

DUNGEON SMASHERS



DUNGEON SMASHERS

CHIBI FANTASY ROLE-PLAYING GAME

By James Kato

Table of Contents

Introduction	2
Character Creation	3-5
Cleric	6-7
Druid	8-9
Fighter	10-11
Monk	12-13
Paladin	14-15
Ranger	16-17
Thief	18-19
Wizard	20-21
Equipment	22
Playing the Game	23
Combat	24
Spells	25-26
Arcane Spells	26-41
Divine Spells	42-48
Nature Spells	49-56
Monsters	57-85
Magic Items	86-93
Towns	94
Dungeon Creator	95-103
Forest Encounters	104

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Dungeon Crashers is a retro clone role-playing game based on the advanced version of the fantasy role-playing game that helped so many of us fall in love with role-playing games when we were young.

Produced by JEN Games

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Introduction

What is a Role-Playing Game?

A role-playing game is a game of the imagination that does not require a gameboard or any playing pieces to play. All the actions of the characters in the game are determined by the players and the dungeon master determines what happens in the game world based on the decisions of each player and the roll of a few dice. These characters will attempt to explore a dungeon looking for treasure and to make a name for themselves throughout the entire kingdom. Dungeon Smashers requires at least two players with one person playing the dungeon master and the other players playing the role of a specific character that can include powerful fighters and arcane wizards. Dungeon Smashers is a retro clone role-playing based on the advanced version of the best and greatest fantasy role-playing game in the world. It is fully compatible with this game.

Dungeon Master

The dungeon master's job is to run the adventure that the players will play through, so he or she must take the role of storyteller and referee. A dungeon master plays the role of anyone or anything that the player characters will meet in the game world. A dungeon master can determine the result of anything that happens in a game through dice rolling or he or she can choose to allow the results of the game to be determined by how the players roleplay every scene of an adventure.

Dice

To play Dungeon Smashers, the dungeon master must have a set of polyhedron dice that include four, six, eight, ten, twelve, and twenty sided dice.

Notation	Meaning
d4	Roll a four-sided die.
d6	Roll a six-sided die.
d8	Roll an eight-sided die.
d10	Roll a ten-sided die.
d12	Roll a twelve-sided die.
d20	Roll a twenty-sided die.
4d6	Roll four six-sided dice and add their scores together.
d100	Roll two ten-sided dice. The first roll is the tens place and the second roll is the ones place.

Players

Each player will make a character that will represent him or her during an adventure. When a player makes a character, he or she will roll attributes which will determine the characteristics of his or her character. The player then selects his or her character's class which will determine the powers and abilities of the character. No specific class is better than another but a fun party of adventures should have a good mix of all the different character classes. Every character class has a role to play so missing a specific class can really hinder a party. If there are only a few players, the dungeon master might decide to have each player play multiple characters.



Character Creation

Attributes

Attributes represent the characteristics of a character and they will determine how successful a character is at the different tasks that he or she will attempt during a game. Each attribute is determined by rolling 4d6 and keeping the highest three scores. A player may also swap the attribute scores of his or her player in order to qualify for a specific character class. Low attribute scores will provide negative modifiers and high scores provide positive modifiers.

Strength (STR)

Strength represents the physical strength, athletic training, and power of a character. Strength based actions include lifting a gate, breaking bonds, breaking open a door, tipping over a statue, pushing over a boulder, and pushing a heavy cart.

Dexterity (DEX)

Dexterity is the physical agility, reflexes, hand-eye coordination, and balance of a character. Dexterity based actions include balancing on a beam, moving silently, jumping over a chasm, and catching a partner's hand to save him or her.



Constitution (CON)

Constitution is the physical endurance, health, stamina, and resilience of a character. Constitution based actions include surviving a disease or poison and resisting extreme cold.

Intelligence (INT)

Intelligence measures how smart a character is and his or her ability to learn and reason. Intelligence based actions include learning new spells, figuring out a riddle, crafting objects, reading ancient glyphs, and understanding a magical tome.

Wisdom (WIS)

Wisdom is a character's perception of the world around him or her which includes his or her awareness and intuition. Wisdom based actions include detecting lies, reading body language, noticing something unusual in an environment, and reading another person's emotions.

Charisma (CHA)

Charisma represents the persuasiveness, personal magnetism, and physical attractiveness of a character. Charism based actions include hiring a minion, bluffing, haggling, gathering information, and intimidating someone.

The following chart is the number hirelings that a character can hire and travel with throughout the world. The charisma of a character also determines the morale of his or her hirelings.

Charisma	# Hirelings	Hireling Morale
3-4	0	5
5-10	1	6
11-16	2	7
17	3	8
18	4	9
19+	5	10

Attribute Modifiers

If a character has very low or very high attribute scores, he or she receives special permanent modifiers.

Ability Score	Modifier
3	-2
4-5	-1
6-15	0
16-17	+1
18-19	+2
20+	+3

Strength Modifiers: A character receives To Hit and damage modifiers for all his or her melee attacks.

Dexterity Modifiers: A character receives To Hit and damage modifiers for all his or her ranged attacks.

Constitution Modifier: A character receives a Hit Point bonus for each level of advancement.

Intelligence Modifier: A character receives a Mana bonus for each level of advancement.

Wisdom Modifier: A character receives a Saving Throw score modifier.

Charisma Modifier: A character receives a reaction roll modifier when interacting with all non-player characters.

Character Class

The class of a character determines the abilities that he or she has and the armor and weapons that he or she can use. Each class has requisite attributes which are the minimum attribute scores required to qualify for that class. Classes also have specific armor or weapons restrictions that determine which of these that they are allowed to use.

Choose an Alignment

Each character has a specific alignment that determines the way that he or she reacts to the world and the people around him or her. The alignments include lawful, neutral, and chaotic. Lawful characters want to maintain order and try their best to be good people. Neutral characters look after themselves and they don't see the world as black or white. Chaotic characters look after only themselves and they will do anything to succeed.

Buy Armor and Weapons

All characters start an adventure with 20 gold pieces times their Charisma score. This money can be used to buy armor and weapons or saved for later.

Adventuring Equipment

All characters start with the equipment that they need to go on an adventure. For example, thieves start with lock picks, wizards have a spell book, and rangers have a quiver. All adventures have basic equipment including rope, grappling hooks, rations, torches, lanterns, backpacks, sacks, clothes, and boots.



Armor Class

A character's Armor Class (AC) is based on his or her class and his or her level. AC determines how difficult a character is to hit when attacked.

Saving Throw

The Saving Throw of a character determines his ability to resist magical attacks and negative effects not covered by an attribute test. This would include spell damage, spell effects, breath attacks, paralyzation, blindness, deafness, stunning, muting, petrification, and confusion.

Mana

Mana is the amount of magic power that a character has that allows him or her to cast spells. If a character does not have enough Mana to cast a spell, the spell cannot be cast.

Spell Casting

A player must select the specific spells that his or her spellcasting character knows before each adventure which are limited by his or her character's class and level. When a spell is cast, it automatically works and the character loses a specific amount of Mana.

Abilities

Abilities are special powers that a specific character class receives at different levels that makes it special.

Party Level

When a party of adventures kills or defeats creatures in a dungeon, the entire party receives experience points (XP) and all the characters level up together. If a character is killed and a player needs to reroll a new character, he or she starts at the same level as the rest of the party.

Party Level	XP
1	0
2	1,500
3	3,000
4	6,000
5	12,000
6	25,000
7	50,000
8	100,000
9	200,000
10	300,000
11	400,000
12	500,000
13	600,000
14	700,000
15	800,000
16	900,000
17	1,000,000
18	1,100,000
19	1,250,000
20	1,500,000



Cleric

Clerics are devoted to serving a specific deity or belief system. They travel the word healing the sick and fighting against the forces of evil. They have vowed to always have mercy, so they never use edged weapons in combat.

Minimum Attribute: Wisdom 9

Alignment: Lawful Only

Armor Allowed: Any Armor and Shields

Weapons Allowed: Blunt Only (Clubs, Flails, Hammers, Maces, and Staffs)

Cleric Abilities

Spell Casting

Clerics can cast divine spells and their level determines the number of spells of each level that they know how to cast. Clerics can select which spells that they know how to cast before each adventure.

Turn Undead

A cleric can once a turn select an undead creature with Hit Points less than or equal to his or her Turn Undead score. The undead creature is instantly destroyed if the cleric passes a Wisdom test to turn undead.

Channel the Divine

Once per week, a cleric can pray for power to receive +3 To Hit and Damage modifiers on all melee attacks for an entire battle.

Healer Supreme

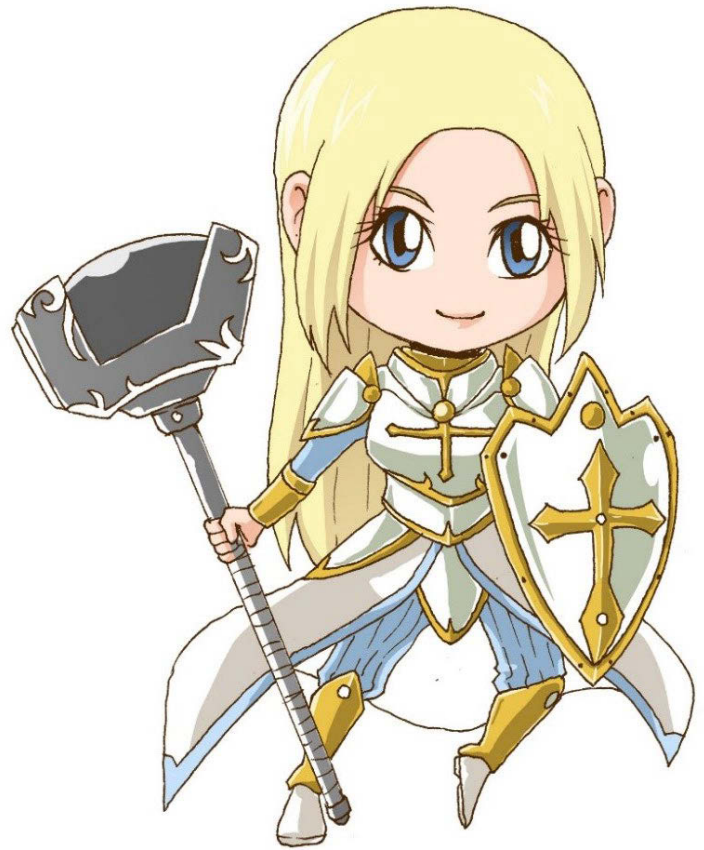
Clerics heal an extra +5 HP for any healing spell that they cast.

Divine Power

Clerics can infuse their melee attacks with divine energy to deal +5 damage per attack.

Holy Form

Clerics receive a +2 modifier on all Saving Throws or tests against paralysis and poisoning.



Healing Salves

Clerics can attempt to make a healing potion or scroll once a week with a percent chance based on their level.

Level	Chance of Success
11-12	20%
13-14	30%
15-16	40%
17-18	50%
19-20	75%

Titles for Clerics

These are the titles given to a cleric based on his or her experience.

Level	Title
1-3	Acolyte
4-6	Adept
9-12	Priest
13-16	Canon
17-20	High Priest

Level	Hit Points	Armor Class	Saving Throw	Mana	Turn Undead	Divine Spells							Abilities
1	8	11	12	3	8	1							
2	16	11	12	6	16	2							Holy Form
3	24	11	12	9	24	2	1						
4	32	11	12	12	32	3	2						
5	40	12	13	15	40	3	3	1					Channel the Divine
6	48	12	13	18	48	3	3	2					
7	56	12	13	21	56	3	3	2	1				+1 Wisdom
8	64	12	13	24	64	3	3	3	1				Divine Power
9	72	13	14	27	72	4	4	3	2	1			Healer Supreme
10	74	13	14	30	74	4	4	3	2	2			
11	76	13	14	33	76	5	4	4	3	2	1		Healing Salves
12	78	13	14	36	78	6	5	5	3	2	2		
13	80	14	15	39	80	6	6	6	4	2	2		+1 Wisdom
14	82	14	15	42	88	6	6	6	4	3	2		
15	84	14	15	45	96	7	7	7	4	4	2		
16	86	14	15	48	104	7	7	8	4	5	3	1	+1 Wisdom
17	88	15	16	51	112	8	8	8	4	5	3	1	
18	90	15	16	54	120	8	8	9	4	6	4	1	
19	92	15	16	57	128	9	9	9	4	6	4	2	
20	94	15	16	60	136	9	9	9	5	7	5	2	+1 Wisdom



Druid

Druids are priests of nature that draw their magical energies directly from nature. They seek to preserve the balance of nature at all costs. Their communion with nature even allows them to shapeshift into animals but they can never wear or hold anything made of metal.

Minimum Attributes: Wisdom 12 and Charisma 15

Alignment: Neutral Only

Armor Allowed: Leather Armor

Weapons Allowed: Clubs and Staffs

Druid Abilities

Spell Casting

Druids can cast nature spells and their level determines the number of spells of each level that they know how to cast. Druids can select which nature spells that they know how to cast before each adventure.

Nature Sense

Druids can identify any type of plant or animal. They can also detect if food and water is safe to consume. They can travel though any forest or wilderness area without leaving a trail.

Animal Form

Druids can transform their bodies to have powerful claws and a viscous bite allowing them to deal d10 damage without any weapons.

Metal Allergy

Druids cannot carry or hold any metal objects. If they are touching or carrying a metal object, they cannot cast spells or shapeshift.

Shapeshift

Druids can change into an animal once per day for an hour per level. They can change into all types of animals including small animals like frogs, bats, and birds and large animals like eagles, wolves, and bears. The following table determines the HP and AC of the animal and the damage that it can deal in combat.



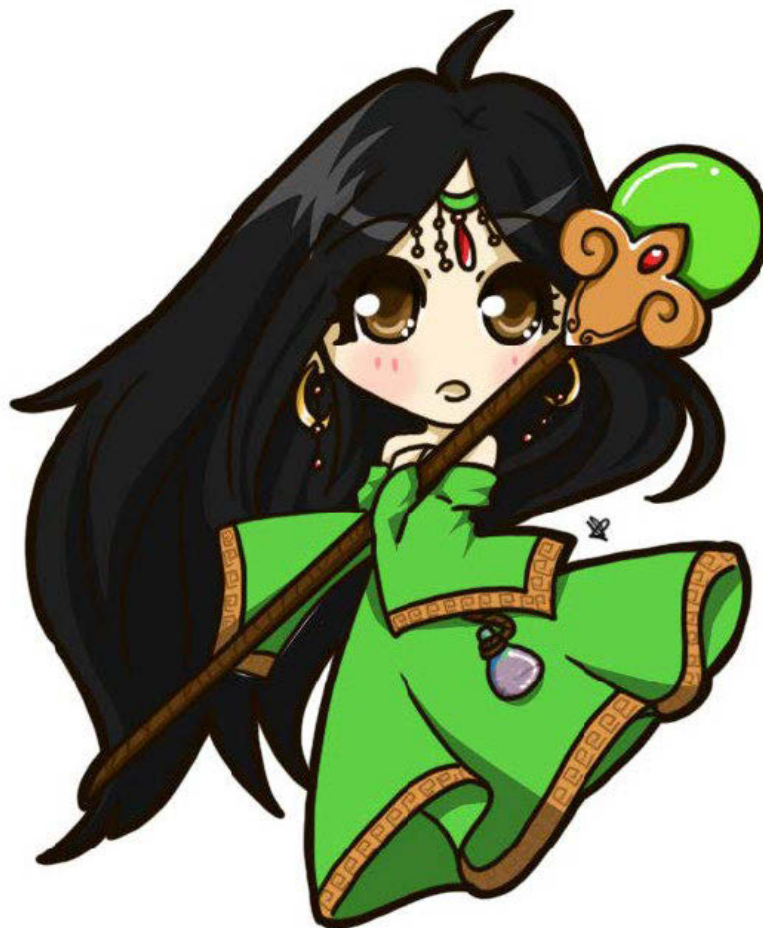
Animal	HP	AC	Damage	Ability
Fish	1	8	0	Small, Swim
Mouse	1	8	0	Small
Cat	1	8	0	Small, Night Vision
Serpent	1	8	0	Poison
Bat	1	8	0	Fly, Night Vision
Eagle	3	8	1	Fly
Badger	3	8	1	Dig
Ram	6	10	d6	Knockdown
Stag	12	11	d10	Knockdown
Wolf	6	10	d4	Fast
Jaguar	10	10	d6	Fast, Leap
Lion	15	12	d8	Fast, Leap
Tiger	20	12	d10	Leap
Bear	40	14	d10	

Titles for Druids

These are the titles given to a druid based on her or his experience.

Level	Title
1-3	Aspirant
4-6	Lore Master
9-12	Astral Walker
13-16	Lord of the Forest
17-20	Archdruid

Level	Hit Points	Armor Class	Saving Throw	Mana	Nature Spells							Abilities
					1	2	3	4	5	6	7	
1	8	10	12	3	1							Metal Allergy
2	16	10	12	6	2							
3	24	10	12	9	2	1						Nature Sense
4	32	10	12	12	3	2						
5	40	11	13	15	3	3	1					Animal Form
6	48	11	13	18	3	3	2					+1 Wisdom
7	56	11	13	21	3	3	2	1				Shapeshift
8	64	11	13	24	3	3	3	1				
9	72	12	14	27	4	4	3	2	1			
10	74	12	14	30	4	4	3	2	2			+1 Charisma
11	76	12	14	33	5	4	4	3	2	1		
12	78	12	14	36	6	5	5	3	2	2		
13	80	13	15	39	6	6	6	4	2	2		+1 Wisdom
14	82	13	15	42	6	6	6	4	3	2		
15	84	13	15	45	7	7	7	4	4	2		
16	86	13	15	48	7	7	8	4	5	3	1	+1 Charisma
17	88	14	16	51	8	8	8	4	5	3	1	
18	90	14	16	54	8	8	9	4	6	4	1	
19	92	14	16	57	9	9	9	4	6	4	2	
20	94	14	16	60	9	9	9	5	7	5	2	+1 Wisdom



Fighter

Fighters are masters of martial combat that have trained to have exceptional combat skills. They act as the meat shield of a party and its primary damage dealer. They live for battle and always want to be in the middle of every fight.

Minimum Attributes: Strength 9 and Constitution 7

Alignment: Any

Armor Allowed: Any Armor and Shields

Weapons Allowed: Any Weapons

Fighter Abilities

Parry

A fighter can deflect melee attacks with her hand weapons. Enemies receive negative attack modifiers when attacking a fighter with high dexterity in melee combat.

Dexterity	To Hit Penalty
14-15	-1
16-17	-2
18	-3
19	-4
20 +	-5

Shield Bash

A fighter can attack with a shield to deal d4 damage.

Second Wind

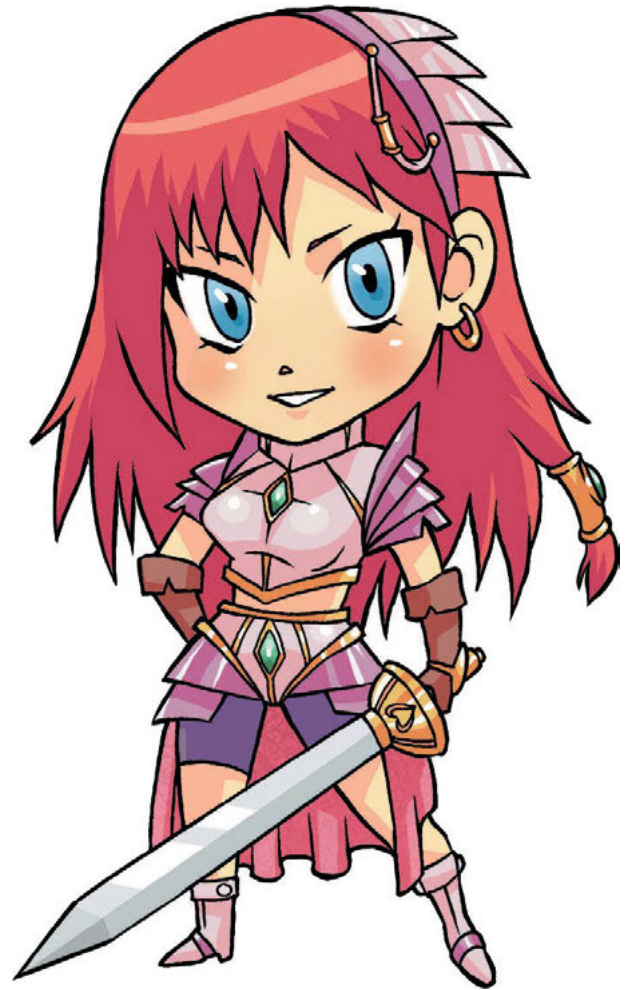
Once per day when a fighter's Hit Points drop below half, he or she gains d20 Hit Points.

Guardian

Once per battle, a fighter can take the damage that was dealt to another party member that is within 3' of the fighter.

To Hit Modifier

A fighter receives a To Hit modifier for all melee attacks at different levels. These modifiers are not cumulative.



Damage Modifier

A fighter receives a damage modifier for all melee attacks at different levels. These modifiers are not cumulative.

Bonus Attacks

A fighter receives extra attacks when attacking with a melee weapon at different levels. These modifiers are not cumulative.

Titles for Fighters

These are the titles given to a fighter based on his or her experience.

Level	Title
1-3	Warrior
4-6	Hero
9-12	Knight
13-16	Swordmaster
17-20	Warlord

Level	Hit Points	Armor Class	Saving Throw	Abilities
1	10	12	12	Shield Bash
2	20	12	12	+ 1 Damage
3	30	12	12	+ 2 Damage
4	40	12	12	+ 1 To Hit, +1 Strength
5	50	13	13	Parry
6	60	13	13	+ 1 Attack
7	70	13	13	Guardian, +1 Constitution
8	80	13	13	+ 3 Damage
9	90	14	14	Second Wind
10	93	14	14	+ 2 To Hit, +1 Strength
11	96	14	14	
12	99	14	14	+ 4 Damage
13	102	15	15	+1 Constitution
14	105	15	15	+ 2 Attacks
15	108	15	15	+1 Strength
16	111	15	15	+ 5 Damage
17	114	16	16	+1 Constitution
18	117	16	16	+ 3 To Hit
19	120	16	16	
20	123	16	16	+ 3 Attacks, +6 Damage, +1 Strength



Monk

Monks have disciplined their minds and bodies to perfection allowing them to dodge almost any attack and attack using only their bodies. They can also focus their soul energy to deal and absorb devastating amounts of damage.

Minimum Attributes: Strength 15, Wisdom 15, Dexterity 15, and Constitution 11

Alignment: Lawful or Neutral

Armor Allowed: None

Weapons Allowed: None

Monk Abilities

Chi Burst

Monks deal double damage for all unmodified hand attack rolls of 18+.

Chi Wave

Once per battle, a monk's hand attacks have a range of 24' for one turn.

Diamond Fists

A monk's hand attacks deal +10 damage. This ability replaces Iron Fists.

Eternal Soul

A monk's body no longer ages and he or she no longer needs to sleep, drink, or eat.

Fists of Fury

Once a week, a monk can double his or her number of hand attacks for an entire battle.

Iron Fists

A monk's hand attacks deal +5 damage. This ability replaces Stone Fists.

Iron Soul

Once a week, a monk gains a +3 AC modifier that last for an entire battle.



Patient Defense

A monk receives AC bonuses from high Dexterity and high Wisdom.

Pure Body

A monk is immune to disease and poison.

Serene Mind

A monk is immune to fear and charm.

Stone Fists

A monk's hand attacks deal +3 damage.

Zen Meditation

Once per battle, a monk can gain d6 Hit Points.

Titles for Monks

These are the titles given to a monk based on her or his experience.

Level	Title
1-3	Initiate
4-6	Disciple
9-12	Master
13-16	Hard Master
17-20	Grand Master

Level	Hit Points	Armor Class	Saving Throw	Move	Hand Attacks	Hand Damage	Abilities
1	4	12	12	6'	1	d4	
2	8	12	12	7'	1	d4+1	
3	12	13	12	8'	1	d6	Serene Mind
4	15	13	12	9'	1	d6+1	
5	20	13	13	10'	2	2d4	Fists of Furry
6	24	14	13	11'	2	2d4+1	Chi Burst
7	28	14	13	12'	2	2d4+2	Zen Meditation
8	32	14	13	13'	2	2d6	Pure Body
9	36	15	14	14'	3	2d6+1	Stone Fists
10	40	15	14	15'	3	3d4+1	
11	44	15	14	16'	3	3d4+2	Chi Wave
12	48	16	14	17'	3	4d4	Patient Defense
13	52	16	15	18'	3	5d4	
14	56	16	15	19'	4	5d4+1	Iron Fists
15	60	17	15	20'	4	4d6	Iron Soul
16	64	17	15	22'	4	4d6+1	
17	68	18	16	24'	5	5d6	
18	72	18	16	26'	5	6d6	Diamond Fists
19	76	20	16	28'	6	7d4	
20	80	20	16	30'	7	8d4	Eternal Soul



Paladin

Paladins are holy knights that uses their divine powers to protect the weak and the innocent. They quest throughout the world looking to destroy all forms of evil and anyone that would kill or enslave the innocent.

Minimum Attributes: Strength 12 and Wisdom 13

Alignment: Lawful Only

Armor Allowed: Any Armor and Shields

Weapons Allowed: Any Weapons

Paladin Abilities

Turn Undead

Paladins starting at 9th level can once a turn select an undead creature with Hit Points less than or equal to his or her Turn Undead score. The undead creature is instantly destroyed if the paladin passes a Wisdom test to turn undead.

Spell Casting

Paladins starting at 9th level can cast divine spells and their level determines the number of spells of each level that they know how to cast. Paladins can select which spells that they know how to cast before each adventure.

Detect Evil

Paladins can detect chaotic creatures within 60'.

Laying on Hands

Paladins can once an hour heal another character for 2 Hit Points for every five levels.

Cure Disease

Paladins can cure disease once per week for every five levels.

Protection from Evil

Paladins produce protection from evil like the divine spell in a 1' radius around themselves.

Holy Armor

The damage dealt to a paladin by a chaotic creature is reduced by half.



Holy Sword

A paladin deals double damage when dealing damage to a chaotic enemy.

To Hit Modifier

A paladin receives a To Hit modifier for all melee attacks at different levels. These modifiers are not cumulative.

Damage Modifier

A paladin receives a damage modifier for all melee attacks at different levels. These modifiers are not cumulative.

Bonus Attacks

A paladin receives extra attacks when attacking with a melee weapon at different levels. These modifiers are not cumulative.

Titles for Paladins

These are the titles given to a paladin based on his or her experience.

Level	Title
1-3	Protector
4-6	Crusader
9-12	Justiciar
13-16	Templar
17-20	High Lord of Justice

Level	Hit Points	Armor Class	Saving Throw	Mana	Turn Undead	Divine Spells				Abilities
						1	2	3	4	
1	10	11	12							
2	20	11	12							Detect Evil
3	30	11	12							+1 Damage
4	40	11	12							+1 Strength
5	50	12	13							Cure Disease, Laying On Hands
6	60	12	13							+2 Damage
7	70	12	13							+1 Wisdom
8	80	12	13							Holy Sword
9	90	13	14	3	8	1				Protection From Evil
10	93	13	14	6	16	2				+1 To Hit
11	96	13	14	9	24	2	1			+1 Strength
12	99	13	14	12	32	2	2			+1 Wisdom
13	102	14	15	15	40	2	2	1		+1 Attack
14	105	14	15	18	48	3	2	1		Holy Armor
15	108	14	15	21	56	3	2	1	1	+3 Damage
16	111	14	15	24	64	3	3	1	1	+1 Strength
17	114	15	16	27	72	3	3	2	1	+1 Wisdom
18	117	15	16	30	74	3	3	3	1	+2 To Hit
19	120	15	16	33	76	3	3	3	2	
20	123	15	16	36	78	3	3	3	3	+ 2 Attack, +1 Wisdom



Ranger

Rangers are deadly hunters that specializing in hunting monsters that threaten society. They hide in the shadows and devastate their enemies with a flurry of arrows. They are adept at tracking, scouting, infiltration, and spying.

Minimum Attributes: Strength 13 and Intelligence 13

Alignment: Any

Armor Allowed: Any Armor

Weapons Allowed: Any Weapons

Ranger Abilities

Spell Casting

Rangers starting at 8th level can cast divine spells and at the 9th level can cast arcane spells. Their level determines the number of spells of each level that they know how to cast. Rangers can select which spells that they know how to cast before each adventure.

Hide in Shadows

Rangers can hide in shadows to avoid being detected with a percent chance based on their level. A ranger gains a +1 To Hit modifier when attacking with a ranged weapon while hiding.

Track

Rangers can use their tracking and scouting skills to determine what type of creatures are in a room before entering it. They can also use their hunting skills to determine a creature's weakness providing all allies with a +1 To Hit modifier when attacking this creature.

Vital Strike

All attack rolls of 18+ using a ranged weapon deals double damage.

Giant Killer

Rangers deal +1 damage per level when hitting a Giant creature.

Monster Hunter

Rangers deal +1 damage per level when hitting any non-humanoid monster.



Surprise Foe

Rangers have a 50% of surprising their foes allowing their party to attack first (d6 score of 1 through 3).

To Hit Modifier

A ranger receives a To Hit modifier for all ranged attacks at different levels. These modifiers are not cumulative.

Damage Modifier

A ranger receives a damage modifier for all ranged attacks at different levels. These modifiers are not cumulative.

Bonus Attacks

A ranger receives extra attacks when attacking with a ranged weapon at different levels. These modifiers are not cumulative.

Titles for Rangers

These are the titles given to a ranger based on his or her experience.

Level	Title
1-3	Archer
4-6	Hunter
9-12	Pathfinder
13-16	Ranger Lord
17-20	Forest Warden

Level	Hit Points	Armor Class	Saving Throw	Hide in Shadows	Track	Nature Spells			Arcane Spells		Abilities
						1	2	3	1	2	
1	8	11	12	10%	20%						
2	16	11	12	15%	25%						+ 1 Damage
3	24	11	12	20%	30%						Track
4	32	11	12	25%	35%						+ 1 To Hit
5	40	12	13	31%	40%						Giant Killer, +1 Dexterity
6	48	12	13	37%	45%						+ 1 Attack
7	56	12	13	43%	50%						Surprise Fo
8	64	12	13	49%	55%	1					+ 2 Damage
9	72	13	14	56%	60%	1			1		Vital Strike
10	74	13	14	63%	65%	2			1		+ 2 Attack
11	76	13	14	70%	70%	2			2		+1 Dexterity
12	78	13	14	77%	75%	2	1		2	1	+ 2 To Hit
13	80	14	15	85%	80%	2	1		2	1	Monster Hunter
14	82	14	15	93%	85%	2	2		2	2	+ 3 Damage
15	84	14	15	99%	90%	2	2		2	2	+1 Dexterity
16	86	14	15	99%	95%	2	2	1	2	2	+ 3 Attack
17	88	15	16	99%	99%	2	2	2	2	2	+1 Dexterity
18	90	15	16	99%	99%	3	2	2	3	2	+ 4 Damage
19	92	15	16	99%	99%	3	3	2	3	2	
20	94	15	16	99%	99%	3	3	3	3	3	+ 3 To Hit, +1 Dexterity



Thief

Thieves are the dungeon explorers that scout ahead of the party to make sure the coast is clear and to devastate enemies from the shadows.

Minimum Attribute: Dexterity 15

Alignment: Any

Armor Allowed: Leather Armor

Weapons Allowed: Club, Daggers, Darts, Slings, and Swords

Thief Abilities

Backstab

Thieves can attempt to make a backstab after they make a successful attack. To perform a backstab, they must pass a Dexterity test which provides their attack with a damage multiplier based on their level. If they fail the Dexterity test, the attack deals no damage.

Level	Damage Multiplier
1-4	x 2
5-8	x 3
9-12	x 4
13-16	x 5
17-20	x 6

Pick Pocket

Thieves can steal something without being detected with a percent chance based on their level.

Open Locks

Thieves can open a locked door with a percent chance based on their level.

Find / Remove Traps

Thieves can deactivate a trap with a percent chance based on their level.

Move Silently

Thieves can move without being detected with a percent chance based on their level.



Hide in Shadows

Thieves can hide in the shadows to avoid being detected with a percent chance based on their level. A thief automatically hits and automatically backstabs when attacking from the shadows.

Climb Walls

Thieves can climb a wall or sheer surface with a percent chance based on their level.

Hear Noises

Thieves can listen through doors and hear a person whispering in the distance with a percent chance based on their level.

Titles for Thieves

These are the titles given to a thief based on her or his experience.

Level	Title
1-3	Rogue
4-6	Dungeon Delver
9-12	Assassin
13-16	Swift Blade
17-20	Master Thief

Level	Hit Points	Armor Class	Saving Throw	Pick Pocket	Open Locks	Find/Remove Traps	Move Silently	Hide in Shadows	Hear Noise	Climb Walls	Abilities
1	6	11	12	30%	25%	20%	15%	10%	10%	85%	Backstab
2	12	11	12	35%	29%	25%	21%	15%	10%	86%	
3	18	11	12	40%	33%	30%	27%	20%	15%	87%	
4	24	11	12	45%	37%	35%	33%	25%	15%	88%	+ 1 DEX
5	30	12	13	50%	42%	40%	40%	31%	20%	90%	
6	36	12	13	55%	47%	45%	47%	37%	20%	92%	
7	42	12	13	60%	52%	50%	55%	43%	20%	94%	
8	48	12	13	65%	57%	55%	62%	49%	25%	96%	+ 1 DEX
9	54	13	14	70%	62%	60%	70%	56%	25%	98%	
10	60	13	14	80%	67%	65%	78%	63%	30%	99%	
11	62	13	14	90%	72%	70%	86%	70%	30%	99%	
12	64	13	14	100%	77%	75%	94%	77%	35%	99%	+ 1 DEX
13	66	14	15	105%	82%	80%	99%	85%	35%	99%	
14	68	14	15	110%	87%	85%	99%	93%	40%	99%	
15	70	14	15	115%	92%	90%	99%	99%	40%	99%	
16	72	14	15	125%	97%	95%	99%	99%	50%	99%	
17	74	15	16	125%	99%	99%	99%	99%	50%	99%	+ 1 DEX
18	76	15	16	125%	99%	99%	99%	99%	55%	99%	
19	78	15	16	125%	99%	99%	99%	99%	55%	99%	
20	80	15	16	125%	99%	99%	99%	99%	60%	99%	+ 1 DEX



Wizard

Wizards use their arcane powers to cast spells to enhance themselves and their party and devastate their enemies with arcane energy. Wizards are the supreme masters of magic so their very bodies emanate pure arcane energy.

Minimum Attribute: Intelligence 14

Alignment: Any

Armor Allowed: None

Weapons Allowed: Dagger and Staff

Wizard Abilities

Spell Casting

Wizards can cast arcane spells and their level determines the number of spells of each level that they know how to cast. Wizards can select which spells that they know how to cast before each adventure.

Mana Recovery

Once per day, a wizard can regain d10 Mana.

Spell Master

Once per battle, a wizard can cast a 1st or 2nd level arcane spell without using Mana.

Personal Spell

Once per adventure, a wizard can cast an arcane spell of any level without using Mana.

Spell Weaver

Once per adventure, a wizard can cast an arcane spell that he does not know but has access to because of his or her level.

Copy Magic

Once per battle, a wizard can cast an arcane spell that a creature or character has cast during that battle.

Fork Magic

Once per day, a wizard can cast an arcane spell twice in the same turn for the Mana cost of only casting the spell once.



Enchant Items

Wizards can attempt to make a magic potion or scroll once every week with a percent chance based on their level.

Level	Chance of Success
11-12	20%
13-14	30%
15-16	40%
17-18	50%
19-20	75%

Titles for Wizards

These are the titles given to a wizard based on his or her experience.

Level	Title
1-3	Apprentice
4-6	Mage
9-12	Sorcerer
13-16	Magus
17-20	Archmage

Level	Hit Points	Armor Class	Saving Throw	Mana	Arcane Spells									Abilities
					1	2	3	4	5	6	7	8	9	
1	4	10	13	4	1									
2	8	10	13	8	2									
3	12	10	13	12	2	1								
4	16	10	13	16	3	2								+1 Intelligence
5	20	11	14	20	4	2	1							Mana Recovery
6	24	11	14	24	4	2	2							
7	28	11	14	28	4	3	2	1						
8	32	11	14	32	4	3	3	2						+1 Intelligence
9	36	12	15	36	4	3	3	2	1					
10	40	12	15	40	4	4	3	2	2					
11	44	12	15	44	4	4	4	3	3					Enchant Items
12	48	12	15	48	4	4	4	4	4	1				+1 Intelligence
13	52	13	16	52	5	5	5	4	4	2				Spell Master
14	56	13	16	56	5	5	5	4	4	2	1			Personal Spell
15	60	13	16	60	5	5	5	5	5	2	1			Spell Weaver
16	64	13	16	64	5	5	5	5	5	3	2	1		Copy Magic
17	68	14	17	68	5	5	5	5	5	3	3	2		Fork Magic
18	72	14	17	72	5	5	5	5	5	3	3	2	1	+1 Intelligence
19	76	14	17	76	5	5	5	5	5	3	3	3	1	
20	80	14	17	80	5	5	5	5	5	4	3	3	2	+1 Intelligence



Equipment

Money

Money includes coins forged of different precious metals.

Money Abbreviation

Platinum Piece = pp

Gold Piece = gp

Electrum Piece = ep

Silver Piece = sp

Copper Piece = cp

Money Conversion

1 gp = 100 cp 1 gp = 10 sp

1 gp = 2 ep 5 gp = 1 pp

1 pp = 5 gp = 10 ep = 50 sp = 500 cp

Armor

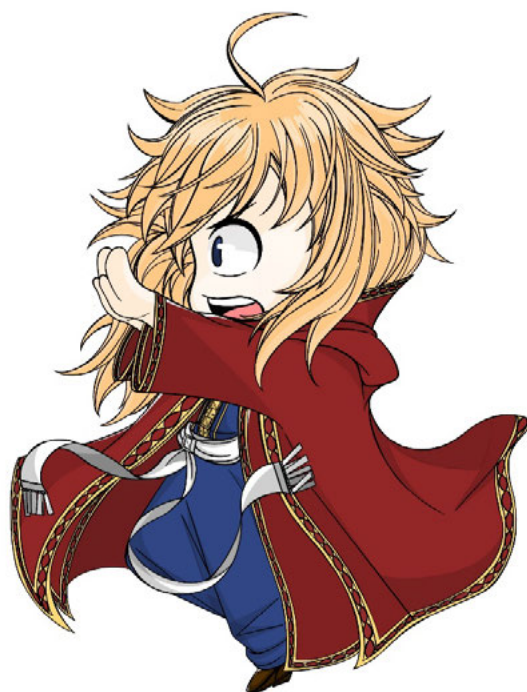
Armor provides a character with protection from all forms of damage and attacks. Armor provides an armor class modifier and a possible Saving Throw modifier that represents a character's reduced ability to avoid dangers.

Armor	AC	Saving Throw	Cost
Leather Armor	+1	0	5
Scale Mail	+2	-1	45
Chain Mail	+3	-2	75
Plate Mail	+4	-3	400
Shield	+1	0	10

Weapons

Weapons deal damage to an opponent for a successful attack roll. Weapons are either melee that receive strength based modifiers or ranged which receive dexterity based modifiers. Ranged weapons will run out when used but they can be retrieved during or after combat. Weapons with the trait Dual Handed require both hands to swing or fire.

Weapon	Damage	Type	Trait	Cost
Dagger	d4	Both (12')		2 gp
Short Sword	d6	Melee		8 gp
Long Sword	d8	Melee		15 gp
Broad Sword	d10	Melee		10 gp
Claymore	d12	Melee	Dual Handed	30 gp
Axe	d6	Both (12')		1 gp
Battle Axe	d8	Melee		5 gp
Great Axe	d10	Melee	Dual Handed	20 gp
Spear	d8	Both (50')	Dual Handed	1 gp
Trident	d8	Both (36')	Dual Handed	4 gp
Halberd	d10	Melee	Dual Handed	9 gp
Club	d4	Melee		0
Staff	d6	Melee	Dual Handed	0
Mace	d6	Melee		4 gp
Flail	d6	Melee		3 gp
Morning Star	D8	Melee		5 gp
Warhammer	d10	Melee	Dual Handed	15 gp
Sling	d4	Ranged (60')		15 sp
Bow	d6	Ranged (120')	Dual Handed	5 gp
Crossbow	d8	Ranged (150')	Dual Handed	20 gp
Dart	d4	Ranged (24')		5 sp
Javelin	d6	Ranged (50')		10 sp



Playing the Game

Attribute Checks

Whenever a character attempts to succeed at a task or is attempting to avoid something, the player rolls a d20 and refers to the attribute that is being tested. The difficulty of the task provides a difficulty modifier that is added to the roll. If the modified roll is under the character's attribute score, the character is successful in the task or avoids the situation.

Difficulty Level	Difficulty Modifier
Menial	- 3
Easy	- 1
Hard	+ 3
Very Hard	+ 5
Epic	+ 8
Impossible	+ 12
Legendary	+ 15

Saving Throws

When characters are affected by strange or magical effects, they take a Saving Throw by rolling a d20. If the die roll is under their Saving Throw, the strange or magical effect, spell effect, or spell damage is ignored.

Hirelings

A character may hire a hireling to journey with her or him on an adventure to provide assistance and fight during the adventure. The following are the hirelings that can be hired during an adventure.

Hireling	HP	AC	Damage	Cost
Man-at-Arms	9	13	d8	150 gp
Bowman	6	11	d6	150 gp
Healer	4	9	d4	500 gp
Mage	4	9	Spell	500 gp
Doctor	3	6	1	200 gp
Scout	3	6	1	150 gp
Engineer	3	6	1	150 gp
Bearer	2	6	1	50 gp

Rest

Characters can rest for a specific amount of time to restore their Hit Points and Mana.

Time	HP & Mana Restored
6 Hours	1/4
12 Hours	1/2
24 Hours	All



Combat

Surprise

A party can attempt to surprise an opponent or group of opponents if they have not been detected. For the surprise to succeed, the party must pass a Dexterity test using the lowest Dexterity score found in the party. If the surprise succeeds, the entire party gets to act first without an initiative test.

Initiative

The party rolls a d20 and the dungeon master rolls a d20. If the party rolls higher, they get to move, perform actions, cast spells, and attack first. If the gamemaster rolls higher, the creatures get to move, perform actions, cast spells, and attack first. If both rolls are the same, the players win.

Combat Turns

A combat turn represents 3 seconds. Every combatant gets to move twice, move and attack, attack, move and perform an action, perform an action, or cast a spell. An action can include using a magic item, picking a lock, or reading a scroll.

Combat Actions

Move Twice

Move and Attack or Attack Only

Move and Perform an Action or Perform an Action Only

Cast a Spell

Attacking

When a character or creature attacks, roll a d20. If the attack roll with all To Hit modifiers added is equal or greater than the target's AC, the attack hits. For successful attacks, roll for damage and add any damage modifiers. This modified damage is removed from the character or creature's Hit Points.

Saving Throws

When characters or creatures are the target of a magic spell, they may take a Saving Throw by rolling a d20. If the roll is under their Saving Throw score, the spell has no effect and it deals no damage.

Distance

A character can move 6' for a combat movement. Melee weapons have a range of about 2' and ranged weapons have a set range.

Morale

When a hireling's Hit Points drop to half or lower, roll a d10. If the roll is higher than the hireling's Morale, he or she will flee from combat and he or she is lost.

Retreat

A party can retreat from combat by passing a Dexterity test using the lowest dexterity score in the party. If the test is successful, the party escapes. If the party fails, the combat continues and the creatures automatically win initiative in the next turn of combat.

Experience

After every successful battle, the party receives experience for all the creatures that were destroyed. If the experience is enough for the party to increase in level, all the characters in the party increase in level.

Treasure

After every successful battle inside a constructed dungeon, the party may receive a Treasure. Roll a d20. On rolls of 19+, the party receives a random Treasure from the Treasure Chart.



Arcane Spells

1 st Level	2 nd Level	3 rd Level	4 th Level	5 th Level	6 th Level	7 th Level	8 th Level	9 th Level
Affect Normal Fires	Audible Glamer	Blink	Charm Monster	Airy Water	Anti-Magic Shell	Dancing Sword	Antipathy / Sympathy	Astral Spell
Burning Hands	Continual Light	Clairaudience	Confusion	Cloud Kill	Control Weather	Duo-Dimension	Clenched Fist	Crushing Hand
Charm Person	Darkness	Clairvoyance	Dig	Conjure Elemental	Death Spell	Flesh to Stone	Clone	Gate
Dancing Light	Detect Invisibility	Dispel Magic	Dimensional Door	Cone of Cold	Disintegrate	Grasping Hand	Glassteel	Imprisonment
Detect Magic	ESP	Explosive Ruins	Enchant Weapon	Contact Other Plane	Enchant An Item	Limited Wish	Incendiary Cloud	Meteor Swarm
Enlarge	Fools Gold	Feign Death	Extension I	Distance Distortion	Extension III	Mass Invisibility	Irresistible Dance	Monster Summoning VII
Erase	Forget	Fireball	Fear	Extension II	Forceful Hand	Monster Summoning V	Mass Charm	Power Word, Kill
Feather Fall	Invisibility	Fly	Fire Charm	Faithful Hound	Freezing Sphere	Phase Door	Maze	Shape Change
Find Familiar	Knock	Gust of Wind	Fumble	Feeble Mind	Geas	Power Word, Stun	Mind Blank	Temporal Stasis
Floating Disc	Levitate	Haste	Hallucinatory Terrain	Hold Monster	Glassee	Reverse Gravity	Monster Summoning VI	Time Stop
Friends	Locate Object	Hold Person	Ice Storm	Interposing Hand	Globe of Invulnerability	Simulacrum	Permanency	Wish
Hold Portal	Magic Mouth	Infravision	Massmorph	Monster Summoning III	Guards and Wards	Vanish	Polymorph Any Object	
Identify	Mirror Image	Invisibility	Minor Globe of Invulnerability	Passwall	Invisible Stalker		Power Word, Blind	
Jump	Pyrotechnics	Lightning Bolt	Monster Summoning II	Secret Chest	Legend Lore		Spell Immunity	
Light	Ray of Enfeeblement	Magic Hut	Polymorph Other	Stone Shape	Lower Water			
Magic Missile	Rope Trick	Monster Summoning I	Polymorph Self	Telekinesis	Monster Summoning IV			
Mending	Scare	Phantasmal Force	Remove Curse	Teleport	Move Earth			
Message	Shatter	Protection from Missiles	Wall of Fire	Wall of Force	Part Water			
Push	Stinking Cloud	Slow	Wall of Ice	Wall of Iron	Project Image			
Shield	Strength	Suggestion	Wizard Eye	Wall of Stone	Repulsion			
Shocking Grasp	Web	Water Breathing			Spiritwrack			
Sleep	Wizard Lock				Stone to Flesh			
Spider Climb					Transformation			
Unseen Servant								
Ventriloquism								

Divine Spells

1 st Level	2 nd Level	3 rd Level	4 th Level	5 th Level	6 th Level	7 th Level
Bless	Augury	Continual Light	Cure Serious Wounds	Atonement	Animate Object	Astral Spell
Command	Chant	Create Food & Water	Detect Lie	Commune	Blade Barrier	Gate
Create Water	Detect Charm	Cure Blindness	Divination	Cure Critical Wounds	Find the Path	Holy Word
Cure Light Wounds	Find Traps	Cure Disease	Exorcise	Dispel Evil	Heal	Pacify
Detect Evil	Hold Person	Dispel Magic	Lower Water	Flame Strike	Part Water	Regenerate
Light	Know Alignment	Feign Death	Neutralize Poison	Plane Shift	Speak With Monsters	Restoration
Protection from Evil	Resist Fire	Glyph of Warding	Protection from Evil	Quest	Stone Tell	Resurrection
Purify Food & Drink	Silence	Locate Object		Raise Dead	Word of Recall	
Remove Fear	Slow Poison	Prayer		True Seeing		
Resist Cold	Spiritual Hammer	Remove Curse				

Nature Spells

1 st Level	2 nd Level	3 rd Level	4 th Level	5 th Level	6 th Level	7 th Level
Animal Friendship	Barkskin	Call Lightning	Animal Summoning I	Animal Growth	Animal Summoning II	Animate Rock
Detect Magic	Charm Person / Mammal	Cure Disease	Call Woodland Beings	Animal Summoning II	Anti-Animal Shell	Confusion
Detect Snares & Pits	Create Water	Hold Animal	Control Temperature	Anti-Plant Shell	Conjure Fire Elemental	Conjure Earth Elemental
Entangle	Cure Light Wounds	Neutralize Poison	Cure Serious Wounds	Commune with Nature	Cure Critical Wounds	Control Weather
Faerie Fire	Fire Trap	Plant Growth	Dispel Magic	Control Winds	Flame Strike	Creeping Doom
Invisibility to Animals	Heat Metal	Protection from Fire	Hallucinatory Forest	Insect Plague	Feeblemind	Finger of Death
Locate Animals	Locate Plants	Snares	Hold Plant	Pass Plant	Fire Seeds	Fire Storm
Pass Without a Trace	Obscurement	Stone Shape	Plant Door	Stick to Snakes	Transport Via Plants	Reincarnate
Predict Weather	Produce Flames	Summon Insects	Produce Fire	Transmute Rock to Mud	Turn Wood	Transmute Metal to Wood
Purify Water	Trip	Tree	Protection from Lightning	Wall of Fire	Wall of Thorns	
Shillelagh	Warp Wood	Water Breathing	Repel Insects		Weather Summoning	
Speak with Animals			Speak with Plants			



Spells

Learning Spells

Players can select new spells for their spell casting characters before each adventure that depend on their class and level.

Casting Spells

A spellcaster can cast one spell per combat turn as long as he or she has enough Mana to cast the spell. The spell automatically succeeds, it automatically hits its target, and the spell's Mana value is removed from the spellcaster. The target of a spell can negate the effect and damage of the spell by passing a Saving Throw.

Range

This is the distance of a spell.

Duration

This is the duration of a spell that can be listed in combat turns or time. It can also be listed as instantaneous or permanent.

Area of Effect

This is how large an area or the number of creatures that the spell effects.

Limitation

This is the number of times a spell can be cast in a given time frame.



Arcane Spells

First Level Arcane Spells

Affect Normal Fires

Level: 1	Duration: 1 minute/level
Range: 6'/level	Area Effect: 1'/level diameter fire
Mana: 1	Limitation: None

This spell creates fire or changes the size of a preexisting fire.

Burning Hands

Level: 1	Duration: Instantaneous
Range: 6'	Area Effect: 3' wide cone
Mana: 1	Limitation: Once a turn

Flame jets pour from a spellcaster's hand to ignite anything flammable and deals 1 fire damage per level of the spellcaster.

Charm Person

Level: 1	Duration: 1 turn/level
Range: 12'	Area Effect: One person
Mana: 1	Limitation: Once an hour

A person effected by this spell will act friendly to the spellcaster and will attempt to protect him or her from harm.

Dancing Lights

Level: 1	Duration: 2 turns/level
Range: 24' + 6'/level	Area Effect: Room
Mana: 1	Limitation: None

This spell creates multiple magic lights that dance around a room and light it up. This spell will also activate any traps near its dancing lights.

Detect Magic

Level: 1	Duration: 2 turns/level
Range: 3'/level	Area Effect: Special
Mana: 1	Limitation: None

This spell allows a wizard to detect any form of magic within its range.

Enlarge

Level: 1	Duration: 20 minutes/level
Range: 3'/level	Area Effect: One creature
Mana: 1	Limitation: Once a day

This spell causes an object or creature to grow 1' longer or taller per level of the spellcaster.

Erase

Level: 1 Duration: *Permanent*
Range: 3'/level Area Effect: *One scroll*
Mana: 1 Limitation: *Once an hour*
This spell removes magical writing and destroys magical scrolls and inscriptions.

Feather Fall

Level: 1 Duration: *1 turn/level*
Range: 3'/level Area Effect: *Special*
Mana: 1 Limitation: *Once an hour*
This spell allows everything within its range to fall safely from any height.

Find Familiar

Level: 1 Duration: *1 day/turn*
Range: 12' Area Effect: *Special*
Mana: 1 Limitation: *Once a month*
This spell summons a familiar that will serve the spellcaster.

Floating Disc

Level: 1 Duration: *30 minutes/level*
Range: 6'/level Area Effect: *Special*
Mana: 1 Limitation: *Once a battle*
This spell produces a large floating magic platform that follows the spellcaster. It can carry any amount of weight.

Friends

Level: 1 Duration: *10 minutes/level*
Range: 0 Area Effect: *Personal*
Mana: 1 Limitation: *Once a day*
This spell gives a spellcaster a temporary d8 increase in Charisma.

Hold Portal

Level: 1 Duration: *1 turn/level*
Range: 3'/level Area Effect: *80 square feet/level*
Mana: 1 Limitation: *None*
This spell prevents any door, gate, or opening from being passed through.

Identify

Level: 1 Duration: *Instantaneous*
Range: *Touch* Area Effect: *One item*
Mana: 1 Limitation: *None*
This spell determines the magical properties of any magic item.

Jump

Level: 1 Duration: *1 turn/level*
Range: *Touch* Area Effect: *Creature touched*
Mana: 1 Limitation: *Once a battle*
This spell allows a creature to jump up to 30' instead of moving for a turn.

Light

Level: 1 Duration: *1 turn/level*
Range: 24' Area Effect: *2' diameter globe*
Mana: 1 Limitation: *None*
This spell produces a magical light that lights up an entire room.

Magical Missile

Level: 1 Duration: *Instantaneous*
Range: *Unlimited* Area Effect: *1 or more creatures*
Mana: 1 Limitation: *Once a turn*
This spell fires a magical missile for each level that deals d6 damage. Each missile can have a different target.

Mending

Level: 1 Duration: *Permanent*
Range: *Touch* Area Effect: *One object*
Mana: 1 Limitation: *None*
This spell repairs any broken item or object. Mending heals a golem of 2d6 Hit Points.

Message

Level: 1 Duration: *5 minutes + 1 minutes/level*
Range: 18' + 6'/level Area Effect: *One creature*
Mana: 1 Limitation: *None*
This spell allows a spellcaster to communicate with anyone in range that cannot be detected by anyone else.

Push

Level: 1 Duration: *Instantaneous*
Range: 12' + 6'/level Area Effect: *Special*
Mana: 1 Limitation: *Once a turn*
This spell will move or knock over any small object.

Shield

Level: 1 Duration: *2 turns/level*
Range: 0 Area Effect: *Personal*
Mana: 1 Limitation: *Once a turn.*
This spell gives the spellcaster a +2 AC modifier. Casting this spell multiple times only increases its duration.



Shocking Grasp

Level: 1 Duration: *Instantaneous*
 Range: 12' + 6'/level Area Effect: *One creature*
 Mana: 1 Limitation: *Once per turn*
 This spell produces a powerful electric discharge that deals d8 electrical damage per level of the spellcaster.

Sleep

Level: 1 Duration: 2 turns/level
 Range: 12' + 6'/level Area Effect: *One creature*
 Mana: 1 Limitation: *Once per turn*
 This spell causes a creature to fall into a magical slumber.

Spider Climb

Level: 1 Duration: 6 minutes + 2 minutes/level
 Range: *Touch* Area Effect: *Creature touched*
 Mana: 1 Limitation: *Once an hour*
 This spell allows a creature to crawl up any sheer surface.

Unseen Servant

Level: 1 Duration: 10 minutes + 5 minutes/level
 Range: 10'/level Area Effect: *Special*
 Mana: 1 Limitation: *Once a day*
 This spell produces an invisible valet that will perform any action that it is told to perform within its range.

Ventriloquism

Level: 1 Duration: 2 turns + 1 turn/level
 Range: 12' + 6'/level Area Effect: *Hearing range*
 Mana: 1 Limitation: *None*
 This spell allows a spellcaster's voice to be heard up to the range of the spell.

Second Level Arcane Spells

Audible Glamer

Level: 2 Duration: 2 turns/level
 Range: 12' + 6'/level Area Effect: *Hearing range*
 Mana: 2 Limitation: *None*
 This spell creates any kind of sound up to its range.

Continual Light

Level: 2 Duration: *Permanent*
 Range: 12'/level Area Effect: 1'/level diameter globe
 Mana: 2 Limitation: *None*
 This spell produces a permanent magical light that lights up a room.

Darkness

Level: 2 Duration: 1 turn/level
 Range: 3'/level Area Effect: 2'/level diameter
 Mana: 2 Limitation: *Once a turn*
 This spell produces an impenetrable darkness.

Detect Invisibility

Level: 2 Duration: 2 turns/level
 Range: 3'/level Area Effect: 3'/level diameter
 Mana: 2 Limitation: *None*
 This spell allows a spellcaster to see anything that is invisible.

ESP

Level: 2 Duration: 1 turn/level
 Range: 3'/level Area Effect: *One creature*
 Mana: 2 Limitation: *Once a turn*
 This spell allows a spellcaster to read the mind of a creature.

Fools Gold

Level: 2 Duration: 6 minutes/level
 Range: *Touch* Area Effect: 1 cubic foot per level
 Mana: 2 Limitation: *None*
 This spell turns coins into gold for a limited time.

Forget

Level: 2 Duration: *Permanent*
Range: *Touch* Area Effect: *Creature touched*
Mana: 2 Limitation: *Once a turn*
This spell causes a creature to forget any recent memories.

Invisibility

Level: 2 Duration: *Permanent until dismissed*
Range: *Personal* Area Effect: *Personal*
Mana: 2 Limitation: *Once a day*
This spell makes a spellcaster invisible and difficult to target in combat. Anyone attacking the invisible spellcaster receives a -4 To Hit modifier.

Knock

Level: 2 Duration: *Instantaneous*
Range: *6'/level* Area Effect: *10 square feet/level*
Mana: 2 Limitation: *None*
This spell will open any physically or magically locked door.

Levitate

Level: 2 Duration: *1 minute/level*
Range: *3'/level* Area Effect: *Special*
Mana: 2 Limitation: *None*
This spell causes anything to move upwards 20' per turn. Up to 1000 gp of weight can be lifted per level.

Locate Object

Level: 2 Duration: *1 minute/level*
Range: *6'/level* Area Effect: *Special*
Mana: 2 Limitation: *None*
This spell allows any object to be located within its range.

Magic Mouth

Level: 2 Duration: *Special*
Range: *Special* Area Effect: *One object*
Mana: 2 Limitation: *Once a day*
This spell enchants any object to speak a prerecorded message when it is activated.

Mirror Image

Level: 2 Duration: *2 turns/level*
Range: *Personal* Area Effect: *6' radius*
Mana: 2 Limitation: *Once a battle*
This spell causes multiple mirror images of the spellcaster to appear providing him or her with a +5 AC modifier. Casting this spell multiple times only increases its duration.

Pyrotechnics

Level: 3 Duration: *Special*
Range: *20'/level* Area Effect: *6'/level diameter sphere*
Mana: 2 Limitation: *None*
This spell produces a magical firework display or it will blind a creature for d4 turns.

Ray of Enfeeblement

Level: 2 Duration: *1 turn/level*
Range: *12' + 6'/level* Area Effect: *One creature*
Mana: 2 Limitation: *Once a turn*
This spell causes any creature to deal 25% less damage for all physical attacks.

Rope Trick

Level: 2 Duration: *2 turns/level*
Range: *Touch* Area Effect: *Special*
Mana: 2 Limitation: *Once a turn*
This spell is cast on a rope that can now float and attach itself to anything that the spellcaster desires.

Scare

Level: 2 Duration: *1 turn/level*
Range: *3'/level* Area Effect: *One creature*
Mana: 2 Limitation: *Once a turn*
This spell causes a creature to have such intense fear that it cannot perform any actions unless it is attacked.

Shatter

Level: 2 Duration: *Instantaneous*
Range: *3'/level* Area Effect: *One object*
Mana: 2 Limitation: *Once a turn*
This spell causes any non-magical item to break into pieces.

Stinking Cloud

Level: 2 Duration: *Permanent*
Range: *Touch* Area Effect: *Creature touched*
Mana: 2 Limitation: *Once a battle*
This spell creates a toxic cloud that stuns everyone in it for d4 turns.

Strength

Level: 2 Duration: *2 turns/level*
Range: *Personal* Area Effect: *Personal*
Mana: 2 Limitation: *Once a battle*
This spell temporarily increases a spellcaster's strength by d8.

Web

Level: 2 Duration: *1 turn/level*
Range: *3'/level* Area Effect: *One creature*
Mana: 2 Limitation: *Once per turn*
This spell produces a magic web that prevents a creature from moving.

Wizard Lock

Level: 2 Duration: *Permanent*
Range: *Touch* Area Effect: *30 square feet/level*
Mana: 2 Limitation: *Once an hour*
This spell prevents any openable object like a door or chest from being opened by anyone except for the spellcaster. The only way to get rid of this spell is dispel magic.

Third Level Arcane Spells

Blink

Level: 3 Duration: *1 turn/level*
Range: *Personal* Area Effect: *Personal*
Mana: 3 Limitation: *Once a battle*
This spell causes the spellcaster to randomly blink in and out of existence. Any attack or spell that hits the spellcaster has a 75% of doing nothing. Every time a spellcaster attempts to do anything like casting a spell while under the influence of blink, there is a 50% it will do nothing.

Clairaudience

Level: 3 Duration: *1 minute/level*
Range: *Special* Area Effect: *Special*
Mana: 3 Limitation: *Once an hour*
This spell allows a spellcaster to hear anywhere in the world.

Clairvoyance

Level: 3 Duration: *1 minute/level*
Range: *Special* Area Effect: *Special*
Mana: 3 Limitation: *Once an hour*
This spell allows a spellcaster to see anywhere in the world.

Dispel Magic

Level: 3 Duration: *Permanent*
Range: *6'/level* Area Effect: *Special*
Mana: 3 Limitation: *Once per turn*
This spell negates a magic spell within its range. It has a 50% plus 5% per level of the spellcaster chance of success.

Explosive Runes

Level: 3 Duration: *Special*
Range: *Touch* Area Effect: *Object touched*
Mana: 3 Limitation: *Once an hour*
This spell enchants an object and it will explode dealing 6d4+6 damage to anyone that touches it, except for the spellcaster.

Feign Death

Level: 3 Duration: *6 minutes/level*
Range: *Touch* Area Effect: *Creature touched*
Mana: 3 Limitation: *Once an hour*
This spell makes a creature appear to be dead.

Fireball

Level: 3 Duration: *Instantaneous*
Range: *10' + 5'/level* Area Effect: *2'/level diameter*
Mana: 3 Limitation: *Once a turn*
This spell produces a powerful fireball that deals d6 fire damage per level of the spellcaster.

Fly

Level: 3 Duration: *5 minutes/level*
Range: *Touch* Area Effect: *Creature touched*
Mana: 3 Limitation: *None*
This spell allows a creature to fly at 30' per movement.

Greater Invisibility

Level: 3 Duration: *1 turn/level*
Range: *0* Area Effect: *3'/level radius*
Mana: 3 Limitation: *Once a day*
This spell makes everyone invisible within 3'/level of the spellcaster. Anyone that attacks an invisible person receives a -4 To Hit modifier.

Gust of Wind

Level: 3 Duration: *1 turn/level*
Range: *0* Area Effect: *1'/level wide, 6'/level long*
Mana: 3 Limitation: *None*
This spell produces a magical wind that will put out any non-magical fire.

Haste

Level: 3 Duration: *3 turns + 1 turn/level*
Range: *6'/level* Area Effect: *2'/level radius*
Mana: 3 Limitation: *Once a battle*
This spell doubles a creature's movement and attack rate per turn.

Hold Person

Level: 3 Duration: *2 turns/level*
Range: *6'/level* Area Effect: *1-4 persons*
Mana: 3 Limitation: *Once a battle*
This spell prevents up to four people from moving.

Infravision

Level: 3 Duration: *1 hour/level*
Range: *Touch* Area Effect: *Creature touched*
Mana: 3 Limitation: *None*
This spell allows a creature to see in total darkness.

Lightning Bolt

Level: 3 Duration: *Instantaneous*
Range: *20' + 10'/level* Area Effect: *One target*
Mana: 1 Limitation: *Once a turn*
This spell creates a lightning bolt that deals d6 electrical damage per level of the spellcaster.

Magic Hut

Level: 3 Duration: *1 hour/level*
Range: 0 Area Effect: *6'/level square area*
Mana: 3 Limitation: *Once a day*
This spell creates a dome of force that can house a number of people equal to the level of the spellcaster. Nothing can pass through this barrier including severe weather or monsters outside the barrier.



Monster Summoning I

Level: 3 Duration: *2 turns + 1 turns/level*
Range: *12'* Area Effect: *Special*
Mana: 3 Limitation: *Once a battle*
This spell summons d4 creatures with 6 or less Hit Points under the control of the spellcaster. These creatures will disappear when the spell ends or they are killed.

Phantasmal Force

Level: 3 Duration: *1 turn/level*
Range: *12' + 6'/level* Area Effect: *3'/level radius*
Mana: 3 Limitation: *Once a battle*
This illusion causes all enemies to attack it that fail a Saving Throw. They can retake this Saving Throw each turn the spell is active.

Protection from Normal Missiles

Level: 3 Duration: *1 turn/level*
Range: *Touch* Area Effect: *Creature touched*
Mana: 3 Limitation: *Once per turn*
This spell makes a creature immune to all hurled and projected missiles like arrows, axes, bolts, stones, daggers, and spears.

Slow

Level: 3 Duration: *3 turns + 1 turn/level*
Range: *9' + 3'/level* Area Effect: *One creature*
Mana: 3 Limitation: *Once a turn*
This spell makes a creature move at half its movement rate and only perform half its attacks. If an attack can only be made once per turn, it can only be used every other turn. Casting this spell multiple times only increases its duration.

Suggestion

Level: 3 Duration: *6 turns/level*
Range: *6'/level* Area Effect: *One creature*
Mana: 3 Limitation: *Once an hour*
This spell influences the actions of the creature effected through the utterance of a command or phrase.

Water Breathing

Level: 3 Duration: *1 hour/level*
Range: *Touch* Area Effect: *Creature touched*
Mana: 3 Limitation: *None*
This spell allows a creature to breathe underwater.

Fourth Level Arcane Spells

Charm Monster

Level: 4 Duration: *Special*
Range: 3'/level Area Effect: *One creature*
Mana: 4 Limitation: *Once an hour*

This spell makes a creature act friendly and obey the spellcaster. A creature can make a Saving Throw once a day to break free of this spell.

Confusion

Level: 4 Duration: 2 turns + 1 turn/level
Range: 3'/level Area Effect: 1'/level diameter
Mana: 4 Limitation: *Once a battle*

This spell causes a creature to attack any allies next to it.

Dig

Level: 4 Duration: 1 turn/level
Range: 3' Area Effect: 5'/level square area
Mana: 4 Limitation: *Once a turn*

This spell excavates dirt from a given area.

Dimension Door

Level: 4 Duration: *Instantaneous*
Range: 0 Area Effect: *Personal*
Mana: 4 Limitation: *Once a week*

This spell creates a portal that will teleport a spellcaster to any location.

Enchant Weapon

Level: 4 Duration: 2 turns/level
Range: *Touch* Area Effect: *Weapon touched*
Mana: 4 Limitation: *Once a turn*

This spell enchants a weapon making it a +1 weapon with +1 To Hit and damage modifiers.

Extension I

Level: 4 Duration: *Special*
Range: 0 Area Effect: *Special*
Mana: 4 Limitation: *Once an hour*

This spell extends the duration of another spell by 25% that was cast by the spellcaster during the previous turn.

Fear

Level: 4 Duration: *Special*
Range: 6'/level Area Effect: *One creature*
Mana: 4 Limitation: *Once a turn*

This spell causes a creature to flee from combat. It has a 60% + 1%/level chance of success.

Fire Shield

Level: 4 Duration: 2 turns + 1 turn/level
Range: *Personal* Area Effect: *Personal*
Mana: 4 Limitation: *Once a battle*

This spell covers a spellcaster in magical flames providing a +2 AC modifier and making him or her immune to cold damage and spells.

Fumble

Level: 4 Duration: 1 turn/level
Range: 3'/level Area Effect: *One creature*
Mana: 4 Limitation: *Once per turn*

This spell causes a creature to drop anything that it is holding.

Hallucinatory Terrain

Level: 4 Duration: 1 hour/level
Range: 6'/level Area Effect: 20'/level diameter
Mana: 4 Limitation: *Once an hour*

This spell creates an illusion that makes anyone effected by it think that it is real.

Ice Storm

Level: 4 Duration: *Instantaneous*
Range: 6'/level Area Effect: *Special*
Mana: 4 Limitation: *Once a round*

This spell creates a freezing cold storm that rains down frost dealing 3d10 cold damage to everyone in its effected area.

Massmorph

Level: 4 Duration: *Permanent until cancelled*
Range: 10'/level Area Effect: 5'/level diameter
Mana: 4 Limitation: *Once a day*

This spell allows a number of willing people equal to the level of the spellcaster to turn into any animal or object.



Minor Globe of Invulnerability

Level: 4 Duration: 1 turn/level
 Range: *Personal* Area Effect: *Personal*
 Mana: 4 Limitation: *Once a battle*
 This spell prevents any spell lower than 4th level from affecting the spellcaster.

Monster Summoning II

Level: 4 Duration: 3 turns + 1 turn/level
 Range: 12' Area Effect: *Special*
 Mana: 4 Limitation: *Once a battle*
 This spell summons d4 creatures with 16 or less Hit Points under the control of the spellcaster. These creatures will disappear when the spell ends or they are killed.

Polymorph Other

Level: 4 Duration: *Permanent*
 Range: 3'/level Area Effect: *One creature*
 Mana: 4 Limitation: *Once a day*
 This spell turns a willing or unwilling creature into any animal or object.

Polymorph Self

Level: 4 Duration: 2 turns/level
 Range: *Personal* Area Effect: *Personal*
 Mana: 4 Limitation: *Once a day*
 This spell allows a spellcaster to become any animal or object.

Remove Curse

Level: 4 Duration: *Permanent*
 Range: *Touch* Area Effect: *One creature*
 Mana: 4 Limitation: *None*
 This spell removes a curse or charm from a creature.

Wall of Fire

Level: 4 Duration: 2 turn/level
 Range: 6'/level Area Effect: *Special*
 Mana: 4 Limitation: *Once an hour*
 This spell summons a magical wall of fire that deals 4d4 fire damage to anyone that attempts to pass through it.

Wall of Ice

Level: 4 Duration: 2 turn/level
 Range: 6"/level Area Effect: *Special*
 Mana: 4 Limitation: *Once an hour*
 This spell summons a magical wall of ice that is one inch thick and two feet tall per level of the spellcaster.

Wizard's Eye

Level: 4 Duration: 1 turn/level
 Range: 30'/level Area Effect: *Special*
 Mana: 4 Limitation: *Once an hour*
 This spell allows a wizard to examine an area up to 3 square feet per turn within its range.

Fifth Level Arcane Spells

Airy Water

Level: 5 Duration: 1 hour/level
 Range: 6'/level Area Effect: 2'/level square area
 Mana: 5 Limitation: *Once an hour*
 This spell makes the effected water breathable by anyone submerged in it.

Cloudkill

Level: 5 Duration: *1 turn/level*
Range: *6'/level* Area Effect: *3' cube*
Mana: 5 Limitation: *Once a battle*
This spell creates a yellow cloud of poison that will kill anyone caught in it that fails a Saving Throw.

Conjure Elemental

Level: 5 Duration: *1 turn/level*
Range: *12'* Area Effect: *Special*
Mana: 5 Limitation: *Once a day*
This spell summons a fire, water, earth, or air elemental under the control of the spellcaster. This elemental will disappear when the spell ends or it is killed.

Cone of Cold

Level: 5 Duration: *Instantaneous*
Range: *Special* Area Effect: *Special*
Mana: 5 Limitation: *Once a turn*
This spell produces a cone that is *6'/level* long and *1'/level* wide at its end that deals *d4+1* cold damage per level of the spellcaster.

Contact Other Plane

Level: 5 Duration: *Special*
Range: *0* Area Effect: *Special*
Mana: 5 Limitation: *Once a month*
This spell allows a spellcaster to send himself or herself into another plane to determine the information that he needs. This spell has a *50% +1%/level* chance of success. If the spell fails the spellcaster is driven mad which permanently reduces his Intelligence by *-2*.

Distance Distortion

Level: 5 Duration: *1 turn/level*
Range: *6'/level* Area Effect: *100' square per level*
Mana: 5 Limitation: *Once an hour*
This spell causes an effected area to be magically twice as long or half the distance when it is traveled over.

Extension II

Level: 5 Duration: *Special*
Range: *0* Area Effect: *Special*
Mana: 5 Limitation: *Once an hour*
This spell extends the duration of another spell by *50%* that was cast by the spellcaster during the previous turn.

Faithful Hound

Level: 5 Duration: *1 hour/level*
Range: *5'/level* Area Effect: *Special*
Mana: 5 Limitation: *Once an hour*
This spell produces a phantom watchdog that will deal *3d6* damage per turn to anyone but the spellcaster that enters the area protected by the spell.

Feeblemind

Level: 5 Duration: *Permanent*
Range: *6'/level* Area Effect: *One creature*
Mana: 5 Limitation: *Once a day*
This spell prevents a spellcaster from casting spells until it has been magically removed.

Hold Monster

Level: 5 Duration: *1 turn/level*
Range: *6'/level* Area Effect: *1-4 creatures*
Mana: 5 Limitation: *Once a day*
This spell prevents a creature from moving.

Interposing Hand

Level: 5 Duration: *1 turn/level*
Range: *6'/level* Area Effect: *Special*
Mana: 5 Limitation: *Once a turn*
A wall of force is created between an opponent and the spellcaster that absorbs damage equal to the spellcaster's Hit Points.

Monster Summoning III

Level: 5 Duration: *4 turns + 1 turn/level*
Range: *12'* Area Effect: *Special*
Mana: 5 Limitation: *Once a day*
This spell summons *d4* creatures with *24* or less Hit Points under the control of the spellcaster. These creatures will disappear when the spell ends or they are killed.

Passwall

Level: 5 Duration: *6 turns + 1 turn/level*
Range: *3'* Area Effect: *Special*
Mana: 5 Limitation: *Once an hour*
This spell creates a passage through any wall or barrier.

Secret Chest

Level: 5 Duration: *60 days*
Range: *Special* Area Effect: *One chest*
Mana: 5 Limitation: *Once a week*
This spell enchants a chest allowing it to contain any amount of material inside it.

Stone Shape

Level: 5 Duration: *Permanent*
Range: *Touch* Area Effect: *One cubic foot per level*
Mana: 5 Limitation: *Once a day*
This spell allows a wizard to change the shape of anything made of stone.

Telekinesis

Level: 5 Duration: *2 turns + 1turns/level*
Range: *6'/level* Area Effect: *250 gp weight/level*
Mana: 5 Limitation: *Once an hour*
This spell allows a spellcaster to levitate and move an object by his force of will.

Teleport

Level: 5 Duration: *Instantaneous*
Range: *Personal* Area Effect: *Personal*
Mana: 5 Limitation: *Once an hour*
This spell allows a spellcaster to teleport himself to any location.

Wall of Force

Level: 5 Duration: *1 turn/level*
Range: *6'/level* Area Effect: *20' square per level*
Mana: 5 Limitation: *Once an hour*
This spell creates a wall of pure force that cannot be penetrated.

Wall of Iron

Level: 5 Duration: *Permanent*
Range: *6'/level* Area Effect: *Special*
Mana: 5 Limitation: *Once an hour*
This spell creates a wall of iron that is ½ inch thick and one foot tall per level of the spellcaster.

Wall of Stone

Level: 5 Duration: *Permanent*
Range: *6'/level* Area Effect: *Special*
Mana: 5 Limitation: *Once an hour*
This spell creates a wall of stone that is 3 inches thick and two foot tall per level of the spellcaster.



Sixth Level Arcane Spells

Anti-Magic Shell

Level: 6 Duration: *1 turn/level*
Range: 0 Area Effect: *1"/level radius sphere*
Mana: 6 Limitation: *Once a battle*
This spell can create a magic barrier around the spellcaster that makes him immune to all magic damage, spells, and breath weapons.

Control Weather

Level: 6 Duration: *4 hours/level*
Range: *Special* Area Effect: *4 square miles per level*
Mana: 6 Limitation: *Once a month*
This spell changes the climate of a given area.

Death Spell

Level: 6 Duration: *Instantaneous*
Range: *3'/level* Area Effect: *½'/level diameter*
Mana: 6 Limitation: *Once a week*
This spell kills everything in its effected area.

Disintegrate

Level: 6 Duration: *Instantaneous*
Range: *3'/level* Area Effect: *One creature*
Mana: 6 Limitation: *Once a week*
This spell disintegrates and instantly kills a creature.

Enchant An Item

Level: 6 Duration: *One day*
Range: *Touch* Area Effect: *Item touched*
Mana: 6 Limitation: *Once a month*
This spell turns a regular item into a magical item.

Extension III

Level: 6 Duration: *Special*
Range: 0 Area Effect: *Special*
Mana: 6 Limitation: *Once a day*
This spell extends the duration of another spell by 75% that was cast by the spellcaster during the previous turn.

Forceful Hand

Level: 6 Duration: *1 turn/level*
Range: *6'/level* Area Effect: *Special*
Mana: 6 Limitation: *Once a battle*
This wall of force can push anything up to 8000 pounds away from the spellcaster and it will absorb damage up to the Hit Points of the spellcaster before it disappears.

Freezing Sphere

Level: 6 Duration: *Special*
Range: *Special* Area Effect: *Special*
Mana: 6 Limitation: *Once a turn*
This spell causes any body of water that it touches to freeze solid and deals 4d6 cold damage to a creature touched by it.

Geas

Level: 6 Duration: *Special*
Range: *Touch* Area Effect: *Creature touched*
Mana: 6 Limitation: *Once a week*
This spell causes a creature to perform a service or refrain from a specific action.

Glassee

Level: 6 Duration: *1 turn/level*
Range: *Touch* Area Effect: *Special*
Mana: 6 Limitation: *Once a day*
This spell makes any substance completely transparent.

Globe of Invulnerability

Level: 6 Duration: *1 turn/level*
Range: 0 Area Effect: *1'/level radius sphere*
Mana: 6 Limitation: *Once a day*
This spell makes a spellcaster invulnerable to all spells or attacks but he or she can also not attack or cast spells.

Guards And Wards

Level: 6 Duration: *6 turns/level*
Range: *Touch* Area Effect: *3'/level diameter*
Mana: 6 Limitation: *Once a day*
This spell makes a given building impossible to enter except for the spellcaster unless it is dispelled.

Invisible Stalker

Level: 6 Duration: *2 turns + 1 turn/level*
Range: *6'/level* Area Effect: *Special*
Mana: 6 Limitation: *Once a day*
This spell summons an invisible stalker under the control of the spellcaster that will disappear when the spell runs out or it is killed.

Legend Lore

Level: 6 Duration: *Special*
Range: 0 Area Effect: *Special*
Mana: 6 Limitation: *Once a day*
This spell gives a spellcaster knowledge about any known person, place, or thing.

Lower Water

Level: 6 Duration: *5 minutes/level*
Range: *6'/level* Area Effect: *10'/level square area*
Mana: 6 Limitation: *Once an hour*
This spell lowers a body of water.



Monster Summoning IV

Level: 6 Duration: 5 turns + 1 turn/level
Range: 12' Area Effect: *Special*
Mana: 6 Limitation: *Once a day*
This spell summons d4 creatures with 32 or less Hit Points under the control of the spellcaster. These creatures will disappear when the spell ends or they are killed.

Move Earth

Level: 6 Duration: *Permanent*
Range: 6'/level Area Effect: 5'/level square area
Mana: 6 Limitation: *Once a day*
This spell animates dirt causing it to move which will make anything on top of it fall down or collapse.

Part Water

Level: 6 Duration: 5 rounds/level
Range: 6'/level Area Effect: 10'/level square area
Mana: 6 Limitation: *Once an hour*
This spell parts a body of water creating a trough that is up to 3' tall and 1' wide per level of the spellcaster.

Project Image

Level: 6 Duration: 1 round/level
Range: 6'/level Area Effect: *Special*
Mana: 6 Limitation: *Once a battle*
This spell creates a non-material clone of the spellcaster that can be used to channel spells through.

Repulsion

Level: 6 Duration: 1 turn/level
Range: 0 Area Effect: 3'/level radius
Mana: 6 Limitation: *Once a battle*
This spell causes all creatures to move 6' per turn away from the spellcaster.

Spiritwrack

Level: 6 Duration: 1 turn/level
Range: 6'/level Area Effect: *Special*
Mana: 6 Limitation: *Once a battle*
This spell prevents any demon or devil from hurting or effecting the spellcaster in any way.



Stone to Flesh

Level: 6 Duration: *Permanent*
Range: 3'/level Area Effect: *One creature*
Mana: 6 Limitation: *Once an hour*
This spell turns stone objects into flesh and cures petrification.

Transformation

Level: 6 Duration: *1 turn/level*
Range: 0 Area Effect: *Personal*
Mana: 6 Limitation: *Once a battle*
This spell turns a spellcaster into a fighter of the same level.

Seventh Level Arcane Spells

Dancing Sword

Level: 7 Duration: *1 turn/level*
Range: 6'/level Area Effect: *Special*
Mana: 7 Limitation: *Once a battle*
This spell produces a sword shaped force of will that dances around the battlefield dealing 2d8 damage to every enemy creature each turn.

Duo Dimension

Level: 7 Duration: *5 minutes + 1 minute/level*
Range: 0 Area Effect: *Personal*
Mana: 7 Limitation: *Once a day*
This spell makes a spellcaster only two dimensional.

Flesh to Stone

Level: 7 Duration: *Permanent*
Range: *Touch* Area Effect: *Creature touched*
Mana: 7 Limitation: *Once a day*
This spell turns a creature into stone.

Grasping Hand

Level: 7 Duration: *1 turn/level*
Range: 6'/level Area Effect: *Special*
Mana: 7 Limitation: *Once a battle*
This spell creates a force that will hold any creature in place.

Limited Wish

Level: 7 Duration: *Special*
Range: *Unlimited* Area Effect: *Special*
Mana: 7 Limitation: *Once a year*
This spell will grant a spellcaster literally any wish. This wish can be almost anything but anything that the spellcaster receives as a benefit must also come with negative consequences.

Mass Invisibility

Level: 7 Duration: *Special*
Range: *Special* Area Effect: *Special*
Mana: 7 Limitation: *Once a week*
This spell makes an entire party invisible so any creature attacking them receives a -4 To Hit modifier.

Monster Summoning V

Level: 7 Duration: *6 turns + 1 turn/level*
Range: 12' Area Effect: *Special*
Mana: 7 Limitation: *Once a day*
This spell summons one creature with 40 or less Hit Points under the control of the spellcaster. This creature will disappear when the spell ends or it is killed.

Phase Doo

Level: 7 Duration: *1 minute/levels*
Range: *Touch* Area Effect: *Special*
Mana: 7 Limitation: *Once an hour*
This spell creates a magical door in any wall or barrier that can only be used by the spellcaster and his party.

Power Word, Stun

Level: 7 Duration: *Special*
Range: 3'/level Area Effect: *One creature*
Mana: 7 Limitation: *Once a battle*
This spell stuns a creature so it cannot perform any actions for 2d4 rounds.

Reverse Gravity

Level: 7 Duration: *1 turn/level*
Range: 3'/level Area Effect: *3'/level diameter*
Mana: 7 Limitation: *Once a day*
This spell reverses the effect of gravity causing all objects and creatures to float upward in its effected area.

Simulacrum

Level: 7 Duration: *Permanent*
Range: *Touch* Area Effect: *One creature*
Mana: 7 Limitation: *Once a week*
This spell creates an exact copy of a monster under the spellcaster's control.

Vanish

Level: 7 Duration: *Special*
Range: *Touch* Area Effect: *Special*
Mana: 7 Limitation: *Once a week*
This spell teleports an object or creature to a random location.

Eighth Level Arcane Spells

Antipathy/Sympathy

Level: 8 Duration: *12 turns/level*
Range: *10'/turn* Area Effect: *Special*
Mana: 8 Limitation: *Once a day*
This spell repels or attracts people or intelligent creatures of a specific alignment.

Clenched Fist

Level: 8 Duration: *1 turn/level*
Range: *3"/level* Area Effect: *Special*
Mana: 8 Limitation: *Once a round*
This magical force will slam into a creature once a turn to deal 4d6 damage.

Clone

Level: 8 Duration: *Permanent*
Range: *Touch* Area Effect: *Special*
Mana: 8 Limitation: *Once a year*
This spell makes an exact duplicate of a person under the control of the spellcaster.

Glassteel

Level: 8 Duration: *Permanent*
Range: *Touch* Area Effect: *Object touched*
Mana: 8 Limitation: *Once an hour*
This spell makes glass or crystal as hard as steel.

Incendiary Cloud

Level: 8 Duration: *1 turn/level*
Range: *3'/level* Area Effect: *Special*
Mana: 8 Limitation: *Once a turn*
This spell fills an area up to 10' tall and 20' wide with burning gas that deals 6d6 fire damage to anything inside it.

Irresistible Dance

Level: 8 Duration: *1 turn/level*
Range: *Touch* Area Effect: *Creature touched*
Mana: 8 Limitation: *Once a battle*
This spell causes a creature to uncontrollably dance preventing it from performing any other actions.

Mass Charm

Level: 8 Duration: *2 turns/level*
Range: *3'/level* Area Effect: *Special*
Mana: 8 Limitation: *Once a week*
This spell allows a spellcaster to charm a number of creatures equal to his or her level.



Maze

Level: 8 Duration: *Special*
Range: 3'/level Area Effect: *One creature*
Mana: 8 Limitation: *Once every six months*
This spell imprisons a creature in an extradimensional space where it cannot escape for d12 turns.

Mind Blank

Level: 8 Duration: *1 day*
Range: 3'/level Area Effect: *One creature*
Mana: 8 Limitation: *Once an hour*
This spell protects a creature from all mind altering or controlling spells.

Monster Summoning VI

Level: 8 Duration: *7 turns + 1 turn/level*
Range: 12' Area Effect: *Special*
Mana: 8 Limitation: *Once a day*
This spell summons one creature with 48 or less Hit Points under the control of the spellcaster. This creature will disappear when the spell ends or it is killed.

Permanency

Level: 8 Duration: *Permanent*
Range: *Special* Area Effect: *Special*
Mana: 8 Limitation: *Once a day*
This spell makes another spell that a person cast in the previous turn permanent if it has a specific duration.

Polymorph Any Object

Level: 8 Duration: *Permanent until dismissed*
Range: 3'/level Area Effect: *Special*
Mana: 8 Limitation: *Once a week*
This spell can transform any living or non-living object into anything imaginable.

Power Word, Blind

Level: 8 Duration: *Permanent*
Range: 3'/level Area Effect: *3'/level diameter*
Mana: 8 Limitation: *Once a day*
This spell permanently blinds a creature.

Spell Immunity

Level: 8 Duration: *1 turn/level*
Range: *Touch* Area Effect: *Creature touched*
Mana: 8 Limitation: *Once a battle*
This spell makes a creature completely immune to all magic damage and spells.



Ninth Level Arcane Spells

Astral Spell

Level: 9 Duration: *Special*
 Range: 0 Area Effect: *Personal*
 Mana: 9 Limitation: *Once a month*

This spell allows a spellcaster to project his or her astral form into the astral plane.

Crushing Hand

Level: 9 Duration: *1 turn/level*
 Range: 6'/level Area Effect: *Special*
 Mana: 9 Limitation: *Once a battle*

This object of pure force will grab a creature preventing it from moving and deals 4d10 damage per turn.

Gate

Level: 9 Duration: *Permanent until dismissed*
 Range: 6'/level Area Effect: *Special*
 Mana: 9 Limitation: *Once a month*
 This spell opens a magical portal to another plane of existence that anyone can pass through.

Imprisonment

Level: 9 Duration: *Permanent*
 Range: *Touch* Area Effect: *One creature*
 Mana: 9 Limitation: *Once a month*
 This spell locks a creature in a permanent state of suspended animation in a magic sphere deep within the earth.

Meteor Swarm

Level: 9 Duration: *Instantaneous*
 Range: 10'/level Area Effect: *5'/level diameter*
 Mana: 9 Limitation: *Once a month*
 This spell rains down meteors on a given area so everything in the effected area receives d10 damage per level of the spellcaster.

Monster Summoning VII

Level: 9 Duration: *8 turns + 1 turn/level*
 Range: 12' Area Effect: *Creature touched*
 Mana: 9 Limitation: *Once a day*
 This spell summons one creature with 56 or less Hit Points under the control of the spellcaster. This creature will disappear when the spell ends or it is killed.



Power Word, Kill

Level: 9 Duration: *Permanent*
 Range: 3'/level Area Effect: *2'/level diameter*
 Mana: 9 Limitation: *Once a week*
 This spell instantly kills everything in its effected area.

Shape Change

Level: 9 Duration: *1 day/level*
 Range: 0 Area Effect: *Personal*
 Mana: 9 Limitation: *Once a week*
 This spell allows a wizard to assume the form of another person or creature.

Temporal Stasis

Level: 9 Duration: *Permanent*
 Range: 3'/level Area Effect: *One creature*
 Mana: 9 Limitation: *Once a month*
 This spell puts a creature in a state of suspended animation so it cannot change in any way or change until the spell is deactivated.

Time Stop

Level: 9 Duration: *1 turn/level*
 Range: 6'/level Area Effect: *3'/level diameter*
 Mana: 9 Limitation: *Once a month*
 This spell causes the flow of time to stop in a given area.

Wish

Level: 9 Duration: *Special*
 Range: *Unlimited* Area Effect: *Special*
 Mana: 9 Limitation: *Once a year*
 This spell allows a spellcaster to alter reality allowing him to do anything as long as the dungeon master allows it.

Divine Spells

First Level Divine Spells

Bless

Level: 1 Duration: 6 turns
Range: 6' Area Effect: 3'/level diameter
Mana: 1 Limitation: Once a turn
This spell provides everyone effected with a +1 To Hit modifier.

Command

Level: 1 Duration: 1 turn
Range: 3'/level Area Effect: One creature
Mana: 1 Limitation: Once a turn
A creature must obey a command as best as possible.

Create Water

Level: 1 Duration: Permanent
Range: 3' Area Effect: 3 cubic feet per level
Mana: 1 Limitation: Once an hour
This spell creates four gallons of clean water for every level of the spellcaster.

Cure Light Wounds

Level: 1 Duration: Permanent
Range: Touch Area Effect: Creature touched
Mana: 1 Limitation: Once a turn
This spell heals d8 Hit Points.

Detect Evil

Level: 1 Duration: 1 turn/level
Range: 6'/level Area Effect: 1' wide path
Mana: 1 Limitation: Once an hour
This spell allows a spellcaster to detect evil emanations.

Detect Magic

Level: 1 Duration: 1 turn/level
Range: 3'/level Area Effect: 1'/level radius
Mana: 1 Limitation: Once an hour
This spell allows a spellcaster to detect magical emanations.

Light

Level: 1 Duration: 6 turn + 1 turn/level
Range: 6'/level Area Effect: 2' radius/level globe
Mana: 1 Limitation: None
This spell creates a magical light.

Protection From Evil

Level: 1 Duration: 2 turns/level
Range: Touch Area Effect: Creature touched
Mana: 1 Limitation: Once a turn
All attacks by chaotic creatures on the touched creature receive a -2 To Hit modifier. The creature also receives a -2 Saving Throw modifier against any effects caused by a chaotic creature.

Purify Food & Drink

Level: 1 Duration: Permanent
Range: 3' Area Effect: 1 cubic foot/level
Mana: 1 Limitation: Once an hour
This spell purifies spoiled, rotten, and poisonous food and contaminated water so it can be safely consumed.

Remove Fear

Level: 1 Duration: Permanent
Range: Touch Area Effect: Creature touched
Mana: 1 Limitation: Once a turn
This spell instills courage in a creature so it receives a -4 modifier when saving against fear. It also removes the effects of fear from a creature that has already been affected.



Resist Cold

Level: 1 Duration: 1 turn/level
Range: Touch Area Effect: Creature touched
Mana: 1 Limitation: Once a turn
This spell allows a creature to ignore the effects of freezing cold. The creature takes half damage from cold based attacks and it receives a -3 Saving Throw modifier against cold based spells.

Sanctuary

Level: 1 Duration: 2 turn + 1 turn/level
Range: Touch Area Effect: Creature touched
Mana: 1 Limitation: Once a turn
When this spell is cast on a creature, anyone attempting to attack it must pass a Saving Throw to attack.

Second Level Divine Spells

Augury

Level: 2 Duration: Instantaneous
Range: 0 Area Effect: Special
Mana: 2 Limitation: Once a day
This spell allows a spellcaster to determine the future within 5 minutes per level with a 70% +1%/level chance of succeeding.

Chant

Level: 2 Duration: Time of chanting
Range: 0 Area Effect: 3'/level radius
Mana: 2 Limitation: Once a battle
This spell provides everyone friendly with +1 To Hit and -1 Saving Throw modifiers. Enemies receive the opposite modifiers. This works as long as the spellcaster chants so he or she cannot perform any other actions while it is active.

Detect Charms

Level: 2 Duration: 1 turn
Range: 0 Area Effect: 3'/level radius
Mana: 2 Limitation: Once an hour
This spell allows a spellcaster to detect if anyone in its effected area is under the influence of a charm spell.

Find Traps

Level: 2 Duration: 3 turn
Range: 6'/level Area Effect: 1'/level path
Mana: 2 Limitation: Once an hour
This spell reveals any physically and magically hidden traps.

Hold Person

Level: 2 Duration: 4 turn + 1 turn level
Range: 3'/level Area Effect: One to three creatures
Mana: 1 Limitation: Once a battle
This spell freezes up to 3 people or humanoid creatures in place.

Know Alignment

Level: 2 Duration: 1 turn
Range: 3'/level Area Effect: Special
Mana: 1 Limitation: Once an hour
This spell reveals the alignment of up to 10 people within its range.

Resist Fires

Level: 2 Duration: 1 turn/level
Range: Touch Area Effect: Creature touched
Mana: 1 Limitation: Once a turn
This spell makes a creature resistant to fire and intense heat. The creature takes half damage from fire based attacks and it receives a -3 Saving Throw modifier against fire and heat based spells.

Silence

Level: 2 Duration: 2 turn/level
Range: 6"/level Area Effect: 30' diameter sphere
Mana: 1 Limitation: Once a turn
This spell prevents any sound from being made in its effected area. No spells can be cast within its effected area.

Slow Poison

Level: 2 Duration: 1 hour/ level
Range: Touch Area Effect: Creature touched
Mana: 1 Limitation: Once a turn
This spell slows the effect of a poison but does not cure it. It allows a person that has been poisoned to survive for an hour per level of the spellcaster.

Spiritual Hammer

Level: 2 Duration: 1 turn/level
Range: 0 Area Effect: Personal
Mana: 2 Limitation: Once a battle
This spell creates a hammer of pure force that is equal to a +2 warhammer.

Third Level Divine Spells

Continual Light

Level: 3 Duration: *Permanent until discharged*
Range: *6'/level* Area Effect: *6" radius globe*
Mana: 1 Limitation: *Once an hour*
This spell produces light until it is discharged or dispelled.

Create Food & Water

Level: 3 Duration: *Permanent*
Range: 3' Area Effect: *1 cubic foot/level*
Mana: 1 Limitation: *Once an hour*
This spell creates food and/or water.

Cure Blindness

Level: 3 Duration: *Permanent*
Range: *Touch* Area Effect: *Once creature*
Mana: 1 Limitation: *Once an hour*
This spell permanently cures blindness.

Cure Disease

Level: 3 Duration: *Permanent*
Range: *Touch* Area Effect: *One creature*
Mana: 1 Limitation: *Once an hour*
This spell cures a creature of all diseases.

Dispel Magic

Level: 3 Duration: *Permanent*
Range: *6'/level* Area Effect: *Special*
Mana: 1 Limitation: *Once an hour*
This spell negates a magic spell within its range. It has 50% plus 5% per level of the spellcaster chance of success.

Glyph of Warding

Level: 3 Duration: *Permanent until discharged*
Range: *Touch* Area Effect: *25 square foot per level*
Mana: 1 Limitation: *Once a day*
This spell inflicts 2 electrical damage per level of the spellcaster to any unauthorized or hostile creature that attempts to pass or enter an enchanted area.



Locate Object

Level: 3 Duration: *1 turn/level*
Range: *6'/level* Area Effect: *Special*
Mana: 3 Limitation: *Once an hour*
This spell can find any object within its range.

Prayer

Level: 3 Duration: *1 turn/level*
Range: 0 Area Effect: *3'/level radius*
Mana: 3 Limitation: *Once a battle*
This spell provides everyone friendly with +1 To Hit and -1 Saving Throw modifiers. Enemies receive the opposite modifiers.

Remove Curse

Level: 3 Duration: *Permanent*
Range: *Touch* Area Effect: *Creature touched*
Mana: 3 Limitation: *Once an hour*
This spell removes a curse from a creature. It has a 50% chance plus 5% per level of the spellcaster chance of success.

Fourth Level Divine Spells

Cure Serious Wounds

Level: 4 Duration: *Permanent*
Range: *Touch* Area Effect: *Creature touched*
Mana: 4 Limitation: *Once a turn*
This spell heals 2d8+1 Hit Points.

Detect Lies

Level: 4 Duration: *1turn/level*
Range: *6'* Area Effect: *One person*
Mana: 4 Limitation: *Once an hour*
This spell allows a person to detect lies.

Divination

Level: 4 Duration: *Special*
Range: 0 Area Effect: *Special*
Mana: 4 Limitation: *Once an hour*
This spell gives a spellcaster detailed information about a given area including any creatures or treasure that are present. It has 60% plus 1% per level of the spellcaster chance of success.

Exorcise

Level: 4 Duration: *Permanent*
Range: *Touch* Area Effect: *Creature or object touched*
Mana: 4 Limitation: *Once an hour*
This spell negates the possession of a creature or object by an outside or supernatural force. It has a 50% plus 5% per level of the spellcaster chance of success.

Lower Water

Level: 4 Duration: *1 turn/level*
Range: *6'/level* Area Effect: *10'/level square area*
Mana: 4 Limitation: *Once an hour*
This spell lowers the level of water by up to 5% for each level of the spellcaster.

Neutralize Poison

Level: 4 Duration: *Permanent*
Range: *Touch* Area Effect: *Creature touched*
Mana: 4 Limitation: *Once a turn*
This spell cures a person of the effects of a poison.

Greater Protection from Evil

Level: 4 Duration: *1 turn/level*
Range: 0 Area Effect: *20' diameter sphere*
Mana: 4 Limitation: *Once a turn*
All attacks by chaotic creatures on anyone friendly in its effected area receives a -2 To Hit modifier. The person also receives a -2 Saving Throw modifier against any effects of a chaotic creature.

Fifth Level Divine Spells

Atonement

Level: 5 Duration: *Permanent*
Range: *Touch* Area Effect: *Person touched*
Mana: 5 Limitation: *Once a day*
This spell restores a person's original alignment.

Commune

Level: 5 Duration: *Special*
Range: 0 Area Effect: *Special*
Mana: 5 Limitation: *Once a month*
This spell allows a spellcaster to gain knowledge directly from his or her deity.

Cure Critical Wounds

Level: 5 Duration: *Permanent*
Range: *Touch* Area Effect: *Creature touched*
Mana: 5 Limitation: *Once a turn*
This spell heals 3d8+3 Hit Points.

Dispel Evil

Level: 5 Duration: *1 turn/level*
Range: *Touch* Area Effect: *Creature touched*
Mana: 5 Limitation: *Once a battle*
This spell gives a chaotic creature a -7 To Hit modifier when attacking the spellcaster.

Flame Strike

Level: 5 Duration: *1 segment*
Range: *6'/level* Area Effect: *1'/level diameter*
Mana: 5 Limitation: *Once a turn*
This spell causes a column of flame to fall on the spellcaster's enemies that deals 3d8 fire damage.

Plane Shift

Level: 5 Duration: *Permanent*
Range: *Touch* Area Effect: *Creature touched*
Mana: 5 Limitation: *Once a month*
This spell moves the spellcaster or someone touched by him or her to another plane of existence. Up to seven people can be transported if their hands are linked together.

Quest

Level: 5 Duration: *Until fulfilled*
Range: *6'* Area Effect: *One creature*
Mana: 5 Limitation: *Once a month*
This spell forces a creature to perform a task and return to spellcaster to show proof that it was accomplished. The creature can take a Saving Throw each day after the original Saving Throw was taken to break the spell.

Raise Dead

Level: 5 Duration: *Permanent*
Range: *3'* Area Effect: *One person*
Mana: 5 Limitation: *Once a week*
This spell raises a person back to life from the dead with only 1 Hit Point. A person can only be raised from the dead that has been dead a number of days equal to the level of the spellcaster.

True Seeing

Level: 5 Duration: *1 turn/level*
Range: *Touch* Area Effect: *12' sight range*
Mana: 5 Limitation: *Once an hour*
This spell makes everything seen by the spellcaster look like the way it actually is. This reveals all hidden, camouflaged, or invisible creatures and objects.

Sixth Level Divine Spells

Animate Object

Level: 6 Duration: *1 turn/level*
Range: *3'/level* Area Effect: *3'/level diameter*
Mana: 6 Limitation: *Once an hour*
This spell allows inanimate objects to move as if they were alive.

Blade Barrier

Level: 6 Duration: *1 turn/level*
Range: *6"/level* Area Effect: *Special*
Mana: 6 Limitation: *Once an hour*
This spell produces a wall of spinning blades that deals 8d8 damage to anyone that attempts to pass through it.

Find the Path

Level: 6 Duration: *1 turn/level*
Range: *Touch* Area Effect: *Creature touched*
Mana: 6 Limitation: *Once an hour*
This spell allows a spellcaster to find the shortest route to where he or she is going.

Heal

Level: 6 Duration: *Permanent*
Range: *Touch* Area Effect: *Creature touched*
Mana: 6 Limitation: *Once an hour*
This spell heals all damage, diseases, and negative conditions from a creature.

Part Water

Level: 6 Duration: *1 turn/level*
Range: *6'/level* Area Effect: *Special*
Mana: 6 Limitation: *Once an hour*
This spell parts a body of water creating a trough that is up to 3' tall and 1' wide per level of the spellcaster.



Speak with Monsters

Level: 6 Duration: *1 turn/level*
Range: *3'/level* Area Effect: *Special*
Mana: 6 Limitation: *Once an hour*
This spell allows a spellcaster to speak with any creatures within its range that can communicate in some way.

Stone Tell

Level: 6 Duration: *1 turn*
Range: *Touch* Area Effect: *One cubic yard of stone*
Mana: 6 Limitation: *Once an hour*
This spell makes the stones and rocks tell the spellcaster what has recently happened around them.

Word of Recall

Level: 6 Duration: *Special*
Range: *0* Area Effect: *Special*
Mana: 6 Limitation: *Once a week*
This spell takes a spellcaster back to anywhere that he or she has ever visited.

Seventh Level Divine Spells

Astral Spell

Level: 7 Duration: *Special*
Range: *Touch* Area Effect: *Special*
Mana: 7 Limitation: *Once a month*
This spell allows a spellcaster to project his or her astral form into the astral plane.

Gate

Level: 7 Duration: *1 day/level*
Range: *3'/level* Area Effect: *Special*
Mana: 7 Limitation: *Once a month*
This spell opens a magical portal to another plane of existence that anyone can pass through.

Holy Word

Level: 7 Duration: *Special*
Range: *6"/level* Area Effect: *One creature*
Mana: 7 Limitation: *Once a turn*
This spell deals 12d8 damage to a chaotic creature.

Pacify

Level: 7 Duration: *1 turn/level*
Range: *Touch* Area Effect: *Creature touched*
Mana: 7 Limitation: *Once a day*
This spell prevents a creature from attacking.

Regenerate

Level: 7 Duration: *Permanent*
Range: *Touch* Area Effect: *Creature touched*
Mana: 7 Limitation: *Once a day*
This spell causes missing body parts or organs to grow back.

Restoration

Level: 7 Duration: *Permanent*
Range: *Touch* Area Effect: *Creature touched*
Mana: 7 Limitation: *Once a week*
This spell restores any permanently lost levels or Hit Points to a person.

Resurrection

Level: 7 Duration: *Instantaneous*
Range: *Touch* Area Effect: *Creature touched*
Mana: 7 Limitation: *Once an hour*
This spell brings a person back to life, restores all his or her Hit Points, and cures him or her of all diseases and negative conditions.

Wind Walk

Level: 7 Duration: *5 minutes/level*
Range: *Touch* Area Effect: *Special*
Mana: 7 Limitation: *Once an hour*
This spell allows a spellcaster to fly.



Nature Spells

First Level Nature Spells

Animal Friendship

Level: 1 Duration: *Permanent*
Range: 6'/level Area Effect: *One animal*
Mana: 1 Limitation: *Once an hour*
This spell makes an animal into a spellcaster's companion.

Detect Magic

Level: 1 Duration: *2 round/level*
Range: 0 Area Effect: *1" path, 6" long*
Mana: 1 Limitation: *Once an hour*
This spell allows a spellcaster to detect any form of magic within its effected area.

Detect Snares & Pits

Level: 1 Duration: *4 rounds/level*
Range: 6'/level Area Effect: *Special*
Mana: 1 Limitation: *Once an hour*
This spell allows a spellcaster to detect any physical traps within its range.

Entangle

Level: 1 Duration: *1 turn*
Range: 6'/level Area Effect: *1'/level diameter*
Mana: 1 Limitation: *Once a battle*
This spell causes plants to entangle any creatures in its effected area preventing them from moving.

Faerie Fire

Level: 1 Duration: *4 rounds/level*
Range: 6'/level Area Effect: *1'/level diameter*
Mana: 1 Limitation: *Once a turn*
This spell causes all creatures in its effected area to glow making them easier to hit. Anyone attacking them receives a +2 To Hit modifier.

Invisibility to Animals

Level: 1 Duration: *1 turn/level*
Range: *Touch* Area Effect: *Creature touched*
Mana: 1 Limitation: *Once an hour*
This spell makes a person completely invisible to animals. Any animals that attack this person receive a -4 To Hit modifier.

Locate Animals

Level: 1 Duration: *1 turn/level*
Range: 6'/level Area Effect: *Special*
Mana: 1 Limitation: *Once an hour*
This spell allows a spellcaster to find any animal or type of animal that he or she is looking for within its range.

Pass Without Trace

Level: 1 Duration: *1 turn/level*
Range: *Touch* Area Effect: *Creature touched*
Mana: 1 Limitation: *None*
This spell prevents a person from leaving a trail or any sign that he or she has passed by in a forest or wilderness.

Predict Weather

Level: 1 Duration: *1 hour/level*
Range: 0 Area Effect: *5 square miles per level*
Mana: 1 Limitation: *Once a day*
This spell allows a spellcaster to determine the future weather in a given area.

Purify Water

Level: 1 Duration: *Permanent*
Range: 3' Area Effect: *1 cubic foot/level*
Mana: 1 Limitation: *Once an hour*
This spell purifies dirty or contaminated water so that it can be consumed safely.

Shillelagh

Level: 1 Duration: *1 round/level*
Range: *Touch* Area Effect: *One club or staff*
Mana: 1 Limitation: *Once a battle*
This spell instills a wooden club or staff with magical power giving it a +1 To Hit modifier and allows it to deal d8+1 damage.

Speak with Animals

Level: 1 Duration: *2 rounds/level*
Range: 3'/level Area Effect: *Special*
Mana: 1 Limitation: *Once an hour*
This spell allows a spellcaster to speak with any animals within its range.



Second Level Nature Spells

Barkskin

Level: 2 Duration: *4 turns + 1 turn/level*

Range: *Touch* Area Effect: *Creature touched*

Mana: 2 Limitation: *Once a turn*

This spell makes a creature's skin as hard as bark giving it a +1 AC modifier. This spell can only be cast on a creature once per battle.

Charm Person or Mammal

Level: 2 Duration: *1 day/level*

Range: *3'/level* Area Effect: *One person or mammal*

Mana: 2 Limitation: *Once a day*

A person or mammal effected by this spell will act friendly to the spellcaster and will attempt to protect him or her from harm. The charmed person or mammal may take a Saving Throw to break free from the spell each day.

Create Water

Level: 2 Duration: *Permanent*

Range: *1'* Area Effect: *1 cubic foot/level*

Mana: 2 Limitation: *Once an hour*

This spell creates clean water.

Cure Light Wounds

Level: 2 Duration: *Permanent*

Range: *Touch* Area Effect: *Creature touched*

Mana: 2 Limitation: *Once a battle*

This spell heals d8 Hit Points.

Fire Trap

Level: 2 Duration: *Permanent until discharged*

Range: *Touch* Area Effect: *Object touched*

Mana: 2 Limitation: *Once a day*

This spell enchants any closable object including chests and doors. When this object is opened it causes a magical explosion. Anyone that opens the chest except for the spellcaster receives fire damage equal to d4 plus 1 per level of the spellcaster.

Heat Metal

Level: 2 Duration: *2 turns/level*

Range: *3'/level* Area Effect: *One object*

Mana: 2 Limitation: *Once a turn*

This spell causes any metal object to heat to incredible temperatures causing 2d8 fire damage to anyone holding it. If the creature holding it takes damage, the creature will drop the metal object, like a sword, if possible.

Locate Plants

Level: 2 Duration: *1 turn/level*

Range: *6'/level* Area Effect: *Special*

Mana: 2 Limitation: *Once an hour*

This spell allows a spellcaster to find any desired plant within its range.

Obscurement

Level: 2 Duration: *4 turns/level*

Range: *0* Area Effect: *Special*

Mana: 2 Limitation: *Once an hour*

This spell produces a mist that reduces the visibility of everyone but the spellcaster by 2d8'.

Produce Flame

Level: 2 Duration: *2 turns/level*

Range: *3'/level* Area Effect: *Special*

Mana: 2 Limitation: *Once a turn*

This spell produces a magic flame that will ignite anything flammable that it touches.

Trip

Level: 2 Duration: *1 turn/level*

Range: *6'/level* Area Effect: *1'/level diameter*

Mana: 2 Limitation: *Once a battle*

This spell causes animated vines to trip anyone that passes over them causing an effected creature to lose its actions for one combat turn.

Warp Wood

Level: 2 Duration: *Permanent*

Range: *2'/level* Area Effect: *Special*

Mana: 2 Limitation: *Once an hour*

This spell causes an object made of wood like a wood bridge or the handle of an axe or spear to warp and break. This will destroy the effected object or weapon or make it useless.

Third Level Nature Spells

Call Lightning

Level: 3 Duration: *1 turn/level*
 Range: *12'/level* Area Effect: *3'/level diameter*
 Mana: 3 Limitation: *Once a battle*
 This spell causes lightning to strike every creature in its effected area dealing 2d8 + d8/level electrical damage.

Cure Disease

Level: 3 Duration: *Permanent*
 Range: *Touch* Area Effect: *Creature touched*
 Mana: 3 Limitation: *Once an hour*
 This spell cures any disease.

Hold Animal

Level: 3 Duration: *2 turns/level*
 Range: *6'/level* Area Effect: *One to four animals*
 Mana: 3 Limitation: *Once an hour*
 This spell prevents 1 to 4 animals within its range from moving.

Neutralize Poison

Level: 3 Duration: *Permanent*
 Range: *Touch* Area Effect: *Creature touched*
 Mana: 3 Limitation: *Once a battle*
 This spell removes any poison from a person's body.

Plant Growth

Level: 3 Duration: *Permanent*
 Range: *6'/level* Area Effect: *2'/level square area*
 Mana: 3 Limitation: *Once an hour*
 This spell causes vegetation to grow and entwine an enchanted area making it completely impassable.

Protection From Fire

Level: 3 Duration: *Special*
 Range: *Touch* Area Effect: *Creature touched*
 Mana: 3 Limitation: *Once a battle*
 This spell makes a person immune to fire damage and fire based spells.

Snare

Level: 3 Duration: *Permanent until triggered*
 Range: *3'/level* Area Effect: *2'/level square area*
 Mana: 3 Limitation: *Once an hour*
 This spell produces an undetectable snare that will immobilize anyone that activates it.

Stone Shape

Level: 3 Duration: *Permanent*
 Range: *Touch* Area Effect: *5'/level square area*
 Mana: 3 Limitation: *Once an hour*
 This spell causes anything made of stone to change shape in any way that a spellcaster desires.

Summon Insects

Level: 3 Duration: *1 turn/level*
 Range: *6'/level* Area Effect: *One creature*
 Mana: 3 Limitation: *Once a battle*
 This spell summons insects that will swarm a creature causing it to lose its turn. Each turn, the creature can take a Saving Throw. If it ever passes the Saving Throw, the spell is broken.

Tree

Level: 3 Duration: *6 turn + 1 turn/level*
 Range: *Personal* Area Effect: *Personal*
 Mana: 3 Limitation: *Once an hour*
 This spell allows a spellcaster to become any form of vegetation like a tree or shrub for a limited time.

Water Breathing

Level: 3 Duration: *One hour/level*
 Range: *Touch* Area Effect: *Creature touched*
 Mana: 3 Limitation: *None*
 This spell allows a person to breathe underwater.

Forth Level Nature Spells

Animal Summoning I

Level: 4 Duration: *2 turns/level*
 Range: *12'* Area Effect: *Special*
 Mana: 4 Limitation: *Once a day*
 This spell summons d4 small animals with characteristics listed below. These animals will disappear when the spell runs out or they are killed.

Hit Points	AC	Damage
1	6	1

Call Woodland Beings

Level: 4 Duration: *2 turns/level*
Range: 12' Area Effect: *Special*
Mana: 4 Limitation: *Once an hour*
This spell summons a sprite or dryad that will disappear when the spell runs out or it is killed.

Control Temperature

Level: 4 Duration: *4 turn + 1 turn/level*
Range: 0 Area Effect: *10'/level sphere*
Mana: 4 Limitation: *Once an hour*
This spell allows a spellcaster to increase or decreases the temperature of the air by 10 degrees Fahrenheit per level of the spellcaster.

Cure Serious Wounds

Level: 4 Duration: *Permanent*
Range: *Touch* Area Effect: *Creature touched*
Mana: 4 Limitation: *Once a turn*
This spell heals 2d8+1 Hit Points.

Dispel Magic

Level: 4 Duration: *Permanent*
Range: 6'/level Area Effect: *Special*
Mana: 4 Limitation: *Once an hour*
This spell negates a magic spell within its range. It has 50% plus 5% per level of the spellcaster chance of success.

Hallucinatory Forest

Level: 4 Duration: *Permanent*
Range: 6'/level Area Effect: *20'/level diameter*
Mana: 4 Limitation: *Once a day*
This spell causes an illusionary forest to appear that cannot be distinguished from a real one.

Hold Plant

Level: 4 Duration: *1 round/level*
Range: 3'/level Area Effect: *1'/level diameter*
Mana: 4 Limitation: *Once an hour*
This spell prevents any form of vegetation from moving within its effected area.



Plant Door

Level: 4 Duration: *1 turn/level*
Range: *Touch* Area Effect: *Special*
Mana: 4 Limitation: *Once an hour*
This spell creates a magic door that allows a spellcaster to hide inside a tree.

Produce Fire

Level: 4 Duration: *Instantaneous*
Range: *6'/level* Area Effect: *12' square*
Mana: 4 Limitation: *Once a turn*
This spell produces a magic fire that will ignite anything flammable and deals d4 fire damage to any creature inside its effected area.

Protection From Lightning

Level: 4 Duration: *1 turn/level*
Range: *Touch* Area Effect: *Creature touched*
Mana: 4 Limitation: *Once a turn*
This spell makes a person immune to electrical damage or electricity based spells.

Repel Insects

Level: 4 Duration: *1 turn/level*
Range: 0 Area Effect: *10" radius*
Mana: 4 Limitation: *Once a battle*
This spell creates a magic barrier that insects cannot penetrate.

Speak With Plants

Level: 4 Duration: *2 rounds/level*
Range: 0 Area Effect: *8" diameter*
Mana: 4 Limitation: *Once an hour*
This spell allows a spellcaster to talk to plants. They can tell him or her what has recently happened around them.

Fifth Level Nature Spells

Animal Growth

Level: 5 Duration: *2 turns/level*
Range: *6'/level* Area Effect: *2' square/level*
Mana: 5 Limitation: *Once an hour*
This spell causes every animal within its effected area to double in size.

Animal Summoning II

Level: 5 Duration: *2 turns/level*
Range: *12'* Area Effect: *Special*
Mana: 5 Limitation: *Once a day*
This spell summons d6 medium animals with characteristics listed below. These animals will disappear when the spell runs out or they are killed.

Hit Points	AC	Damage
4	8	1d4

Anti-Plant Shell

Level: 5 Duration: *1 turn/level*
Range: *3'/level* Area Effect: *16' diameter hemisphere*
Mana: 5 Limitation: *Once an hour*
This spell produces a magic barrier that prevents any plant material from passing it.

Commune With Nature

Level: 5 Duration: *Special*
Range: 0 Area Effect: *Special*
Mana: 5 Limitation: *Once a day*
This spell allows a spellcaster to become one with nature giving him full knowledge of everything that is happening in a local forest or wilderness.

Control Winds

Level: 5 Duration: *1 turn/level*
Range: 0 Area Effect: *5'/level radius hemisphere*
Mana: 5 Limitation: *Once an hour*
This spell increases or decreases the speed of local winds by 3 miles per hour per level of the spellcaster. The direction of these winds can also be changed.

Insect Plague

Level: 5 Duration: *1 turn/level*
Range: *6'/level* Area Effect: *32" diameter, 4" high cloud*
Mana: 5 Limitation: *Once an hour*
This spell summons a cloud of stinging insects that causes every creature in its effected area to lose all their actions for that turn. Effected creatures can take a Saving Throw every turn to break free from this spell.

Pass Plant

Level: 5 Duration: *Special*
Range: *Touch* Area Effect: *Special*
Mana: 5 Limitation: *Once an hour*
This spell allows a spellcaster to enter one tree and exit out of any other tree in the same forest.

Sticks to Snakes

Level: 5 Duration: *2 turns/level*
Range: *12'* Area Effect: *Special*
Mana: 5 Limitation: *Once a turn*
This spell summons a poisonous snake for each level of the spellcaster.

Transmute Rock To Mud

Level: 5 Duration: *Special*
Range: *3'/level* Area Effect: *2'/level square area*
Mana: 5 Limitation: *Once an hour*
This spell turns solid rock into liquid mud. Anything above the rock will start to sink into the mud or collapse.

Wall of Fire

Level: 5 Duration: *Special*
Range: *6'/level* Area Effect: *Special*
Mana: 5 Limitation: *Once an hour*
This spell summons a magic wall of fire that deals 4d4 fire damage to anyone that attempts to pass through it.

Sixth Level Nature Spells

Animal Summoning III

Level: 6 Duration: *2 turns/level*
Range: *12'* Area Effect: *Special*
Mana: 6 Limitation: *Once a day*
This spell summons d4 large animals with characteristics listed below. These animals will disappear when the spell runs out or they are killed.

Hit Points	AC	Damage
8	10	d6

Anti-Animal Shell

Level: 6 Duration: *1 turn/level*
Range: *0* Area Effect: *20' diameter hemisphere*
Mana: 6 Limitation: *Once an hour*
This spell creates a magic barrier that an animal cannot pass.

Conjure Fire Elemental

Level: 6 Duration: *2 turn/level*
Range: *12'* Area Effect: *Special*
Mana: 6 Limitation: *Once a day*
This spell summons a fire elemental under the spellcaster's control that will disappear when the spell runs out or it dies.

Cure Critical Wounds

Level: 6 Duration: *Permanent*
Range: *Touch* Area Effect: *Creature touched*
Mana: 6 Limitation: *Once a turn*
This spell heals 3d8+3 Hit Points.

Flame Strike

Level: 5 Duration: *1 segment*
Range: *6'/level* Area Effect: *1" diameter by 3" high*
Mana: 6 Limitation: *Once a battle*
This spell causes a column of flame to fall on the spellcaster's enemies that deals 6d8 fire damage.

Feeblemind

Level: 6 Duration: *Permanent*
Range: *3'/level* Area Effect: *One creature*
Mana: 6 Limitation: *Once a day*
This spell prevents a spellcaster from casting spells until it has been dispelled.

Fire Seeds

Level: 6 Duration: *Special*
Range: *3'/level* Area Effect: *1'/level diameter*
Mana: 6 Limitation: *Once a turn*
These magic seeds burst into flames dealing 2d8 fire damage to anyone in its effected area.

Turn Wood

Level: 6 Duration: *3 minutes/level*
Range: *0* Area Effect: *12" wide path, 2" long/level*
Mana: 6 Limitation: *Once an hour*
This spell causes all trees and vegetation to be pushed out of the way of the spellcaster to create a barren path.

Wall of Thorns

Level: 6 Duration: 1 turn/level
Range: 6'/level Area Effect: 6" square area/level
Mana: 6 Limitation: Once an hour
This spell creates a wall of brush covered in needle sharp thorns that cause 8 damage to anyone attempting to pass through it.

Weather Summoning

Level: 6 Duration: Special
Range: 0 Area Effect: Special
Mana: 6 Limitation: Once a day
This spell changes the weather in a local area that can include blizzards, torrential rain, or intense heat.

Seventh Level Nature Spells

Animate Rock

Level: 7 Duration: 1 minute/level
Range: 6'/level Area Effect: 2'/level square area
Mana: 7 Limitation: Once an hour
This spell causes anything made of rock to move as if it were a living being.

Confusion

Level: 7 Duration: 1 round/level
Range: 6'/level Area Effect: 1'/level diameter
Mana: 7 Limitation: Once a battle
This spell causes a creature to attack any allies next to it.



Conjure Earth Elemental

Level: 7 Duration: 2 turn/level
Range: 12' Area Effect: Special
Mana: 7 Limitation: Once a day
This spell summons an earth elemental under the spellcaster's control that will disappear when the spell runs out or it dies.

Control Weather

Level: 7 Duration: 8 hours/level
Range: 0 Area Effect: 8 square miles/level
Mana: 7 Limitation: Once a month
This spell changes the climate of a given area.

Creeping Doom

Level: 7 Duration: Instantaneous
Range: 3'/level Area Effect: One creature
Mana: 7 Limitation: Once a week
This spell causes a swarm of carnivorous insects to consume a creature caught in its swarm.

Finger of Death

Level: 7 Duration: Permanent
Range: Touch Area Effect: One creature
Mana: 7 Limitation: Once a week
This spell instantly kills a person touched by the spellcaster.

Fire Storm

Level: 7 Duration: 1 round
Range: 12'/level Area Effect: 10'/level diameter
Mana: 7 Limitation: Once a turn
This spell rains fire down on an area dealing 2d8 fire damage to everyone in its effected area.

Reincarnate

Level: 7 Duration: Permanent
Range: Touch Area Effect: Person touched
Mana: 7 Limitation: Once a week
This spell causes a dead person to be reborn as an animal of the spellcaster's choice.

Transmute Metal to Wood

Level: 7 Duration: Permanent
Range: 2'/level Area Effect: One metal object
Mana: 7 Limitation: Once a day
This spell turns anything made of metal into wood.

Monster Descriptions

Frequency

This is the chance of meeting this type of creature.

Frequency	Chance to Encounter
Common	65%
Uncommon	20%
Rare	11%
Very Rare	4%

NO. Appearing

This is the number of creatures that appear during an encounter.

Armor Class

A player must make an attack roll equal to or higher than this score to hit this creature.

Move

This is the movement speed of a creature.

/# = flying speed *//#* = swimming speed
(#) = burrowing speed *•#* = speed in web

Hit Points

Hit Points represent the amount of damage a creature can withstand before dying. Damage is removed from a creature's Hit Points.

Attacks

This is the number of attacks a creature can make per combat turn. Each attack can have a different target.

Damage

These dice rolls indicate the amount of damage each attack deals for a successful attack.

To Hit

This is the modifier a creature receives when making an attack roll.

Saving Throw

This is the Saving Throw that a creature can take to avoid the effects and damage of spells.

Intelligence

This is the intelligence of a creature.

Intelligence	Description
0	Non-Intelligent
1-2	Animal Intelligence
3-7	Low Intelligent
8-10	Human Intelligence
11-12	Very Intelligent
13-14	Highly Intelligent
15-16	Exceptionally Intelligent
17-18	Genius
19-20	Supra-Genius
21+	Godlike Intelligence

Alignment

This is the alignment of a creature.

Size

This is the size of a creature that includes Small (S), Medium or Man-Sized (M), Large (L), and Giant (G).

XP

This is the amount of experience points that a party receives for killing this creature.

Special Attacks

These are the special attacks that a creature can make.

Special Defenses

These are the special defenses that a creature has.



Aerial Servant

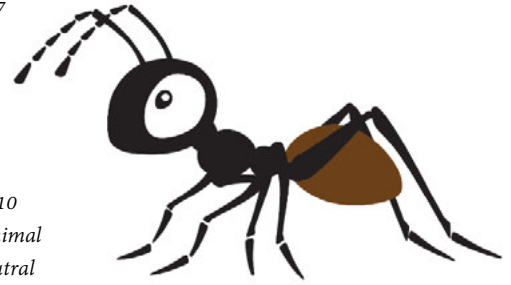
Frequency: *Very rare*
NO. Appearing: 1
Armor Class: 17
Move: 0'/60'
Hit Points: 128
Attack: 1
Damage: 4d8
To Hit: +5
Special Attacks:
Surprises on 1-4
Special Defense: *Can be hit only by magic weapons.*
Saving Throw: 16
Intelligence: *Semi*
Alignment: *Neutral*
Size: *M (8' tall)*
XP: 7800



Aerial servants are semi-intelligent air elementals that can become invisible or ethereal at will. They are extremely strong and fast making them deadly opponents especially in aerial combat. Aerial servants can only move by flying.

Ant, Giant

Frequency: *Rare*
NO. Appearing: 6d10
Armor Class: 17
Move: 12'
Hit Points: 16
Attack: 1
Damage: d6
To Hit: 0
Saving Throw: 10
Intelligence: *Animal*
Alignment: *Neutral*
Size: *S (2' tall)*
XP: 90



These enormous ants have powerful mandibles and their thick exoskeletons make them extremely difficult to injure. They move in swarms making allowing them to overwhelm their enemies.

Angel Warrior

Frequency: *Very rare*
NO. Appearing: d4
Armor Class: 20
Move: 12'/30'
Hit Points: 100
Attack: 1
Damage: 6d20
To Hit: +6
Saving Throw: 19
Intelligence: *Genius*
Alignment: *Lawful*
Size: *M (6' tall)*
XP: 6,000



Angel warriors are angelic messengers and warriors sent from the elemental plane of good to right some wrong or stop the forces of evil from destroying the material plane of humans.

Axe Beak

Frequency: *Uncommon*
NO. Appearing: d6
Armor Class: 14
Move: 18'
Hit Points: 24
Attack: 3
Damage: d4/d4/2d4
To Hit: 0
Saving Throw: 12
Intelligence: *Animal*
Alignment: *Neutral*
Size: *M (7' tall)*
XP: 100



Axe beaks are flightless predatory birds that are extremely fast runners. They are very territorial creatures and their razor sharp beaks and sharp talons make them deadly in close combat.

Bandit

Frequency: *Common*
 NO. Appearing: *d20*
 Armor Class: *12*
 Move: *8'*
 Hit Points: *6*
 Attack: *1*
 Damage: *d4*
 To Hit: *0*
 Saving Throw: *12*
 Intelligence: *Average*
 Alignment: *Chaotic*
 Size: *M*
 XP: *40*



Bandits are thieves, muggers, and highwaymen that prey on the weak. They will kill anyone that gets in their way.

Basilisk

Frequency: *Uncommon*
 NO. Appearing: *d4*
 Armor Class: *16*
 Move: *6'*
 Hit Points: *50*
 Attack: *1*
 Damage: *d10*
 To Hit: *+2*
 Special Attacks:
Gaze turns to stone
 Saving Throw: *14*
 Intelligence: *Animal*
 Alignment: *Neutral*
 Size: *M (7' long)*
 XP: *1,500*



Basilisks are reptilian monsters that move slowly but their petrifying gaze makes them one of the most dangerous monsters in the world. If a person looks at a basilisk's eye, he or she is instantly turned to stone if he or she fails a Saving Throw. A person can fight a basilisk without looking directly at it but he or she receives a -4 To Hit modifier.

Banshee

Frequency: *Very rare*
 NO. Appearing: *1*
 Armor Class: *20*
 Move: *0'/15'*
 Hit Points: *60*
 Attack: *1*
 Damage: *d8*
 To Hit: *+4*
 Special Attacks: *Wail*
 Special Defense:
+1 or better weapon to hit
 Saving Throw: *16*
 Intelligence: *Exceptional*
 Alignment: *Chaotic*
 Size: *M*
 XP: *3,000*



Banshees are evil female spirits that want to destroy all life. Their wail has a range of 30' so everyone in range must pass a Saving Throw or die. Banshee are immune to charm, sleep, and hold spells and cold and electricity based damage and spells.

Bat, Giant

Frequency: *Uncommon*
 NO. Appearing: *2d20*
 Armor Class: *13*
 Move: *0'/30'*
 Hit Points: *16*
 Attack: *1*
 Damage: *d6*
 To Hit: *0*
 Saving Throw: *12*
 Intelligence: *Animal*
 Alignment: *Neutral*
 Size: *M (8' Wide)*
 XP: *60*



Giant bats are flying predators that attempt to swarm their prey and drain them of their blood. They use echo location so they can see in total darkness.

Bee, Giant

Frequency: *Rare*
 NO. Appearing: *d20*
 Armor Class: *14*
 Move: *3'/60'*
 Hit Points: *32*
 Attack: *1*
 Damage: *d4*
 To Hit: *0*
 Special Attacks: *Poison*
 Saving Throw: *16*
 Intelligence: *Non*
 Alignment: *Neutral*
 Size: *M*
 XP: *300*



Giant bees are willing die to defend their hive. When they attack, they poison a person and the bee dies. Anyone poisoned by a giant bee that does not pass a Constitution test will die in d10 turns.

Beetle, Giant

Frequency: *Common*
 NO. Appearing: *3d6*
 Armor Class: *16*
 Move: *18'*
 Hit Points: *40*
 Attack: *1*
 Damage: *5d4*
 To Hit: *0*
 Saving Throw: *12*
 Intelligence: *Animal*
 Alignment: *Neutral*
 Size: *L (9' long)*
 XP: *300*



Giant beetles are insects with thick exoskeletons that are ravenously hungry. They can tear apart flesh and armor with their massive mandibles.

Beetle Hulk

Frequency: *Rare*
 NO. Appearing: *d4*
 Armor Class: *18*
 Move: *6'(6')*
 Hit Points: *72*
 Attack: *3*
 Damage: *3d4/3d4/d20*
 To Hit: *+3*
 Special Attacks: *Confusion*
 Saving Throw: *12*
 Intelligence: *Average*
 Alignment: *Chaotic*
 Size: *L (8' tall, 5' wide)*
 XP: *2,200*



Beetle hulks are enormous mutant humanoid insects that tear apart their prey with their claws and massive mandibles. If anyone looks at a beetle hulk's eyes, he or she must pass a Saving Throw or be confused for 3d4 turns.

Berserker

Frequency: *Rare*
 NO. Appearing: *2d10*
 Armor Class: *13*
 Move: *12'*
 Hit Points: *7*
 Attack: *2*
 Damage: *d6/d6*
 To Hit: *0*
 Saving Throw: *12*
 Intelligence: *Average*
 Alignment: *Neutral*
 Size: *M*
 XP: *60*



Berserkers are raiders and marauders that fight in raiding parties. Their battle rage allows them to attack with +1 To Hit and damage modifiers.

Black Pudding

Frequency: *Uncommon*

NO. Appearing: 1

Armor Class: 14

Move: 6'

Hit Points: 80

Attack: 1

Damage: 3d8

To Hit: +3

Special Attacks:

Dissolve wood and metal

Special Defense: *Immune to blunt, cold, and electrical damage.*

Saving Throw: 14

Intelligence: *Non*

Alignment: *Neutral*

Size: *L (8' diameter)*

XP: 2,500



Black puddings are scavengers that flow around looking for food. They can travel on the walls and ceiling of a room allowing them to fall onto their victims. They will destroy any non-magical weapons that touches them.

Chimera

Frequency: *Rare*

NO. Appearing: *d4*

Armor Class: 15

Move: 20'/30"

Hit Points: 72

Attack: 6

Damage:

d4/d4/d4/d4/2d8/3d4

To Hit: +2

Special Attacks:

Breath weapon

Saving Throw: 14

Intelligence: *Semi*

Alignment: *Neutral*

Size: *L (10' Tall)*

XP: 2,000



Chimeras have the heads of a goat, lion, and dragon. They have the foreparts of a lion, the hindquarters of a goat, and the wings of a dragon. The dragon head can attack with a breath weapon with a range of 30' that deals 3d8 fire damage.

Centipede, Giant

Frequency: *Common*

NO. Appearing: *2d10*

Armor Class: 11

Move: 6'

Hit Points: 2

Attack: 1

Damage: 0

Special Attacks: *Poison*

To Hit: 0

Saving Throw: 5

Intelligence: *Non*

Alignment: *Neutral*

Size: *S (1' long)*

XP: 30



These dangerous creatures are found everywhere and they will immediately attack anything near them. Their poison is not extremely strong so anyone bitten by them must pass a Constitution test with a -5 modifier or die.

Cockatrice

Frequency: *Uncommon*

NO. Appearing: *d6*

Armor Class: 14

Move: 6'/18'

Hit Points: 40

Attack: 1

Damage: *d4*

To Hit: 0

Special Attacks:

Touch turns to stone

Saving Throw: 12

Intelligence: *Animal*

Morale: 6

Alignment: *Neutral*

Size: *S*

XP: 550



Cockatrices have the head of a chicken and the body of a small wyvern. They attack with their beaks but they will petrify anyone they touch that does not pass a Saving Throw.

Crab, Giant

Frequency: *Rare*
NO. Appearing: *2d6*
Armor Class: 16
Move: 9'
Hit Points: 24
Attack: 2
Damage: *2d4/2d4*
To Hit: 0
Saving Throw: 10
Intelligence: *Non*
Alignment: *Neutral*
Size: *L (8' diameter)*
XP: 110



Giant crabs are found near any form of water but they fight as well on land as in the water. They attack with their massive claws looking to tear apart anything living that they find for food.

Cyclops

Frequency: *Rare*
NO. Appearing: *d6*
Armor Class: 15
Move: 30'
Hit Points: 75
Attack: 1
Damage: *d12*
To Hit: +2
Saving Throw: 14
Intelligence: *High*
Alignment: *Chaotic*
Size: *L (12' tall)*
XP: 800



Cyclops are gigantic single eyed monsters that roam the wastes looking to capture and eat anything or anyone that they can capture.

Cthulhu

Frequency: *Very rare*
NO. Appearing: 1
Armor Class: 28
Move: 30"/60"
Hit Points: 500
Attack: 2
Damage: *Instant death*
To Hit: +10
Saving Throw: 20
Intelligence: *Supra genius*
Alignment: *Neutral*
Size: *G (30' Tall)*
XP: 200,000



Cthulhu is the prince of all demons and his appearance in the material plane represents an apocalypse for all life. This lord of death instantly kills anyone that it hits.

Dark Knight

Frequency: *Rare*
NO. Appearing: *d10*
Armor Class: 15
Move: 6'
Hit Points: 20
Attack: 1
Damage: *d10*
To Hit: +1
Saving Throw: 12
Intelligence: *Average*
Alignment: *Chaotic*
Size: *M*
XP: 100



Dark knights are evil warriors that terrorize the world to enslave the weak and destroy the innocent.

Demon

Frequency: *Uncommon*
 NO. Appearing: *d4*
 Armor Class: *20*
 Move: *12'/60'*
 Hit Points: *64*
 Attack: *1*
 Damage: *3d6*
 To Hit: *+4*
 Saving Throw: *16*
 Intelligence: *Very*
 Alignment: *Chaotic*
 Size: *M (7' tall)*
 XP: *2,100*



Demons are the hordes that exist in the elemental plane of evil and they will attack and destroy anything living that they encounter. Every turn that a group of demons is being fought; they have a 50% chance of summoning another demon so they must be dealt with quickly.

Djinni

Frequency: *Very rare*
 NO. Appearing: *1*
 Armor Class: *16*
 Move: *0"/60"*
 Hit Points: *60*
 Attack: *1*
 Damage: *2d8*
 To Hit: *+4*
 Special Attacks: *Spells*
 Special Defense: *Gaseous form*
 Saving Throw: *18*
 Intelligence: *High*
 Alignment: *Neutral*
 Size: *L (12' tall)*
 XP: *1,000*



Djinns are powerful magical beings that can cast any arcane spell each round equal to a 15th level wizard. They can turn themselves into a gaseous form so they can only be hit by spells and magical weapons.

Displacer Beast

Frequency: *Very rare*
 NO. Appearing: *d4+1*
 Armor Class: *16*
 Move: *15'*
 Hit Points: *30*
 Attack: *8*
 Damage: *2d4 each*
 To Hit: *+2*
 Special Defense: *-2 on opponent's attack test*
 Saving Throw: *18*
 Intelligence: *Semi*
 Alignment: *Neutral*
 Size: *M*
 XP: *700*



Displacer beasts look like monstrous octopus creatures. Their image constantly flickers making them extremely difficult to hit so anyone attacking them receives a -2 To Hit modifier. They attack by lashing out with their bladed tentacles.

Dragon, Baby

Frequency: *Rare*
 NO. Appearing: *d4*
 Armor Class: *16*
 Move: *6'/24'*
 Hit Points: *32*
 Attack: *3*
 Damage: *d4/d4/3d4*
 To Hit: *+2*
 Special Attacks: *Breath weapon*
 Saving Throw: *12*
 Intelligence: *Average*
 Alignment: *Chaotic*
 Size: *M (8' long)*
 XP: *400*



Baby red dragons live together in packs because they are not raised by their parents. They can attack with their claws and bite or use their fire breath weapon. They breathe out a cone of fire that is 12' long with a 1' diameter base that deals 3d4 fire damage.

Dragon, Red

Frequency: *Rare*
 NO. Appearing: 1
 Armor Class: 21
 Move: 9'/24'
 Hit Points: 88
 Attack: 3
 Damage: *d12/d12/3d12*
 To Hit: +5
 Special Attacks:
Breath weapon
 Saving Throw: 16
 Intelligence: *Exceptional*
 Alignment: *Chaotic*
 Size: *G (48' long)*
 XP: 5,000



Red dragons are extremely evil and they care only about amassing as much treasure as possible. They can attack with their claws and bite or use their fire breath weapon. They breathe a cone of fire that is 60' long with a 6' diameter base that deals 3d10 fire damage.

Dragon, Green

Frequency: *Rare*
 NO. Appearing: 1
 Armor Class: 18
 Move: 9'/24'
 Hit Points: 72
 Attack: 3
 Damage: *d10/d10/2d20*
 To Hit: +5
 Special Attacks:
Breath weapon
 Saving Throw: 16
 Intelligence: *Very*
 Alignment: *Chaotic*
 Size: *G (36' long)*
 XP: 2,500



Green dragons are evil dragons that will destroy anyone that enters their wilderness territory. They can attack with their claws and bite or use their poisonous cloud breath weapon. Their poisonous cloud is 20' long, 10' wide, and 10' high. Anyone in this cloud must pass a Constitution test or die.

Dragon, Black

Frequency: *Uncommon*
 NO. Appearing: 1
 Armor Class: 19
 Move: 9'/24'
 Hit Points: 64
 Attack: 3
 Damage: *d10/d10/3d10*
 To Hit: +5
 Special Attacks:
Breath weapon
 Saving Throw: 16
 Intelligence: *Average*
 Alignment: *Chaotic*
 Size: *G (20' long)*
 XP: 2,500



Black dragons are evil dragons that hate all forms of intelligent life. They can attack with their claws and bite or use their acid breath weapon. They spit acid in a 1' stream that extends for 36' dealing 3d10 damage. Once hit, a victim receives d10 damage a turn until he or she dies.

Dryad

Frequency: *Very rare*
 NO. Appearing: *d6*
 Armor Class: 11
 Move: 6'
 Hit Points: 16
 Attack: 1
 Damage: *d4*
 Special Attacks: *Charm*
 To Hit: +1
 Saving Throw: 13
 Intelligence: *High*
 Alignment: *Neutral*
 Size: *M*
 XP: 150



Dryads are fey creatures and tree spirits that will protect their forest with their lives. A dryad can cast a charm person spell as a 5th level wizard once a turn.

Dwarf

Frequency: *Rare*
 NO. Appearing: *3d10*
 Armor Class: *15*
 Move: *6'*
 Hit Points: *8*
 Attack: *1*
 Damage: *d8*
 To Hit: *0*
 Saving Throw: *12*
 Intelligence: *Very*
 Alignment: *Lawful*
 Size: *S (4' Tall)*
 XP: *50*



Dwarves are sturdy warriors that are always exploring the world looking for new ore deposits to exploit.

Elemental, Air

Frequency: *Very rare*
 NO. Appearing: *1*
 Armor Class: *18*
 Move: *0'/60'*
 Hit Points: *64*
 Attack: *1*
 Damage: *2d10*
 To Hit: *+4*
 Special Attacks: *Tornado*
 Special Defense:
+2 or better weapon to hit
 Saving Throw: *14*
 Intelligence: *Low*
 Alignment: *Neutral*
 Size: *L*
 XP: *3,800*



Air elementals are composed of magical winds so they can only fly. Once a battle, an air elemental can create a tornado that is 10' tall with a 2' diameter base and a 6' diameter top. Anyone caught in this tornado will receive 4d10 damage.

Efreeti

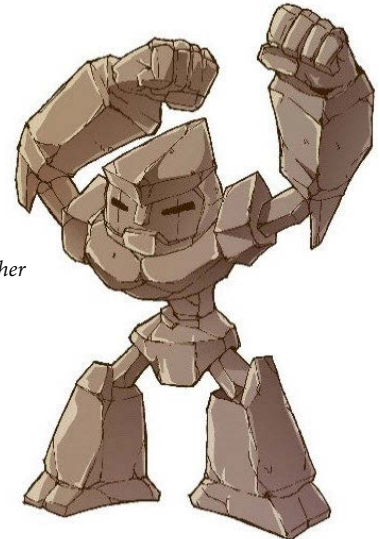
Frequency: *Very rare*
 NO. Appearing: *1*
 Armor Class: *18*
 Move: *9'/60'*
 Hit Points: *80*
 Attack: *1*
 Damage: *3d8*
 To Hit: *+4*
 Special Defense: *Fire form*
 Saving Throw: *18*
 Intelligence: *Very*
 Alignment: *Chaotic*
 Size: *L (12' tall)*
 XP: *3,200*



Efreetis are spirits from the elemental plane of fire so they can turn themselves into living fire. In this form, they can only be hit with spells and magical weapons and they are immune to fire damage and fire based spells.

Elemental, Earth

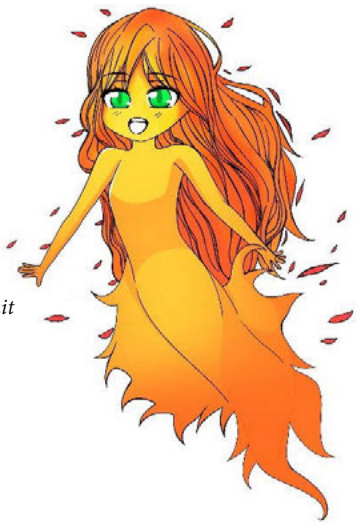
Frequency: *Very rare*
 NO. Appearing: *1*
 Armor Class: *18*
 Move: *6'*
 Hit Points: *64*
 Attack: *1*
 Damage: *4d8*
 To Hit: *+4*
 Special Attacks: *Stone crusher*
 Special Defense:
+2 or better weapon to hit
 Saving Throw: *14*
 Intelligence: *Low*
 Alignment: *Neutral*
 Size: *L*
 XP: *3,800*



Earth elementals are extremely slow but they are incredibly strong and resistant to damage. They deal double damage to any structure made of stone.

Elemental, Fire

Frequency: *Very rare*
 NO. Appearing: 1
 Armor Class: 18
 Move: 12"
 Hit Points: 64
 Attack: 1
 Damage: 3d8
 To Hit: +4
 Special Defense:
 +2 or better weapon to hit
 Saving Throw: 14
 Intelligence: *Low*
 Alignment: *Neutral*
 Size: *L*
 XP: 3,800



Fire elementals are composed of magic fire and they will set anything flammable on fire that they touch. They are immune to fire damage and fire based spells.

Elf

Frequency: *Uncommon*
 NO. Appearing: 2d10
 Armor Class: 15
 Move: 12'
 Hit Points: 8
 Attack: 1
 Damage: d10
 To Hit: 0
 Special Attacks: *Spells*
 Saving Throw: 16
 Intelligence: *High*
 Alignment: *Neutral*
 Size: *M*
 XP: 150



Elves are humanoid creatures that live for thousands of years so they see the world with a very different perspective than humans. Their actions can be mysterious because their plans and actions are related to a future that might be thousands of years in the future. Elves are a magical race so they can cast any arcane spell up to 3rd level as a 5th level wizard.

Elemental, Water

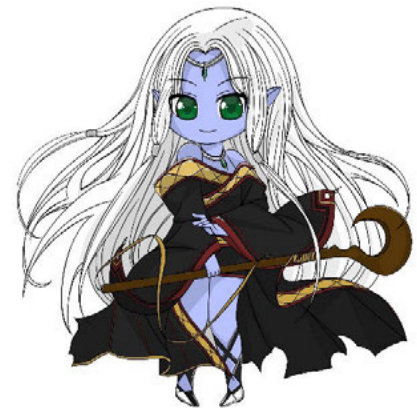
Frequency: *Very rare*
 NO. Appearing: 1
 Armor Class: 18
 Move: 6"/18'
 Hit Points: 64
 Attack: 1
 Damage: 5d6
 To Hit: +4
 Special Attacks: *Drown*
 Special Defense:
 +2 or better weapon to hit
 Saving Throw: 14
 Intelligence: *Low*
 Alignment: *Neutral*
 Size: *L*
 XP: 3,800



Water elementals are composed of magical waters allowing them to cover a person and drown them for 4d10 damage a turn.

Elf, Dark

Frequency: *Very rare*
 NO. Appearing: 2d10
 Armor Class: 15
 Move: 12'
 Hit Points: 8
 Attack: 1
 Damage: d10
 To Hit: +1
 Special Attacks: *Spells*
 Saving Throw: 16
 Intelligence: *Semi*
 Alignment: *Chaotic*
 Size: *M*
 XP: 400



Dark elves are a race of elves that have become corrupt allowing them to live forever unless they are killed. They have access to the dark arts allowing them to cast any arcane spells up to 5th level as a 9th level wizard.

Frog, Giant

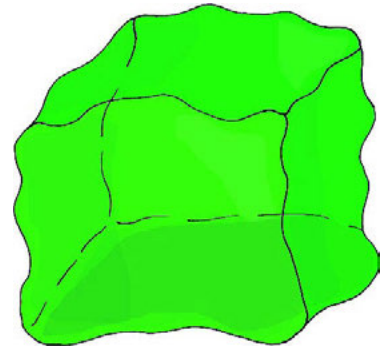
Frequency: *Uncommon*
 NO. Appearing: *2d8*
 Armor Class: *13*
 Move: *6"/12'*
 Hit Points: *16*
 Attack: *1*
 Damage: *2d4*
 To Hit: *0*
 Saving Throw: *8*
 Intelligence: *Animal*
 Alignment: *Neutral*
 Size: *M*
 XP: *95*



Giant frogs are giant predators that can be found in any moist environment.

Gelatinous Cube

Frequency: *Uncommon*
 NO. Appearing: *1*
 Armor Class: *12*
 Move: *3'*
 Hit Points: *32*
 Attack: *1*
 Damage: *2d4*
 To Hit: *0*
 Special Attacks: *Paralysis*
 Special Defense: *Immunity*
 Saving Throw: *10*
 Intelligence: *Non*
 Alignment: *Neutral*
 Size: *L (10' cube)*
 XP: *300*



Gelatinous cubes are mindless eating machines that travel down dungeon passages eating anything that runs into them. They are almost transparent so adventurers must pass a Wisdom test or run into them. If caught, a person must pass a Constitution test or be paralyzed for 5d4 turns. Gelatinous cubes are immune to electricity, fear, hold, paralyzation, sleep, and polymorph spells.

Gargoyle

Frequency: *Uncommon*
 NO. Appearing: *2d8*
 Armor Class: *15*
 Move: *9'/15'*
 Hit Points: *36*
 Attack: *4*
 Damage: *d4/d4/d6/d4*
 To Hit: *+1*
 Special Defense: *+1 or better weapon to hit*
 Saving Throw: *12*
 Intelligence: *Low*
 Alignment: *Chaotic*
 Size: *M*
 XP: *250*



Gargoyles are magical predators that can hide themselves as stone statues. They will attack anything that they discover and will attempt to torture and kill them. They are resistant to petrification spells.

Ghost

Frequency: *Very rare*
 NO. Appearing: *1*
 Armor Class: *20*
 Move: *0'/30"*
 Hit Points: *80*
 Attack: *1*
 Damage: *Age d4 x 10 years*
 To Hit: *+5*
 Special Attacks: *Fear*
 Special Defense: *Can be hit only by magic weapons.*
 Saving Throw: *16*
 Intelligence: *High*
 Alignment: *Chaotic*
 Size: *M*
 XP: *1,500*



Ghosts are evil spirits that hate the living. When they hit, they absorb a person's lifeforce causing him or her to age by d4 x 10 years. They can cause fear in one person per turn so he or she must pass a Willpower test or flee for 2d6 turns.

Giant, Fire

Frequency: *Uncommon*

NO. Appearing: *d4*

Armor Class: 17

Move: 30'

Hit Points: 95

Attack: 1

Damage: *5d6*

To Hit: +5

Special Attacks:

Hurling rocks for 2d10

Special Defense:

Immune to fire

Saving Throw: 14

Intelligence: *Average*

Alignment: *Chaotic*

Size: *G (30' tall)*

XP: 4,250



Fire giants are massive creatures that are burning hot making them immune to fire damage and fire based spells. They can hurl giant rocks up to 60' to deal 2d10 damage.

Giant, Hill

Frequency: *Common*

NO. Appearing: *d6*

Armor Class: 16

Move: 20'

Hit Points: 70

Attack: 1

Damage: *2d8*

To Hit: +4

Special Attacks:

Hurling rocks for 2d8

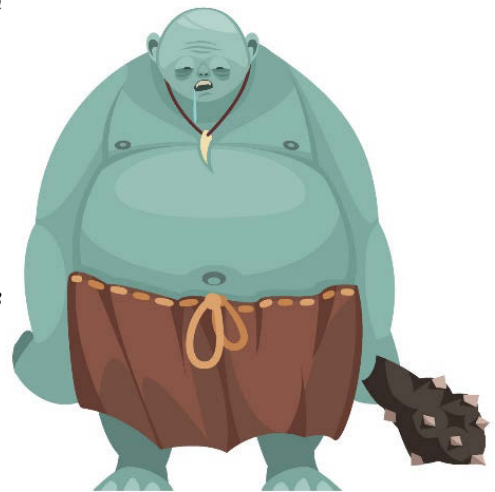
Saving Throw: 14

Intelligence: *Low*

Alignment: *Chaotic*

Size: *G (25' tall)*

XP: 1,000



Hill giants are primitive giants that live in caves away from all forms of society. They can hurl giant rocks up to 60' to deal 2d8 damage.

Giant, Frost

Frequency: *Uncommon*

NO. Appearing: *d4*

Armor Class: 17

Move: 30'

Hit Points: 95

Attack: 1

Damage: *5d6*

To Hit: +5

Special Attacks:

Hurling rocks for 2d10

Special Defense:

Immune to cold

Saving Throw: 14

Intelligence: *Average*

Alignment: *Chaotic*

Size: *L (30' tall)*

XP: 3,600



Frost giants are massive creatures that are freezing cold making them immune to cold damage and cold based spells. They can hurl giant rocks up to 60' to deal 2d10 damage.

Giant, Stone

Frequency: *Uncommon*

NO. Appearing: *d8*

Armor Class: 20

Move: 20'

Hit Points: 75

Attack: 1

Damage: *3d6*

To Hit: +5

Special Attacks:

Hurling rocks for 3d10

Special Defense:

Immune to petrification

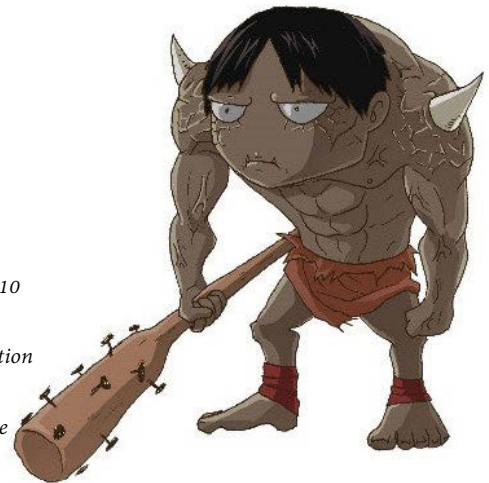
Saving Throw: 12

Intelligence: *Average*

Alignment: *Neutral*

Size: *G (25' tall)*

XP: 2,300



Stone giants are made of living rock making them difficult or impossible to injure. They are immune to petrification but stone to flesh spells cause their Armor Class to be reduced to 17. They can hurl giant rocks up to 90' to deal 3d10 damage.

Giant, Storm

Frequency: *Rare*
 NO. Appearing: *d4*
 Armor Class: 19
 Move: 30'/60'
 Hit Points: 125
 Attack: 1
 Damage: 7d6
 To Hit: +7
 Special Attacks:
Hurling lightning for 8d8
 Special Defense:
Immune to electricity
 Saving Throw: 18
 Intelligence: *Average*
 Alignment: *Chaotic*
 Size: *G (30' tall)*
 XP: 8,500



Storm giants are the most powerful giants in the world and they hurl bolts of lightning instead of rocks to deal 8d8 electrical damage. They are immune to all electrical damage and electricity based spells and they can fly by riding a magic cloud.

Goblin

Frequency: *Uncommon*
 NO. Appearing: *3d10*
 Armor Class: 14
 Move: 9'
 Hit Points: 7
 Attack: 1
 Damage: *d6*
 To Hit: 0
 Saving Throw: 12
 Intelligence: *Average*
 Alignment: *Chaotic*
 Size: *S (4' tall)*
 XP: 20



Goblins have a tribal organization and they all worship their goblin king. They hate the daylight but have infravision allowing them to see in total darkness.

Gnoll

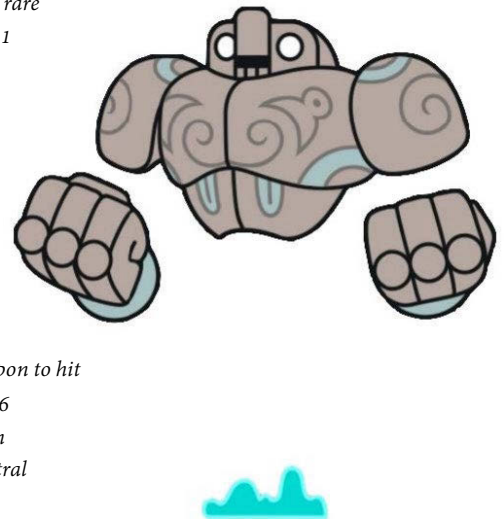
Frequency: *Uncommon*
 NO. Appearing: *3d10*
 Armor Class: 15
 Move: 9"
 Hit Points: 16
 Attack: 1
 Damage: 2d4
 To Hit: 0
 Saving Throw: 10
 Intelligence: *Low*
 Alignment: *Chaotic*
 Size: *M (7' tall)*
 XP: 60



Gnolls move in massive nomadic bands so they attack human villages for food and slaves.

Golem, Arcane

Frequency: *Very rare*
 NO. Appearing: 1
 Armor Class: 15
 Move: 0'/60'
 Hit Points: 60
 Attack: 1
 Damage: 3d8
 To Hit: +5
 Special Attacks:
Disintegrate
 Special Defense:
+3 or better weapon to hit
 Saving Throw: 16
 Intelligence: *Non*
 Alignment: *Neutral*
 Size: *L (15' tall)*
 XP: 10,000



Arcane golems are magically animated constructs that can levitate and fly. They can cast a disintegrate spell with a range of 30' every turn. They are immune to all spells.

Golem, Blade

Frequency: *Very rare*
 NO. Appearing: 1
 Armor Class: 17
 Move: 30'
 Hit Points: 80
 Attack: 1
 Damage: 4d10
 To Hit: +5
 Special Attacks: *Fear*
 Special Defense:
 +3 or better weapon to hit
 Saving Throw: 14
 Intelligence: *Non*
 Alignment: *Neutral*
 Size: *L* (15' tall)
 XP: 10,000



Blade golems are magically animated iron statues with a massive iron sword and shield. They can cast a fear spell with a range of 30' every turn. The only magical attacks that effect a blade golem are electricity based spells.

Golem, Flesh

Frequency: *Very rare*
 NO. Appearing: 1
 Armor Class: 14
 Move: 4'
 Hit Points: 40
 Attack: 2
 Damage: 2d8/2d8
 To Hit: +3
 Special Defense:
Magic weapon to hit
 Saving Throw: 12
 Intelligence: *Semi*
 Alignment: *Neutral*
 Size: *L* (10' tall)
 XP: 2,400



Flesh golems are constructed from the parts of the dead and are then magically animated. They are immune to normal weapon damage so they can only be damaged by magical weapons. Electrical attacks heal them instead of damaging them.

Golem, Clay

Frequency: *Very rare*
 NO. Appearing: 1
 Armor Class: 15
 Move: 6'
 Hit Points: 50
 Attack: 1
 Damage: 3d10
 To Hit: +4
 Special Attacks: *Unhealable*
 Saving Throw: 14
 Intelligence: *Semi*
 Alignment: *Neutral*
 Size: *L* (12' tall)
 XP: 3,600



Clay golem are magically animated clay sculptures. Damage dealt by a golem cannot be healed by a divine spell.

Golem, Iron

Frequency: *Very rare*
 NO. Appearing: 1
 Armor Class: 17
 Move: 20'
 Hit Points: 80
 Attack: 1
 Damage: 4d10
 To Hit: +6
 Special Attacks:
Poisonous gas
 Special Defense:
 +3 or better weapon to hit
 Saving Throw: 14
 Intelligence: *Non*
 Alignment: *Neutral*
 Size: *G* (20' tall)
 XP: 15,000



Iron golems are magically animated enormous iron statues. They can breathe out a 10'x10'x10' poisonous cloud once a battle that anyone effected by must pass a Constitution test or die. Only electricity based spells affect them.

Golem, Stone

Frequency: *Very rare*
 NO. Appearing: 1
 Armor Class: 16
 Move: 10'
 Hit Points: 60
 Attack: 1
 Damage: 3d8
 To Hit: +5
 Special Attacks: *Slow*
 Special Defense:
+3 or better weapon to hit
 Saving Throw: 16
 Intelligence: *Non*
 Alignment: *Neutral*
 Size: *G (20' tall)*
 XP: 9,000



Stone golems are magically animated statues made of marble or granite. They can cast a slow spell with a range of 30' once a turn. They are immune to all spells except for rock to mud which instantly kills them and stone to flesh which takes away their magical immunity.

Gray Ooze

Frequency: *Rare*
 NO. Appearing: *d4*
 Armor Class: 12
 Move: 1'
 Hit Points: 30
 Attack: 1
 Damage: 2d8
 To Hit: +2
 Special Attacks:
Dissolve metal
 Special Defense:
Immune to heat and cold
 Saving Throw: 12
 Intelligence: *Animal*
 Alignment: *Neutral*
 Size: *L*
 XP: 350



Gray oozes are slimy monsters that resembles a wet rock formation until they attack. They will destroy any non-magical weapons that hit them. They are immune to all fire and cold based damage and spells.

Gorgon

Frequency: *Rare*
 NO. Appearing: *d4*
 Armor Class: 16
 Move: 36'
 Hit Points: 64
 Attack: 1
 Damage: 2d6
 To Hit: +1
 Special Attacks:
Breath turns to stone
 Saving Throw: 12
 Intelligence: *Animal*
 Alignment: *Neutral*
 Size: *L*
 XP: 240



Gorgons are massive bull like creatures that breathe out a 12' wide cloud of gas that turns anyone touched by it into stone that does not pass a Saving Throw.

Green Slime

Frequency: *Rare*
 NO. Appearing: *d6*
 Armor Class: 11
 Move: 0'
 Hit Points: 16
 Attack: 0
 Damage: 0
 To Hit: 0
 Special Attacks:
Dissolves anything
 Special Defense: *Immunity*
 Saving Throw: 5
 Intelligence: *Semi*
 Alignment: *Neutral*
 Size: *S*
 XP: 650



Green slimes cannot move but they slowly grow as they convert anything they touch into green slime. Any normal weapon or a person's body part will turn into green slime that touches them. A cure disease spell will instantly kill a green slime.

Griffon

Frequency: *Uncommon*
 NO. Appearing: *d6*
 Armor Class: 17
 Move: 12'/60'
 Hit Points: 60
 Attack: 3
 Damage: *d4/d4/2d8*
 To Hit: +3
 Saving Throw: 12
 Intelligence: *Semi*
 Alignment: *Neutral*
 Size: *L*
 XP: 1,000



Griffons have the head and wings of an eagle and the body of a lion. These flying predators are extremely territorial so they will attack anyone in their territory. They sweep down on their prey and they tear them apart with their talons and beaks.

Hell Hound

Frequency: *Very rare*
 NO. Appearing: *d6*
 Armor Class: 16
 Move: 36'
 Hit Points: 60
 Attack: 1
 Damage: *3d6*
 To Hit: +3
 Special Attacks:
Breath weapon
 Special Defense:
Immune to fire
 Saving Throw: 12
 Intelligence: *Low*
 Alignment: *Chaotic*
 Size: *L*
 XP: 750



Hell hounds are from the elemental plane of fire. They have a fire breath that has a range of 12' that deals 3d10 fire damage. They are immune to fire damage and fire based spells.

Harpy

Frequency: *Rare*
 NO. Appearing: *2d6*
 Armor Class: 13
 Move: 6'/60'
 Hit Points: 24
 Attack: 3
 Damage: *d4/d4/d6*
 To Hit: 0
 Special Attacks: *Charm*
 Saving Throw: 16
 Intelligence: *Low*
 Alignment: *Chaotic*
 Size: *M*
 XP: 200



Harpies have the body of a giant vulture and the upper half of a woman. These evil creatures can cast a charm person spell as 5th level wizard with a range of 30'.

Hippogriff

Frequency: *Rare*
 NO. Appearing: *2d8*
 Armor Class: 15
 Move: 3'/36'
 Hit Points: 30
 Attack: 3
 Damage: *d6/d6/d10*
 To Hit: 0
 Saving Throw: 12
 Intelligence: *Semi*
 Alignment: *Neutral*
 Size: *L*
 XP: 180



Hippogriffs have foreparts and wings of an eagle and the hindquarters of a horse. These creatures are the main prey of griffons so they will flee in panic at the sight of them.

Horned Devil

Frequency: *Uncommon*

NO. Appearing: *d4*

Armor Class: *21*

Move: *9'/30'*

Hit Points: *128*

Attack: *2*

Damage: *2d10/2d10*

To Hit: *+6*

Special Attacks:

Casts fireball

Special Defense:

+3 or better weapon to hit

Saving Throw: *18*

Intelligence: *High*

Alignment: *Chaotic*

Size: *L (12' tall)*

XP: *5,600*



Horned devils are greater demons that rule over the lesser demons. They can attack with their claws or they can cast a fireball that deals 10d6 fire damage with a 30' range. Every turn a group of horned devils is being fought; they have a 50% chance of summoning another horned devil so they must be dealt with quickly.

Invisible Stalker

Frequency: *Very rare*

NO. Appearing: *1*

Armor Class: *17*

Move: *0'/20'*

Hit Points: *64*

Attack: *1*

Damage: *4d4*

To Hit: *+5*

Special Attacks: *Surprise on 1-4*

Special Defense: *Invisibility*

Saving Throw: *16*

Intelligence: *Semi*

Alignment: *Neutral*

Size: *M (8' tall)*

XP: *1,350*



Invisible stalkers are creatures from the elemental plane of air that are totally invisible so anyone attacking them receives a -4 To Hit modifier. They always surprise a party on a d6 roll of 1-4.

Hydra

Frequency: *Very rare*

NO. Appearing: *d4*

Armor Class: *15*

Move: *9'*

Hit Points: *70*

Attack: *4*

Damage: *d10/d10/d10/d10*

To Hit: *+3*

Special Attacks: *Head regrowth*

Saving Throw: *14*

Intelligence: *Semi*

Alignment: *Neutral*

Size: *L*

XP: *1,500*



Hydras are many headed reptilian monsters with heads that grow back as two heads when they are cut off. Every time they lose 15 Hit Points, they gain an extra head and another attack that deals d10 damage.

Lich

Frequency: *Very rare*

NO. Appearing: *1*

Armor Class: *20*

Move: *6'*

Hit Points: *90*

Attack: *1*

Damage: *d10*

To Hit: *+5*

Special Attacks: *Magic*

Special Defense:

+2 or better weapon to hit

Saving Throw: *19*

Intelligence: *Supra genius*

Alignment: *Chaotic*

Size: *M*

XP: *12,000*



Liches are undead necromancers that exist beyond death for their own evil purpose and arcane research. A lich can cast any arcane spell as a 15th level wizard. They are immune to charm, sleep, enfeeblement, polymorph, cold, electricity, and death spells.

Living Cactus

Frequency: *Very rare*
NO. Appearing: *2d10*
Armor Class: *14*
Move: *4'*
Hit Points: *24*
Attack: *1*
Damage: *d8*
To Hit: *0*
Special Attacks: *Needles*
Saving Throw: *12*
Intelligence: *Semi*
Alignment: *Neutral*
Size: *S*
XP: *200*



Living cactuses are desert spirits that protect their wilderness territory. They fire a cone of needles that is 12' long with a 3' diameter base that deals d8 damage.

Manticore

Frequency: *Uncommon*
NO. Appearing: *d4*
Armor Class: *16*
Move: *12'/36'*
Hit Points: *50*
Attack: *3*
Damage: *d4/d4/d8*
To Hit: *+4*
Special Attacks:
Poisonous sting
Saving Throw: *14*
Intelligence: *Low*
Alignment: *Chaotic*
Size: *L*
XP: *1,250*



Manticores have the body of a lion, the wings of a dragon, and a scorpion's tail. A manticore can attack with its stinger to poison a person. If a poisoned victim fails a Constitution test, he or she dies.

Lizard Man

Frequency: *Rare*
NO. Appearing: *3d6*
Armor Class: *16*
Move: *6'*
Hit Points: *20*
Attack: *1*
Damage: *d8*
To Hit: *0*
Saving Throw: *12*
Intelligence: *Low*
Alignment: *Neutral*
Size: *M (7' tall)*
XP: *90*



Lizard men are reptilian humanoids that live in swamps, marshes, and jungles. These primitive humanoid creatures raid human settlements to capture people for slaves and food.

Medusa

Frequency: *Rare*
NO. Appearing: *d4*
Armor Class: *15*
Move: *6'*
Hit Points: *50*
Attack: *1*
Damage: *d8*
To Hit: *+4*
Special Attacks:
Gaze turns to stone, Poison
Saving Throw: *15*
Intelligence: *Semi*
Alignment: *Neutral*
Size: *M*
XP: *1000*



Medusas are humanoid creatures with snakes for hair. If a person looks at a medusa's eyes, he or she is instantly turned to stone if he or she fails a Saving Throw. A person can fight a medusa without looking directly at it but he or she receives a -4 To Hit modifier. Anyone hit by a medusa is poisoned so must he or she must pass a Constitution test or die.

Mimic

Frequency: *Rare*
 NO. Appearing: 1
 Armor Class: 13
 Move: 3'
 Hit Points: 80
 Attack: 1
 Damage: 3d4
 To Hit: +3
 Special Attacks: *Glue*
 Special Defense: *Camouflage*
 Saving Throw: 15
 Intelligence: *Average*
 Alignment: *Neutral*
 Size: *M*
 XP: 800



Mimics are shape changing monsters that mimic the appearance of an object like a treasure chest or chair. A party must pass a Wisdom test using their lowest Wisdom score or the mimic attacks first. If the mimic is touched, it bites the person and attaches pseudopods that will prevent the person from escaping. If a mimic hits a person, he or she must pass a Dexterity test or be stunned for d6 turns.

Minotaur

Frequency: *Rare*
 NO. Appearing: d8
 Armor Class: 14
 Move: 12'
 Hit Points: 50
 Attack: 2
 Damage: d8/d8
 To Hit: +3
 Special Defense:
Cannot be surprised
 Saving Throw: 12
 Intelligence: *Low*
 Alignment: *Chaotic*
 Size: *L*
 XP: 800



Minotaurs are cruel and deadly bull men that will destroy anyone that enters their territory.

Mind Slayer

Frequency: *Rare*
 NO. Appearing: d4
 Armor Class: 15
 Move: 6'
 Hit Points: 70
 Attack: 8
 Damage: d6 each
 To Hit: +3
 Special Attacks: *Spells*
 Saving Throw: 18
 Intelligence: *Genius*
 Alignment: *Chaotic*
 Size: *M*
 XP: 2,700



Mind slayers are super evil psionic creatures that can destroy the mind of anyone that enters into their lair. Mind slayers attack with their tentacles. Once a turn after they attack, they can cast a levitation, hold person, ESP, astral projection, or charm person spell as a 12th level wizard.

Mouse Warrior

Frequency: *Rare*
 NO. Appearing: 3d6
 Armor Class: 12
 Move: 12'
 Hit Points: 4
 Attack: 1
 Damage: d4
 To Hit: 0
 Saving Throw: 10
 Intelligence: *Very*
 Alignment: *Lawful*
 Size: *S* (2' tall)
 XP: 20



Mouse warriors protect their enormous hives filled with swarms of mouselings. They will give their lives to defend their helpless people making them brutal and fearless warriors.

Mummy

Frequency: *Rare*
 NO. Appearing: *2d4*
 Armor Class: *17*
 Move: *4'*
 Hit Points: *50*
 Attack: *1*
 Damage: *d12*
 To Hit: *+4*
 Special Attacks: *Fear*
 Saving Throw: *14*
 Intelligence: *Semi*
 Alignment: *Neutral*
 Size: *M (6' Tall)*
 XP: *1,600*



Mummies are powerful undead creatures that exist to protect their tombs and destroy anything living attempting to desecrate their eternal resting place. Their touch causes a rotting disease that will kill a person in a month. When a person sees a mummy, he or she must pass a Saving Throw or be paralyzed in fear for *d6* turns.

Necromancer

Frequency: *Common*
 NO. Appearing: *d6*
 Armor Class: *12*
 Move: *6'*
 Hit Points: *24*
 Attack: *1*
 Damage: *d4*
 To Hit: *0*
 Special Attacks: *Spells*
 Saving Throw: *16*
 Intelligence: *High*
 Alignment: *Chaotic*
 Size: *M*
 XP: *200*



These evil wizards attempt to capture people to use them in their evil magic experiments. They can cast magic missile, darkness, ray of enfeeblement, and fear spells as a 5th level wizard.

Naga

Frequency: *Very rare*
 NO. Appearing: *2d4*
 Armor Class: *18*
 Move: *12'*
 Hit Points: *80*
 Attack: *1*
 Damage: *2d8*
 To Hit: *+4*
 Special Attacks: *Poison*
 Saving Throw: *16*
 Intelligence: *High*
 Alignment: *Chaotic*
 Size: *L (10' long)*
 XP: *2,500*



These snake-like creatures are chaotic creatures that want to destroy and kill as much as possible. They can spit poison up to *6'*. A person hit by this poison must pass a Constitution test or die.

Nightmare

Frequency: *Very rare*
 NO. Appearing: *1*
 Armor Class: *24*
 Move: *20'/40'*
 Hit Points: *45*
 Attack: *3*
 Damage: *2d4/d4+2/2d4+2*
 To Hit: *+5*
 Special Attacks: *Burning cloud*
 Special Defense: *Ethereal*
 Saving Throw: *16*
 Intelligence: *High*
 Alignment: *Chaotic*
 Size: *L*
 XP: *1,000*



Nightmares are demon horses that attack with their great fangs and burning hot hooves. They produce a *10'* wide cloud of burning hot smoke so anyone inside it must pass a Saving Throw or receive *-2* To Hit and damage modifiers for the rest of a battle.

Ogre

Frequency: *Common*
 NO. Appearing: *2d6*
 Armor Class: 15
 Move: 12'
 Hit Points: 40
 Attack: 1
 Damage: *d12*
 To Hit: +2
 Saving Throw: 12
 Intelligence: *Low*
 Alignment: *Chaotic*
 Size: *L (10' tall)*
 XP: 300



Ogres are found in every wild area. These vicious and voracious creatures hunt for livestock and people to eat.

Owlbear

Frequency: *Rare*
 NO. Appearing: *d4+1*
 Armor Class: 15
 Move: 12'
 Hit Points: 40
 Attack: 3
 Damage: *d6/d6/2d6*
 To Hit: +3
 Special Attacks: *Hug*
 Saving Throw: 12
 Intelligence: *Low*
 Alignment: *Neutral*
 Size: *L (10' tall)*
 XP: 550



Owlbears are magically created mutations that are deadly and deranged beasts. They have the body of a bear and the massive head of an owl. They attack with their huge claws and powerful beak. If an owlbear makes an attack roll of 16+, it drags a person to itself and crushes him or her causing an extra 2d8 damage.

Orc

Frequency: *Common*
 NO. Appearing: *3d10*
 Armor Class: 14
 Move: 9'
 Hit Points: 8
 Attack: 1
 Damage: *d8*
 To Hit: 0
 Saving Throw: 12
 Intelligence: *Low*
 Alignment: *Chaotic*
 Size: *M (6' tall)*
 XP: 20



Orcs are tribal creatures that are constantly fighting amongst themselves but once a powerful orc warlord arrives, all the tribes will come together into a massive green tide to wreak havoc on the human world.

Panda Warrior

Frequency: *Very rare*
 NO. Appearing: *2d6*
 Armor Class: 15
 Move: 12'
 Hit Points: 24
 Attack: 1
 Damage: *2d8*
 To Hit: +1
 Saving Throw: 12
 Intelligence: *Average*
 Alignment: *Neutral*
 Size: *M (8' tall)*
 XP: 100



Panda warriors are powerful martial fighters that are trained from birth to protect their people. They have dedicated their lives to defending their hidden villages from the outside world.

Phoenix

Frequency: *Very rare*
 NO. Appearing: 1
 Armor Class: 18
 Move: 3'/60'
 Hit Points: 80
 Attack: 3
 Damage: *d12/d12/2d12*
 To Hit: +3
 Special Attacks: *Inferno*
 Special Defense:
 +2 or better weapon to hit
 Saving Throw: 16
 Intelligence: *Average*
 Alignment: *Neutral*
 Size: *L (20' wingspan)*
 XP: 5,000



Phoenixes are giant birds formed from magical flames. Anyone hit by a phoenix will ignite into magical flames dealing 6d6 fire damage. They are immune to fire damage and fire based spells.

Purple Worm

Frequency: *Rare*
 NO. Appearing: 1
 Armor Class: 19
 Move: 9'
 Hit Points: 120
 Attack: 1
 Damage: *2d20*
 To Hit: +4
 Special Attacks:
Swallow whole
 Saving Throw: 12
 Intelligence: *Non*
 Alignment: *Neutral*
 Size: *G (50' tall)*
 XP: 7,500



Purple worms are massive creatures that burrow through the ground and erupt when they sense vibrations above themselves. They are so large that if they roll an unmodified attack roll of 18+, they will swallow a person whole. A person swallowed will die in 6 turns unless he or she is saved.

Pit Fiend

Frequency: *Rare*
 NO. Appearing: 1
 Armor Class: 25
 Move: 6'/15'
 Hit Points: 250
 Attack: 2
 Damage: *6d10/6d10*
 To Hit: +6
 Special Attacks:
Casts fireball
 Special Defense: +3
 or better weapon to hit
 Saving Throw: 18
 Intelligence: *Exceptional*
 Alignment: *Chaotic*
 Size: *G (16' Tall)*
 XP: 10,000



Pit fiends are lords of the elemental plane of evil and their immense strength allows them to tear anyone apart. They can cast a fireball that deals 20d6 fire damage with a 30' range. Every turn a pit fiend is being fought; they have a 50% chance of summoning d6 Horned Devils, so they must be dealt with quickly before a party becomes overwhelmed.

Rabbit Warrior

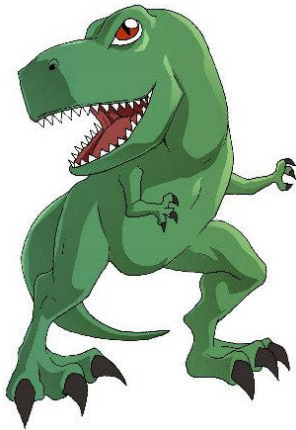
Frequency: *Rare*
 NO. Appearing: 3d6
 Armor Class: 14
 Move: 12'
 Hit Points: 8
 Attack: 1
 Damage: *d6*
 To Hit: 0
 Saving Throw: 12
 Intelligence: *Low*
 Alignment: *Lawful*
 Size: *M (5' tall)*
 XP: 40



Rabbit warriors are extremely agile fighters that can choose to jump up to 30' instead of move every turn. They deal d6 damage if their jump lands on an opponent.

Raging Dinosaur

Frequency: *Uncommon*
NO. Appearing: 1
Armor Class: 15
Move: 30'
Hit Points: 150
Attack: 3
Damage: *d6/d6/5d8*
To Hit: +6
Special Attacks: *Swallow whole*
Saving Throw: 12
Intelligence: *Non*
Alignment: *Neutral*
Size: *G (50' long, 20' high)*
XP: 10,000



The tyrannosaurus rex is the most ferocious and powerful of all the dinosaurs. It is an extremely fast and agile predator even for its incredible size. If a raging dinosaur deals enough damage to reduce a person's Hit Points to zero, the person is swallowed whole so he or she cannot be resurrected.

Rhino Warrior

Frequency: *Uncommon*
NO. Appearing: 2d6
Armor Class: 16
Move: 9'
Hit Points: 25
Attack: 1
Damage: *2d4*
To Hit: +1
Special Attacks: *Charge*
Saving Throw: 16
Intelligence: *Semi*
Alignment: *Neutral*
Size: *M (8' Tall)*
XP: 250



Rhino warriors are massive creatures that live in loose bands and tribes. If they move into another person, they can gore him or her to deal d10 damage.

Rat, Giant

Frequency: *Common*
NO. Appearing: 3d10
Armor Class: 13
Move: 6'
Hit Points: 4
Attack: 1
Damage: *d4*
To Hit: 0
Special Attacks: *Disease*
Saving Throw: 8
Intelligence: *Semi*
Alignment: *Neutral*
Size: *S*
XP: 10



Giant rats plague sewers, catacombs, and dungeons and they have a 25% chance of giving a person a disease when they land an attack.

Roc

Frequency: *Rare*
NO. Appearing: 1
Armor Class: 16
Move: 3'/60'
Hit Points: 150
Attack: 2 or 1
Damage: *3d6/3d6 or 4d6*
To Hit: +6
Saving Throw: 12
Intelligence: *Animal*
Alignment: *Neutral*
Size: *G (60' wingspread)*
XP: 9,000



Rocs are enormous birds that can pick up an elephant. They can attack with their huge talons or razor sharp beak.

Roper

Frequency: *Rare*
 NO. Appearing: *d4*
 Armor Class: *20*
 Move: *3'*
 Hit Points: *100*
 Attack: *1*
 Damage: *5d4*
 To Hit: *+5*
 Special Attacks:
Poisonous tentacles
 Special Defense:
Immune to lightning and cold
 Saving Throw: *19*
 Intelligence: *Exceptional*
 Alignment: *Chaotic*
 Size: *M (8' Tall)*
 XP: *4,000*



Ropers prey on anything living and they can mimic a pillar, stalagmite, or rock. They can reach out with their tentacles up to 12' to grab a person which will stun him or her for d4 turns unless he or she passes a Constitution test. A stunned person is pulled into the roper causing 5d4 damage. They are immune to lightning and cold damage and spells.

Salamander

Frequency: *Rare*
 NO. Appearing: *d4+1*
 Armor Class: *17*
 Move: *16'*
 Hit Points: *65*
 Attack: *2*
 Damage: *2d6/2d6*
 To Hit: *+3*
 Special Attacks: *Heat*
 Special Defense:
+1 or better weapon to hit
 Saving Throw: *14*
 Intelligence: *High*
 Alignment: *Chaotic*
 Size: *L*
 XP: *1,500*



Salamanders are from the elemental plane of fire so they prefer to live in flowing lava. If they score a hit, they can constrict around a person causing 3d12 fire damage. They are immune to sleep, charm, and hold spells and fire damage and fire based spells.

Scorpion, Giant

Frequency: *Uncommon*
 NO. Appearing: *d4*
 Armor Class: *17*
 Move: *15'*
 Hit Points: *45*
 Attack: *3*
 Damage: *d10/d10/d4*
 To Hit: *+2*
 Special Attacks: *Poison sting*
 Saving Throw: *12*
 Intelligence: *Non*
 Alignment: *Neutral*
 Size: *L*
 XP: *900*



Giant scorpions are deadly magical mutants that search the wastes for prey. They will attack with their claws first and then with their poisonous stinger to kill their victim. If their stinger hits, a victim must pass a Constitution test or die.

Shadow

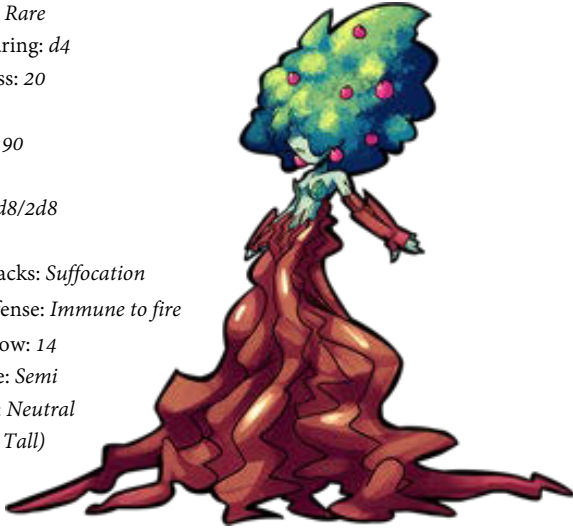
Frequency: *Rare*
 NO. Appearing: *2d4*
 Armor Class: *13*
 Move: *0'/15'*
 Hit Points: *30*
 Attack: *1*
 Damage: *d4+1*
 To Hit: *+3*
 Special Attacks: *Strength drain*
 Special Defense: *Immunity*
 Saving Throw: *16*
 Intelligence: *Semi*
 Alignment: *Neutral*
 Size: *M (8' Tall)*
 XP: *400*



Shadows are undead creatures that drain a person's strength when they touch a person. When a shadow hits, it reduces a person's Strength by one. If a person's Strength is reduced to 0, the victim dies. The victim's strength will return in 2d4 turns. Shadows are immune to sleep, charm, and hold spells.

Shambling Mound

Frequency: *Rare*
 NO. Appearing: *d4*
 Armor Class: *20*
 Move: *6'*
 Hit Points: *90*
 Attack: *2*
 Damage: *2d8/2d8*
 To Hit: *+3*
 Special Attacks: *Suffocation*
 Special Defense: *Immune to fire*
 Saving Throw: *14*
 Intelligence: *Semi*
 Alignment: *Neutral*
 Size: *L (10' Tall)*
 XP: *2,700*



Shambling mounds are nature spirits that are covered in a viscous slime. If they ever successfully hit a person with both attacks, the victim is entangled in their vines and slime and they will suffocate and die in 2d4 rounds unless the shambling mound is killed. They are so wet and slimy that they are immune to fire damage and fire based spells.

Snail, Giant

Frequency: *Uncommon*
 NO. Appearing: *1*
 Armor Class: *18*
 Move: *20'*
 Hit Points: *100*
 Attack: *1*
 Damage: *d12*
 To Hit: *+3*
 Special Attacks: *Spit acid*
 Saving Throw: *12*
 Intelligence: *Non*
 Alignment: *Neutral*
 Size: *G*
 XP: *3,600*



Giant snails have almost indestructible shells and they can spit corrosive acid with a range of 24'. A person hit with this acid receives 3d6 damage and it deals d6 damage each turn after that until the victim dies.

Skeleton

Frequency: *Rare*
 NO. Appearing: *3d10*
 Armor Class: *13*
 Move: *6'*
 Hit Points: *8*
 Attack: *1*
 Damage: *d6*
 To Hit: *0*
 Special Defense: *Hollow*
 Saving Throw: *16*
 Intelligence: *Semi*
 Alignment: *Neutral*
 Size: *M (6' Tall)*
 XP: *20*



Skeletons are undead monsters that are magically animated skeletons. They receive half damage from sharp and piercing weapons. They are immune to sleep, charm, and hold spells and cold damage and cold based spells.

Snake, Giant

Frequency: *Uncommon*
 NO. Appearing: *d6*
 Armor Class: *15*
 Move: *15'*
 Hit Points: *35*
 Attack: *1*
 Damage: *d6*
 To Hit: *+1*
 Special Attacks: *Poison*
 Saving Throw: *12*
 Intelligence: *Animal*
 Alignment: *Neutral*
 Size: *L*
 XP: *600*



Giant snakes have a deadly bite so anyone hit by them must pass a Constitution test or die.

Specter

Frequency: *Rare*
 NO. Appearing: *d6*
 Armor Class: *18*
 Move: *0'/30'*
 Hit Points: *60*
 Attack: *1*
 Damage: *d8*
 To Hit: *+3*
 Special Attacks: *Energy drain*
 Special Defense:
+1 or better weapon to hit
 Saving Throw: *16*
 Intelligence: *High*
 Alignment: *Chaotic*
 Size: *M*
 XP: *2,300*



Specters are powerful undead creatures that haunt a specific location so they will kill anyone that enters their territory. When a specter hits a person, it permanently lowers the character's level by 2. Specters are immune to sleep, charm, and hold spells and cold damage and cold based spells.

Spider, Giant

Frequency: *Uncommon*
 NO. Appearing: *d8*
 Armor Class: *14*
 Move: *6'*12'*
 Hit Points: *35*
 Attack: *1*
 Damage: *2d4*
 To Hit: *+1*
 Special Attacks: *Poison*
 Saving Throw: *12*
 Intelligence: *Low*
 Alignment: *Chaotic*
 Size: *L*
 XP: *500*



Giant spiders build massive webs that require a Strength test with a -3 modifier to escape from if a person gets caught. Their bite is poisonous so if a person is bitten, he or she must pass a Constitution test or die.

Sphinx

Frequency: *Very rare*
 NO. Appearing: *1*
 Armor Class: *20*
 Move: *18'/30'*
 Hit Points: *100*
 Attack: *2*
 Damage: *2d6/2d6*
 To Hit: *+2*
 Special Attacks: *Spells*
 Saving Throw: *16*
 Intelligence: *Exceptional*
 Alignment: *Chaotic*
 Size: *L (8' tall)*
 XP: *4,500*



Sphinx are powerful creatures that can cast hold person and silence spells as a 6th level cleric. A sphinx can roar once a battle and everyone within 36' must make a Saving Throw or become paralyzed for d4 turns.

Spider, Phase

Frequency: *Rare*
 NO. Appearing: *d4*
 Armor Class: *20*
 Move: *6'*15'*
 Hit Points: *45*
 Attack: *1*
 Damage: *d6*
 To Hit: *+6*
 Special Attacks: *Poison*
 Special Defense: *Phase*
 Saving Throw: *16*
 Intelligence: *Low*
 Alignment: *Neutral*
 Size: *L*
 XP: *1,500*



Phase spiders look like regular giant spiders but they can phase in and out of existence. They reappear when they are ready to strike making them almost impossible to dodge. Anyone caught in their web must pass a Strength test with a -3 modifier to escape. Their bite is poisonous so if a person is bitten, he or she must pass a Constitution test or die.

Sprite

Frequency: *Rare*
 NO. Appearing: *d10*
 Armor Class: *14*
 Move: *9'/18'*
 Hit Points: *4*
 Attack: *1*
 Damage: *d4*
 To Hit: *0*
 Special Attacks: *Sleep*
 Special Defense: *Invisible*
 Saving Throw: *16*
 Intelligence: *Very*
 Alignment: *Neutral*
 Size: *S (1' tall)*
 XP: *90*



Sprites are flying small fey creatures that protect their forest, field, or swamp. Their weapons are poisoned so they cause sleep for d6 days when they hit unless a person passes a Saving Throw. Their small size and their ability to turn invisible makes them very difficult to hit so all attackers receive a -5 To Hit modifier.

Troglodyte

Frequency: *Common*
 NO. Appearing: *2d10*
 Armor Class: *15*
 Move: *6'*
 Hit Points: *16*
 Attack: *1*
 Damage: *d12*
 To Hit: *0*
 Special Attacks:
Extreme odor
 Special Defense:
Can be hit only
by magic weapons
 Saving Throw: *16*
 Intelligence: *Semi*
 Alignment: *Neutral*
 Size: *M (8' Tall)*
 XP: *70*



Troglodytes are reptilian humanoids that have infravision allowing them to see in total darkness. When they enter combat, they release an intense stench that everyone within 24' must pass a Constitution test or be slowed for d4 turns.

Tree Folk

Frequency: *Rare*
 NO. Appearing: *d6*
 Armor Class: *20*
 Move: *16'*
 Hit Points: *100*
 Attack: *2*
 Damage: *4d6/4d6*
 To Hit: *+3*
 Saving Throw: *16*
 Intelligence: *Very*
 Alignment: *Lawful*
 Size: *L*
 XP: *2,000*



Tree folk are tree spirits that are humanoid trees that protect their forest homes. Their hard bodies make them resistant to damage but their AC drops to 12 against fire based attacks and fire damage deals double damage to them.

Troll

Frequency: *Uncommon*
 NO. Appearing: *d12*
 Armor Class: *16*
 Move: *12'*
 Hit Points: *60*
 Attack: *2*
 Damage: *2d10*
 To Hit: *+1*
 Special Defense:
Regeneration
 Saving Throw: *14*
 Intelligence: *Low*
 Alignment: *Chaotic*
 Size: *L (10' tall)*
 XP: *1,000*



Trolls are carnivorous predators that are feared by all other creatures. They have infravision so they can see in total darkness and they regenerate 6 Hit Points per turn.

Vampire

Frequency: *Rare*
 NO. Appearing: *d4*
 Armor Class: 19
 Move: 12'/36'
 Hit Points: 70
 Attack: 1
 Damage: *d6+4*
 To Hit: +4
 Special Attacks: *Energy drain*
 Special Defense:
 +2 or better weapon to hit
 Saving Throw: 16
 Intelligence: *Exceptional*
 Alignment: *Chaotic*
 Size: *M*
 XP: 4,700



Vampires are deadly blood sucking undead monsters that must hide from sunlight or be destroyed. When they successfully attack a person, the character's level is permanently reduced by 2. They regenerate 7 Hit Points per turn. If brought to 0 Hit Points, they turn to gaseous form and return to their hidden coffins to regenerate. They are immune to sleep, charm, and hold spells.

Werewolf

Frequency: *Common*
 NO. Appearing: *3d6*
 Armor Class: 15
 Move: 15'
 Hit Points: 35
 Attack: 1
 Damage: *2d6*
 To Hit: +1
 Special Attacks:
Surprises on 1-3
 Special Defense: *Can be hit only by silver or +1 weapons*
 Saving Throw: 13
 Intelligence: *Average*
 Alignment: *Chaotic*
 Size: *M*
 XP: 400



Werewolves are humans that can change into animal form. Anyone injured by a werewolf has a 50% chance of turning into a werewolf. On a d6 roll, werewolves always surprise a party on a roll of 1-3.

Watcher

Frequency: *Very rare*
 NO. Appearing: 1
 Armor Class: 20
 Move: 0'/3'
 Hit Points: 75
 Attack: 1
 Damage: *2d8*
 To Hit: +5
 Special Attacks: *Spells*
 Saving Throw: 18
 Intelligence: *Exceptional*
 Alignment: *Chaotic*
 Size: *L (8' diameter)*
 XP: 10,000



Evil eyes are extremely evil creatures that levitate around very slowly. They can bite an opponent and they can cast all the following spells each turn: charm person, sleep, death spell, flesh to stone, and disintegrate as a 15th level wizard.

Will-O-Wisp

Frequency: *Uncommon*
 NO. Appearing: 1
 Armor Class: 22
 Move: 18'
 Hit Points: 75
 Attack: 1
 Damage: *2d8*
 To Hit: +3
 Special Defense:
Spell immunity
 Saving Throw: 16
 Intelligence: *Exceptional*
 Alignment: *Chaotic*
 Size: *S*
 XP: 2,000



Will-O-Wisps feed on the souls of the dead but they are not undead creatures. They are extremely small and can grow bright and dim randomly making them difficult or impossible to hit. They are immune to all spells except for protection from evil, magic missile, and maze spells.

Wolf, Giant

Frequency: *Common*
 NO. Appearing: *3d6*
 Armor Class: *14*
 Move: *18'*
 Hit Points: *36*
 Attack: *1*
 Damage: *2d4*
 To Hit: *+1*
 Saving Throw: *12*
 Intelligence: *Animal*
 Alignment: *Neutral*
 Size: *L*
 XP: *200*



These massive predators move in packs and will attack anyone no matter how powerful when they get hungry enough.

Yeti

Frequency: *Very rare*
 NO. Appearing: *2d6*
 Armor Class: *14*
 Move: *8'*
 Hit Points: *36*
 Attack: *2*
 Damage: *d6/d6*
 To Hit: *+2*
 Special Attacks: *Crush*
 Special Defense:
Immune to cold
 Saving Throw: *12*
 Intelligence: *Semi*
 Alignment: *Average*
 Size: *L (10' tall)*
 XP: *600*



Yetis are creatures that live in freezing cold environments all around the world making them immune to cold damage or cold based spells. If a yeti hits a person with both claw attacks, it will grab and squeeze the victim to deal an extra 2d8 damage.

Wraith

Frequency: *Very rare*
 NO. Appearing: *2d4*
 Armor Class: *16*
 Move: *0'/24'*
 Hit Points: *45*
 Attack: *1*
 Damage: *d6*
 To Hit: *+2*
 Special Attacks: *Energy drain*
 Special Defense:
Silver or magic weapons to hit
 Saving Throw: *16*
 Intelligence: *Very*
 Alignment: *Chaotic*
 Size: *M*
 XP: *850*



Wraiths are undead creatures that exist in the darkness and have no power in full sunlight. A wraith permanently reduces a character's level by 2 every time it strikes a person. They can only be hit by silver or magic weapons.

Zombie

Frequency: *Rare*
 NO. Appearing: *6d6*
 Armor Class: *12*
 Move: *4'*
 Hit Points: *16*
 Attack: *1*
 Damage: *d8*
 To Hit: *0*
 Saving Throw: *12*
 Intelligence: *Non*
 Alignment: *Neutral*
 Size: *M*
 XP: *50*



Zombies are mindless undead creatures that search the world looking for brains to devour. They are slow moving so they always attack last in combat. They are immune to sleep, charm, and hold spells and cold damage and cold based spells.

Magic Items

Magic items provide powerful bonuses and abilities to a character. A character cannot wear or use multiple versions of the same item. For example, a character cannot use more than one magic ring at a time. The selling value of a magic item in gold pieces is given at the end of its description.

Magic Potions

A character can drink or use one potion a turn. Once a potion is consumed, it is lost.

Holy Water

Make a ranged attack to throw this vial and if it succeeds, the undead creature that it hits is destroyed. 5,000 gp

Potion of Animal Control

This potion gives a person control of all animals within 30' for one hour. 400 gp

Potion of Clairaudience

This potion allows a person to hear anything within 30' for one hour. 400 gp

Potion of Clairvoyance

This potion allows a person to see anything within 30' for one hour. 500 gp

Potion of Climbing

This potion allows a person to climb up anything for one hour. 500 gp

Potion of Diminution

This potion shrinks a person down to any size for one hour. 500 gp

Potion of Dragon Control

This potion allows a person to control the actions of any dragon within 30' for one hour. 10,000 gp

Potion of ESP

This potion allows a person to read the mind of anyone within 30' for one hour. 850 gp

Potion of Etherealness

This potion makes a person ethereal allowing him or her to pass through walls and makes him or her immune to all physical damage for one hour. 1,500 gp

Potion of Extra Healing

This potion heals a person for 3d8+3 Hit Points. 800 gp

Potion of Flying

This potion allows a person to fly at 30' per movement for one hour. 750 gp

Potion of Gaseous Form

This potion turns a person into a gas for one hour. 400 gp

Potion of Giant Control

This potion allows a person to control the actions of any giant within 30' for one hour. 5,000 gp

Potion of Giant Strength

This potion gives a person a +10 Strength modifier for one hour. 1,500 gp



Potion of Growth

This potion causes a person to grow twice as large for one hour.
300 gp

Potion of Healing

This potion heals a person for 2d4+2 Hit Points. 400 gp

Potion of Heroism

This potion increases a person's level by three levels for one hour. 500 gp

Potion of Human Control

This potion gives a person control of all people or humanoid creatures within 30' for one hour. 900 gp

Potion of Invisibility

This potion makes a person invisible for one hour. 500 gp

Potion of Invulnerability

This potion gives a person a +5 AC modifier for one hour.
500 gp

Potion of Levitation

This potion allows a person to levitate up or down at a rate of 20' per turn for one hour. 400 gp

Potion of Longevity

This potion permanently decreases a person's age by d6 years.
1,000 gp

Potion of Persuasiveness

This potion makes a person more charismatic giving him or her a +5 Charisma modifier for one day. 850 gp

Potion of Plant Control

This potion allows a person to control the movement of all plants within 30' for one hour. 300 gp

Potion of Polymorph

This potion changes a person into anything for one hour.
350 gp

Potion of Slipperiness

This potion makes a person impossible to be grappled, held, or hugged for one hour. 750 gp

Potion of Speed

This potion doubles a person's movement speed for one hour.
450 gp

Potion of Super Heroism

This potion increases a person's level by six levels for one hour.
750 gp

Potion of Treasure Finding

This potion allows a person to detect the exact location of any treasure within 30' for one hour. 2,000 gp

Potion of Undead Control

This potion allows a person to control the actions of any undead creature within 30' for one hour. 2,500 gp

Potion of Water Breathing

This potion allows a person to breathe underwater for one day.
900 gp

Sweet Water

This potion will cure a person of poison, disease, and any negative conditions and enchantments. 250 gp

Magic Scrolls

A character can activate one scroll per turn. A scroll ceases to function after it has been used.

Magic Scroll

A magic scroll can cast a d6th level arcane spell by reading it. It is cast as if cast by a 10th level wizard.

Arcane Spell Level	Price
1 st Level	500 gp
2 nd Level	1,000 gp
3 rd Level	1,500 gp
4 th Level	3,000 gp
6 th Level	4,500 gp

Scroll of Protection from Demons and Devils

The reader of this scroll is immune to all damage and effects caused by a demon or devil for an entire battle. 1,500 gp

Scroll of Protection from Elementals

The reader of this scroll is immune to all damage and effects caused by an elemental for an entire battle. 1,000 gp

Scroll of Protection from Lycanthropes

The reader of this scroll is immune to all damage and effects caused by a were creature for an entire battle. 800 gp

Scroll of Protection from Magic

The reader of this scroll is immune to all damage and effects caused by spells for an entire battle. 1,500 gp

Scroll of Protection from Petrification

The reader of this scroll is immune to being turned into stone for an entire battle. 800 gp

Scroll of Protection from Possession

The reader of this scroll is immune to possession for an entire battle. 2,000 gp

Scroll of Protection from Undead

The reader of this scroll is immune to all damage and effects caused by an undead monster for an entire battle. 1,500 gp

Magic Rings

A character must wear a magic ring to receive its special powers.

Ring of Feather Fall

This ring prevents a person from being hurt when he or she falls from any distance. 5,000 gp

Ring of Fire Resistance

This ring makes a person immune to all fire damage and fire based spells. 5,000 gp

Ring of Free Action

This ring allows a person to move and attack freely making him or her immune to spells like web, slow, and hold. 5,000 gp

Ring of Human Influence

This ring makes a character's Charisma effectively 18 when he or she interacts with humans and humanoid creatures. 10,000 gp



Ring of Invisibility

This ring makes a person invisible until it is taken off. 7,500 gp

Ring of Mammal Control

This ring gives a person control of all mammals within 30'. 5,000 gp

Ring of Protection

This ring gives a person a +2 AC modifier. 20,000 gp

Ring of Regeneration

This ring heals 1 Hit Point per hour. 40,000 gp

Ring of Water Walking

This ring allows a person to walk on water. 5,000 gp

Ring of Wishes

This ring gives a person 3 wishes. 100,000 gp

Ring of Wizardry

This ring restores 1 Mana per hour. 50,000 gp

Ring of X-Ray Vision

This ring allows a person to see inside and through anything within 12'. 35,000 gp

Magic Staffs and Wands

A wand or staff can be activated once per turn. Each staff or wand starts with 3d6 charges and it uses one charge every time it is activated. A staff or wand no longer functions when all its charges are used up.

Staff of Command

This staff allows a person to take control of a creature for one hour. 25,000 gp

Staff of Curing

This staff can cure a person of a disease, blindness, or any negative condition. 25,000 gp

Staff of Striking

This staff is a magic weapon that has +3 To Hit and damage modifiers without activation. 15,000 gp

Staff of Withering

This staff is a magic weapon that has +1 To Hit and damage modifiers without activation. The staff can be activated to cause a person struck by it to permanently age by d10 years. 35,000 gp

Wand of Countering

This wand can negate a spell. 15,000 gp

Wand of Cancellation

This wand removes the magical abilities of a magic item for the duration of a battle. 15,000 gp

Wand of Detection

This wand reveals the location of any secret doors and traps within 30'. 10,000 gp

Wand of Enemy Detection

This wand exposes the location of any enemies within 30'. 25,000 gp

Wand of Fear

This wand causes a creature within 30' to flee from combat. 15,000 gp

Wand of Fire

This wand fires a fireball up to 30' that deals 6d6 fire damage with an area effect of 6'. 25,000 gp

Wand of Frost

This wand fires a cone of frost that is 30' long and 3' wide at its end that deals 6d6 cold damage. 50,000 gp

Wand of Illumination

This wand creates a magic light that lights up a room 30' wide for one day. 10,000 gp

Wand of Lightning

This wand produces a lightning bolt with a range of 30' that deals 6d6 electrical damage. 30,000 gp

Wand of Magic Detection

This wand exposes the location of any form of magic within 30'. 25,000 gp

Wand of Magic Missiles

This wand fires a magic missile with unlimited range that deals d4+1 damage. 35,000 gp

Wand of Negation

This wand prevents a magic spell from activating. 15,000 gp



Wand of Paralyzation

This wand prevents a creature from moving for one hour.
25,000 gp

Wand of Resurrection

This wand can bring a person back to life that has been dead less than a week with only 1 Hit Point. 35,000 gp

Wand of Polymorphing

This wand can permanently change a creature into any animal or object. 25,000 gp

Magic Items

These are miscellaneous magic items that range from weak to extremely desirable and rare items of wonder.

Alchemy Jug

This magic jug can pour out a gallon of any liquid including clean water, alcohol, oil, and poison up to seven times.
12,000 gp

Bag of Holding

This magic bag can hold an unlimited number of things as long as they fit through its ½' wide opening. 25,000 gp

Book of Exalted Deeds

A person permanently gains +1 Wisdom after reading this book. It loses all of its magical properties after it has been read.
40,000 gp

Boots of Elvenkind

These boots allow a person to move silently so he or she cannot be detected. 5,000 gp

Boots of Levitation

These boots allow a person to levitate up or down at 20' per minute. 15,000 gp

Boots of Speed

These boots allow a person to move 18' per movement.
5,000 gp

Boots of Springing

These boots allow a person to jump up to 30'. 20,000 gp

Bracers of Defense

These wrist and arm guards give a person a +2 AC modifier.
20,000 gp

Broom of Flying

This broom can be ridden and it allows a person and a passenger to fly at 30' per movement. 10,000 gp

Carpet of Flying

This carpet can carry up to four people allowing them to fly at 30' per movement. 25,000 gp

Chime of Opening

This magical chime can open any normal lock. It can be activated 3d6 times. 20,000 gp

Cloak of Displacement

This cloak causes a person's image to shift back and forth making him or her difficult to hit. It provides a person with a +3 AC modifier. 17,500 gp

Cloak of Invisibility

This cloak causes a person to become invisible when it is worn.
20,000 gp

Cloak of Protection

This cloak provides a person with +2 AC and Saving Throw modifiers. 10,000 gp

Crown of Might

This magic crown gives a person +2 Strength, Constitution, Dexterity, Wisdom, and Charisma modifiers. 350,000 gp

Cube of Crossing

This wooden cube can become a wooden bridge up to 30' long. It can be turned back into a cube at any time. 40,000 gp

Folding Boat

This small wooden cube becomes a wooden boat that can hold up to six people. It can be turned back into a cube at any time.
25,000 gp

Gauntlets of Dexterity

This pair of gloves gives a person a +1 Dexterity modifier.
10,000 gp

Gauntlets of Ogre Power

This pair of gloves gives a person a +1 Strength modifier. 10,000 gp

Gauntlets of Giant Strength

This pair of gloves gives a person a +3 Strength modifier. 100,000 gp

Helm of Brilliance

This helmet gives a person a +2 Intelligence modifier. 60,000 gp

Helm of Telepathy

This helmet allows a person to read the minds of anyone within 12'. 35,000 gp

Helm of Teleportation

This helmet allows a person to teleport anywhere he has ever been. It can be activated 3d6 times. 30,000 gp

Horn of Blasting

This magical horn can stun a creature for d6 turns up to 36' away. It can be activated 3d6 times. 55,000 gp

Horn of Collapsing

This magical horn can cause any structure or wall to collapse up to 36' away. It can be activated 3d6 times. 25,000 gp

Instant Fortress

This small metal cube can be transformed into a 20' square and 30' tall metal tower. It can be turned back into a cube at any time. 150,000 gp

Manual of Bodily Health

A character permanently gains +1 Constitution after reading this book. It loses all of its magical properties after it has been read. 50,000 gp

Manual of Gainful Exercise

A character permanently gains a +1 Strength modifier after reading this book. It loses all of its magical properties after it has been read. 50,000 gp

Manual of Quickness of Action

A character permanently gains a +1 Dexterity modifier after reading this book. It loses all of its magical properties after it has been read. 50,000 gp

Mirror of Life Trapping

This magic mirror will pull a creature inside it up to a maximum of d6 creatures. When it is broken, these creatures are released. 25,000 gp

Net of Entrapment

A person takes a ranged attack test with this net. If successful, the magic net entraps any small or medium sized creature so it cannot perform any actions for 2d4 turns. 7,500 gp

Overflowing Purse

This magical pouch produces 2d6 gold pieces each day. 40,000 gp

Pearl of Wisdom

This magic pearl gives a person a +1 Wisdom modifier as long as it is carried on his or her body. 5,000 gp

Robe of Blending

This magic robe allows a person to blend into his or her surroundings making him or her impossible to see. 35,000 gp

Robe of Eyes

This magic robe allows a person to see in any direction, see in total darkness, and see anything invisible or hidden. 50,000 gp

Rope of Climbing

This 60' long magic rope can move and climb by itself and tie itself in place and lower itself down to its owner. 10,000 gp

Robe of the Archmagi

This magic robe can only be worn by a wizard and it gives him or her a +6 AC modifier. 100,000 gp

Tome of Leadership and Influence

A character permanently gains a +1 Charisma modifier after reading this book. It loses all of its magical properties after it has been read. 40,000 gp

Wings of Flying

This magic robe produces magic wings allowing a person to fly at a speed of 30' per movement. 7,500 gp

Magic Armor and Shields

The positive modifiers of magic armor and shields represent the Armor Class and Saving Throw modifiers that a person receives for equipping them.

Armor of Etherealness

This suit of armor is +5 armor that allows a person to become ethereal allowing him or her to pass through any material at will. 30,000 gp

Magic Armor

Magic armor can be worn by any class. Its positive modifier is the Armor Class and Saving Throw modifiers that it provides when it is equipped.

Magic Armor	Price
+1	5,000 gp
+2	10,000 gp
+3	15,000 gp
+4	25,000 gp
+5	50,000 gp
+6	75,000 gp



Magic Shield

A magic shield can be +d6. The positive modifier is the Armor Class and Saving Throw modifiers that it provides when it is equipped.

Magic Shield	Price
+1	2,500 gp
+2	5,000 gp
+3	8,000 gp
+4	12,000 gp
+5	17,500 gp
+6	25,000 gp

Shield of Missile Reflection

This shield is a +1 shield but it acts as a +4 shield against hand thrown and mechanically propelled missiles. 4,000 gp

Magic Weapons

A magic weapon provides To Hit and damage modifiers equal to its positive modifier. A magic weapon deals d8 damage for each positive modifier. For example, a +3 Sword provides a +3 To Hit modifier and deals 3d8+3 damage per attack.

Arrow of Slaying

This is a +3 arrow that instantly kills a creature. It loses its magical properties after it has been used. 5,000 gp

Dagger of Venom

This is a +2 dagger that poisons any creature it hits. The victim must pass a Saving Throw or die. 15,000 gp

Defender

This is a +5 sword that can transfer its attack modifiers up to +5 to its defense modifiers that include AC and Saving Throw modifiers. 15,000 gp

Dragon Slayer

This is a +2 sword that deals 2d8 damage that acts like a +4 sword against dragons. 4,500 gp

Flame Tongue

This is a +3 sword that deals 3d8 cold damage that acts like a +6 sword against any creature that deals cold damage. 8,000 gp

Frost Brand

This is a +3 sword that deals 3d8 cold damage that acts like a +6 sword against any creature that deals fire damage. 8,000 gp

Giant Slayer

This is a +2 sword that deals 2d8 damage that acts like a +4 sword against giants, ogres, and trolls. 4,500 gp

Holy Avenger

This is a +5 sword that can only be wielded by a lawful person. If wielded by a paladin, it gives him or her a +3 Saving Throw modifier and it becomes a +6 sword when used against chaotic creatures. 20,000 gp

Javelin of Lightning

This javelin is a +2 weapon that turns into a lightning bolt when it is thrown. When thrown it deals 2d8 + 20 electrical damage. 3,000 gp

Javelin of Piercing

This javelin is a +6 magic weapon that is not thrown but it launches towards its target when it is thrown. 3,000 gp

Life Stealer

This is a +1 sword that deals d8 damage that can instantly kill a creature hit by it. It can instantly kill up to 3d6 times before it loses its ability. 8,000 gp

Lightning Blade

This is a +3 sword that deals 3d8 electrical damage that acts like a +6 sword against any sea or amphibian creature. 8,000 gp

Luck Blade

This is a +2 sword that deals 2d8 damage that gives a person d4+1 wishes. 30,000 gp

Mace of Disruption

This is a +3 mace that deals 3d8 damage. It deals 6d8 damage to undead creatures. 20,000 gp

Mage Slayer

This is a +1 sword that deals d8 damage that acts like a +4 sword against wizards and monsters that can use magic. 4,000 gp

Magic Weapon

A magic weapon can be +d6. The weapon type determines the class that can use it and the positive modifier are To Hit and damage modifiers.

Magic Weapon	Damage	Price
+1	d8	2,000 gp
+2	2d8	4,000 gp
+3	3d8	7,000 gp
+4	4d8	10,000 gp
+5	5d8	15,000 gp
+6	6d8	30,000 gp

Man Slayer

This is a +1 sword that deals d8 damage that acts like a +4 sword against humans or humanoid creatures. 4,000 gp

Sword of Sharpness

This is a +2 sword that deals 4d8 damage. 35,000 gp

Sword of Wounding

This is a +2 sword that deals 2d8 damage that cannot be regenerated or healed. Any creature injured by this sword receives 1 damage each turn for each wound inflicted by it. 22,000 gp

Thunder Hammer

This is a +3 hammer that deals 3d8 electrical damage. It can fire a lightning bolt at a target with a range of 30' that deals 3d8 electrical damage. 25,000 gp

Trident of Fish Command

This trident is a +2 magic weapon that allows a person to control any sea creature with 30'. 4,000 gp

Trident of Submission

This trident is a +1 magic weapon that stuns a hit creature for d4 turns. 12,500 gp

Vorpal Sword

This is a +3 sword that deals 6d8 damage. 50,000 gp

Wyrm Killer

This is a +1 sword that deals d8 damage that acts like a +4 sword against dinosaurs, dragons, hydras, lizards, and snakes. 4,000 gp

Towns

Abbey

The priests of this shrine will heal anyone of injuries and enchantments for a donation. The price of each divine service is listed below.

Divine Spell	Cost
Cure Blindness	1,000 gp
Cure Disease	1,000 gp
Dispel Magic	1,000 gp
Remove Curse	20,000 gp
Exorcise	30,000 gp
Resurrection	50,000 gp

Adventurer's Guild

A party of adventurers can hire an adventurer of a specific class and level for a given price per adventure. A party can only hire adventurers that are at least three levels lower than the party's level.

Adventurer's Level	Cost
1	500 gp
2	1,500 gp
3	5,000 gp
4	15,000 gp
5	50,000 gp

Weapon Store

A party of adventurers can go to a weapon store to sell their weapons and armor for half the listed price. The store will also sell weapons and armor for the listed price.

Inn

The party can sleep safely for the night for 1 gold piece for each party member. This price includes a room and food for the day.

Alchemist

The local alchemist sells magic potions. The alchemist will pay the party to gather components for him or her.

Mage

The local mage will sell magic scrolls and will provide the party with information about a local dungeon if the party performs a specific task for the mage.

Magic Store

A party of adventurers can go to a magic store to sell their magic items for their selling price. The store will also sell magic items for ten times their selling price.

Tavern

The local tavern is a great place to find and hire hirelings. A party of adventurers can also acquire useful rumors and myths about the dungeon that they are about to explore. Roll a d10 and add the lowest Charisma score of the party to determine the type of information that the party learns about the dungeon by talking to the locals.

D10 + Lowest Charisma	Information
1-10	Dangerous
11-15	False
16-19	Useless
20-23	Useful
24-25	Lifesaving
26+	Secret



Dungeon Generator

Deck of Cards Dungeon Construction

The dungeon generator allows a dungeon master to quickly develop a random dungeon using a deck of cards. The dungeon master lays cards face down in rows on the table to create the structure of the dungeon. Each row represents a level of the dungeon. Cards are placed vertically to represent hallways and horizontally to represent rooms. The last room of a level holds a mini boss that must be defeated to move onto the next level. The final boss is found in the last room in the final level and it must be defeated to beat the dungeon.

Dungeon Levels

Each dungeon generator is designed to provide a challenge for a party of a specific level range. Lower level parties can take on higher level dungeons if they have enough party members.

Dungeon Level	Party Level
Explorer Dungeon	1-4
Expert Dungeon	5-10
Epic Dungeon	11-15
Mythic Dungeon	16-20

Mega Boss Traits

These are traits that can be given to a creature to make it more powerful.

Tough X

This creature receives a X Hit Point multiplier.

Caster X

This creature can cast X spells each turn.

Immune

This creature is immune to all spells.

Lord X

This creature receives a X Hit Point multiplier and +X To Hit and damage modifiers.

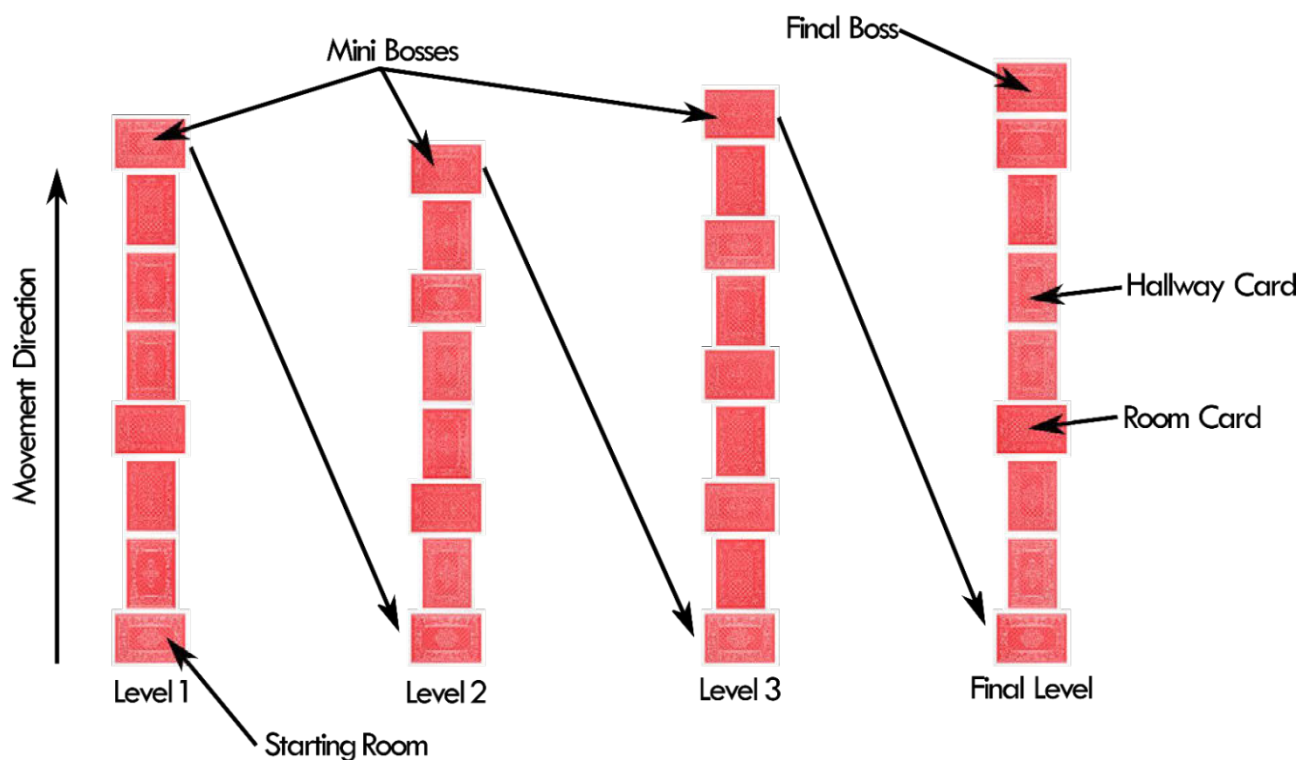
Mage X

This creature can cast X level arcane spells as an X level spellcaster. If X is greater than 9, the spell level is 9th level.

Rage X

This creature receives + X To Hit and damage modifiers.

Dungeon Construction



Explorer Dungeon

Explorer Mini Boss

Roll a d12 to determine the mini boss.

d12	Mini Boss (Receive 1 Treasure)
1	Bone Guard: 8 Skeleton (<i>Rage 1</i>)
2	Flesh Eater: Zombie (<i>Lord 4</i>)
3	Goblin Shaman: Goblin (<i>Mage 2</i>), 6 Goblins
4	Dark Marauders: 3 Dark Elves
5	Orc Commander: Orc (<i>Lord 2</i>), 4 Orcs
6	Mouse Wardens: 6 Mouse Warriors (<i>Lord 1</i>)
7	Dark Disciples: 4 Necromancers
8	Orc Horde: 8 Orcs
9	Wolf Pack: Werewolf, 2 Giant Wolves
10	Elven Scouts: 4 Elves
11	Kobold Priest: Kobold (<i>Mage 2</i>), 5 Kobolds
12	Dwarf Hammerers: 6 Dwarves

Explorer Final Boss

Roll a d10 to determine the final boss.

d10	Final Boss (Receive 3 Treasure)
1	Skeleton Lord: Skeleton (<i>Lord 3</i>), 8 Skeletons
2	High Lord: Elf (<i>Lord 3</i>), 5 Elves
3	Warpsmith: Necromancer (<i>Lord 3</i>), 4 Necromancers
4	Ogre Chieftain: Ogre (<i>Lord 2</i>), 3 Ogres
5	Orc King: Orc (<i>Lord 3</i>), 6 Orcs
6	Beast Champion: Minotaur (<i>Lord 2</i>), 2 Minotaurs
7	Night Lord: Dark Elf (<i>Lord 3</i>), 4 Dark Elves
8	Goblin King: Goblin (<i>Lord 3</i>), 10 Goblins
9	Black Knight: Dark Knight (<i>Lord 5</i>)
10	King of the Mountain: Dwarf (<i>Lord 3</i>), 6 Dwarves



Explorer Treasure

Draw from the leftover cards to determine the treasure.

Card	Treasure
A ♠	50 gp
K ♠	+1 Armor or Shield
Q ♠	+2 Weapon
J ♠	Regal Ring (4,000 gp)
10 ♠	1000 gp
9 ♠	Wand of Detection
8 ♠	+1 Weapon
7 ♠	+2 Armor
6 ♠	Gold Jewelry (8,000 gp)
5 ♠	+3 Weapon
4 ♠	+1 Weapon
3 ♠	Potion of Speed
2 ♠	Ruby (5,000 gp)
A ♣	Ring of Protection
K ♣	250 gp
Q ♣	Horn of Blasting
J ♣	+1 Armor or Shield
10 ♣	Net of Entrapment
9 ♣	Level 1 Magic Scroll
8 ♣	Ring of Feather Fall
7 ♣	2000 gp
6 ♣	+2 Armor or Shield
5 ♣	Pick any magic item
4 ♣	Emerald (1,000 gp)
A ♥	Wand of Magic Missiles
K ♥	+1 Weapon
Q ♥	Platinum Jewelry (12,000 gp)
J ♥	+2 Weapon
10 ♥	Bag of Holding
9 ♥	Regal Crown (8,000 gp)
8 ♥	500 gp
7 ♥	Potion of Flying
6 ♥	Diamond (20,000 gp)
5 ♥	Ring of Fire Resistance
4 ♥	+1 Armor or Shield
A ♦	Level 2 Magic Scroll
K ♦	Holy Water
Q ♦	+1 Weapon
J ♦	Wand of Lightning
10 ♦	Boots of Speed
9 ♦	Potion of Healing
8 ♦	100 gp
7 ♦	Potion of Climbing
6 ♦	Sapphire (2,000 gp)
5 ♦	Ring of Invisibility
4 ♦	+1 Shield
3 ♦	Cloak of Protection
2 ♦	Regal Scepter (4,000 gp)

Explorer Hallways

These are the events for each card in a hallway.

Card	Event
A ♠	Fallen Crusaders: 4 Dark Knights
K ♠	Ambush: 5 Brigands that attack first
Q ♠	Strangle Weeds: Pass STR test or 1d6 damage
J ♠	Flame Trap: Pass DEX test or d6 fire damage
10 ♠	Wandering Beast: Owlbear
9 ♠	Sliding Wall: Can move to any room in the same level
8 ♠	Wolf Pack: 4 Giant Wolves
7 ♠	Raiding Party: 5 Orcs
6 ♠	Bat Swarm: 6 Giant Bats
5 ♠	Shock Trap: Pass DEX test or 2d4 electrical damage
4 ♠	Slippery Floor: Pass DEX test or d4 damage
3 ♠	Goblin Marauders: 9 Goblins
2 ♠	Rotating Blades: Pass WIS test or 2d4 damage
A ♣	Dark Hallway
K ♣	Spear Trap: Pass DEX test or 1d8 damage
Q ♣	Horn Knights: 4 Rhino Warriors
J ♣	Jade Knights: 4 Panda Warriors
10 ♣	Flying Guillotine Trap: Pass DEX test or 2d6 damage
9 ♣	Masters of the Hunt: 4 Elves
8 ♣	Exploration Party: 4 Dwarves
7 ♣	Spiked Pit: Pass DEX test or d10 damage
6 ♣	Mouse Guard: 6 Mouse Warriors
5 ♣	Hall Guardians: 2 Gargoyles
4 ♣	Hallway lit with burning torches
A ♥	Body of Dead Adventurer: Gain 1 Treasure
K ♥	Secret Door: Move to any room in the same level
Q ♥	Deadly Passage: Gelatinous Cube
J ♥	Crumbling Wall: Pass DEX test or d6 damage
10 ♥	Stairs: Can go to any hallway in the next level up
9 ♥	Arrow Trap: Pass DEX test or d6 damage
8 ♥	Winding Hallway: Pass WIS test or cannot pass
7 ♥	Secret Chamber: Receive 6 hours of rest
6 ♥	Wall of Spikes: Pass WIS test or d6 damage
5 ♥	Web Trap: Pass WIS test of stuck in web, 2 Giant Spiders
4 ♥	Murder Pack: 3 Axe Beaks
A ♦	Spinning Blades Trap: Pass DEX test or 4d4 damage
K ♦	Deadly Swarm: 6 Giant Rats
Q ♦	Bone Pile: 4 Skeletons
J ♦	Waywatchers: 3 Dark Elves
10 ♦	Bear Trap: Pass WIS test or d8 damage
9 ♦	Pile of Bones: Gain 1 Treasure
8 ♦	Tunnel Fighters: 6 Dwarves
7 ♦	Payblades: 4 Berserkers
6 ♦	Leap Swords: 5 Rabbit Warriors
5 ♦	Guard Post: Pass CHA test or fight 3 Dark Knights
4 ♦	Slavers: 4 Gnolls
3 ♦	Skeleton Construct: Skeleton (<i>Lord 4</i>)
2 ♦	Deadly Swarm: 5 Giant Beetles

Explorer Rooms

These are the events for each card in a room.

Card	Event
A ♠	Wolf Riders: 3 Giant Wolves, 3 Goblins
K ♠	Mummy's Curse: Mummy
Q ♠	Cursed Fountain: Deals d6 damage
J ♠	Mana Fountain: Restores 2d6 Mana
10 ♠	Treasure Room: Gain 1 Treasure
9 ♠	Cesspool: 3 Giant Scorpions
8 ♠	Deep Hunters: 3 Troglydites
7 ♠	Empty Room
6 ♠	Treasure Chest: Gain 1 Treasure
5 ♠	Sword in the Stone: Get a +1 Weapon
4 ♠	Gold Statue: Get 1000 gp
3 ♠	Torture Chamber
2 ♠	Filthy Pool: 2 Giant Crabs
A ♣	Trash Pile: 4 Giant Rats
K ♣	Fountain Youth: Reduces age by d6 years
Q ♣	Bat Chamber: 6 Giant Bats
J ♣	Nomad Camp: 5 Gnolls
10 ♣	Siren's Call: 2 Harpies
9 ♣	Raiding Party: 6 Berserkers
8 ♣	Statue Room: Medusa
7 ♣	Rat Nest: 9 Giant Rats
6 ♣	Shrieking Mushrooms: Deals 3d6 damage to the party
5 ♣	Gender Switcher: Pass Saving Throw or change gender
4 ♣	Wandering Merchant: Pay 1,000 gp to gain 1 Treasure
A ♥	Barracks: 9 Goblins
K ♥	Dark Coven: 3 Necromancers
Q ♥	Prison Cells
J ♥	Trap Door Spiders: 3 Giant Spiders that attack first
10 ♥	Find Adventure Log: Gain +1 To Hit against Final Boss
9 ♥	Mausoleum: 6 Zombies
8 ♥	Magic Mirror: Pass CHA test or 3d4 damage
7 ♥	Flooded Room: 3 Giant Frogs
6 ♥	Throne Room: Gain 1 Treasure
5 ♥	Glade Hunters: 4 Elves, 4 Giant Wolves
4 ♥	Healing Fountain: Heals 2d6 HP
A ♦	Frost Room: 2 Yetis
K ♦	Laboratory: Flesh Golem
Q ♦	Crypt: 7 Zombies
J ♦	Fey Scouts: 3 Sprites
10 ♦	Flooded Room: 4 Giant Frogs
9 ♦	Labyrinth: Minotaur
8 ♦	Spider's Lair: 3 Giant Spiders
7 ♦	Teleporter Chamber: Move to the next room in the level
6 ♦	Home Portal: Party can teleport back to the local town
5 ♦	Crystal Ball: Ignore all traps on this level
4 ♦	Frog Cavaliers: 3 Giant Frogs, 3 Mouse Warriors
3 ♦	Snake Pit: 3 Giant Snakes
2 ♦	Soul Twister: Pass Saving Throw or change alignment

Expert Dungeon

Expert Mini Boss

Roll a d20 to determine the mini boss.

d20	Mini Boss (Receive 1 Treasure)
1	Stinger Knights: 6 Giant Scorpions, 6 Goblins
2	Ogre Magus: Ogre (<i>Lord 3, Mage 5</i>), 4 Ogres
3	Master of Blades: Bandit (<i>Lord 4</i>), 10 Bandits (<i>Rage 2</i>)
4	Crab Knights: 4 Giant Crabs, 4 Troglodytes (<i>Lord 2</i>)
5	Gore King: Berserker (<i>Lord 6</i>), 6 Berserkers (<i>Rage 2</i>)
6	Flame Guard: Fire Giant, 3 Hell Hounds
7	Kill Brothers: 2 Hill Giants
8	Deathstalker: Shadow (<i>Lord 4, Rage 2</i>)
9	Soul Drinker: Vampire (<i>Lord 4</i>)
10	Cerberus: Hellhound (<i>Lord 3, Rage 5</i>)
11	Venom Riders: 6 Giant Spiders, 6 Goblins (<i>Lord 2</i>)
12	Roc's Nest: Roc
13	Swamp Thing: Shambling Mound (<i>Tough 3</i>)
14	Chaos Warriors: 10 Berserkers (<i>Rage 2</i>)
15	Souleater: Phantom (<i>Lord 3</i>)
16	Dragon Nest: 3 Baby Dragons
17	Tomb Warden: Mummy (<i>Tough 4</i>)
18	Lord of Blades: Bandit (<i>Lord 3, Rage 3</i>), 12 Bandits
19	Skull Lord: Skeleton (<i>Lord 3, Rage 3</i>), 8 Skeletons
20	Blink Riders: 4 Phase Spiders, 4 Goblins (<i>Lord 2</i>)

Expert Final Boss

Roll a d12 to determine the final boss.

d12	Final Boss (Receive 3 Treasure)
1	Plaguebringer: Necromancer (<i>Tough 5, Mage 8, Caster 2</i>)
2	Flame Hunters: Fire Giant, 6 Hellhounds
3	Twilight Lord: Vampire (<i>Lord 5, Mage 5, Caster 2</i>)
4	Hill Pack: Hill Giant, 6 Ogres
5	Deathstalker: Vampire (<i>Lord 5, Rage 3</i>)
6	Dragon's Lair: Black, Green, or Red Dragon
7	Razorgore: Roc (<i>Lord 3</i>)
8	Frost Guard: Frost Giant, 12 Giant Wolves
9	Swamplord: Shambling Mound (<i>Lord 3</i>), 4 Shambling Mounds
10	Plaguebringer: Mummy (<i>Lord 2, Tough 3</i>), 4 Mummies
11	Dark Lord: Dark Knight (<i>Lord 5</i>), 20 Dark Knights
12	Grand Collector: Necromancer (<i>Lord 5, Mage 9, Caster 3</i>)



Expert Treasure

Draw from the leftover cards to determine the treasure.

Card	Treasure
A ♠	Potion of Giant Strength
K ♠	+3 Weapon
Q ♠	5 Potions of Healing
J ♠	Fine Gold Jewelry (50,000 gp)
10 ♠	2 Potions of Extra Healing
9 ♠	+4 Armor or Shield
8 ♠	Any magic item
7 ♠	Royal Scepter (25,000 gp)
6 ♠	Any magic item
5 ♠	+3 Weapon
4 ♠	Ring of Free Action
3 ♠	Large Ruby (25,000 gp)
2 ♠	Pick any magic weapon
A ♣	Potion of Extra Healing
K ♣	3 Holy Waters
Q ♣	Royal Crown (50,000 gp)
J ♣	Pick any magic item
10 ♣	Any magic armor or shield
9 ♣	+2 Armor or Shield
8 ♣	Potion of Invisibility
7 ♣	2 Sweet Waters
6 ♣	Large Sapphire (10,000 gp)
5 ♣	Potion of Flying
4 ♣	+4 Weapon
A ♥	Potion of Giant Control
K ♥	3 Sweet Waters
Q ♥	Fine Platinum Jewelry (60,000 gp)
J ♥	Any magic item
10 ♥	Potion of Polymorph
9 ♥	+2 Armor or Shield
8 ♥	Large Emerald (5,000 gp)
7 ♥	+2 Weapon
6 ♥	Pick any magic wand
5 ♥	Ring of Regeneration
4 ♥	Sweet Water
A ♦	Fine Large Diamond (100,000 gp)
K ♦	Pick any magic item
Q ♦	Any named weapon
J ♦	2 Potions of Healing
10 ♦	3 Potions of Extra Healing
9 ♦	Royal Ring (15,000 gp)
8 ♦	Pick any protection scroll
7 ♦	Potion of Gaseous Form
6 ♦	Pick any 2 magic items
5 ♦	Ring of X-Ray Vision
4 ♦	Pick any magic staff
3 ♦	+3 Armor or Shield
2 ♦	Pick any magic scroll

Expert Hallways

These are the events for each card in a hallway.

Card	Event
A ♠	Lurking Horror: Black Pudding
K ♠	Secret Door: Move to any room in the same level
Q ♠	Goblin Assassins: 12 Goblins (<i>Rage 3</i>)
J ♠	Bane Spiders: 8 Giant Spiders (<i>Lord 2</i>)
10 ♠	Shrink Ray: Pass Saving Throw or permanent 25% size
9 ♠	Poison Gas Trap: Pass CON test or die
8 ♠	Gutter Runners: 12 Mouse Warriors (<i>Rage 3</i>)
7 ♠	Dragon Knights: 6 Lizard Men (<i>Lord 3</i>)
6 ♠	Clockwork Gears: Pass WIS test or 4d8 damage
5 ♠	Sliding Wall: Can move to any room in the same level
4 ♠	Explosive Runes: Pass Saving Throw or 2d10 damage
3 ♠	Dancing Sword: Attack for 2d6 damage
2 ♠	Submerged Passage: Pass STR test or d10 damage
A ♣	Rolling Boulder Trap: Pass DEX test or 3d10 damage
K ♣	Living Wall: Attack for d12 damage
Q ♣	Hallway lit with burning torches
J ♣	Mage Bane: Pass Saving Throw or lose d12 Mana
10 ♣	Spiked Log Trap: Pass DEX test -2 or d20 damage
9 ♣	Wind Tunnel: Pass STR test or cannot pass
8 ♣	Living Door: Pass CHA test or d12 damage
7 ♣	Swinging Scythe Trap: Pass DEX test or d12 damage
6 ♣	Terror Watch: 3 Owlbears
5 ♣	Skeleton Knights: 10 Skeletons (<i>Lord 3</i>)
4 ♣	Snake Trap: Pass WIS test or die
A ♥	Iron Ball Trap: Pass DEX test or 2d12 damage
K ♥	Stairs: Can go to a hallway in the next level up
Q ♥	Insect Predators: 4 Beetle Hulks
J ♥	Fire Wall: Dispel or deal 3d6 fire damage
10 ♥	Unholy Ground: Anyone not chaotic gets 3d6 damage
9 ♥	Bone Spikes: Pass DEX test or 3d4 damage
8 ♥	Illusionary Wall: Pass lowest INT test -1 for 1 Treasure
7 ♥	Dimensional Terrors: 4 Displacer Beasts
6 ♥	Sliding Floor: Pass DEX test or 4d8 damage
5 ♥	Assassin Plant: Pass CON test or die
4 ♥	Plague Rats: 10 Giants Rats (<i>Tough 3</i>) that cause disease
A ♦	Deadly Hallway: Gelatinous Cube
K ♦	Orc Champions: 8 Orcs (<i>Lord 3</i>)
Q ♦	Gigantic Spiders: 4 Giant Spiders (<i>Tough 3</i>)
J ♦	Hidden Treasure: Pass lowest WIS test to gain 1 Treasure
10 ♦	Stone Serpents: 6 Basilisks (<i>Tough 3</i>)
9 ♦	Wall of Ice: Must melt to pass
8 ♦	Boiling Oil Trap: Pass DEX test or 3d8 damage
7 ♦	Safe Haven: The party receives a full day's rest
6 ♦	Stench Spray: Pass Saving Throw or no more surprises
5 ♦	Horror Show: 3 Ghosts
4 ♦	Escape Route: May leave dungeon
3 ♦	Ghouls: 10 Zombies (<i>Lord 3</i>)
2 ♦	Eternal Stairs: Pass INT test or cannot pass

Expert Rooms

These are the events for each card in a room.

Card	Event
A ♠	Troglodyte Tribe: 16 Troglodytes
K ♠	Fungal Bloom: 3 Shambling Mounds
Q ♠	Legendary Weapon: Gain +2 Weapon
J ♠	Find Adventure Log: Gain +1 To Hit against Final Boss
10 ♠	Artic Room: Pass Saving Throw or 3d12 cold damage
9 ♠	Wandering Merchant: Pay 3,000 gp for 1 Treasure
8 ♠	Cursed Land: 2 Wraiths
7 ♠	Cursed Fountain: Deals 3d6 damage
6 ♠	Black Pool: 2 Black Puddings
5 ♠	Snake Generator: 10 Giant Snakes
4 ♠	Life Maze: Pass WIS test or party loses 5 HP per failure
3 ♠	Teleporter Chamber: Move to the next room in the level
2 ♠	Statue Room: 8 Gargoyles
A ♣	Feral Guardians: 7 Werewolves
K ♣	Gore Hunters: 5 Ogres (<i>Tough 3</i>)
Q ♣	Death Hunters: 6 Death Knights (<i>Rage 4</i>)
J ♣	Dungeon Boss: Lich (<i>Lord 4, Caster 2</i>)
10 ♣	Treasure Room: Gain 1 Treasure
9 ♣	Blizzard Room: 6 Yetis
8 ♣	Healing Pool: Restore all HP
7 ♣	Mirror Universe: Pass CHA test or 3d10 damage
6 ♣	Coffin Chamber: 3 Vampires
5 ♣	Wall Text: Pass INT test for +1 damage against Final Boss
4 ♣	Iron Warriors: 6 Rhino Warriors (<i>Tough 4</i>)
A ♥	Crystal Ball: Ignore all traps on this level
K ♥	Mud Sentry: Clay Golem
Q ♥	Slimy Walls: Gray Ooze
J ♥	Wall Text: Pass INT test for +1 damage against Final Boss
10 ♥	Eternal Knights: 5 Elves (<i>Lord 3</i>)
9 ♥	Monster Generator: 30 Goblins
8 ♥	Crypt: 3 Mummies
7 ♥	Laboratory: Flesh Golem, Necromancer (<i>Lord 4, Caster 2</i>)
6 ♥	Arboretum: 3 Tree Folk
5 ♥	Mana Fountain: Restores 3d6 Mana
4 ♥	Living Chamber: 2 Mimic, Roper
A ♦	Home Portal: Can teleport back to the local town
K ♦	Fake Treasure Room: 3 Mimics
Q ♦	Graveyard: 15 Zombies
J ♦	Treasure Chest: Gain 1 Treasure
10 ♦	Mana Pool: Restore all Mana
9 ♦	Crushing Walls: Pass STR test or 3d10 damage
8 ♦	Orc Outpost: 20 Orcs
7 ♦	Flame Shrine: Phoenix
6 ♦	Throne Room: Gain 1 Treasure
5 ♦	Wraith Lord: Wraith (<i>Lord 3</i>)
4 ♦	Dark Hideout: 6 Trolls
3 ♦	Workshop: Clay Golem
2 ♦	Plague Zombies: 10 Zombies (<i>Tough 5</i>) that cause disease

Epic Dungeon

Epic Mini Boss

Roll a d20 to determine the mini boss.

d20	Mini Boss (Receive 1 Treasure)
1	Lord of the Pit: Pit Fiend (<i>Lord 3</i>)
2	Force of Nature: Shambling Mound (<i>Lord 6</i>)
3	Chamber of Heads: 6 Hydras
4	Stone Titan: Stone Giant (<i>Lord 3</i>)
5	Dragon Knights: 6 Dark Knights (<i>Rage 6</i>)
6	Guardian Angels: Angel Warriors (<i>Tough 3</i>)
7	Iron Maiden: Iron Golem (<i>Rage 4</i>)
8	Dungeon Master: Dark Elf (<i>Lord 9, Caster 3</i>)
9	Hatching Chamber: 3 Purple Worms
10	Summoning Circle: 3 Demons
11	Doom Tormentor: Berserker (<i>Lord 6, Rage 6</i>)
12	Fiery Stampede: 3 Nightmares
13	Mutilators: 2 Horned Devils (<i>Lord 2</i>)
14	Stone Guardians: 2 Stone Golem
15	Dire Wolves: 6 Giant Wolves (<i>Rage 6</i>)
16	Ancient Master: Berserker (<i>Lord 10</i>)
17	Dark Coven: 3 Liches
18	Colossus: Stone Giant (<i>Tough 5</i>)
19	Arcane Guardians: 2 Arcane Golems
20	Bladed Sentries: 2 Blade Golems

Epic Final Boss

Roll a d12 to determine the final boss.

d12	Final Boss (Receive 4 Treasure)
1	Pharaoh Lord: Sphinx (<i>Lord 6, Mage 8, Caster 2</i>)
2	Dragon Mage: Black, Green, or Red Dragon (<i>Mage 15</i>)
3	Lich King: Lich (<i>Lord 8, Caster 3</i>), 8 Liches
4	Demon Prince: Demon (<i>Lord 3, Mage 6</i>), 6 Demons
5	Dark Queen: Dark Elf (<i>Lord 12, Mage 10, Caster 3</i>), 20 Dark Elves
6	Fallen Avatar: Arcane Golem (<i>Lord 5</i>)
7	Ancient Dragon: Black, Green, or Red Dragon (<i>Lord 5</i>)
8	Earth Wurm: Purple Worm (<i>Lord 5</i>), 2 Purple Worms
9	Black Hand: Dark Knight (<i>Lord 10</i>), 30 Black Knights
10	Dragon Mates: 2 Black, Green, or Red Dragons
11	Deathwing: Black Dragon (<i>Lord 5, Rage 5</i>)
12	Demogorgon: Pit Fiend (<i>Lord 10, Immune</i>), 4 Pit Fiends



Epic Treasure

Draw from the leftover cards to determine the treasure.

Card	Treasure
A ♠	Pick any magic item
K ♠	Pick any magic scroll
Q ♠	Pick any magic weapon
J ♠	Huge Emerald (25,000 gp)
10 ♠	Pick any 2 magic potions
9 ♠	Pick any magic item
8 ♠	Pick any magic weapon
7 ♠	Huge Ruby (125,000 gp)
6 ♠	Pick any 2 magic scrolls
5 ♠	Pick any magic wand or staff
4 ♠	Pick any magic item
3 ♠	Pick any magic weapon
2 ♠	Pick any 3 magic potions
A ♣	Pick any 2 magic items
K ♣	Destiny Ring (185,000 gp)
Q ♣	Pick any 4 magic potions
J ♣	Pick any named weapon
10 ♣	Pick any 2 magic scrolls
9 ♣	Exceptional Platinum Jewelry (12,000 gp)
8 ♣	Pick any magic item
7 ♣	Pick any magic armor or shield
6 ♣	Pick any 2 magic items
5 ♣	Destiny Crown (750,000 gp)
4 ♣	Pick any magic armor or shield
A ♥	Pick any magic ring
K ♥	Pick any magic weapon
Q ♥	Pick any magic item
J ♥	Huge Sapphire (50,000 gp)
10 ♥	Pick any 3 magic scrolls
9 ♥	Pick any magic potion
8 ♥	Pick any 2 magic items
7 ♥	Huge Diamond (500,000 gp)
6 ♥	Pick any magic armor or shield
5 ♥	Pick any magic ring
4 ♥	3 Potions of Extra Healing
A ♦	Pick any magic armor or shield
K ♦	Exceptional Gold Jewelry (250,000 gp)
Q ♦	Pick any 2 magic potions
J ♦	Pick any 2 magic items
10 ♦	Pick any magic scroll
9 ♦	Pick any magic armor or shield
8 ♦	Destiny Scepter (375,000 gp)
7 ♦	Pick any magic weapon
6 ♦	Pick any wand or staff
5 ♦	Pick any magic ring
4 ♦	Pick any magic potion
3 ♦	Pick any magic armor or shield
2 ♦	5 Potions of Extra Healing

Epic Hallways

These are the events for each card in a hallway.

Card	Event
A ♠	Blaze Hunters: Fire Giant, 8 Hell Hounds
K ♠	Blood Lords: 5 Vampires (<i>Age 7</i>)
Q ♠	Sliding Wall: Can move to any room in the same level
J ♠	Demon Horde: 6 Horned Devils
10 ♠	Whirlwind Ripper: Air Elemental (<i>Lord 8</i>)
9 ♠	Bull Run: 8 Gorgons
8 ♠	Monolith: Iron Golem (<i>Lord 6</i>)
7 ♠	Gravity Trap: Pass Saving Throw or AC rating of damage
6 ♠	Tormentors: 4 Specters (<i>Mage 8</i>)
5 ♠	Wide Chasm: Pass DEX test or die
4 ♠	Immortal Wyrms: Red Dragon that regenerates 3d6 HP
3 ♠	Flesh Eaters: 12 Giant Beetles (<i>Lord 5</i>)
2 ♠	Illusionary Wall: Dispel or be trapped
A ♣	Tinker Imp: Pit Fiend (<i>Mage 12, Caster 3</i>)
K ♣	Stairs: Can go to any hallway in the next level up
Q ♣	Devilsaur: Raging Dinosaur (<i>Lord 10</i>)
J ♣	Shooting Stars: 3 Will-O-Wisps
10 ♣	Lava Trap: Pass DEX test -2 or 4d10 fire damage
9 ♣	Crypt Guards: 4 Sphinxes
8 ♣	Spiteful Bones: Skeleton (<i>Lord 5, Rage 5</i>)
7 ♣	Rockfall Trap: Pass DEX test or 5d20 damage
6 ♣	Life Leeches: Pass CON test or 6d10 damage
5 ♣	Evil Eyes: 8 Cyclops (<i>Lord 6</i>)
4 ♣	Curse Trap: Saving Throw or permanent -1 To Hit
A ♥	Twin Genies: 2 Djinnis (<i>Lord 5</i>)
K ♥	Wall of Force: Must be dispelled to pass
Q ♥	Hallway lit with burning torches
J ♥	Mindless Horror: Zombie (<i>Lord 10, Rage 10</i>)
10 ♥	Living Floor: Attack for 3d10 damage
9 ♥	Hell Pack: 12 Hellhounds
8 ♥	Crystal Golem: Earth Elemental (<i>Lord 5, Tough 8</i>)
7 ♥	Poison Dart Trap: Pass DEX test -3 or die
6 ♥	Hell Knights: 4 Nightmares, 4 Demons
5 ♥	Tornado Trap: Pass Saving Throw or 3d20 damage
4 ♥	Secret Door: Move to any room in the same level
A ♦	Frost Guardians: 4 Frost Giants, 8 Giant Wolves
K ♦	Sentient Boulder: Attack for 3d20
Q ♦	Crossfire Trap: Pass DEX test -6 or 4d6 damage
J ♦	Secret Passage: May go to any passage in the dungeon
10 ♦	Creeping Horror: 6 Grey Oozes (<i>Lord 5</i>)
9 ♦	Demon Horde: 8 Horned Devils
8 ♦	Brightblaze Trap: Pass Saving Throw or blindness
7 ♦	Unholy Flames: Pass Saving Throw or 6d10 fire damage
6 ♦	Elevator: Can go to the hallway of any level
5 ♦	Lethal Shortcut: Pass WIS test or die
4 ♦	Infernal Guards: 4 Fire Giants, 4 Efreetis
3 ♦	Temporal Trap: Pass Saving Throw or permanent slow
2 ♦	Devourers: 3 Pit Fiends (<i>Lord 6</i>)

Epic Rooms

These are the events for each card in a room.

Card	Event
A ♠	Water Fiends: 4 Water Elementals
K ♠	Wailing Room: 6 Banshees
Q ♠	Legendary Fortune: Gain 3 Treasures
J ♠	Mana Pool: Restore all Mana
10 ♠	Altar of Fire: 4 Fire Elementals
9 ♠	Field of Dreams: Pass Saving Throws or permanent sleep
8 ♠	Home Portal: Can teleport back to the local town
7 ♠	Crystal Ball: Ignore all traps on this level
6 ♠	Healing Fountain: Heals 4d6 HP
5 ♠	Hidden Hunters: 5 Ropers
4 ♠	Hell Portal: 6 Demons
3 ♠	Healing Pool: Restore all HP
2 ♠	Ancient Ones: 6 Tree Folk
A ♣	Acid Pit: Pass DEX test or 3d12 damage
K ♣	Treasure Room: Gain 2 Treasures
Q ♣	Serpent Altar: 5 Nagas
J ♣	Fake Treasure Room: 5 Mimics
10 ♣	Giant Hive: 20 Giant Bees
9 ♣	Treasure Chest: Gain 1 Treasure
8 ♣	Spore Fungus: Pass CON test or get a disease
7 ♣	Exotic Zoo: Chimera, Cockatrice, Sphinx
6 ♣	Find Adventure Log: Gain +1 To Hit against Final Boss
5 ♣	Empty Room
4 ♣	Icon of Petrification: Pass Saving Throw or petrification
A ♥	Teleporter Chamber: Move to the next room in the level
K ♥	Cursed Fountain: Deals 4d6 damage
Q ♥	Horde of Rats: 100 Giant Rats
J ♥	Orc Marauders: 12 Orcs (<i>Lord 3, Rage 3</i>)
10 ♥	Riddle: Pass INT test or 6d6 electrical damage
9 ♥	Fire Pit: 5 Salamander, 2 Fire Elementals
8 ♥	Life Altar: Everyone gains permanent +2 HP modifier
7 ♥	Operating Room: 6 Flesh Golems
6 ♥	Egg Chamber: 30 Giant Ants
5 ♥	Wandering Merchant: Pay 10,000 gp for 1 Treasure
4 ♥	Throne Room: Gain 2 Treasures
A ♦	Stone Chamber: 7 Ropers
K ♦	Headcrushers: 12 Ogres (<i>Lord 4</i>)
Q ♦	Wall Text: Pass INT test for +3 damage against Final Boss
J ♦	Bright Knights: 5 Angel Warriors
10 ♦	Mana Fountain: Restores 4d6 Mana
9 ♦	Fire Breathing Statue: Pass DEX test or 4d12 fire damage
8 ♦	Watchdogs: 12 Hellhounds
7 ♦	Invisible Death: 5 Invisible Stalkers
6 ♦	Shock Floor: Levitate or fly or 3d10 electrical damage
5 ♦	Diablo Duo: 2 Pit Fiends (<i>Lord 5</i>)
4 ♦	Death Hex: Pass WIS test -2 or die
3 ♦	Erupting Ground: 3 Purple Worms
2 ♦	Orb of Destruction: Pass Saving Throws or die

Mythic Dungeon

Mythic Mini Boss

Roll a d20 to determine the mini boss.

d20	Mini Boss (Receive 1 Treasure)
1	Stormrage: Storm Giant (<i>Lord 10, Rage 10</i>)
2	Blood Drinkers: 12 Vampires (<i>Rage 12</i>)
3	Sunstrider: Fire Elemental (<i>Lord 15</i>)
4	Haunted Parlor: 6 Banshees, 6 Ghosts, 6 Specters
5	Blood Council: 6 Vampires (<i>Lord 8</i>)
6	Last Stand: 300 Dark Knights (<i>Rage 10</i>)
7	Dreamwalker: Dryad (<i>Lord 8, Mage 20, Caster 5</i>)
8	Ancient Dragon: Black, Green, or Red Dragon (<i>Lord 12</i>)
9	Demonic Horde: 20 Demons
10	Iron Hand: Iron Golem (<i>Brute 20</i>)
11	Fiery Onslaught: 6 Efreetis, 6 Fire Elementals
12	Bloodthirsters: 6 Pit Fiends (<i>Lord 5</i>)
13	Deathwisper: Specter (<i>Lord 10, Tough 10, Immune</i>)
14	Archangels: 6 Angel Warriors (<i>Lord 8, Immune</i>)
15	Darkreaver: Phase Spider (<i>Lord 10, Rage 10</i>)
16	Obsidian Warriors: 4 Pit Fiends (<i>Tough 10</i>)
17	Storm Watch: 5 Storm Giants
18	Serpent Queen: Medusa (<i>Lord 10, Rage 10</i>), 12 Medusas
19	Legendary Pirate Crew: 18 Brigands (<i>Lord 8, Rage 6</i>)
20	Cold Ones: 9 Naga (<i>Lord 6, Mage 10, Caster 2</i>)

Mythic Final Boss

Roll a d12 to determine the final boss.

d12	Final Boss (Receive 5 Treasure)
1	Darkmaster: Dark Knight (<i>Lord 20, Immune</i>)
2	Tiamat: Red Dragon (<i>Lord 30, Mage 20, Caster 5</i>)
3	Armageddon: Cthulhu, 12 Pit Fiends
4	Dragon Council: 9 Black, Green, or Red Dragons
5	Forgemaster: Arcane Golem (<i>Lord 10, Tough 20</i>)
6	Demi Lich: Lich (<i>Lord 15, Mage 20, Caster 5</i>), 6 Liches
7	Night Harvester: Specter (<i>Lord 10, Tough 20</i>)
8	Gaea: Dryad (<i>Lord 20, Mage 20, Caster 5</i>)
9	Dragon Lord: Black, Green, or Red Dragon (<i>Lord 20</i>)
10	Storm Bringer: Storm Giant (<i>Lord 10, Tough 15</i>)
11	Forgotten Eye: Watcher (<i>Lord 10</i>), 5 Watchers
12	Doomsayer: Banshee (<i>Lord 20, Immune</i>)



Mythic Treasure

Draw from the leftover cards to determine the treasure.

Card	Treasure
A ♠	Pick any magic item
K ♠	Pick any 2 magic scrolls
Q ♠	Scepter of Legends (1,500,000 gp)
J ♠	Pick any magic potion
10 ♠	Pick any magic weapon
9 ♠	Gigantic Emerald (125,000 gp)
8 ♠	Pick any magic armor or shield
7 ♠	Pick any magic staff or wand
6 ♠	Pick any 2 magic potions
5 ♠	Pick any magic item
4 ♠	Pick any magic armor or shield
3 ♠	Legendary Platinum Jewelry (1,500,000 gp)
2 ♠	Pick any 2 magic items
A ♣	Pick any magic weapon
K ♣	Pick any magic staff or wand
Q ♣	Pick any 3 magic potions
J ♣	Pick any magic weapon
10 ♣	Pick any magic item
9 ♣	Pick any 4 magic potions
8 ♣	Pick any magic weapon
7 ♣	Pick any 2 magic items
6 ♣	Large Diamond (2,500,000 gp)
5 ♣	Pick any 3 magic scrolls
4 ♣	Pick any magic ring
A ♥	Pick any magic armor or shield
K ♥	Ring of Legends (750,000 gp)
Q ♥	Pick any 5 magic potions
J ♥	Pick any magic potion
10 ♥	Pick any magic armor or shield
9 ♥	Pick any 2 magic items
8 ♥	Large Sapphire (250,000 gp)
7 ♥	Pick any magic weapon
6 ♥	Crown of Legends (3,000,000 gp)
5 ♥	Pick any 3 magic potions
4 ♥	Pick any magic staff or wand
A ♦	Pick any magic item
K ♦	Pick any 4 magic scrolls
Q ♦	5 Potions of Extra Healing
J ♦	Pick any magic weapon
10 ♦	Pick any magic armor or shield
9 ♦	Gigantic Ruby (625,000 gp)
8 ♦	Pick any magic armor or shield
7 ♦	Legendary Gold Jewelry (1,250,000 gp)
6 ♦	Pick any magic staff or wand
5 ♦	Pick any magic armor or shield
4 ♦	Pick any magic item
3 ♦	Pick any 3 magic items
2 ♦	Pick any magic armor or shield

Mythic Hallways

These are the events for each card in a hallway.

Card	Event
A ♠	Fireball Trap: Pass Saving Throw or 6d6 fire damage.
K ♠	Life Vortex: Pass STR test or -1 Level
Q ♠	Tomb Guards: 12 Mummies (<i>Lord 8</i>)
J ♠	Gravity Trap: Pass Saving Throw or AC rating of damage
10 ♠	Mindstealer Trap: INT test or permanently lose -1 INT
9 ♠	Barbed Demons: 6 Pit Fiends (<i>Rage 6</i>)
8 ♠	Dimensional Trap: Pass Saving Throw or disappear
7 ♠	Razor Wheel: Attack with + 5 To Hit for 12d6 damage
6 ♠	Safe Haven: The party receives a full day's rest
5 ♠	Savage Barbarian: Berserker (<i>Lord 10, Rage 10</i>)
4 ♠	Dark Archangels: 6 Angel Warriors (<i>Lord 6, Rage 6</i>)
3 ♠	Juggernaut: Iron Golem (<i>Lord 15</i>)
2 ♠	Demonsaurs: 4 Raging Dinosaurs (<i>Rage 15</i>)
A ♣	Lich Knight: 7 Liches (<i>Lord 7, Rage 10, Caster 2</i>)
K ♣	Wandering Eye: Watcher (<i>Lord 10, Tough 20</i>)
Q ♣	Poison Arrow Trap: Pass DEX test -5 or die.
J ♣	Night Striders: 6 Dark Elves (<i>Lord 10, Mage 15, Caster 2</i>)
10 ♣	Rust Beam: Pass Saving Throw or lose magic item
9 ♣	Wall of Fire: Dispel or put out fire to pass
8 ♣	Crumbling Bridge: Pass WIS test or die
7 ♣	Time Loop: Pass WIS test or age d12 years
6 ♣	Mindripper Trap: Pass Saving Throw or -1 WIS
5 ♣	Magic Blade Trap: Pass Saving Throw or 3d20 damage.
4 ♣	Wizard Bane: Pass Saving Throw or lose 3d12 Mana
A ♥	Stairs: Can go to any hallway in the next level up
K ♥	Annihilation Door: Pass WIS test -5 or die
Q ♥	Sliding Wall: Can move to any room in the same level
J ♥	Bottomless Pit: Pass DEX test -5 or die
10 ♥	Transcendents: 8 Necromancers (<i>Lord 10, Mage 15</i>)
9 ♥	Artifact Eater: Pass Saving Throw or lose one magic item
8 ♥	Mutant Crushers: 6 Giant Crabs (<i>Lord 10</i>)
7 ♥	Vorpall Birds: 20 Axe Beaks (<i>Rage 15</i>)
6 ♥	Cloudkill Trap: Pass CON test -5 or die
5 ♥	Dino Riders: 5 Raging Dinosaurs, 5 Minotaurs (<i>Lord 6</i>)
4 ♥	Slippery Hallway: 9 Green Slimes
A ♦	Timeless One: Lich (<i>Lord 10, Mage 20, Caster 3, Immune</i>)
K ♦	Demonic Tide: 12 Horned Devils
Q ♦	Endless Hallway: Dispel or be trapped
J ♦	Immortals: 12 Mummies (<i>Tough 12</i>)
10 ♦	Lava Stream: Pass STR test or 2d100 fire damage
9 ♦	Secret Door: Can move to any room in the same level
8 ♦	Grim Reaper: Specter (<i>Lord 20</i>)
7 ♦	Curse Trap: Pass Saving Throw or permanent -1 To Hit
6 ♦	Eldritch Tentacles: Attack with +6 for 4d20 damage
5 ♦	Brain Leeches: Pass INT test or lose -1 INT
4 ♦	Elder Worm: Purple Worm (<i>Lord 20</i>)
3 ♦	Tesla Trap: Pass Saving Throw or 8d8 electrical damage
2 ♦	Dark Apostles: 6 Dark Knights (<i>Lord 12, Mage 10</i>)

Mythic Rooms

These are the events for each card in a room.

Card	Event
A ♠	Living Cave: 6 Earth Elementals, 6 Ropers
K ♠	Dungeon Keeper: Necromancer (<i>Lord 15, Mage 15</i>)
Q ♠	Wall Text: Pass INT test for +6 damage against Final Boss
J ♠	Infernal Dragon: Black, Green, or Red Dragon (<i>Rage 20</i>)
10 ♠	The Haunting: 6 Ghosts (<i>Lord 8</i>)
9 ♠	Mana Pool: Restore all Mana
8 ♠	Winds of Doom: 12 Aerial Servants
7 ♠	Hell Drake: Fire Dragon (<i>Tough 10, Rage 10</i>)
6 ♠	Slime Room: 12 Green Slimes
5 ♠	Pool of Fire: 12 Fire Elementals
4 ♠	Lava Chamber: 12 Salamanders
3 ♠	Altar of Polymorph: Pass Saving Throw or polymorph
2 ♠	Dracolich: Black Dragon (<i>Lord 10, Mage 20, Caster 3</i>)
A ♣	Slaughter House: 100 Berserkers (<i>Rage 10</i>)
K ♣	Treasure Chest: Gain 1 Treasure
Q ♣	Teleporter Chamber: Move to the next room in the level
J ♣	Find Adventure Log: Gain +1 To Hit against Final Boss
10 ♣	Treasure Room: Gain 3 Treasures
9 ♣	Doppelgangers: Fight an exact copy of the party
8 ♣	Healing Pool: Restore all HP
7 ♣	Swirling Death: 12 Water Elementals
6 ♣	Artifact Eater: Pass Saving Throw or lose magic item
5 ♣	Wandering Merchant: Pay 100,000 gp for 1 Treasure
4 ♣	Mana Fountain: Restores 5d6 Mana
A ♥	Death Trap: 6 Will-O-Wisps
K ♥	Forgotten Armory: Gain 6 Treasures
Q ♥	Brass Hall: 8 Djinnis, 8 Efreetis
J ♥	Icon of Death: Pass Saving Throw or die
10 ♥	Storm Council: 6 Storm Giants
9 ♥	Infernal Statues: 6 Stone Golems (<i>Rage 10</i>)
8 ♥	Haunted Armor: Specter (<i>Brute 25</i>)
7 ♥	Crystal Ball: Ignore all traps on this level
6 ♥	Throne Room: Gain 3 Treasures
5 ♥	Holy Avengers: 12 Angel Warriors (<i>Rage 10</i>)
4 ♥	Find Adventure Log: Gain +1 To Hit against Final Boss
A ♦	Home Portal: Can teleport back to the local town
K ♦	Cursed Fountain: Deals 5d6 damage
Q ♦	Living Statues: 12 Stone Golems
J ♦	Knight Reapers: 12 Dark Knights (<i>Lord 5, Rage 10</i>)
10 ♦	Rosetta Stone: Pass INT test -8 to gain 1 Treasure
9 ♦	Aging Glyph: Pass CON Test -3 or age d12 years
8 ♦	Healing Fountain: Heals 5d6 HP
7 ♦	Fake Treasure Room: 12 Mimics
6 ♦	Chamber of Eyes: 6 Watchers
5 ♦	Living Earth: 12 Earth Elementals
4 ♦	Wall Text: Pass INT test for +9 damage against Final Boss
3 ♦	Night Butchers: 20 Trolls (<i>Rage 10</i>)
2 ♦	Iron Maiden: 3 Blade Golems (<i>Lord 8</i>)

Forest Encounters

Explorer Forest Encounters

Roll a d10 to determine an encounter in a forest.

d10	Encounter
1	Hunting Pack: 4 Giant Wolves
2	Highwaymen: 6 Bandits
3	Fey Guardians: 4 Sprites
4	Ant Hill: 6 Giant Ants
5	Insect Swarm: 10 Giant Centipedes
6	Mouse Watch: 6 Mouse Warriors
7	Large Pond: 4 Giant Frogs
8	Scouting Party: 4 Elves
9	Giant Web: 4 Giant Spiders
10	Raiding Party: 6 Orcs

Expert Forest Encounters

Roll a d10 to determine an encounter in a forest.

d10	Encounter
1	Beastman Raiders: 5 Minotaurs
2	Raging Pack: 3 Owlbears
3	Raiding Party: 15 Goblins
4	Hunting Party: 10 Elves
5	Chargers: 8 Rhino Warriors
6	Unstable Pack: 3 Displacer Beasts
7	Protectors of the Forest: 3 Dryads, 3 Sprites
8	Giant Hive: 10 Giant Bees
9	Slimy Trail: Giant Snail
10	Orc Warband: 30 Orcs

Epic Forest Encounters

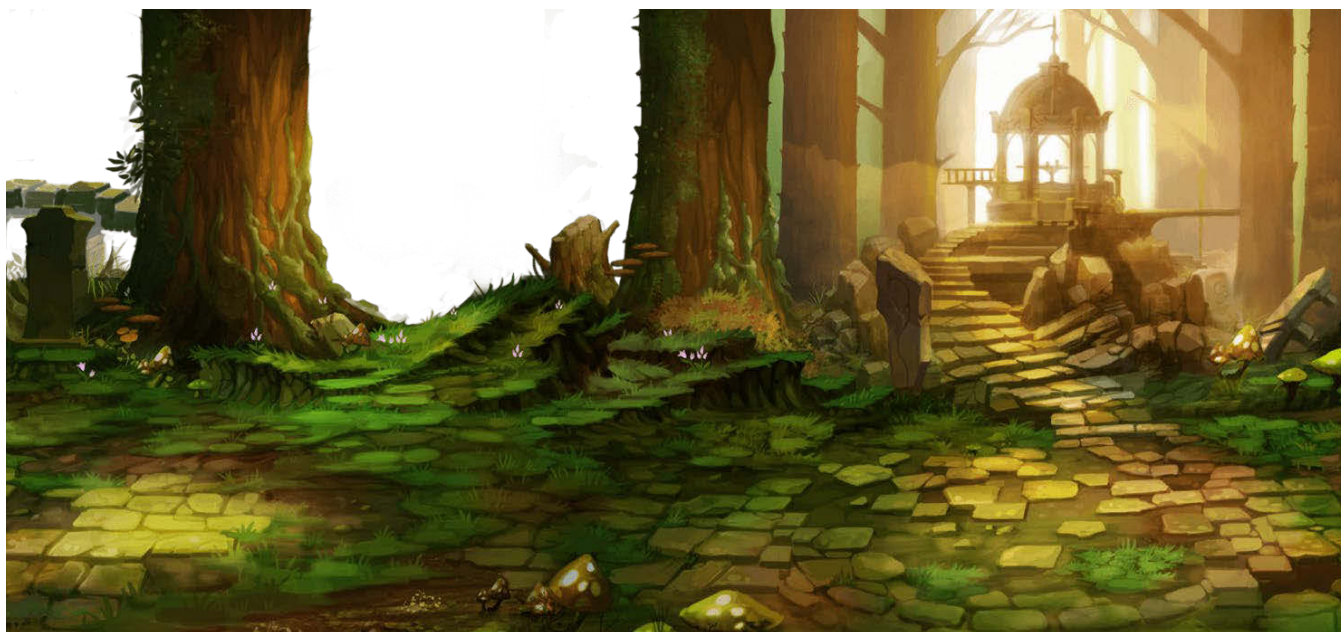
Roll a d12 to determine an encounter in a forest.

d12	Encounter
1	Devouring Horde: 8 Beetle Hulks
2	Circling Hunters: 12 Griffons
3	Green Horde: 30 Orcs (<i>Rage 3</i>)
4	Haunted Forest: 4 Wraiths
5	Cold Ones: 6 Basilisks (<i>Lord 5</i>)
6	Mutant Pack: 5 Chimeras (<i>Lord 6</i>)
7	Council of Elders: 8 Tree Folk
8	Snake Pit: 10 Giant Snakes
9	Alpha Predator: Green Dragon (<i>Lord 5</i>)
10	Temporal Web: 10 Phase Spiders (<i>Tough 5</i>)
11	Altar of Fire: 4 Phoenixes
12	Hedge Knights: 6 Dark Knights (<i>Lord 8, Rage 5</i>)

Mythic Forest Encounters

Roll a d12 to determine an encounter in a forest.

d12	Encounter
1	Dragon Court: 3 Green Dragons (<i>Lord 5</i>)
2	Gaea: Dryad (<i>Lord 30, Mage 20, Caster 5</i>)
3	Summoning Circle: 12 Horned Devils
4	Wrym Woods: 12 Hydras (<i>Lord 8</i>)
5	Giant Village: 12 Hill Giants
6	Living Mounds: 12 Shambling Mounds (<i>Lord 8</i>)
7	Birds of Prey: 6 Rocs (<i>Lord 5</i>)
8	Earth Guardians: 12 Earth Elementals
9	Forest Lord: Tree Folk (<i>Lord 20, Immune</i>), 20 Tree Folk
10	Hunting Ground: 6 Raging Dinosaurs
11	Wild Hunt: 12 Dark Knights (<i>Lord 10, Rage 10</i>)
12	Hatching Ground: 100 Giant Spiders



STR

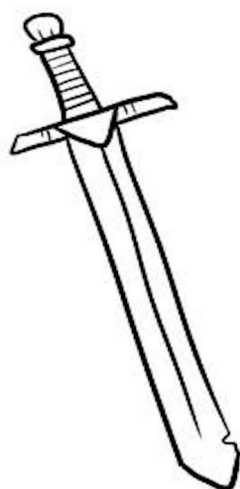
DEX

CON

INT

WIS

CHA



CLASS

LEVEL

ALIGNMENT

HP

AC

TO HIT

DAMAGE

SAVING THROW

ABILITIES/ MAGIC

- 1.
- 2.
- 3.
- 4.
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EQUIPMENT

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