Intelligence: 3	

A ghoulish creature appears to resemble a zombie but with less decomposition. They often have open wounds or sores that ooze a blackish-red fluid. Their skin is typically some shade of gray. They are often clad in shabby and torn clothing or even remnants of armor. They never carry weapons unless it was part of their ensemble while still alive – and even then, they never actually use weapons. A ghoulish creature causes paralysis by touch (save vs. paralyzation to negate the effect; a save is required for each occurrence). Ghoulish creatures are always hungry for the flesh of any living creature, though they prefer humans and demi-humans. They typically hunt for victims and then return to their lair to devour the catch.

Lich, Greater Undead

Armor Class: 2	No. Appearing: 1
Hit Dice: 15	Save As: MU 15
Movement: 120/40	Morale: 10
Attacks: 1	Treasure Type: H, N, O
Damage: 1d10 or weapon	Alignment: Chaos
Special Attacks: see below	THACO: 9
Special Defense: undead	Experience: 4,250
Intelligence: 14+1d4	

A lich appears as a skeleton wearing general wizard/adventuring garb. They have flaming red eyes. These fearsome creatures were once high level magic-users (15-18th level) and retain all their powers and spell usage (same rules used as magic-user class character). Additionally, a lich can use any weapon and typically carries at least one magic weapon that has a +2 bonus. A lich also wears 1d2 magic rings. Liches seldom occupy their time with the day-to-day machinations of the world, but instead focus their time on research of all things magical. They have a particular obsession with the Arcanum (see **The Misty Isles** campaign setting or adventure module series, **C1-5 The City of Spire**). The touch of a lich induces a power energy drain that reduces the target by two levels (hit dice) per hit.

Shadow, Greater Undead

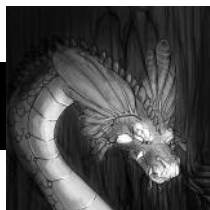
Armor Class: 7	No. Appearing: 1d8
Hit Dice: 2+2	Save As: F3
Movement: f90/30	Morale: 10
Attacks: 1	Treasure Type: C
Damage: 1d4	Alignment: Chaos
Special Attacks: see below	THACO: 17
Special Defense: undead	Experience: 45
Intelligence: 3	

These foul creatures have an amorphous black form that appears very shadow-like, which gives them their namesake. Shadows cannot survive in natural sunlight (take 1d4 damage per round) and shun any form of magical light (they will not enter an area illuminated by magical light). Shadows surprise on a 1-5d6 so long as they have place to hide (in shadows). The touch of a shadow drains strength by one point per hit. The duration of the reduction is eight turns. If a character is reduced to zero strength, he instantly transforms into a shadow. Shadows do not have energy drain.

Skeleton

Armor Class: 7	No. Appearing: 3d4
Hit Dice: 1	Save As: F1
Movement: 60/20	Morale: 12
Attacks: 1	Treasure Type: D
Damage: 1d6 or weapon	Alignment: Chaos
Special Attacks: None	THACO: 19
Special Defense: undead	Experience: 16
Intelligence: 2	

Skeletons are animated bones of humans or demi-humans (most typically) and mindless automatons that perform the bidding of more powerful chaotic creatures and priests. Skeletons can be given simple orders to follow. In general, a skeleton attacks with a clawed hand (1d6). However, skeletons can be armed, or carry weapons from before their undeath, which they can use normally. All skeletons suffer half damage from edged or pointed weapons.



CREATURES: UNDEAD

Skeleton, Abyssal

Armor Class: 6	No. Appearing: 1d6
Hit Dice: 2	Save As: F2
Movement: 90/30	Morale: 10
Attacks: 2 claw/claw	Treasure Type: None
Damage: 1d6/1d6	Alignment: Chaos
Special Attacks: see below	THACO: 18
Special Defense: undead	Experience: 35
Intelligence: 4+1d4	

An abyssal skeleton resembles a normal skeleton but for its reddish tinted bones and flaming claws. They do not wear any clothing (it burned away). They attack with both claws and inflict 1d6 damage to creatures not immune to fire or fire resistant, in which case the damage is reduced to 1d4 per hit. Also, an abyssal skeleton can generate a jet flame that is 10' long and two feet wide that inflicts 2d6 damage (save vs. spell for half damage). Abyssal skeletons are typically used to guard treasure; a special magical ward summons them when a chamber or area is infringed upon.

Spectre, Greater Undead

Armor Class: 4	No. Appearing: 1d3
Hit Dice: 7	Save As: F7
Movement: f150/50	Morale: 10
Attacks: 1	Treasure Type: None
Damage: 1d8	Alignment: Chaos
Special Attacks: see below	THACO: 12
Special Defense: undead	Experience: 1,250
Intelligence: 10+1d4	

Ghost-like in appearance, a spectre hovers above the ground and emanates a cold aura (60-foot radius; no effect). The touch of a spectre inflicts 1d8 damage and drains two levels or hit dice; this is an energy drain attack. A spectre is very intelligent and has a constant hunger to drain the life from all living things. A spectre is instantly destroyed if exposed to direct sunlight.

Vampire, Greater Undead

Armor Class: 2	No. Appearing: 1d3
Hit Dice: 9	Save As: F9
Movement: 120/40 f180/60	Morale: 11
Attacks: 1	Treasure Type: F
Damage: 1d10	Alignment: Chaos
Special Attacks: see below	THACO: 12
Special Defense: undead	Experience: 3,000
Intelligence: 12+1d4	

The most powerful of the undead, a vampire feeds on the blood of its victims as well as draining two energy levels with an attack. Unlike other undead, the vampire can negate its own energy drain attack at will. The vampire's energy drain attack drains two levels (HD) per attack. A vampire can only be struck by magic weapons; silver weapons have no effect. Vampire's can be of any race including human, demi-human, humanoid, giant-kin, and giants. A vampire can charm (per charm person spell) any creature that meets its gaze (saving throw vs. spell at -2 penalty). The charmed creature must obey every command of the vampire (see X). A vampire regenerates three hit points per round immediately after suffering damage. If reduced to zero (or less hit points), the vampire instantly transforms into a gaseous form (see page X) and flies back to its coffin. If it is unable to enter its coffin within 12 hours, it perishes. A vampire can transform into a dire wolf or giant bat at will. Furthermore, the vampire can summon the following once per day: 5d4 giant rats, 5d6 giant bats, 2d4 dire wolves. The bite of a vampire inflicts one point of damage and drains blood which reduces the target's constitution score by 1d10 points. If a victim's constitution reaches zero, that creature will transform into a vampire in 24 hours (it will be unconscious in the meantime). If the constitution does not reach zero, the victim regains one point per day of full rest.



CREATURES: UNDEAD

Wight, Greater Undead

Armor Class: 5	No. Appearing: 1d6
Hit Dice: 3	Save As: F3
Movement: 90/30	Morale: 12
Attacks: 1	Treasure Type: B
Damage: 1d4	Alignment: Chaos
Special Attacks: energy drain	THACO: 17
Special Defense: undead	Experience: 165
Intelligence: 5+1d4	

The weakest of the energy draining undead, a wight can easily be confused with a zombie or ghoul at first glance. However, they are significantly more powerful as their touch drains one energy level from the victim. A wight will collect treasure and generally lair in ruins or some buried structure.

Wraith, Greater Undead

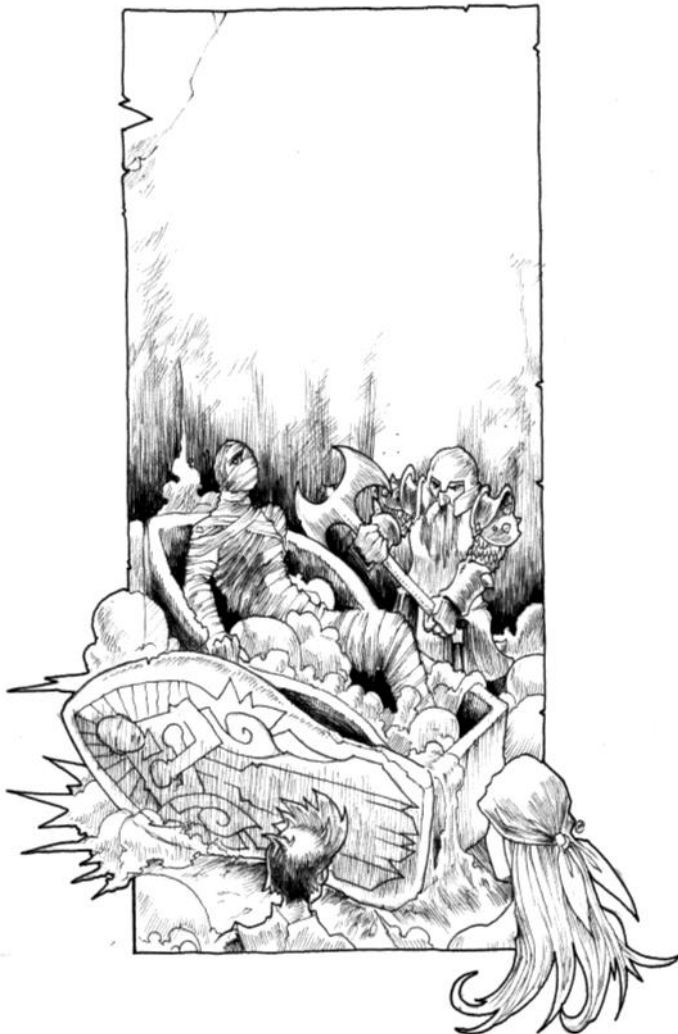
Armor Class: 3	No. Appearing: 1d4
Hit Dice: 4	Save As: F4
Movement: f240/80	Morale: 12
Attacks: 1	Treasure Type: E
Damage: 1d6	Alignment: Chaos
Special Attacks: energy drain	THACO: 16
Special Defense: undead	Experience: 275
Intelligence: 8+1d4	

A wraith has a ghost-like appearance hovers just above the ground. They are always black in appearance with glowing red eyes; their general shape is that of human. They are extremely fast and dangerous as their touch causes on level of energy drain. Wraiths are quite cunning and often set traps to lure the unwary into their lairs which are almost always some form of ruin or underground structure.

Zombie

Armor Class: 8	No. Appearing: 2d4
Hit Dice: 2	Save As: F2
Movement: 60/20	Morale: 12
Attacks: 1	Treasure Type: None
Damage: 1d8 or weapon	Alignment: Chaos
Special Attacks: None	THACO: 18
Special Defense: undead	Experience: 30
Intelligence: 2	

The most common form of undead is the zombie. They appear as gaunt humans, demi-humans, or humanoids and have pale white skin, clouded eyes, and are covered with bruises and abrasions. They are clearly the walking dead and crave flesh and brains. Zombies move quite slow and always lose initiative. A zombie can be commanded to follow a very simple and specific order. They rarely use weapons, but can be outfitted with any type except missile weapons.





CREATURES: JELLIES, SLIMES & MOLDS

Jellies, Slimes & Molds

The various slimes and molds have virtually no intelligence. As such they are all completely immune to mind-influencing spells such as *sleep*, charms, and any illusionary spells. These creatures are all devourers; they have no other purpose in life. All jellies, slimes and molds can seep through any crack or opening (if water can get through, so can these creatures). The exception is the **shrieker** (which is basically a four-foot-tall mushroom).

Black Pudding

Armor Class: 6	No. Appearing: 1
Hit Dice: 10	Save As: F10
Movement: 60/20	Morale: 12
Attacks: 1	Treasure Type: None
Damage: 3d8	Alignment: Neutral
Special Attacks: see below	THACO: 11
Special Defense: see below	Experience: 2,300
Intelligence: 0	

As its name implies, this fearsome creature appears as a mound of black pudding. They are generally circular in shape (10' diameter) and a few feet tall at the center. They have no real shape and they slide along any surface (they

can climb any wall, and even inverted). Wood or metal that touches or is touched by a black pudding will completely dissolve in one turn. Magical items made of wood or metal must make a saving throw vs. acid or similarly be destroyed. Only fire damages a black pudding; all other attacks will break off a separate black pudding (2 HD, damage 1d8).

Gelatinous Cube

Armor Class: 8	No. Appearing: 1
Hit Dice: 4	Save As: F4
Movement: 60/20	Morale: 12
Attacks: 1	Treasure Type: V
Damage: 2d4	Alignment: Neutral
Special Attacks: see below	THACO: 16
Special Defense: see below	Experience: 175
Intelligence: 0	

These translucent jellies are nearly always shaped as a cube and fill a 10' cube. If not moving, a gelatinous cube will surprise the unwary on a 1-4d6. They move through ruins and dungeons devouring organic material but also catch metals which remain undigested within the cube. They can reach out and attack any who threaten them.





CREATURES: JELLIES, SLIMES & MOLDS

Any creature (undead and demons excluded) that touch or are touched by a gelatinous cube suffer 2d4 damage and must make a saving throw vs. paralyzation or be paralyzed for 2d4 turns (at which time the victim is consumed). A *cure light wounds* spell will negate the paralysis as well as cure wounds. Gelatinous cubes are immune to cold, lightning, and acid attacks.

Gray Ooze

Armor Class: 8	No. Appearing: 1
Hit Dice: 3	Save As: F3
Movement: 10/3	Morale: 12
Attacks: 1	Treasure Type: None
Damage: 2d8	Alignment: Neutral
Special Attacks: see below	THACO: 17
Special Defense: see below	Experience: 65
Intelligence: 0	

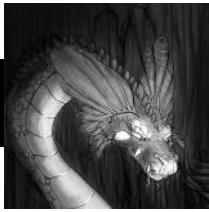
This ooze is translucent and difficult to discern as any other than a puddle of water or a wet spot. They move very slowly but secrete a powerful acid that inflicts 2d8 damage to any organic thing it touches. The ooze destroys all metal and wood it touches one turn after contact. Magical items made of wood or metal must save vs. acid with a -2 penalty or be forever destroyed. Typically, a gray ooze will attach itself to a ceiling and fall upon creatures that walk beneath it. A gray ooze is impervious to acid, cold, and fire attacks, but lightning and weapon attacks affect it normally.

Green Slime

Armor Class: see below	No. Appearing: 1
Hit Dice: 2	Save As: F2
Movement: 3/1	Morale: 12
Attacks: 1	Treasure Type: None
Damage: see below	Alignment: Neutral
Special Attacks: see below	THACO: 18
Special Defense: see below	Experience: 30
Intelligence: 0	

Similar to a gray ooze in size but not color, this slime uses the same tactic and adheres to ceilings waiting to fall on the passersby. If a green slime contacts the flesh of any creature, it will slowly turn that victim in to green slime in 1d4 turns. The slime must be burnt off the flesh to stop it from taking effect (victim and slime share the damage equally). Only a cure disease will negate the effects after 1d4+1 rounds of the flesh contacting the slime. The green slime is also acidic and corrosive. It will destroy wood or metal six rounds if it is not clean away (any method will work).





CREATURES: JELLIES, SLIMES & MOLDS

Ochre Jelly

Armor Class: 8	No. Appearing: 1
Hit Dice: 5	Save As: F5
Movement: 30/10	Morale: 12
Attacks: 1	Treasure Type: None
Damage: 2d6	Alignment: Neutral
Special Attacks: see below	THACO: 15
Special Defense: see below	Experience: 425
Intelligence: 0	

Similar to a black pudding but only half the size and the color of light purple, these jellies actively seek to devour organic creatures. Any contact of flesh results in 2d6 damage. Similarly, if the ochre jelly touches metal or wood, it will fully dissolve in one turn. Magical items made of wood or metal must save vs. acid or be destroyed. Only fire and cold will damage an ochre jelly; all other attacks break off a 1 HD jelly that inflicts 1d6 damage per hit.

Shrieker

Armor Class: 7	No. Appearing: 1
Hit Dice: 3	Save As: F3
Movement: 9/3	Morale: 12
Attacks: 0	Treasure Type: V
Damage: None	Alignment: Neutral
Special Attacks: see below	THACO: N/A
Special Defense: see below	Experience: 50
Intelligence: 0	

Standing about four feet tall, a shrieker is a giant mushroom with long gill plates on its stem. They have not physical attack but can detect light and/or movement up to 240 feet away. If they do so, the shrieker emits an ear-shattering scream for 1d4 rounds. Any creatures within 1,000 feet will be alerted by the screaming. For each round the shrieker emits its alarm, there is a 50% chance that some creature (either a wandering monster or local denizen) will come to investigate. Shrieker's feed off the detritus found in dungeons.

Yellow Mold

Armor Class: None	No. Appearing: 1
Hit Dice: 2	Save As: F2
Movement: 0	Morale: 12
Attacks: 0	Treasure Type: None
Damage: None	Alignment: Neutral
Special Attacks: see below	THACO: None
Special Defense: see below	Experience: 30
Intelligence: 0	

This fatal fungus typically covers an area of ten square feet. It is yellow in color, often dull and almost brown. It can only be destroyed by fire (a torch inflicts 1d4 damage per round). It can eat through any organic material in a matter of 1d3 rounds but cannot harm metal or stone. When disturbed, it explodes into a cloud of deadly fungal spores. Any breathing creature caught in the cloud (10' cube) must save vs. death or choke to death in 2d6 rounds. A *cure disease* will save the victim.



GODS & GREATER DEMONS

The Planes of Existence

In the BX RPG campaign setting, **The Misty Isles**, there are six planes of existence. These include the Prime, Air, Earth, Fire, Water, and Abyssal. The Prime is the location of the world – the place where many adventures will take place. Travel between the planes is only accomplished via magical spells or gates. Many gates, created during the **Ancient War** exist on the Prime, but they are hidden, and for the most, part unknown. The four elemental planes, Air, Earth, Fire, and Water, are dimensional planes that are vast and occupied by numerous creatures. Many magical creatures are summoned from the elemental planes such as elementals, wisps, among others. The Abyssal plane is home to demons and undead, as well as the Greater Demons.

All the planes are capable of sustaining life, but denizens of the Prime plane are generally uncomfortable to say the least, while on the other planes. For example, the plane of Fire is extremely hot; not so much as to damage a creature from the Prime plane, but not unlike a scorching desert. Also, other than air (water can be found on the Water, Air, and Earth planes), there is no natural food readily available for those from the Prime plane. Therefore, a creature from the Prime plane cannot survive indefinitely on the other planes without access to food and sometimes, water.

Additionally, creatures from the Prime plane are rarely greeted with good will or even with neutrality. Those of the Prime plane are considered enemies and intruders.

All magical creatures, including demons and undead, that are summoned originate from the various planes. While undead seek to access the Prime, the other planar creatures, including demons, only do so for a specific purpose. Undead have an aversion to all things living and seek to destroy life in all its forms.

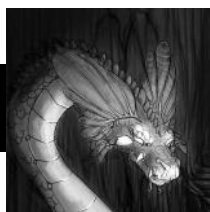
A complete guide to each plane is available (Winter 2020) from Pacesetter Games & Simulations.

Gods and Demons

Like many fantasy RPG settings, gods and demons play a role in creating the campaign setting and universe that will be explored by the Player Characters. However, in **The Misty Isles** setting, gods are all but forgotten or possess very little influence. After the Ancient War, the remaining gods retreated to their realms and most take little notice of the world. While there are clerics and paladins in the world, they are few in number and active temples are rare. That is not to say most humans and demi-humans do not worship a god; they do, but for the most part, it is minor. For their part, the remaining gods do very little to intervene. Instead, they rely on their most devout worshippers and priests to impact the world. The great demons, battered as a result of the Ancient War, harbor malice and resentment toward the world, but most have not regained enough power to spread their evil.

Gods

The remaining gods of **The Misty Isles** are few. Most have followers though few are devout enough to adhere to established practices. Lawful gods are predominantly followed by those the same alignment, some creatures of Neutral alignment are included in these followers. While there is only one evil god, there are Greater Demons who possess the same might and power. These Greater Demons are followed by those aligned with Chaos (and those who are evil, in general). Humanoids exclusively worship these Greater Demons. At the time of the Ancient War, gods and Greater Demons fought as did their minions and followers in the world. As the war raged, many were thrown down, and some destroyed forever. Carnage and destruction nearly destroyed the world and in the wake the gods and Greater Demons retreated to their palaces. Those creatures that survived in the world, living in **The Misty Isles**, lessened their dependency and worship of the gods who had brought on such destruction. The following is a list of gods and Greater Demons that still have followers, or impact, in **The Misty Isles**. While there are some other weaker gods and Greater Demons, the following are those that are most predominate. For more



GODS & GREATER DEMONS

information on the gods and Greater Demons, see **The Misty Isles** campaign setting (Spring 2020) and the **Gates to the Unknown: Planes of The Misty Isles** source books (Winter 2020).

Rah: The god of the sun, Rah is a Lawful god and worshipped by most that still cling to their faith in the world. Many of the clerics in the world are followers of Rah. He is worshipped predominately by humans, but all the other demi-human races are also represented.

Hecate: Hecate has a loyal but small following and her clerics are always Lawful. She is the goddess of the four winds and her followers depend on her for favorable weather. Hecate numbers her followers as humans, elves, and gnomes. She is the oldest of the four goddess sisters; her three sisters are **Helena**, **Hesther**, and **Hera**.

Helena: Helena is the goddess of the stars and moon and a Lawful god. She is rarely worshipped and her following is small, typically humans and half-elves.

Hesther: The youngest of the four sisters, Hesther is a Neutral god and her followers are from all races. Generally, these followers are good and include those who are

farmers, miners, woodsmen, and those who work the land. She is also a favorite of druids, some thieves, and those who wander the world.

Hera: Of the four sisters, Hera is the darkest. She attempted to take control of the Abyssal plane from the greater demons but failed. She managed to survive the Ancient War and retains her control as goddess of the night and dark. She has many followers in the Deep as well as those creatures that prefer dark places. Her followers are either Lawful or Chaotic and nearly always evil. Hera is the only chaotic god to have survived the Ancient War.

Furiosium: The god of weather and the oceans (and any other body of water), Furiosium is followed by farmers and fishermen of all races. He is a Neutral god and his temples are always found near rivers, lakes, or oceans; and predominately on an island.

Lanwasar: The god of mountains, hills and plains, he has a following of dwarves, gnomes, halflings, and some humans. He is Lawful god and his temples are always made of stone.





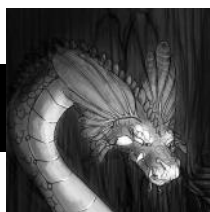
TREASURE TYPE

When a monster placed within a dungeon, roll on the following chart to determine treasure. This chart is not a requirement, but merely a guide to the appropriate amount of treasure that monster may possess. In treasure types A - N, the coin amounts are in 1,000s. For example, in treasure type J, there is a 25% chance the creature will possess 1,000 to 4,000 copper pieces and a 10% chance of 1,000 to 3,000 silver pieces. In treasure types P - V, the coin amount is equal to the amount rolled per creature; this is individual treasure. For gems and jewelry, see page X.

Type	1,000 CP	1,000 SP	1,000 EP	1,000 GP	1,000 PP	Gems/Jewelry	Magic Items
A	25% 1d6	30% 1d6	20% 1d4	35% 2d6	25% 1d2	25% 6d6	30% Any 3
B	50% 1d8	25% 1d6	25% 1d4	35% 1d3	None	25% 1d6	10% 1 sword, armor, or weapon
C	20% 1d12	30% 1d4	10% 1d4	None	None	25% 1d4	10% Any 2
D	10% 1d8	15% 1d12	None	60% 1d6	None	30% 1d8	15% Any 2 + 1 potion
E	5% 1d10	30% 1d12	25% 1d4	25% 1d8	None	10% 1d10	25% Any 3 + 1 scroll
F	None	10% 2d10	20% 1d8	45% 1d12	30% 1d3	20% 2d12	30% Any 3 no weapons + potion
G	None	None	None	50% 10d4	50% 1d6	25% 3d6	35% Any 4 + 1 scroll
H	25% 3d8	50% 1d100	50% 10d4	50% 10d6	25% 5d4	50% 1d100	15% Any 4 +1 potion +1 scroll
I	None	None	None	None	30% 1d8	50% 2d6	15% Any 1
J	25% 1d4	10% 1d3	None	None	None	None	None
K	None	30% 1d6	10% 1d2	None	None	None	None
L	None	None	None	None	None	50% 1d4	None
M	None	None	None	40% 2d4	50% 5d6	55% 5d4	None
N	None	None	None	None	None	None	40% 2d4 potions
O	None	None	None	None	None	None	50% 1d4 scrolls
Type	CP coins	SP coins	EP coins	GP coins	PP coins	Gems/Jewelry	Magic Items
P	3d8						
Q		3d6					
R			2d6				
S				2d4			
T					1d6		
U	10% 1d100	10% 1d100	None	5% 1d100	None	5% 1d4	2% Any 2

Gems and Jewelry Value Chart

Type	% 01-20	21-45	46-75	76-90	91-100
Gems	10 gp	50 gp	100 gp	500 gp	1,000 gp
Jewelry	25 gp	75 gp	150 gp	500 gp	1,000 gp



MAGIC ITEMS

Magic Swords

Of all the magic weapons created, swords are the most commonly found and feature the most variety of powers. There are three charts that deal with magical swords: Sword Type, Base Magic Swords, Powers Table.

Magic Swords

%	TYPE
0-50	Normal Sword
51-75	Short Sword
76-90	Bastard Sword
91-100	Two-Handed Sword

Base Magic Swords

%	MAGICAL TYPE
0-40	+1 Sword
41-46	+1 Sword / +2 vs. lycanthropes
47-52	+1 Sword / +2 vs. spell casters
53-57	+1 Sword / +3 vs. undead
58-62	+1 Sword / +3 vs. dragons
63-67	+1 Sword / +3 vs. magical creatures
68-72	+1 Sword / +3 vs. giants & giantkin
73-80	+1 Sword / special power (see Powers Table)
81-85	Flaming Sword
86-90	Frost Sword
91-93	+2 Sword
94-95	+2 Sword / special power (see Powers Table)
96-98	+3 Sword
99-100	+3 Sword / special power (see Powers Table)

Powers Table

%	TYPE
0-20	Glows (30' radius per <i>light</i> spell)
21-40	Locate Object (1/day per spell)
41-60	Cure Light Wounds (1/day per spell)
61-70	Dispel Magic (1/day per spell)
71-80	Haste (1/day per spell)
81-90	Slaying
91-95	Indestructible
96-100	Holy Sword

Magic Weapons

%	MAGICAL TYPE
0-10	+1 Arrow (1d10+10)
11-12	+2 Arrow (1d10)
13-20	+1 Bolt (1d10+10)
21-22	+2 Bolt (1d10)
23-30	+1 Bow (GM selects type)
31-32	+2 Bow (GM selects type)
33-30	+1 Crossbow (GM selects type)
31-32	+2 Crossbow (GM selects type)
33-40	+1 Melee Weapon (see Melee Wpn Chart)
41-45	+2 Melee Weapon (see Melee Wpn Chart)
46-55	+1 Hurling Weapon (see Hurled Wpn Chart)
56-60	+2 Hurling Weapon (see Hurled Wpn Chart)
61-70	+1 Sling
71-72	+2 Sling
73-75	Javelin of Lightning (1d3)
76-80	Javelin of Piercing (1d6)
81-83	Arrow of Slaying
84-85	Bolt of Slaying
86-90	Mace of Disruption
91-95	Hammer of Throwing
96-100	Staff of Striking

%	Melee Weapons	Damage
1-10	Axe, Battle*	1d8
11-20	Axe, Hand	1d6
21-25	Club	1d6
26-40	Dagger	1d4
41-45	Flail	1d6+1
46-50	Hammer, Throwing	1d4
51-55	Hammer, War*	1d8
56-60	Lance**	1d12
61-70	Pole Arm*	1d10
71-80	Scimitar	1d8
81-90	Spear	1d6
91-95	Staff*	1d6
96-100	Trident*	1d8

*This weapon requires two hands. No Shield while in use.

**This weapon can only be employed while mounted.



MAGIC ITEMS

%	Hurled Weapons	Damage
1-25	Axe, Hand	1d6
26-40	Dagger	1d4
41-50	Dart	1d3
51-60	Hammer, Throwing	1d4
61-75	Javelin	1d6
76-100	Spear	1d6

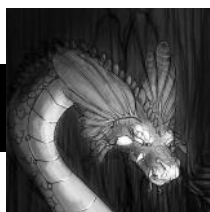
Magic Armor

%	MAGICAL ARMOR TYPE
0-10	+1 Shield
11-15	+2 Shield
16-18	+3 Shield
19-25	+1 Leather
26-30	+2 Leather
31-35	+1 Banded Leather
36-40	+2 Banded Leather
41-49	+1 Chain Mail
43-50	+2 Chain Mail
51-55	+3 Chain Mail
56-65	+1 Banded Armor
66-70	+2 Banded Armor
71-73	+3 Banded Armor
74-80	+1 Plate Mail
81-85	+2 Plate Mail
86-88	+3 Plate Mail
89-90	Roll again plus heals 1d6 hp per day
91-95	Roll again plus +1 to all saving throws
96-100	Roll again plus +2 to all saving throws

Potions

%	POTION TYPE
0-10	Charm Animal
11-15	Charm Person
16-20	Animate Plant
21-25	Delusion
26-30	Fire Resistance
31-35	Invisibility
36-40	Frost Resistance
41-43	Protection +1
44-46	Protection +2
47-50	Control Undead
51-55	Flying
56-58	Gaseous Form
59-63	Giant Strength
64-66	Growth
67-75	Healing
76-80	Extra Healing
81-82	Heroism
83-85	Infravision
86-87	Invulnerability
88-89	Levitation
90-91	Longevity
92-95	Poison
96	Polymorph Self
97-98	Speed
99-100	Treasure Finding





MAGIC ITEMS

Rings

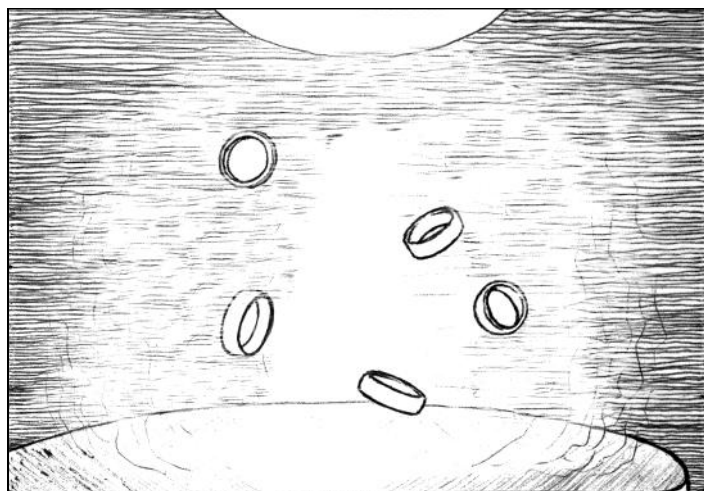
%	RING TYPE
1-10	Charm Animal
11-15	Charm Person
16-20	Animate Plant
21-25	Delusion
26-30	Fire Resistance
31-35	Invisibility
36-40	Frost Resistance
41-50	Protection +1
51-55	Protection +2
56-60	Flying
61-62	Regeneration
63-70	Spell Storing
71-75	Spell Turning
76-80	Telekinesis
81-85	Water Walking
86-90	Wizardry (level 1)
90-92	Wizardry (level 2)
93-95	Devotion (level 1)
96-97	Devotion (level 2)
98	Wish (1 wish)
99	Wish (1d3 wishes)
100	X-Ray Vision

Scrolls

%	SCROLL TYPE
1-15	1 Spell
16-25	2 Spells
26-30	3 Spells
31-35	5 Spells
36-40	7 Spells
41-50	Protection from Lycanthropes
51-55	Protection from Petrification
56-60	Protection from Magic
61-70	Protection from Elemental Magic
71-80	Direction
81-90	Secret Door Detection
91-100	Trap Finding

Magical Items

%	ITEM TYPE
01-05	Amulet of non-Detection
06-10	Bag of Holding
11-15	Boots of Levitation
16-18	Boots of Speed
19-23	Boots of Leaping
24-30	Bracers of AC 7
31-35	Bracers of AC 5
36-40	Bracers of AC 3
41-43	Broom of Flying
44-50	Cloak of Protection +1
51-55	Cloak of Protection +2
56-60	Cloak of Displacement
61-63	Crystal Ball
64-65	Drums of Panic
66-68	Flying Carpet
69-75	Gauntlets of the Ogre
76-80	Girdle of Giant Strength
81-83	Helm of Telepathy
84-85	Helm of Teleportation
86-90	Helm of Water Breathing
91-92	Horn of Blasting
93	Medallion of ESP
94	Mirror of Life Trapping
95-96	Rope of Climbing
97-98	Scarab of Protection
99-100	Scarab of Resistance





MAGIC ITEMS

Rod / Staff / Wand

%	ITEM TYPE
01-05	Rod of Cancellation
06-10	Rod of Destruction
11-13	Rod of Leadership
14-15	Rod of Resurrection
16-20	Staff of Commanding
21-35	Staff of Healing
36-40	Staff of the Snake
41-43	Staff of Withering
44-50	Staff of Wizardry
51-55	Wand of Enemy Detection
56-60	Wand of Magic Detection
61-65	Wand of Metal Detection
66-70	Wand of Doors
71-75	Wand of Trap Detection
76-80	Wand of Fear
81-83	Wand of Frost
83-85	Wand of Fire
86-88	Wand of Illusion
88-93	Wand of Lightning
94	Wand of Negation
95-99	Wand of Paralyzation
100	Wand of Polymorph

Magic Item Descriptions

All magic items are imbued with arcane or clerical powers that provide special abilities and powers. Unless otherwise described, all magic items are subject to detection by a *detect magic* spell. The true purpose of a magical item is conveyed to the wielder/user when the item actually held and operated/worn/consumed for the first time. Alternatively, a magic-user, elf, half-elf, gnome, or necromancer can discern the precise purpose of any item by casting a *detect magic* followed by a *read magic* spell upon any item followed by six hours of study. This action can only be performed in seclusion and within a safe and secure location. All aspects of item are revealed including all abilities, charges, etc. A *read magic* cast upon a scroll will reveal all spells or powers of the scroll in question if the spells contained on the scroll are not of the school possessed by the possessor.

All magic items that have spell-like powers, perform that power (spell) as if the user was ninth level. For instance, a sword has the power to dispel magic. The wielder casts the *dispel magic* as if he were a ninth level spell-caster. All powers that are useable once per day have a 24 hour waiting period for the power to be useable again.

Swords

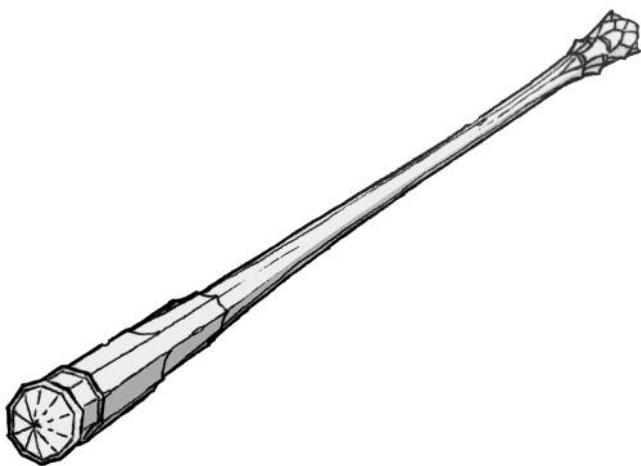
Swords with a magical bonus (+1, etc.) provide bonus to hit and damage.

+1 Sword / +2 vs. lycanthropes: This weapon gains a +2 bonus to hit and damage any lycanthrope. Additionally, the wielder is immune to the effects/contraction of lycanthropy while the weapon is possessed.

+1 Sword / +2 vs. spell casters: This sword grants +2 to hit and damage any creature that casts spells, or has spell-like abilities. Additionally, all saves vs. spells gains a +2 bonus for the wielder.

+1 Sword / +3 vs. undead: All attacks by this sword against undead gain +3 to hit and damage. The wielder gains a +3 to all saving throws vs. effects generated by undead.

+1 Sword / +3 vs. dragons: These swords grant a +3 to hit and damage any dragon or dragon-kind creature. Additionally, all saving throws against dragon-generated effects are made at +3.





MAGIC ITEMS

+1 Sword / +3 vs. magical creatures: This sword is +3 against all magical creatures for hit and damage. The wielder gains a +3 to all saving throws vs. effects generated by magical creatures.

+1 Sword / +3 vs. giants & giantkin: Crafted to defeat giants of all kind, this sword is +3 to hit and damage all giants. Additionally, all damage against giants is doubled.

Flaming Sword: This weapon is +1 against all creatures. It is +2 against avian creatures, +3 vs. undead, and +4 vs. cold-based creatures. All bonuses are to hit and damage. The wielder is immune to normal cold and gains +4 vs. all saving throws from cold-based attacks and reduces all damage from cold-based attacks by 1d10 regardless of the saving throw result. The sword, when activated flames brilliantly and provides light per a *light* spell. The wielder commands when the sword is active. Lastly, the sword can be used to ignite any item as if it were a torch.

Frost Sword: These swords constantly emanate a chill within a 10' radius. They are +2 magic weapons but are +4 vs. fire-based creatures. The wielder is immune to normal cold and gains +4 vs. all cold-based attacks. Furthermore, the wielder subtracts 1d8 damage from any cold-based attack regardless of the saving throw result. The sword will freeze any liquid (magical or otherwise) up to one gallon per round.



Slaying: Any sword (or weapon) of this type inflicts double damage against a specific creature. This is typically determined by the GM. Also, if the weapon hits by a four or more the number needed to hit the target, the creature must save vs. spell or die immediately.

Indestructible: This weapon cannot be destroyed by any means.

Holy Sword: This weapon is a +4 magic weapon. It is +5 against undead and demons and inflicts double damage on a hit against these creatures. The wielder is fully resistant to all magical attacks from undead and demons. Additionally, the sword allows the paladin to use his healing ability twice per day. These swords are only useable by a paladin. Unlike other swords, this sword takes the form of sword type desired by the wielder.

Magic Weapons

Javelin of Lightning: When hurled, these javelins immediately transform into a lightning bolt. The bolt performs as if cast by a sixth level magic-user. The javelin does not survive its use; it is a one use weapon.

Javelin of Piercing: This javelin is a +6 weapon to hit and damage. It is destroyed upon impact; it is not re-useable. The range of this javelin is double than that of a normal javelin and suffers no range modifiers.

Arrow of Slaying: This arrow is +5 to hit and damage and always inflicts a double damage against its target creature (type determined by GM). Additionally, the target creature, if hit, must save vs. spell or be instantly destroyed. If the target is creature is destroyed, the arrow is likewise broken.

Bolt of Slaying: See arrow of slaying for effects.

Mace of Disruption: This weapon is +2 against all creatures. Against undead it is a +3 weapon. Any undead struck by the mace must save vs. spell or be destroyed immediately.

Hammer of Throwing: This hammer is only useable by a dwarf. This weapon is +3 to hit and damage. If it is thrown at a target, it returns to the wielder's hand on the same round. The weapon inflicts an additional 1d6 damage to giants and giantkin.

Staff of Striking: This weapon is only useable by a cleric, magic-user, or necromancer. The staff is a +1 weapon at all times. It has 20 charges and if a charge is spent, the weapon gains an additional +1 to hit and damage and inflicts double damage (on that round only). No more than one charge can be used per round.



MAGIC ITEMS

Magical Armor

All magical armor size is determined by the GM. There are three general sizes of armor: human, dwarf, and gnome. Human armor can be worn by a human, elf, or half-elf. Dwarf armor can be worn by a dwarf. Gnome armor can be worn by either gnomes or halflings. The magical bonus of the armor improves the wearer's AC. Magical armor weighs half the amount of that armor type.

Potions

All potions are contained within small vials of glass. These vials are particularly resilient to breaking and gain a +4 to saving throws against being damaged. Unless otherwise described, each potion has one use. The entire potion must be consumed for the potion to function as described. Up to two potions may effect an imbiber at one time. If more than two potions are imbibed (with continuing effects), the subsequent potion is negated and the imbiber suffers 1d6 damage.

The duration of potions that do not provide an instantaneous effect (d), have a duration of 1d6+6 turns.

Charm Animal (d): per second level druid spell.

Charm Person (d): per first level magic-user spell.

Animate Plant (d): per fourth level druid spell.

Delusion (d): When consumed, the imbiber will invariably believe he can perform some action (determined by GM) such as fly, become invisible, see his compatriots as monsters, etc.

Fire Resistance (d): The imbiber gains immunity to normal fire and +4 against all saving throws vs. magical fire. Additionally, fire damage is reduced by 1d8 hit points regardless of the saving throw result.

Invisibility (d): per second level magic-user spell.

Frost Resistance (d): The imbiber gains immunity to normal cold and +4 against all saving throws vs. magical cold. Additionally, cold damage is reduced by 1d6 hit points regardless of the saving throw result.

Protection +1 (d): The user gains +1 to his AC and all saving throws.

Protection +2 (d): The user gains +2 to his AC and all saving throws.

Control Undead (d): The user gains the ability to control undead per the special ability of a necromancer. This potion cannot be used by a cleric or paladin.

Flying (d): per third level magic-user spell, *fly*.

Gaseous Form (d): The imbiber can, at will, transform into a small cloud of white gas and float at a rate of 10 feet per round. The gas can penetrate any object in which air can move freely.

Giant Strength (d): The user instantly becomes as strong as a fire giant. All melee and hurled weapon attacks are made with a +6 to hit and damage.

Growth (d): The imbiber grows to double his size. Movement is increased by half the original rate. The user's strength is also increased to 18 for the duration of the potion.

Healing: When consumed, an injured creature regains 1d8+1 hit points and all disease is cured.

Extra Healing: This potion will heal 3d8+3 damage and removes any disease.

Heroism (d): This potion is only useable by a fighter, ranger, or paladin. The user gains +2 to all attack rolls (not damage), +2 to all saving throws, becomes immune to fear, and gains 2d8 temporary hit points (lost first if damaged).

Infravision (d): creature gains infravision.

Invulnerability (d): The imbiber gains +4 to his AC and gains 2d8 hit points (temporary). Additionally, he gains the effects of *protection from missiles* (per magic-user spell).

Levitation (d): per second level magic-user spell, *levitate*.

Longevity: Creature age is reduced by 1d20 years. Only useable by humans.

Poison: see page X.

Polymorph Self (d): per fourth level magic-user spell.

Speed (d): The imbiber moves at double speed and gains one additional attack per round.

Treasure Finding (d): The user must determine what type of treasure he is seeking (gold coins, gems, etc.). The imbiber can unerringly find that nearest treasure of that sort. Note, the imbiber can determine a minimum amount of coins to be found.





MAGIC ITEMS

Rings

Magic rings will adjust to fit the finger size of any creature, regardless of size. Only one magic ring can be worn per hand and no more than two rings will function for any one creature. All rings with spell-like effects act as if the user were a ninth level spell-caster. Unless otherwise described, a ring will only function one time per day (d).

Charm Animal (d): per second level druid spell.

Charm Person (d): per first level magic-user spell.

Animate Plant (d): per fourth level druid spell.

Delusion: see ring of delusion.

Fire Resistance: see potion of fire resistance.

Invisibility (d): per second level magic-user spell.

Frost Resistance: see potion of frost resistance.

Protection +1: Wielder gains +1 to AC and all saving throws.

Protection +2: Wielder gains +2 to AC and all saving throws.

Flying (d): per third level magic-user spell, *fly*.

Regeneration: Wearer regains one hit point per round until fully healed. Any lost limbs are regenerated in 1d4 turns. Regeneration will function if the wearer is killed.

Spell Storing: This ring contains 1d3 spells determined by the GM. They are regained daily (24 hours).

Spell Turning (d): The wearer can reflect one spell back upon the caster once per day. The wearer need not be aware of the attack.

Telekinesis (d): per fifth level magic-user spell.

Water Walking: The wearer can walk across any liquid or ice without fail of falling.

Wizardry (level 1) (d): This ring is only useable by a magic-user, elf, half-elf, gnome, or necromancer. The wielder gains two additional first level spells.

Wizardry (level 2) (d): This ring is only useable by a magic-user, elf, half-elf, gnome, or necromancer. The wielder gains two additional second level spells.

Devotion (level 1) (d): This ring is only useable by a cleric or druid. The wielder gains two additional first level spells.

Devotion (level 2) (d): This ring is only useable by a cleric or druid. The wielder gains two additional second level spells.

Wish (1 wish): This ring will allow one wish per ninth level magic-user spell. When used, the ring vanishes.

Wish (1d3 wishes): This ring will allow 1d3 wishes. When the final wish is used, the ring vanishes.

X-Ray Vision: When worn, the user can see through any

solid object up to five feet thick. Only lead obstructs this ability. The ring will function for 1d6 rounds per day.

Scrolls

Scrolls that contain spells are only useable by creatures who can cast that type of spell. When a spell is cast from a scroll, the spell vanishes from that scroll. A spell-caster will immediately understand what spells are on a scroll (again, of that school of magic). For example, a cleric finds a scroll with the spell *cure light wounds*. He immediately knows the scroll has that spell and he can cast it at will. If a magic-user found the same scroll, he would only know it was not a magic-user scroll; no other information would be conveyed to the magic-user. For more information on spells and scrolls, see the Spell section in the **BX Player's Guide**. All scrolls only have one use.

Protection from Lycanthropes: The reader of this scroll gains complete immunity to lycanthropy for one day. If lycanthropy has already been contracted, it is removed. The scroll can be used by any creature (that can read); the target of the scroll must be the reader or a creature he can touch immediately upon reading the scroll. No save is allowed.

Protection from Petrification: When read, the reader or any one creature he immediately touches, is immune to the effects of petrification for one day. A petrified target can be touched; dispelling the petrification effect.

Protection from Magic: The reader of this scroll is immune to all spell effects for 1d4 turns. The user cannot cast spells, be the target of any spell. If under the effects of a spell, the effect is immediately dispelled.

Protection from Elemental Magic: The reader, or one individual that is immediately touched, gains complete immunity to all elemental attacks for 1d4 turns.

Direction: The reader of this scroll can traverse any wilderness without fear of becoming lost. The scroll's effect endures until the reader arrives at his designated destination.

Secret Door Detection: For one day, the reader will automatically detect all secret doors. The reader need not search for secret doors, they are revealed when the reader is within sight range.

Trap Finding: per the second level clerical spell, *find traps*. As if cast by a ninth level cleric.

Magic Items

Most magic items (listed below) do not have uses,



MAGIC ITEMS

charges, or a duration. These items work constantly. Those that have activations can be used at will.

Amulet of non-Detection: The wearer of this amulet is immune to any detection spell. The wearer cannot be the target of any spell that divulges information about the wearer.

Bag of Holding: This magical bag can hold up to 10,000 coins of weight but only weights the equivalent of 10 coins.

Boots of Levitation: The wearer may levitate at will per the second level magic-user spell.

Boots of Speed: The wearer of these boots may move at double speed and make an additional attack each round. The boots will function for up to 20 rounds per day.

Boots of Leaping: The wearer may leap up to 60 feet and attack in the same round.

Bracers of AC 7: The wearer of these bracers gains a base AC 7.

Bracers of AC 5: The wearer of these bracers gains a base AC 5.

Bracers of AC 3: The wearer of these bracers gains a base AC 3.

Broom of Flying: This broom can accommodate up to two riders and move at a rate of 240 feet per round.

Cloak of Protection +1: The wearer of this cloak gains +1 to his AC and +1 to all saving throws.

Cloak of Protection +2: The wearer of this cloak gains +2 to his AC and +2 to all saving throws.

Cloak of Displacement: This cloak disguises the true location of the wearer by five feet. This grants the wearer a +2 to his AC. Missile or hurled weapon attacks against the wearer suffer an additional -2 to hit.

Crystal Ball: This magic item will function three times per day for 1d4 rounds. The user may spy upon any creature it knows by name or location.

Drums of Panic: When used, all creatures within 120 feet must save vs. spell or flee in panic until the drumming is stopped. Creatures of six or more hit dice are immune to the effects of the drum.

Flying Carpet: The carpet can accommodate up to four riders and fly at a speed of 180 feet per round.

Gauntlets of the Ogre: The wearer gains the strength of an ogre and attacks (melee and hurled weapons) at a +3 to hit and +3 to damage.

Girdle of Giant Strength: per potion of giant strength.

Helm of Telepathy: The wearer can communicate with any creature in sight without speech.

Helm of Teleportation: The user may teleport once per day per the fifth level magic-user spell.

Helm of Water Breathing: The wearer can breath under water, or any liquid.

Horn of Blasting: This horn will destroy a 10x10x3 foot area when sounded. It cannot harm magical items or enchanted structures.

Medallion of ESP: Per the second level magic-user spell.

Mirror of Life Trapping: Any creature that views the mirror must save vs. spell or become trapped within the mirror. Those trapped within the mirror remain in a stasis and cannot be harmed or targeted by any spell. Only by breaking the mirror can those trapped within escape.

Rope of Climbing: This 50' length of rope will follow the commands of its user.

Scarab of Protection: This scarab provides a +2 to the wearer's AC and +2 to all saving throws.

Scarab of Resistance: This scarab, which has five uses, blocks the energy drain of an undead attack.

Rod, Staff, and Wand

These devices typically have a set number of charges that govern the amount times the device will function. When all the charges are used, the device remains but loses all magical properties. A rod typically has 1d10+10 charges, a staff 1d12+12 charges, and a wand 1d20+20 charges. This is the starting value; often, a device is found with all but a few charges remaining. These devices also, in general, have a command word that activates the device. The command word is typically carved (in magic runes) on the device and only divined by use of a *read magic* spell.

Rod of Cancellation: This rod has a range of 120' and dispels all magical effects within a 60' radius.

Rod of Destruction: When touched to any non-magical item, object, or structure, the item is destroyed. The maximum area of effect is a 10' cube.

Rod of Leadership: When used, all friendly creatures gain a morale score of 12 and are immune to fear in any form.

Rod of Resurrection: This rod will resurrect (per clerical spell) any creature by expending one charge.

Staff of Commanding: This staff only effects one type of humanoid (determined by the GM). All humanoids of that type within sight range of the staff must obey the wielder. Those under command will not perform obvious self-destructive orders. Additionally, all the humanoids are under the effect of a *bleed* spell while within sight.



MAGIC ITEMS

Staff of Healing: By touching wounded target, the staff heals 1d8+1 hit points per charge expended. A maximum of three charges can be spent in a round. Additionally, the staff cures disease and blindness.

Staff of the Snake: This +1 magic weapon can transform into a giant constrictor snake for 1d4 turns per day. The snake will perform any actions commanded by the staff's owner. If the snake is destroyed, the staff reappears in the owner's hands.

Staff of Withering: Any creature touched by this staff (normally a +1 weapon) suffers 1d10 damage and is slowed for 2d4 rounds. A charge must be used to illicit this effect.

Staff of Wizardry: A magic-user, elf, half-elf, gnome, or necromancer can load up to 10 spell levels of spells into this staff. The spells can be used at any thereafter. The staff acts as a +1 weapon and provides a +1 bonus to the wielder's AC.

Wand of Enemy Detection: When used, all enemies within 240' are located and identified.

Wand of Magic Detection: per first level magic-user spell, detect magic. At ninth level use.

Wand of Metal Detection: Detects all metal within 120'. All metals are known to the user, even if hidden.

Wand of Doors: Detects secret doors within 120'. Unlocks all non-magically held doors.

Wand of Trap Detection: per the second level cleric spell, find traps. Cast at ninth level.

Wand of Fear: This wand has a range of 120' and effects all creatures within a 20' radius. A saving throw vs. spell negates the effect of this wand. Those creatures that fail the saving throw, must flee in fear for 1d4 turns.

Wand of Frost: This wand fires a narrow beam of frost that inflicts 6d8 damage to a single target. The target creature is allowed a saving throw vs. wands for half damage.

Wand of Fire: This wand casts a fire ball per the third level magic-user spell. The spell is cast as if a sixth level magic-user.

Wand of Illusion: When held by a gnome, all creatures that are the target of one his spells, suffer a -4 to any allowed saving throws. Additionally, the gnome may use one charge once per day to cast *phantasmal force*.

Wand of Lightning: This wand casts a *lightning bolt* per the third level magic-user spell. The spell is cast as sixth level.

Wand of Negation: This wand has a range of 60'. It fires a ray that acts like a *dispel magic* spell cast at 18th level.

Wand of Paralyzation: This wand has a range of 120' and targets a single creature. That target must save vs. paralyzation or become paralyzed for 1d4 turns.

Wand of Polymorph: Per fourth level magic-user spell *polymorph other*. Cast at 11th level.





MONSTER COMBAT CHARTS

MONSTER TO-HIT CHART

Hit Dice	AC 9	8	7	6	5	4	3	2	1	0	-1
Up to 1	10	11	12	13	14	15	16	17	18	19	20
1+ to 2	9	10	11	12	13	14	15	16	17	18	19
2+ to 3	8	9	10	11	12	13	14	15	16	17	18
3+ to 4	7	8	9	10	11	12	13	14	15	16	17
4+ to 5	6	7	8	9	10	11	12	13	14	15	16
5+ to 6	5	6	7	8	9	10	11	12	13	14	15
6+ to 7	4	5	6	7	8	9	10	11	12	13	14
7+ to 9	3	4	5	6	7	8	9	10	11	12	13
9+ to 11	2	3	4	5	6	7	8	9	10	11	12
11+ to 13	2	2	3	4	5	6	7	8	9	10	11
13+ to 15	2	2	2	3	4	5	6	7	8	9	10
15+ to 17	2	2	2	2	3	4	5	6	7	8	9
17+ to 19	2	2	2	2	2	3	4	5	6	7	8
19+ to 21	2	2	2	2	2	2	3	4	5	6	7
21+	2	2	2	2	2	2	2	3	4	5	6

MONSTER SAVING THROWS

F-Level	Death Ray or Poison	Magic Wands	Paralysis Petrification	Dragon Breath	Rod, Staff or Spells
1-3	12	13	14	15	16
4-6	10	11	12	13	14
7-9	8	9	10	10	12
10-12	6	7	8	8	10
13-15	4	5	6	5	8
16-18	2	3	4	2	6
19+	2	2	3	2	5



OBJECT SAVING THROWS (OPTIONAL RULES)

OBJECT/ITEM SAVING THROWS

When an object is subjected to a significant attack or exposed to a dangerous effect, it is required to make a saving throw to avoid destruction. This rule is completely optional and the Game Master will determine if the following chart is utilized. All magic items receive a +2 to the saving throw. Items that have magical bonuses (i.e. +1 sword), also add the bonus to the saving throw. A save result of a "1" is always failure.

Object Item	Normal Fire	Magic Fire	Dragon Breath	Lighting	Magic Cold	Impact
Scroll*	15	18	18	13	8	3
Potion (vial)	13	15	15	14	14	12
Leather	10	12	13	5	5	4
Wood / Wood Wpns	8	12	12	2	2	3
Metal Armor	2	6	6	4	3	2
Metal Weapons	3	6	6	5	3	2

*A scroll that is protected within a standard bone scroll tube, saves as metal armor.





SAMPLE DUNGEON

Sample Adventure

The Haunted Tower is a dungeon adventure for a party of six to eight, first level characters. A well-balanced party is optimal but no particular character class is required. Because this is an entry level adventure, the PCs will have opportunity to find magical items and other objects to help them complete the adventure. The full version of this adventure is **BX2 The Haunted Tower** (which is included in the **BX Boxed Set**).

The tower is a crumbling ruin and only the first level remains intact. There is no access to the collapsed upper floors from the interior of the tower. The exterior of the tower can be scaled without much trouble but there is nothing of interest within the upper ruins. However, the smell of something burning (i.e. campfire, torch, etc.) will be detected if the PCs think to do so. There are no windows on the first level of the tower. The ceiling height within the tower is 20'. There is no illumination unless specifically indicated. The creaks and groans of the bro-

ken tower constantly disturb the silence of the ruin, within and without. All doors open inward (into rooms). No wandering monsters are applicable on this level.

Notes on the Design: This is only one way to design your adventure. Some GMs prefer flavor text or boxed text—a pre-written description of a room or encounter that is read aloud the PCs as they enter the location. This is standard practice for Pacesetter Games & Simulations, but not always the case. The map we have included is hand-drawn; we specifically chose to do this as most of us are not professional cartographers. The map is drawn with five foot squares which has the benefit of translating easily for your game which may include miniatures.

E0. Tower Entrance

A thick pair of iron bound, wooden doors are the only feature of the ground level of the East Tower. The doors are closed. Weeds choke the exterior of the grounds around the tower and small trees have taken root nearby.

GM's Description: The doors are closed but not locked. Inspection reveals the locking mechanism has been smashed and no longer functions. The goblins have forgotten to bar the doors from the inside; a heavy iron bar leans against the wall just inside the doors. The grass and weeds in front of the doors has been trampled by the goblins coming and going. No birds nest within the ruins – a clue that something unnatural resides within the tower.

The hall leading to the second set of entry door is trapped with a shallow, spike-filled pit. This trap is activated by a lever just inside the interior doors – a remnant of the tower's defenses. The goblins have remembered to set the pit trap and unwary PCs may fall and be impaled. A falling PC will suffer 1d4 damage and be impaled by 1d3 spikes that deal 1 point of damage each.

The interior doors are significantly damaged and do not close in a functional manner. The hinges are damaged and any movement illicit a screeching sound that is heard throughout the tower – alerting the goblins and monsters





SAMPLE DUNGEON

within. The front door is the only way in or out of the tower.

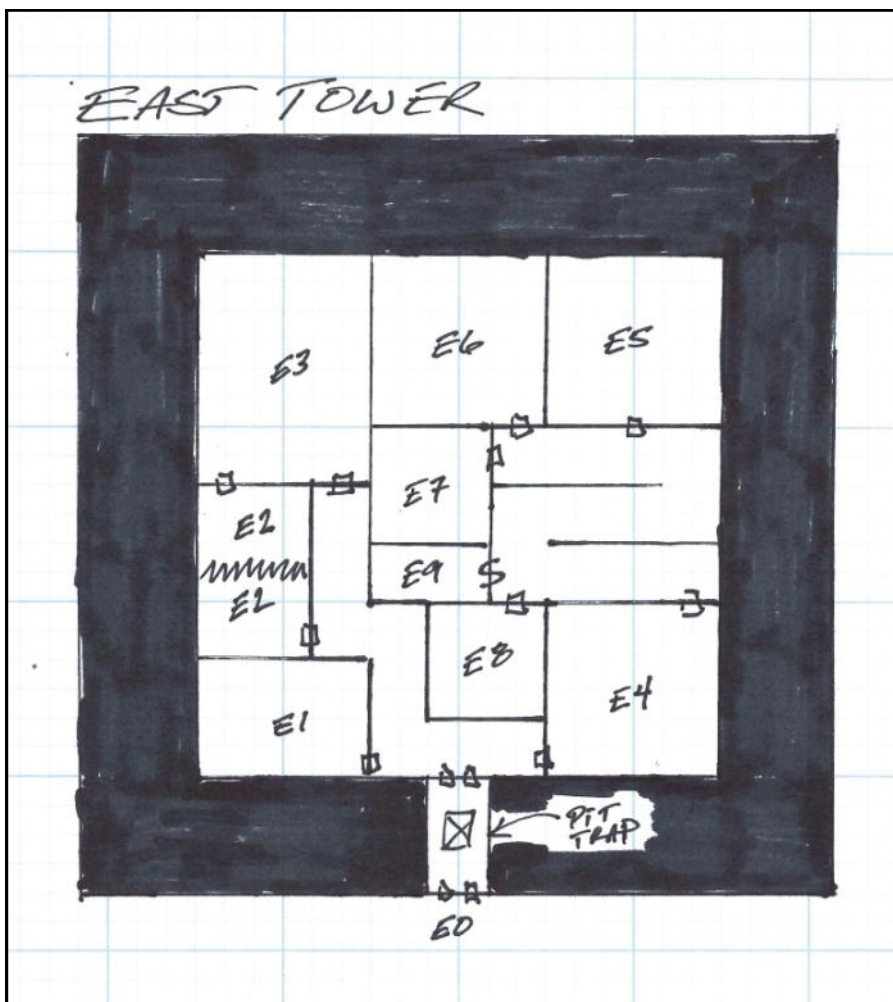
E1. Sergeant's Room

The door to this room is locked. The key is held by the goblin leader at location 11.

Dust covers the floor of this room. A pair of beds are set against the west wall; the bedding is in tatters and spill over onto the floor. A pair of smashed wooden chests line the north wall and a table – missing its chairs – occupies the center of the room. The table is bare. An empty weapon's rack is mounted in the south wall near the entry door; its bars have been pried open. A wooden chandelier, now devoid of candles, hangs from a beam 15' off the floor.

GM's Description: Once used by the tower's sergeants as a barracks, this room remains disused by the goblins occupying the tower. However, a trap has been laid in the center of the room. A thin trip wire stretches the room from north to south. If triggered, the chandelier will fall and inflict 1d4 damage. There is no treasure within this room.

Attached to the underside of the table is **+1 short sword**. It will be found if the underside of the table is examined.



This is a hand-drawn map for the sample dungeon. We have used five foot squares which translate for easy when using miniatures.



SAMPLE DUNGEON

E2. Guard Room (Entering from east door)

GM's Description: The door to this room is slightly ajar. However, a broken table lies against the door. Some effort must be exerted to open the door; this will make noise.

The ruins of a broken table lie against the door leading to the east. The room is otherwise bare of furnishings but for a huge tapestry that bisects the room from west to east. The faded image of fox hunt is detailed on the tapestry. The tapestry is in bad repair and the detail is very poor.

GM's Description: Hiding among the folds of the tapestry is very hungry crab spider. It will attack any who disturb the tapestry. Otherwise, it will remain hidden. On the opposite side of the tapestry, a long table (again missing its accompanying chairs) is set against the east wall. An open wooden chest is set against the west wall. The chest appears empty, with only a few broken arrows lying within. However, the chest has a secret compartment that holds a pouch filled with 99 sp and two chipped emeralds worth 25 gp each.

E2. Guard Room (Entering from west door)

GM's Description: The door to this room is locked. The key is held by the goblin leader at location 11.

A long table is set against the east wall of this room. There are no chairs and the table is bare. An open chest is set near the west wall; the lid looks to have been pried open as the lock and hinges lie broken on the floor. A long, folded, tapestry bisects the chamber. The faded image of a fox hunt adorns the tapestry, but any detail has long since been lost.

GM's Description: Hiding among the folds of the tapestry is very hungry crab spider. It will attack any who disturb the tapestry. Otherwise, it will remain hidden. On the opposite side of the tapestry, the room is bare but for a broken table that has been pushed against the east door (slightly ajar).

Crab Spider, Large AC 7; HD 2, hp 8; #AT 1; Dmg 1d8 bite; SA Poison at +2 save; SD None; MV 120/40; INT 2; AL N; THACO 17; EXP 35

E3. Trophies

The door to this room is locked. The key is held by the goblin leader at location 11.

Lining the east, west and north wall of this room are dozens of trophy heads. All of the heads are those of some animal or bird. Cob webs cover most of heads, but each is easily identifiable. Scattered among the heads are numerous antlers from deer and elk. The south wall is set with two doors but otherwise undecorated.

GM's Description: The former guard commander of the Keep used this room to display his hunting prowess. All but one of the trophies are of animals native to the area. A secret compartment behind the mount contains a sack with four silver bars (10 gp each) and a **healing potion** (marked as such in elfish). However, the head is trapped and any disturbance will release a sleep gas (save vs. poison or fall asleep per *sleep* spell). Those who make a successful save are slightly nauseated and suffer -1 penalty to all attack rolls for one turn. The gas is very odious and will summon 10 crypt rats (normal) one round after it is triggered. The sleep effect only lasts for the round it is triggered; the smell endures for one turn. The crypt rats will emerge from the mouths of the trophies and attack all within the chamber (randomly; including sleeping PCs).

Crypt Rat, Normal (10) AC 8; HD 1/6, hp 1 each; MV 120/40; #AT 1; Dmg 1 hp bite; SA disease; SD none; Save F1 (-1); ML 9; AL N; EXP 6 each; THACO 20.



SAMPLE DUNGEON

E4. Collapsed Barracks

The door to this room is locked. The key is held by the goblin leader at location 11.

This room has been devastated by the collapse of the tower. The ceiling and floor have both fallen. Large pieces of rubble and crisscrossed wooden beams strain to hold back further debris from falling into the chamber from above. The floor has given way and a pool of brackish water fills most of the room. A few pieces of large stone project from the pool, as well as the remains of several bunk beds. A single door is set into the north wall of the room, opposite the entrance.

GM's Description: The pool is not hazardous and only three feet deep at its center. Lying at the bottom of the pool is a brass statuette of a beautiful woman. The base of the one-foot-long statuette is oddly formed with several varying, square projections forming a circle. This statuette has a false bottom concealing a *ring of delusion*.

E5. Ruined Chapel

GM's Description: Formerly a chapel, this room has been converted into a barracks for 12 goblins. They have rearranged the room and set eight bunk beds around the perimeter walls. An altar, now defaced and broken is set against the north wall. The shards of a broken statue lies on the floor around the altar amidst other rubble. The goblins have not disturbed the area around the altar as they are fearful of vengeful gods.

The goblins are generally sleeping, eating, or throwing dice during down time. If the PCs have made excessive noise moving through the tower, they will be alert and ready for action. Otherwise, a single goblin is assigned to watch the door, but he is very lax in his duty and easily caught unaware. The goblins will violently react to any intrusion.

They possess only general items and each has a stash of 1d4 gp and 2d6 sp in their sacks and packs. One of the goblins carries a silver ring worth 25 gp in a pouch. Lying in the rubble next to the altar is a small gold statue of a rat-headed man (150 gp). This was placed here by

Evangelia when she defaced the altar and smashed the statue of the goddess of the moon. There is no significance to the statue other than to mock the deity worshipped by the Havenroths.

Goblin (12) AC 6; HD 1-1; hp 7, 6, 5 x10; #AT 1; Dmg 1d6 or by weapon; AL C; Save F1; ML 120/40; Thaco 19; EXP 5. Carry short sword 1d6 and crossbow 1d4.

E6. Storage Room

There is no light source in this room. The door has been broken in and hangs oddly on one remaining hinge.

This room is empty of all furniture and only a broken barrel lies near the center of the room.

GM's Description: This room was used for storage but was long pillaged. The barrel held water but is now empty and useless.

E7. Storage Room #2

The door to this room is missing.

This small room is bare of any furnishings. A drip of water falls from the ceiling which is covered with some sort of green-colored mold. The water on the floor forms a small pool and seeps through cracks in the floor.

GM's Description: A green slime covers most of the ceiling of this chamber. It will fall on any PC that enters. Otherwise, the room is empty.

Green Slime (1) AC N/A; HD 2; hp 7; #AT 1; Dmg None; SA Turn target into green slime; SD Only damaged by fire or cold; MV 30/10; AL N; Save F1; ML 12; Thaco 18; EXP 30.



SAMPLE DUNGEON

E8. Ruined Barracks

The door to this room is closed and jammed.

Water drips from the ceiling in no less than a dozen places into a three foot deep pool that is this room. Beneath the surface the remains of furniture is broken and rotted. A decaying blanket lies over what appears to be a corpse in the center of the pool.

GM's Description: Formerly a barracks, this room is now nothing more than a ruined chamber filled with water. As water leaks in from the ceiling (the ruins of the tower above form several pools with several hundred gallons of water from rain), it fills the pool and prevents stagnation. The room never fills with more than three feet of water as it seeps through cracks in the floor and walls. The water level of the pool is just below the threshold of the entry door.

An iron statue of the goddess of the moon lies at the bottom of the pool beneath the rotting blanket. The goblins fetch water from this room and the statue makes them

nervous so they covered it with the blanket. If the statue is righted and removed from the pool, each participating PC will be healed to full hit points or receive a *cure light wounds* spell the next time they are injured; this will even prevent a death blow if applicable.

E9. Spy Room

GM's Description: Four goblins are always posted in this chamber. They have drilled several small holes in the secret door so they can spy anyone coming into this area. A horn hangs on the wall and is sounded if intruders enter this area. However, the goblins are currently engaged in a game of dice and may not notice approaching PCs if they are cautious. However, any noise in the area will alert the goblins and they will sound the alarm then rush to attack intruders.

Goblin (4) AC 6; HD 1-1; hp 5 each; #AT 1; Dmg 1d6 or by weapon; MV 60 (20); AL C; Save F1; ML 12; Thaco 19; EXP 5. Carry short sword 1d6 and/or crossbow 1d4.





DEMI-HUMANS

Demi-humans

In the BX RPG all player characters are either human or demi-human. A demi-human character can be a dwarf, elf, half-elf, halfling, or gnome. Unlike humans, demi-humans have no character class to select – they are demi-human adventurers. That is to say, they have an innate set of abilities that define their “class” as an adventurer whereas a human can select to be a character from a varied set of classes including cleric, druid, fighter, necromancer, magic-user, monk, paladin, or ranger. This is not say there are no dwarven clerics – there are, but they are never adventurers as they do not have the same “class” training as humans.

But your player wants to be an elf thief. What to do? By the book, you have to say no. Yet, that makes no sense; there surely are elven thieves in the world. Of course there are; they simply never adventure. They are non-player characters and extremely rare – the elven culture is not one that offers that avenue, as a general rule. It is not because of any bias or purposeful exclusion – the race simply thinks and behaves differently than humans. And this fact is applicable to all the demi-human races, and even extending to humanoids.

It is also critically important to understand that not all elves are elf adventurers. The vast majority of elves do not have the same abilities as a first level elf character.

Non-adventuring types – commonly considered the general population – cannot cast a spell, or fight as well as a fighter, or advance in levels. Again, there are elves, such as soldiers, who can fight as a first level fighter, but they do not have all the special abilities of the fighter class nor can they advance in level – it simply is not in their genetic code. The adventurer is truly a rare person, and as such, should be treated that way. Another way to look at this is to consider the basic human. He may be a farmer, or merchant, or noble. As such, he does not have character class – he is simply a common, everyday human. Demi-humans are in that same boat.

The adventurer class, be it human or demi-human, is the exception to the rule. They are rare in the world or, at best, uncommon. Few are born with the aptitude, will, and desire to be an adventurer and as such, a character class.

Player characters should adhere to the classes as described in the Player’s Guide. It is how the game was designed and mechanically driven. But, never is never. As the Game Master, you have the ultimate say in these matters. If that player truly has his heart set on playing that elf thief, maybe you let him do so. But always consider the ramifications of sliding down that hill. In the end, it’s about having fun at a table. And that is the ultimate rule.





BX DUNGEON GUIDE

Fantasy Adventure Game Rules for Game Masters



The B/X Dungeon Guide contains all the information needed to create fantastic adventures and run your duneon exploration game. It includes rules for game play, creatures, magic items, combat charts, sample adventure, and more.

To play the complete game, the BX Player's Guide is required.



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