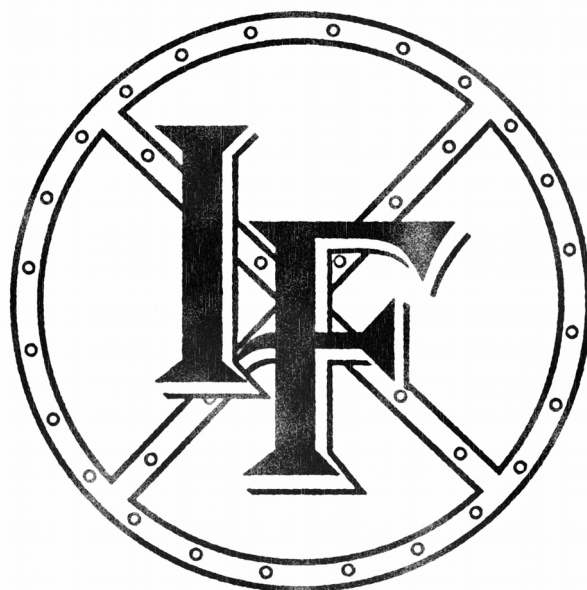


# IRON FALCON

Rules for Classic Fantasy Role-Playing



Chris Gonnerman

***Dedicated to Gary  
without whom none of this would exist.***

**Iron Falcon – Rules for Classic Fantasy Role-Playing**

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## Introduction

Imagine it's the spring of 1975, and you have just purchased your very own copy of the most up-to-date version of the only role-playing game in existence. Yeah, that was a long time ago. Those four books defined the way that game was played in its author's own world. They were rough and primitive, but that version was the first to have all the features we associate with the game.

That's the goal of this work... to be that game, mechanically speaking. There are many other Old School games which attempt to recapture that era, and I'm not speaking ill of any of them. Rather, this is my attempt to create a game that is just as close to that early rule set as I can get.

If you're familiar with my other game, Basic Fantasy RPG, you'll know that I appreciate the Old School. But I got into gaming in 1982, with a more "mature" and yet also more "basic" game system, and that's what my other game attempts to replicate. Further, that game does make concessions to modern game sensibilities. With Iron Falcon, I intend to compromise only so far as I absolutely must. Some things must be omitted for legal reasons; in other cases, I have made a choice between the inconsistent game mechanics. I've made an effort to leave in place the vagueness of those rules... the many places where the application of a rule is left to the referee's decision. Consider that a warning, if you're not accustomed to having that sort of power and responsibility.

Ultimately, though, this game is not a representation of those rules *as they were written* nor even *as I understand them* but rather *as I would play them*. It seems there is no way to avoid getting a little bit of myself into the mix.

This game is not meant for beginners; no section describes what a role-playing game is or how to use the dice. I've written that material twice... once in my other game, and again in my book "The Role-Playing Game Primer and Old-School Playbook." This work is directed at those who already know what an RPG is and who most likely have more dice than they'll ever need.

Now, without further ado, let us begin. The game's afoot!



# Characters

## Creating a Character

There are several steps to creating a character. First and foremost, the character's ability scores must be generated. Based on those scores, the player must choose which class and race the character will be, and then calculate or look up additional statistics which apply to that character.

The following subsections explain each of these steps. It is recommended that the player read the entire section (down to the **Languages** subsection) before beginning so as to fully understand the options available.

## Determination of Abilities

The referee (or at his or her option the player) should roll 3d6 six times, applying the results to the following ability scores in the order given: Strength, Intelligence, Wisdom, Constitution, Dexterity, and Charisma.

## Explanation of Abilities

**Strength** is the prime requisite of Fighters. It is used in melee combat to determine the likelihood of successfully hitting as well as the amount of damage done. Strength also determines encumbrance limits and the chance to force open a door.

Strength	To Hit	Damage	Weight	Open Doors
3-4	-2	-1	-100	1
5-6	-1	+0	-50	1
7-9	+0	+0	+0	1-2
10-12	+0	+0	+50	1-2
13-15	+1	+0	+100	1-2
16	+1	+1	+150	1-3
17	+2	+2	+300	1-4
18	+2	+3	+500	1-5

The number given under **To Hit** is the adjustment to the character's attack die roll when striking with a melee weapon, and the number under **Damage** is the amount to add to (or subtract from) the rolled damage figure. The bonuses normally apply only to Fighters, but at the referee's option may be

applied to all classes; either way, any penalties are always applied to characters of any class.

The figure given under **Weight** is applied to the normal encumbrance limits for the character.

Finally, the numeric range under **Open Doors** is the chance (rolled on 1d6) that the character can force open a stuck door.

**Intelligence** is the prime requisite of magic-users. It includes general knowledge, memory, learning, and creating ability. The number of languages a character may know and the minimum and maximum number of spells a Magic-User may have are determined by this ability score.

The following table describes the effects of Intelligence on a Magic-User:

Intelligence	% Chance to Know	Min #	Max #	Max Level
3-4	20%	2	3	5 <sup>th</sup>
5-7	30%	2	4	5 <sup>th</sup>
8-9	40%	3	5	5 <sup>th</sup>
10-11	50%	4	6	5 <sup>th</sup>
12	50%	4	6	6 <sup>th</sup>
13	65%	5	8	6 <sup>th</sup>
14	65%	5	8	7 <sup>th</sup>
15	75%	6	10	7 <sup>th</sup>
16	75%	6	10	8 <sup>th</sup>
17	85%	7	All	8 <sup>th</sup>
18	95%	8	All	9 <sup>th</sup>

When a Magic-User wishes to learn a new spell, the player must roll against the **% Chance to Know** value to determine if the character is successful. The figure given under **Min #** is the minimum number (per spell level) that a Magic-User may know, while the number under **Max #** is the maximum number (again, per level) the Magic-User may learn. Finally, the **Max Level** figure is the maximum level of spell that the Magic-User is capable of learning to cast, regardless of his or her character level. For more details on how this works, please consult the **Acquisition of Spells** section on page 133.

**Wisdom** is the prime requisite of Clerics. Wisdom describes a character's willpower, common sense, perception, and intuition. While Intelligence represents one's ability to analyze information, Wisdom represents being in tune with and aware of one's surroundings.

Because clerics receive their spells from their deities, they are considered to "know" all spells of all levels which they can cast. Thus, there is no similar table to the one given under Intelligence, above, for clerical characters.

**Constitution** indicates the character's general state of health, as well as his or her resistance to poison and disease. It influences the character's hit points as well as the chance to survive being resurrected or of being subjected to certain spells.

Constitution	Hit Point Bonus	Resurrection Survival	Chance of Surviving Spells
3-6	-1*	30%	35%
7-10	+0	50%	55%
11-12	+0	75%	80%
13-14	+0	85%	90%
15	+1	90%	95%
16	+1	95%	98%
17	+2	98%	99%
18	+3	99%	100%

The **Hit Point Bonus** is the number which is added to or subtracted from each hit die rolled for the character. Note that, even with a penalty, the minimum number per die is 1.

If a character is subjected to a resurrection-type spell (such as **raise dead**), the player must roll against the **Resurrection Survival** percentage. If this roll fails, the resurrection has failed. Note that a character may never be **raised** more times than his or her total Constitution score in any event (but this restriction does not apply to **reincarnation**, **wishes**, or other means of revitalizing a character that do not involve the **raise dead** spell or other such resurrection magic).

Similarly, if the character is subjected to a spell which causes massive changes in his or her body (such as being turned to stone, paralyzed, and so on), the player must roll against the **Chance of**

**Surviving Spells** percentage, with failure indicating that the character has died from the effect.

**Dexterity** is the prime requisite of Thieves. It represents hand-eye coordination, dodging ability, and gymnastic potential. It is used to determine the chance to hit in missile combat and also improves the armor class of a character (representing dodging and evading). Note that reducing armor class is a desirable thing.

Dexterity	Missile Attack Bonus	Armor Class Adjustment
3-8	-1	+0
9-12	+0	+0
13-14	+1	+0
15	+1	-1
16	+1	-2
17	+1	-3
18	+1	-4

The **Missile Attack Bonus** is applied to the roll to hit, but not the damage roll, for any missile weapon attack. The **Armor Class Adjustment** is applied to the AC of Fighters only (or optionally to all classes at the referee's option).

**Charisma** represents charm, confidence, and leadership ability. It affects the number of hirelings of unusual nature (commonly called **retainers**) which the character may employ, and affects the loyalty of all hirelings regardless of type (even ordinary artisans or men-at-arms). Finally, charisma may affect the reactions of monsters or non-player characters to the player character.

Charisma	Maximum # of Retainers	Loyalty Base
3-4	1	-2
5-6	2	-1
7-9	3	+0
10-12	4	+0
13-15	5	+1
16-17	6	+2
18	12	+4

The **Maximum # of Retainers** figure specifies the number of retainers the player character may hire. The **Loyalty Base** figure is applied to the hireling's loyalty score.

### Effects of High or Low Prime Requisite

A character with a high Prime Requisite score will advance more quickly than one with an average score, and characters having low Prime Requisites will advance quite slowly. The effects are given on the following table:

Prime Requisite Score	Adj. to Earned Experience
6 or less	-20%
7-8	-10%
9-12	+0%
13-14	+5%
15 or more	+10%

### Character Classes

There are four classes of characters available: Fighters, Magic-Users, Clerics, and Thieves.

#### Fighters

Fighters may use any weapons and wear any armor. They have no magical capabilities, but may employ all sorts of magic weapons and armor and a limited number of other types of magic items. They roll eight-sided dice for hit points.



### Trading Ability Score Points

New characters may trade ability score points to increase their Prime Requisite ability score. Reducing a non-Prime score may not lower the reduced ability below 9; other than that, allowed trades are as follows:

**Fighters** may add 1 point to Strength for every 2 points of Intelligence traded, plus 1 point for every 3 points of Wisdom traded.

**Magic-Users** may add 1 point to Intelligence for every 2 points of Wisdom traded.

**Clerics** may add 1 point to Wisdom for every 3 points of Strength traded, plus 1 point for every 2 points of Intelligence traded.

**Thieves** may add 1 point to Dexterity for every 2 points of Intelligence traded, plus 1 point for every 1 point of Wisdom traded.

Level	Hit Dice	Experience
1	1d8	0
2	2d8	2,000
3	3d8	4,000
4	4d8	8,000
5	5d8	16,000
6	6d8	32,000
7	7d8	70,000
8	8d8	150,000
9	9d8	250,000
10	9d8+2	500,000
11	9d8+4	700,000
12	9d8+6	900,000
13	9d8+8	1,100,000
14	9d8+10	1,300,000
15	9d8+12	1,500,000
16	9d8+14	1,700,000
17	9d8+16	1,900,000
18	9d8+18	2,100,000
19	9d8+20	2,300,000
20	9d8+22	2,500,000
21	9d8+24	2,700,000
22	9d8+26	2,900,000



### Magic-Users

Magic-Users may not wear armor, nor use weapons other than daggers. They may employ any magic items other than magic weapons and armor prohibited to them. Magic-Users roll four-sided dice for hit points.

The second table below lists the spells (by level) which may be cast each day by a Magic-User of a given level.

Level	Hit Dice	Experience
1	1d4	0
2	2d4	2,400
3	3d4	4,800
4	4d4	9,600
5	5d4	19,200
6	6d4	38,500
7	7d4	84,000
8	8d4	180,000
9	9d4	300,000
10	9d4	600,000
11	9d4+1	820,000
12	9d4+1	1,040,000
13	9d4+2	1,260,000
14	9d4+2	1,480,000
15	9d4+3	1,700,000
16	9d4+3	1,920,000
17	9d4+4	2,140,000
18	9d4+4	2,360,000
19	9d4+5	2,580,000
20	9d4+5	2,800,000
21	9d4+6	3,020,000
22	9d4+6	3,240,000

Magic-User Spells Per Level									
Level	1	2	3	4	5	6	7	8	9
1	1	-	-	-	-	-	-	-	-
2	2	-	-	-	-	-	-	-	-
3	3	1	-	-	-	-	-	-	-
4	4	2	-	-	-	-	-	-	-
5	4	2	1	-	-	-	-	-	-
6	4	2	2	-	-	-	-	-	-
7	4	3	2	1	-	-	-	-	-
8	4	3	3	2	-	-	-	-	-
9	4	3	3	2	1	-	-	-	-
10	4	4	3	3	2	-	-	-	-
11	4	4	4	3	3	-	-	-	-
12	4	4	4	4	4	1	-	-	-
13	5	5	5	4	4	2	-	-	-
14	5	5	5	4	4	3	1	-	-
15	5	5	5	4	4	4	2	-	-
16	5	5	5	5	5	5	2	1	-
17	6	6	6	5	5	5	2	2	-
18	6	6	6	6	6	6	2	2	1
19	7	7	7	6	6	6	3	2	2
20	7	7	7	7	7	7	3	3	2
21	8	8	8	7	7	7	3	3	3
22	8	8	8	8	8	8	4	3	3



### Clerics

Clerics may wear any armor, but may only use non-edged weapons. They have access to their own sorts of spells, granted by the god or gods worshiped by each. Clerics roll six-sided dice for hit points.

The second table below lists the spells (by level) which may be cast each day by a cleric of a given level.

Level	Hit Dice	Experience
1	1d6	0
2	2d6	1,600
3	3d6	3,200
4	4d6	6,400
5	5d6	12,800
6	6d6	25,600
7	7d6	56,000
8	8d6	120,000
9	9d6	200,000
10	9d6+1	400,000
11	9d6+2	580,000
12	9d6+3	800,000
13	9d6+4	1,020,000
14	9d6+5	1,240,000
15	9d6+6	1,460,000
16	9d6+7	1,680,000
17	9d6+8	1,900,000
18	9d6+9	2,120,000
19	9d6+10	2,340,000
20	9d6+11	2,560,000
21	9d6+12	2,780,000
22	9d6+13	3,000,000

Level	Cleric Spells Per Level						
	1	2	3	4	5	6	7
1	-	-	-	-	-	-	-
2	1	-	-	-	-	-	-
3	2	-	-	-	-	-	-
4	2	1	-	-	-	-	-
5	2	2	-	-	-	-	-
6	2	2	1	-	-	-	-
7	2	2	2	1	-	-	-
8	2	2	2	2	1	-	-
9	3	3	3	2	2	-	-
10	3	3	3	3	3	-	-
11	4	4	4	3	3	-	-
12	4	4	4	4	4	1	-
13	5	5	5	4	4	1	-
14	5	5	5	5	5	2	-
15	6	6	6	5	5	2	-
16	6	6	6	6	6	3	-
17	7	7	7	6	6	3	1
18	7	7	7	7	7	4	1
19	8	8	8	7	7	4	2
20	8	8	8	8	8	5	2
21	8	8	8	8	8	5	3
22	8	8	8	8	8	6	3

### Thieves

Thieves may use any weapon, but may not employ shields nor wear any armor other than leather. They roll four-sided dice for hit points. Thieves may not be of Lawful alignment (see page 10). They have a number of special abilities, described below; in addition to those abilities are the following:

First, thieves may attempt a backstab attack. The victim must be unaware of the thief, or distracted (such as by another combatant) and the thief must have succeeded in **moving silently** or **hiding in shadows** (as described below), or in some cases both at the referee's option. Finally, the thief must be armed with an appropriate stabbing weapon such as a dagger or sword. If these conditions are met, the thief attacks with a bonus of +4 on the roll to hit, and does two times normal damage. The damage increases to three times at the 5<sup>th</sup> level of experience, four times at the 9<sup>th</sup> level, five times at

the 13<sup>th</sup> level, six times at the 17<sup>th</sup> level, and the maximum seven times at the 21<sup>st</sup> level.

Thieves of the 3<sup>rd</sup> level and above have an 80% chance of being able to read an unknown language. This is limited to a few words only in most cases, enough to puzzle out a treasure map.

Thieves of the 10<sup>th</sup> level and above have an 80% chance of being able to read and thus employ scrolls of Magic-User spells, though there is a 10% chance that any spell thus cast of the 7<sup>th</sup> level or higher will have the reverse effect.

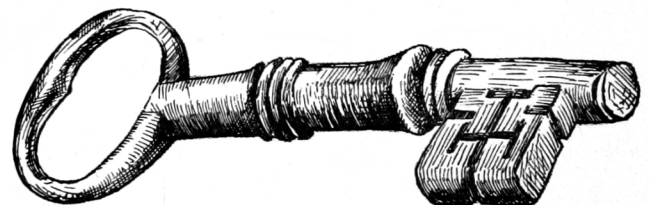
The second table following gives the chance of success for a thief performing his or her special abilities at each level. If the roll fails, no further attempts may be made by that character. In the case of an attempt to pick a pocket, a penalty is applied if the victim is of the 5<sup>th</sup> or higher level, at a rate of 5% per level (so a 5<sup>th</sup> level character reduces the chance of success by 5%, a 6<sup>th</sup> level character by 10%, and so on). (The roll to **hear noise** is explained in **Adventuring** on page 122.)

Level	Hit Dice	Experience
1	1d4	0
2	2d4	1,400
3	3d4	2,800
4	4d4	5,600
5	5d4	11,200
6	6d4	22,500
7	7d4	50,000
8	8d4	100,000
9	9d4	175,000
10	9d4+1	350,000
11	9d4+2	520,000
12	9d4+3	740,000
13	9d4+4	960,000
14	9d4+5	1,180,000
15	9d4+6	1,400,000
16	9d4+7	1,620,000
17	9d4+8	1,840,000
18	9d4+9	2,060,000
19	9d4+10	2,280,000
20	9d4+11	2,500,000
21	9d4+12	2,720,000
22	9d4+13	2,940,000

Level	Pickpocket					Climb Walls
	Open Locks	Remove Traps	or Move Silently	Hide in Shadows	Hear Noise	
1	15%	10%	20%	10%	1-2	87%
2	20%	15%	25%	15%	1-2	88%
3	25%	20%	30%	20%	1-3	89%
4	35%	30%	35%	25%	1-3	90%
5	40%	35%	45%	35%	1-3	91%
6	45%	40%	55%	45%	1-3	92%
7	55%	50%	60%	50%	1-3	93%
8	65%	60%	65%	55%	1-3	93%
9	75%	70%	75%	65%	1-4	94%
10	85%	75%	85%	75%	1-4	94%
11	87%	80%	90%	85%	1-4	95%
12	89%	82%	92%	90%	1-4	95%
13	91%	84%	93%	91%	1-4	96%
14	92%	86%	94%	92%	1-4	96%
15	93%	88%	95%	93%	1-5	97%
16	94%	90%	96%	94%	1-5	97%
17	95%	92%	97%	95%	1-5	98%
18	96%	94%	98%	96%	1-5	98%
19	97%	96%	99%	97%	1-5	99%
20	98%	98%	100%	98%	1-5	99%
21	99%	100%	100%	99%	1-6	100%
22	100%	100%	100%	100%	1-6	100%

Non-human characters vary from the scores above as follows:

Thief Ability	Race			
	Dwarf	Elf	Halfling	Half-Elf
Open Locks	+5%	+0%	+10%	+0%
Remove Traps	+15%	+0%	+5%	+0%
Pick Pockets	+5%	+5%	+5%	+5%
Move Silently	+5%	+10%	+10%	+5%
Hide in Shadows	+0%	+15%	+10%	+5%
Hear Noise	+0	+0	+1	+0



## Character Races

The most common characters in the game world are Humans, and all the rules stated thus far apply to Humans. But players may wish to take on the roles of other non-human characters such as Elves or Dwarves. Such characters are described in this section. Note that the referee may choose to limit access to some races, or omit them entirely, in his or her campaign.

### Dwarves

Dwarves may be either Fighters or Thieves, or may combine both classes; or, a dwarf may become a Cleric. Dwarves may not be Magic-Users, nor may they combine the cleric class with any other class. They are subject to the following level limits:

#### Dwarf Level Limits

Fighters	
Strength up to 16	6 <sup>th</sup> Level
Strength 17	7 <sup>th</sup> Level
Strength 18	8 <sup>th</sup> Level
Cleric	
	7 <sup>th</sup> Level
Thief	
	No Limit

They notice slanting passages, traps hidden in stonework or other construction, shifting walls, and new construction in underground or "dungeon" settings.

Dwarves gain a bonus of +1 on rolls to hit as well as a reduction of 1 point of armor class when fighting humanoid opponents of ogre size or larger.

They have their own language and can speak Common and the languages of Gnomes, Kobolds, and Goblins. They may still learn additional languages in the normal way.

Dwarves make saving throws as if four levels higher. They have **Infra-vision**, granting them the ability to see up to 60' in the dark.

### Halflings

Halflings may be either Fighters or Thieves. They are subject to the following level limits:

#### Halfling Level Limits

<b>Fighters</b>	4 <sup>th</sup> Level
<b>Thief</b>	No Limit

Halflings make saving throws as if four levels higher. They gain a natural bonus of +3 on all attacks made with the sling.

### Elves

An elf may be a Fighter, Cleric, Magic-User, or Thief or may choose to be a combination of Fighter, Magic-User, and/or Thief (including all three). They are subject to the following level limits:

#### Elf Level Limits

Fighters	
Strength up to 16	4 <sup>th</sup> Level
Strength 17 or higher	5 <sup>th</sup> Level
Magic-User	
Intelligence up to 17	8 <sup>th</sup> Level
Intelligence 18	9 <sup>th</sup> Level
Cleric	
	6 <sup>th</sup> Level
Thief	
	No Limit

Elves always gain a bonus of +1 on rolls to hit with swords and bows. They have **Infra-vision**, granting them the ability to see up to 60' in the dark. Elves have their own language, and are able to speak Common as well as the languages of Orcs, Hobgoblins, and Gnolls. They may still learn additional languages in the normal way.

## Half-Elves

Half-Elves are those characters having a Human and an Elf parent. A half-elf may be a Fighter, Cleric, Magic-User, or Thief, or may choose to be a combination of any two or three of those classes. A half-elf may only become a Cleric if his or her Wisdom score is 13 or greater. They are subject to the following level limits:

### Half-Elf Level Limits

#### Fighters

Strength up to 16	6 <sup>th</sup> Level
-------------------	-----------------------

Strength 17	7 <sup>th</sup> Level
-------------	-----------------------

Strength 18	8 <sup>th</sup> Level
-------------	-----------------------

#### Magic-User

Intelligence up to 16	6 <sup>th</sup> Level
-----------------------	-----------------------

Intelligence 17	7 <sup>th</sup> Level
-----------------	-----------------------

Intelligence 18	8 <sup>th</sup> Level
-----------------	-----------------------

<b>Cleric</b>	6 <sup>th</sup> Level
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<b>Thief</b>	No Limit
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Half-Elves speak Common and Elvish as well as the languages of Orcs, Hobgoblins, and Gnolls. They may still learn additional languages in the normal way.

## Characters With Multiple Classes

Some non-human characters may be members of multiple classes at the same time (as described above). Experience points earned by such a character must be divided as evenly as possible between each of the character's classes.

A character with multiple classes gains the statistical benefits of all of his or her classes, using the best score available when rolling to hit, attempting saving throws, and so on. The player should roll the hit points for each class separately; whichever total is highest is the one which is to be used as the character's actual hit point total.

The character may also use the most favorable weapons and armor allowed, with the following exceptions. First, any character who is a Cleric may not use edged weapons, regardless of what other classes he or she may have; likewise, any character who is a Thief may not use better than leather armor, and may not use a shield.

Bonuses to earned experience due to high Prime Requisite scores apply only to the relevant class, and are the only way that a substantial difference may appear between the different classes of a single character.

If a character with multiple classes reaches a level limit, he or she may not gain further benefits from that class, but must still pay all experience costs associated with it. For example, consider Garrus the Dwarf Fighter/Thief, who has average ability scores. At 64,000 total experience points (32,000 per class), Garrus is a 6<sup>th</sup> level Fighter and a 6<sup>th</sup> level Thief. He has rolled 6 eight-sided dice of hit points (from his Fighter class) and 6 four-sided dice of hit points (from his Thief class). It's most likely the Fighter total is higher (the average is 27 for a 6<sup>th</sup> level Fighter, 15 for a 6<sup>th</sup> level Thief). At 100,000 total XP he becomes a 7<sup>th</sup> level Thief; he would normally become a 7<sup>th</sup> level Fighter at 140,000 total XP, but he has already reached his limit as a Fighter and so cannot gain further benefits from that class. He will probably not gain more hit points until he reaches 14<sup>th</sup> level as a Thief; the average at that level is 27.5 hit points.

## Completing the Character

### Starting Money

The referee (or optionally the player) rolls 3d6 and multiplies the result by 10 to arrive at the number of gold pieces with which the character begins play.

Equipment available is listed in the following section. Characters are assumed to start with normal clothing at no cost, but must purchase all other items with their starting money.

Note that "starting money" represents the resources the character owns at the start of play. It might be cash, or it might represent gifts from his or her family or friends. A new Fighter's weapon and armor might have been a gift from a parent or grandparent, or equipment he or she was allowed to keep when mustering out of military service. Starting equipment for a Thief might even have been stolen. Even in this case, the starting money represents the maximum value of the equipment the character owns at the start of play.

### Alignment

A creature's general moral and personal attitudes are represented by its alignment: Lawful, Neutral, or Chaotic.

**Lawful** characters tell the truth, keep their word, respect authority, honor tradition, and judge those who fall short of their duties.

"Law" implies honor, trustworthiness, obedience to authority, and reliability. Lawfulness can also include close-mindedness, reactionary adherence to tradition, being excessively judgmental, and a lack of adaptability. Those who consciously promote lawfulness say that only lawful behavior creates a society in which people can depend on each other and make the right decisions in full confidence that others will act as they should.

**Chaotic** characters resent being told what to do, favor new ideas over tradition, and only do what they promise if they feel like it.

"Chaos" implies freedom, adaptability, and flexibility. Chaos can also include recklessness, resentment toward legitimate authority, arbitrary actions, and irresponsibility. Those who promote

chaotic behavior say that only unfettered personal freedom allows people to express themselves fully and achieve their true potential.

Someone who is **Neutral** with respect to law and chaos feels neither a compulsion to obey nor to rebel. He or she is usually honest but can be tempted into deceit. Such characters place the good of themselves and their close friends above the good of anyone else; while not devoted to themselves in the same way as chaotic characters, neither do they trust or even particularly respect kings, religions, or other institutions.

Devotion to law or chaos may be a conscious choice, but more often it is a personality trait that is recognized rather than being chosen. Neutrality is usually a middle state; the character does not feel compelled toward one side or the other. Some neutrals, however, espouse neutrality as superior to law or chaos, regarding each as an extreme with its own blind spots and drawbacks. Such characters may actually fight to maintain the "balance" between the two extremes.

Animals and other creatures incapable of moral action are automatically neutral. For example, dogs may be obedient and cats free-spirited, but they do not have the moral capacity to be truly lawful or chaotic.

### Languages

Most humans will know the Common tongue, as will any non-human player character described above. All other creatures which can speak will have their own languages, though 20% will know enough Common to make themselves understood.

Characters with more than 10 points of Intelligence may learn additional languages at a rate of one per point above 10, that is, one additional language with 11 Intelligence, four with 14 Intelligence, and so on.

In addition, each of the standard alignments above has its own language, which any speaking creature of that alignment can understand. These languages are primitive, limiting the subjects that can be discussed to very simple matters.

## Example Character

Here's an example of character creation. First, the referee (or maybe the player, if the referee prefers) rolls three six-sided dice six times. The statistics rolled are:

Strength: 12  
Intelligence: 6  
Wisdom: 11  
Constitution: 13  
Dexterity: 13  
Charisma: 14

The player decides right away that playing a Magic-User is out of the question for this poor character, as he's not very smart. He could have been a perfectly good Cleric or Thief, but the player decides that Fighter is the class that suits him the best. Obviously, the player has also decided this character is male, and in fact further decides to name this new character Moziah. (The referee breathes a sigh of relief, as naming a character is sometimes the longest part of rolling one up).

Moziah is Human. His player has already created a small amount of backstory about him: *Moziah, son of Josah, son of Jorah, of the Hill People has gone out into the world to make his fortune.*

A roll of 3d6 (made by the referee or the player, whichever the referee prefers) comes up 12; multiplied by 10, this gives Moziah 120 GP of starting money to spend on weapons, armor, and adventuring gear.

The player has decided that Moziah is Neutral; he really cares only about himself and his family and close friends, which seems to the player to be consistent with the clan organization of his people.

Moziah doesn't get any extra languages, as he's not all that smart. He also can't trade off Wisdom points in return for more Strength, since deducting 3 from his Wisdom would make it less than 9.

Now Moziah's player needs to purchase starting equipment for him. The player turns to the lists starting on page 12. The most important items a new Fighter needs is weapons and armor;

fortunately, Moziah can afford to purchase a suit of plate mail for 50 GP and a shield for 10 GP. A sword costs 10 GP, and the player adds a helmet for another 10 GP, leaving Moziah with 30 GP.

The equipment purchases get a bit tougher now. The player anticipates that Moziah will be going on a dungeon expedition, and would like to provide him with rations and dungeoneering gear... but Moziah would also benefit from a missile weapon of some sort. The player decides that food and water are critical, and spends 5 GP on iron rations and another 1 GP for a waterskin. With 24 GP remaining, the player reviews the weapons chart.

Bows are out of the question... even the lowly shortbow costs 25 GP, more than Moziah has, and he would still need arrows and a quiver. Spears are cheap, but with a shield in one hand and a spear in the other, Moziah would have to drop the spear to draw his sword. The player decides to purchase three daggers for 9 GP; the range isn't great, but daggers have other uses, so the player decides it's the best choice.

Moziah now has 15 GP. There are a lot of items on the equipment list the player would like Moziah to have, but there isn't enough money left to buy much, and it would be good for him to have some cash left to spend at the tavern before the adventure begins. The player decides, therefore, that the only other items Moziah will purchase are a backpack for 5 GP and two large sacks for 2 GP each. After all, he needs some way to haul treasure out of the dungeon. Moziah begins play armed, armored, and rather lightly equipped with 6 GP remaining.

Adding up the weight of all of his equipment, the player discovers Moziah is carrying 1,123 coins of encumbrance. Moziah's Strength gives him a bonus of 50 coins to his encumbrance limits, but 1,123 is still more than the 800 coins he can carry at full movement. Thus, Moziah moves 9" per turn.

All that remains to complete Moziah as a character is to note his attack rolls (**Attack Matrix**, page 15) and **saving throws** (starting on page 18).

## Money and Equipment

### Units of Money and Weight

The most common coin is the gold piece (abbreviated GP). A gold piece is worth 10 silver pieces (SP). Each silver piece is worth 10 copper pieces (CP). For simplicity's sake, all coins are considered to weigh one-tenth of a pound, and all weights are given in coins.

Prices of items in the following lists are given in gold pieces.

### Standard Equipment

Item	Weight	Price
Back Pack, Leather	10	5
Belladonna, 1 bunch	1	10
Flask of Oil	5	2
Garlic, bud	1	5
Holy Symbol, Silver	5	25
Holy Symbol, Wooden	2	2
Holy Water/Vial	1	25
Iron Spikes, 12	60	1
Lantern	20	10
Mallet	15	2
Pole, 10' long	50	1
Rations, Iron	25	15
Rations, Standard	25	5
Rope, 50'	25	1
Sack, Small	2	1
Sack, Large	4	2
Silver Mirror, Small	3	15
Stakes, 3	6	1
Steel Mirror	5	5
Tinderbox, Flint and Steel	10	3
Torches, 6	30	1
Water/Wine Skin	1*	1
Wine, 1 quart	20	1
Wolfsbane, bunch	1	10

\* 20 if full

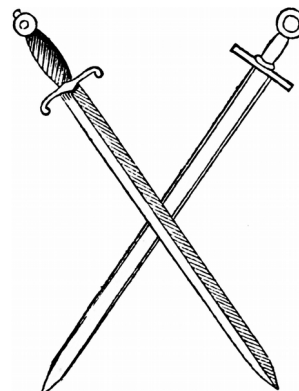
### Transportation

Item	Price
Mule	20
Horse, Draft	30
Horse, Riding	40
Warhorse, Medium (Courser)	100
Warhorse, Heavy (Destrier)	200
Saddle	25
Saddle Bags	10
Cart	100
Wagon	200
Raft	40
Small Boat	100
Small Galley	10,000
Small Merchant Ship	5,000
Large Galley	30,000
Large Merchant Ship	20,000

### Armor and Shields

Armor	Weight	Price	Armor Class
Leather Armor	250	15	7
Chain Mail	500	30	5
Plate Mail	750	50	3
Helmet	50	10	3
Shield	150	10	-1
Barding (Horse Armor)	750	150	5

Shields reduce (improve) the armor class of a character by one point. Note that a helmet does not confer its armor class on an entire character, but rather protects specifically against attacks directed at the wearer's head.





## Weapons

Weapon	Space Required	Weight	Price	Damage vs.		Range		
				Man-sized	Large	Short	Medium	Long
Battle Axe	4'	100	7	1d8	1d8			
Composite Bow		25	50	1d6	1d6	8"	16"	24"
Dagger		20	3	1d4	1d3	1"	2"	3"
Flail	6'	100	8	1d8	1d8			
Halberd	6'	150	7	1d10	2d6			
Hand Axe		50	3	1d6	1d4	1"	2"	3"
Heavy Crossbow		50	25	1d6	1d6	8"	16"	24"
Horse Bow		25	25	1d6	1d6	6"	12"	18"
Lance (Mounted)	6'	150	4	1d8	2d12			
Light Crossbow		25	15	1d6	1d6	6"	12"	18"
Long Bow		25	40	1d6	1d6	7"	14"	21"
Mace, Pick, Hammer	4'	50	5	1d6	1d4			
Morning Star	5'	100	6	1d8	1d6			
Pike	6'	150	5	1d8	1d12			
Pole Arm	6'	150	7	1d8	1d12			
Short Bow		25	25	1d6	1d6	5"	10"	15"
Sling		1	1	1d4	1d6	5"	10"	15"
Spear, Thrown or Thrust		50	1	1d6	1d8	2"	4"	6"
Spear, Set vs. charge		50		1d10	2d8			
Spear, Thrust vs. charge		50		1d8	1d12			
Sword		50	10	1d8	1d12			
Two-Handed Sword	6'	150	15	1d10	3d6			

## Ammunition

Item	Weight	Price
Arrow, 1 silver-tipped	1	5
Arrows, 20 regular	20	5
Quarrel Case, 30 quarrel capacity	5	5
Quarrel, 1 silver-tipped	1	5
Quarrels, 30 regular	30	5
Quiver, 20 arrows capacity	5	5
Sling Bullets, pouch of 20	20	1

## Movement and Encumbrance

Normal characters move 12 scale inches per turn when not encumbered; when encumbered, movement is reduced as shown below:

Maximum Load	Movement Rate
Up to 750 coins	12"
Up to 1,500 coins	9"
Up to 3,000 coins	6"

Remember that **Strength** may adjust the maximum load figures, as described on page 2. Carrying more than 3,000 coins of weight (plus any adjustment for Strength) is generally not allowed; if the referee permits it, such movement should be very brief (a few rounds at most) and will require a turn of rest afterward.

# Combat

## Units of Time and Distance

**Time:** When not in combat, time is counted in **turns** of 10 minutes each. During combat the time scale shifts to **rounds**. A round is an amount of time necessary to complete the actions allowed, up to a minute at most. For the sake of simplicity, every ten rounds or fraction thereof should be considered a full turn.

**Distance:** All distances are given in **scale inches**. One scale inch is equal to 10 feet in indoor or underground environments, and 10 yards in outdoor situations.

## Encounter Distance and Vision

The distance at which such an encounter occurs depends on the situation and is thus left to the referee.

One of the main issues in figuring out encounter distance is vision. A torch or lantern effectively illuminates a 30 foot radius area. Many monsters and some characters have **Infravision**, granting them vision in the dark; however, infravision is spoiled and rendered useless by any light source. Remember that a light source is visible at an effectively unlimited range, so monsters having Infravision who travel underground or at night without light can see adventurers using torches at any distance.

If the situation is not obvious to the referee, it may be desirable to use dice, as follows: 2d4 times 10 feet without **surprise** (see below), or 1d4 times 10 feet if both sides are surprised.

## Surprise

When potential combatants encounter each other unexpectedly, one or both sides might be surprised. The referee rolls a six-sided die for each side, with a result of 1-2 indicating surprise. Note the use of the word "unexpectedly;" characters or creatures laying in wait to perform an ambush would usually not be subject to surprise, but of course they intend to inflict surprise upon their victims. As another

example, a Thief moving silently or hiding might be able to surprise an opponent without in turn being subject to surprise. In other words, the referee should roll only for those who might actually be surprised.

If one side is surprised and the other is not, members of the unsurprised side may make a full movement action (that is, one full round of movement), cast a spell, ready a weapon, or perform an attack with a ready weapon (melee or missile) immediately while the surprised group may take no actions at all. Note that each member of the unsurprised side may take a different action from the list given; they do not all have to do the same thing. Also, the referee may allow any other action to be done in the surprise segment which he or she feels is roughly equivalent to one of the actions mentioned.

Some monsters gain surprise more frequently than indicated here; their odds of gaining surprise will be given with the monster's description.

## Reaction Rolls

When intelligent creatures meet in a dungeon or wilderness environment for the first time, a **reaction roll** may be required. The referee should roll 2d6 for the monster's reaction (the players, of course, direct their own character's actions).

Die Roll	Reaction
2-5	Negative Reaction (May Attack)
6-8	Uncertain Reaction
9-12	Positive Reaction

The referee may make adjustments to this roll as needed, for example if a bribe is offered or a credible threat is made (which might instead force a **morale check**, as explained below).

## Initiative and Round Order

Each round, each side in combat rolls a six-sided die. Whichever side rolls highest acts first. In the case of a tie, both sides may act simultaneously, or the referee may choose to require a re-roll.

## Attack Matrix

Fighter Level	Magic-User Level	Cleric/Thief Level	Monster Hit Dice	Armor Class of Target															
				9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	
1	1-3	1-2	1	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	
2-3	4-5	3-4	2	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	
4	6-7	5-6	3	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	
5	8-9	7-8	4	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	
6	10-11	9-10	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	
7-8	12-13	11-12	6	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	
9	14-15	13-14	7	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	
10	16-17	15-16	8	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	
11	18-19	17-18	9	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	
12-13	20-21	19	10-11	2	2	3	4	5	6	7	8	9	10	11	12	13	14	15	
14	22	20	12-13	2	2	2	3	4	5	6	7	8	9	10	11	12	13	14	
15		21	14-15	2	2	2	2	3	4	5	6	7	8	9	10	11	12	13	
16		22	16-17	2	2	2	2	2	3	4	5	6	7	8	9	10	11	12	
17-18			18-19	2	2	2	2	2	2	3	4	5	6	7	8	9	10	11	
19			20-21	2	2	2	2	2	2	2	3	4	5	6	7	8	9	10	
20			22-23	2	2	2	2	2	2	2	2	3	4	5	6	7	8	9	
21-22			24+	2	2	2	2	2	2	2	2	2	3	4	5	6	7	8	

Individual characters having a bonus (or penalty) in the **Missile Attack Bonus** column of the **Dexterity** table on page 3 may apply it to the Initiative die roll, allowing them to act earlier (or requiring them to act later, if such characters have a penalty) than the rest of their side.

The referee may modify the round order in whatever way seems most reasonable. For example, consider a group of mounted men with lances bearing down on a squad of crossbowmen. The crossbowmen win the initiative roll, and knowing that they will get only a single shot, declare intent to wait until the enemy is in short range. Instead of allowing (or requiring) the horsemen to complete their move and attack as a single action, the referee quite reasonably allows the crossbowmen to act as they had described. Had they failed their initiative roll, the referee might rule that they were caught flat-footed by the horsemen and did not have time to get off a shot.

At the referee's option, each combatant may roll initiative individually; in this case, ties may indicate

simultaneous action, may be re-rolled, or may be resolved by comparing the Dexterity of the combatants, as desired by the referee. This method might best be reserved for smaller groups of combatants, to avoid confusion.

## Movement

When in combat rounds, characters and creatures normally move up to one-third of their given movement rate in inches per turn each combat round. Characters or creatures who choose not to attack may instead run twice this amount, or two-thirds of the normal movement rate per turn.

## Attacking

The attacker rolls a twenty-sided die, adding any bonuses for high ability scores, magic, etc. which may apply, and compares it to the **Attack Matrix**. If the result is equal to or greater than the indicated number based on the attacker's class and level and the defender's armor class, the attack hits.

In the case of a hit, the appropriate damage die is rolled (as given in the **Weapons** table) and deducted from the target's current hit points. If the target's hit points are reduced to zero or less, the target is dead.

**Range Bonuses:** Apply a bonus of +2 on the roll to hit if in short range, +1 if in medium range, or no bonus if in long range.

### Damage

If an attack roll is a success, generally damage will be done to the target. The damage die or dice are given in the **Weapons** table on page 13; the player rolls the indicated dice and adds any bonuses due to magic, high Strength, etc. and the total is deducted from the target's current hit point total. If the victim's hit points are reduced to 0, that character or creature is dead.

### Charging

Charging allows a character to make up to a double move and then strike with an appropriate impaling weapon; in general, only spears or lances may be so used. Double normal damage is done on a successful hit. The attacker must move at least 2" in order to perform a charge, and must proceed in a generally straight path toward the target.

A character standing on the ground who is being charged may "set" a spear (assuming that character is so armed) to receive the charge, bracing the butt of the weapon against the ground or some appropriately resistant structure. If the attack roll with the set spear is successful, damage is double. Further, the charging combatant loses the benefit of any Dexterity bonus to his or her Armor Class for purposes of this attack.

### Healing

Normally, current hit points lost due to combat damage can be healed at a rate of one point every other day that the character rests, starting on the second day of rest. Alternately, magic such as a **cure light wounds** spell or a **potion of healing** may be used for more rapid recovery.

### Morale

During combat, when a group of non-player characters or intelligent monsters have lost some of their numbers or otherwise might be feeling a bit worried about their tactical position, the referee should roll a **morale check** on two six-sided dice. Note that *unintelligent* monsters do not roll morale checks; they merely fight until slain. For all others, refer to the following table:

Die Roll	The Enemy...
2	Routs; turns tail and runs
3-5	Attempts to retreat
6-8	Continues to fight if odds are still favorable, otherwise attempts to retreat
9-11	Fights on
12	Fights until slain, no further rolls needed

Morale adjustments may apply to specific monsters, and the referee may of course make further modifications as he or she sees fit.

Player characters always do as their players desire, and thus neither have nor need morale scores.

### Using Oil as a Weapon

A flask of oil poured or shattered on the floor and then ignited will burn for 2 combat rounds. During the first round, any creature entering the area covered by the oil (not more than a 5' radius circle) will suffer 2d8 points of damage; during the second round, 1d8 points will be incurred.

If the oil is hurled as a weapon, a roll to hit is required; if the roll is successful, the target creature is covered in oil which will do 2d8 points of damage if subsequently ignited. The referee must rule on the success of any attempt to create "Molotov cocktails" which ignite the oil on impact; there should be no guarantee of success.

If a flask of oil is hurled as a weapon and the attack roll misses, the oil flask will land on the floor in a neighboring area (near to the target). The referee should divide up the space as he or she sees fit, then roll an appropriate die to determine the area impacted. Any creature or creatures in that area will be splashed with oil, which will do 1d8 points of damage if ignited.

## Holy Water vs. Undead Monsters

Undead monsters are harmed by contact with holy water. A vial thrown at such a monster is treated like a flask of oil, except that it does 1d8 points of damage immediately (no need to "ignite" it). Undead creatures close to the target creature may be splashed for 1d4 points of damage each. As with oil, a miss indicates the holy water has landed on the floor adjacent to the target creature, and that creature and other adjacent undead monsters may suffer splash hits doing 1d4 points of damage.

## Turning the Undead

Clerics have the ability to **turn the undead**, that is, to drive them away by the power of the cleric's faith. The cleric presents his or her holy symbol forcefully and calls upon the power of the god or gods the cleric worships; roll 1d20, and if the number equals or exceeds the number given on the **Clerics vs. Undead** table, the attempt succeeds.

In the case of a success, up to 2d6 monsters are turned away; they flee at maximum movement until the cleric is out of sight, and will not normally return. If the cleric encounters them again, the monsters will no longer be turned and may act

freely, though of course the cleric may attempt to turn them again.

A result of **N** on the table means that the cleric cannot affect that sort of undead monster.

A result of **T** on the table indicates automatic success (no roll is needed).

A result of **D** on the table indicates that up to 2d6 monsters are **destroyed**, rather than merely turned.

## Energy Drain

Many **undead** monsters (see page 82) have the ability to drain life energy levels from those they hit in combat. Energy draining attacks affect only living creatures; each successful attack reduces the level or hit dice of the victim by one (or more, for those monsters which can drain multiple levels per hit).

Draining a level from a character reduces his or her hit dice and hit points; for the latter, the referee rolls an appropriate hit die and deducts the roll from the character's current and maximum hit points. If the character has advanced to a level where he or she no longer adds hit dice, the deduction is based on whatever that character's standard bonus is. For example, a 12<sup>th</sup> level Fighter has 9d8+6 hit dice, while an 11<sup>th</sup> level Fighter has 9d8+4; if a 12<sup>th</sup> level Fighter loses an energy level, he or she thus drops 2

## Clerics vs. Undead Table

Cleric Level	Type of Undead Monster							
	Skeleton	Zombie	Ghoul	Wight	Wraith	Mummy	Spectre	Vampire
1	9	16	18	20	N	N	N	N
2	2	9	16	18	20	N	N	N
3	T	2	9	16	19	20	N	N
4	T	T	2	9	16	19	20	N
5	D	T	T	2	9	16	19	20
6	D	D	T	T	2	9	16	19
7	D	D	D	T	T	2	9	16
8	D	D	D	D	T	T	2	9
9	D	D	D	D	D	T	T	2
10	D	D	D	D	D	D	T	T
11	D	D	D	D	D	D	D	T
12 or more	D	D	D	D	D	D	D	D

points. Draining levels from a monster has much the same effect, reducing the creature's current and maximum hit points by one hit die and also lowering its odds of hitting in combat.

Reduction to 0 hit points kills a character or creature as normal, as does reduction to 0 hit dice or levels. For monsters having a bonus (for example, an Ogre having 4+1 hit dice), the bonus does not count as a hit die for this purpose. Note that in some cases, being slain by an energy-draining monster may result in the deceased arising as a similar sort of creature; consult the individual monster descriptions for more details.

Characters who lose one or more levels suffer a reduction in their total earned experience; reduce such a character to the halfway point of the level to which he or she has been drained. For example, the 12<sup>th</sup> level Fighter mentioned above who was reduced to an 11<sup>th</sup> level Fighter would have 800,000 experience points.

Energy draining a character with multiple classes reduces his or her highest-level (or alternately, lowest experience point cost) class by one level. Adjust the experience point total for that class as described above, then set the totals for the other class (or classes) to the same figure; this may result in the character losing additional levels. Finally, deduct a hit die from each of the character's hit point totals for those classes that lost levels; the highest total of all classes will be the character's new maximum hit point total, while the largest die roll will be applied to the character's current hit points as damage.

It is recommended that players keep track of their experience point losses and energy levels drained, in case the character receives a **restoration** spell or equivalent effect.

### Falling

Characters who fall from a height (such as into a pit) suffer 1d6 points of damage per 10' fallen. Falling into water or onto a yielding surface may reduce this by perhaps 1 or 2 dice at the referee's option; spikes, sharp rocks, or other hazards at the bottom of the fall might add 1 or 2 dice (or more if the hazard is significant).

### Poison

If a monster is noted as having a poison attack, a character struck by such an attack must roll a saving throw vs. Poison (see below) or die. Death from poison should generally be treated as being very quick, slaying the victim in a single round unless otherwise noted in the monster's description.

### Saving Throws

Characters and monsters have a chance to resist many varieties of attacks of magical or otherwise unusual nature. This chance is called a **saving throw**, and is rolled on a twenty-sided die. Consult the following tables for the relevant saving throw target numbers. Unless otherwise noted, treat monsters as Fighters for this purpose (except that monsters which use magic may use the Magic-User saving throws whenever they are better).

A successful saving throw may indicate that the attack or trap has no effect, or it may indicate that the victim suffers only half normal damage. In general, area effects which do the normal type of damage (as opposed to poison, petrification, etc.) fall into the latter category. Thus, saving vs. Dragon Breath or a Fire Ball spell results in half damage, while saving against the gaze of a Medusa results in no effect.

#### Fighters:

Level	Death Ray or Poison	Wands, Polymorph & Paralyzation	Turn to Stone	Dragon Breath	Staves & Spells
1	12	13	14	15	16
2-3	11	12	13	14	15
4-5	10	11	12	13	14
6-7	9	10	11	12	13
8	8	9	10	11	12
9	8	9	10	10	12
10	7	8	9	9	11
11	6	7	8	8	10
12	5	6	7	7	9
13	4	5	6	6	8
14+	4	5	5	5	8

**Clerics:**

Level	Death Ray or Poison	Wands, Polymorph & Paralyzation	Turn to Stone	Dragon Breath	Staves & Spells
1	11	12	14	16	15
2	11	12	14	16	14
3	10	11	13	15	14
4	10	11	13	15	13
5	9	10	12	14	12
6	9	10	11	14	12
7	8	9	11	13	11
8	7	8	10	12	10
9	6	7	9	11	9
10	6	7	9	10	9
11	5	6	8	10	8
12	4	6	8	9	8
13+	3	5	7	8	7

**Magic-Users and Thieves:**

Level	Death Ray or Poison	Wands, Polymorph & Paralyzation	Turn to Stone	Dragon Breath	Staves & Spells
1	13	14	14	16	15
2	13	14	13	16	15
3	13	14	13	15	14
4	12	13	12	15	14
5	12	13	12	15	13
6	11	12	11	14	12
7	11	12	11	14	11
8	11	12	11	13	11
9	10	11	10	13	10
10	9	10	9	12	9
11	8	9	8	11	8
12	8	9	8	11	7
13	8	9	8	10	7
14	7	8	7	10	6
15	6	7	6	9	5
16+	5	6	5	8	3

**Item Saving Throws**

Items carried by characters or creatures may be damaged by various attack forms. In general, if such a creature is not slain by the attack, its items should be considered unharmed. Exceptions to this must be ruled upon by the referee; for instance, a **fire ball** directed against a character with an unrolled scroll in his or her hands should almost certainly destroy the scroll.

Items in the possession of characters or creatures slain by a powerful attack may well be damaged or destroyed. Also, items not held by any character or creatures, such as an open chest of treasure, might be subject to a variety of destructive effects. In such cases, the table below can be consulted for the chance that such an item survives the attack. Cross-reference the principal or most vulnerable material the item is made from against the type of attack, then roll a twenty-sided die. If the number rolled is equal to or greater than the number found on the table, the item has survived; otherwise, it is damaged or destroyed (at the referee's option).

Jewelry damaged is usually reduced to 1d8 x 10% of its normal value; magic items are almost always destroyed outright. Note also the detrimental effects of destroying some magic items (the **staff of power**, for example, or even a simple flask of oil if destroyed by fire).

Material	Attack Type			
	Fire	Cold	Lightning	Impact
Paper	19	2	16	4
Fabric	16	2	12	3
Glass	7	7	5	18
Wood, Thin (Wand)	14	3	14	17
Wood, Thick (Staff)	11	2	11	14
Metal, Soft	10	2	6	15
Metal, Hard	14	2	2	8

Magic weapons or armor (and any other item having a "plus" value) add the lowest applicable bonus to the die roll. For example, a **Sword +1, +3 vs. Regenerators** adds just +1 to its saving throw. The referee may apply other adjustments, either bonus or penalty, as he or she sees fit.

# Magic

## Magic-User Spells

### 1<sup>st</sup> Level

1. Charm Person
2. Detect Magic
3. Hold Portal
4. Light
5. Magic Missile
6. Protection from Evil
7. Read Languages
8. Read Magic
9. Shield
10. Sleep
11. Ventriloquism

### 2<sup>nd</sup> Level

1. Continual Light
2. Darkness, 5' Radius
3. Detect Evil
4. Detect Invisible
5. ESP
6. Invisibility
7. Knock
8. Levitate
9. Locate Object
10. Magic Mouth
11. Mirror Image
12. Phantasmal Forces
13. Pyrotechnics
14. Strength
15. Web
16. Wizard Lock

### 3<sup>rd</sup> Level

1. Clairaudience
2. Clairvoyance
3. Dispel Magic
4. Explosive Runes
5. Fire Ball
6. Fly
7. Haste Spell
8. Hold Person
9. Infravision
10. Invisibility, 10' Radius
11. Lightning Bolt
12. Monster Summoning I
13. Protection from Evil, 10' Radius
14. Protection from Normal Missiles
15. Rope Trick
16. Slow Spell
17. Suggestion
18. Water Breathing

### 4<sup>th</sup> Level

1. Charm Monster
2. Confusion
3. Dimension Door
4. Extension I
5. Fear
6. Growth of Plants
7. Hallucinatory Terrain
8. Ice Storm
9. Massmorph
10. Monster Summoning II
11. Polymorph Others
12. Polymorph Self
13. Remove Curse
14. Wall Of Fire
15. Wall Of Ice
16. Wizard Eye



**5<sup>th</sup> Level**

1. Animate Dead
2. Cloudkill
3. Conjure Elemental
4. Contact Higher Plane
5. Extension II
6. Feeblemind
7. Growth of Animals
8. Hold Monster
9. Magic Jar
10. Monster Summoning III
11. Pass-Wall
12. Telekinesis
13. Teleport
14. Transmute Rock to Mud/Transmute Mud to Rock
15. Wall of Iron
16. Wall of Stone

**6<sup>th</sup> Level**

1. Anti-Magic Shell
2. Control Weather
3. Death Spell
4. Disintegrate
5. Extension III
6. Geas
7. Invisible Stalker
8. Legend Lore
9. Lower Water
10. Monster Summoning IV
11. Move Earth
12. Part Water

**7<sup>th</sup> Level**

1. Charm Plants
2. Delayed Blast Fire Ball
3. Limited Wish
4. Mass Invisibility
5. Monster Summoning V
6. Phase Door
7. Power Word-Stun
8. Reverse Gravity
9. Simulacrum

**8<sup>th</sup> Level**

1. Mass Charm
2. Clone
3. Power Word-Blind
4. Symbol
5. Permanent Spell
6. Mind Blank
7. Polymorph Any Object
8. Monster Summoning VI

**9<sup>th</sup> Level**

1. Meteor Swarm
2. Shape Change
3. Time Stop
4. Power Word-Kill
5. Gate
6. Wish
7. Astral Spell
8. Prismatic Wall
9. Maze
10. Monster Summoning VII

## Clerical Spells

### 1<sup>st</sup> Level

1. Cure Light Wounds/Cause Light Wounds
2. Detect Evil
3. Detect Magic
4. Light
5. Protection from Evil
6. Purify Food and Water

### 2<sup>nd</sup> Level

1. Bless
2. Find Traps
3. Hold Person
4. Silence, 15' Radius
5. Snake Charm
6. Speak with Animals

### 3<sup>rd</sup> Level

1. Continual Light
2. Cure Disease
3. Locate Object
4. Prayer
5. Remove Curse
6. Speak with Dead

### 4<sup>th</sup> Level

1. Create Water
2. Cure Serious Wounds/Cause Serious Wounds
3. Neutralize Poison
4. Protection from Evil, 10' Radius
5. Speak with Plants
6. Turn Sticks to Snakes

### 5<sup>th</sup> Level

1. Commune
2. Create Food
3. Dispel Evil
4. Insect Plague
5. Quest
6. Raise Dead/Finger of Death

### 6<sup>th</sup> Level

1. Animate Objects
2. Blade Barrier
3. Conjure Animals
4. Find The Path
5. Speak With Monsters
6. Word of Recall

### 7<sup>th</sup> Level

1. Aerial Servant
2. Astral Spell
3. Control Weather
4. Earthquake
5. Gate
6. Holy Word
7. Part Water
8. Raise Dead Fully
9. Restoration/Energy Drain
10. Symbol
11. Wind Walk

## Spell Explanations

The spells below are only lightly detailed; the referee is invited to make whatever rulings are required and make them his or her own. Note in particular that saving throws are generally allowed against any effect directed against a character or monster, unless specifically ruled out.

### Aerial Servant

Cleric 7

With this spell the caster summons an aerial servant, a creature similar to an invisible stalker (as described in the **Monster** section, starting on page 44). The caster may task the servant with retrieving any single creature or object desired. The aerial servant will not fight; its only goal is to carry out its mission. An aerial servant is permanently invisible (exactly like an invisible stalker), can carry up to 5,000 coins of weight, flies at a 36" per turn rate, and surprises on a roll of 1-4 on 1d6.

Characters having 18 Strength have a 1% chance of escaping, while any character or creature with Giant Strength can escape automatically. If the rule for Exceptional Strength (found on page 128 in **Appendix A**) is in use, characters having a percentile Strength score may roll percentiles against that figure to escape.

If the aerial servant is prevented from performing the task assigned to it, it will become insane, returning to the caster and attacking as if it were an invisible stalker of double normal hit dice.

### Animate Dead

Magic-User 5

This spell turns the bones or bodies of dead creatures into undead skeletons or zombies that follow the caster's spoken commands. Roll 1d6 for the number of hit dice of undead monsters animated, plus an additional 1d6 for each level the caster has above 8<sup>th</sup>. Excess hit dice which cannot be applied (due to lack of available remains) are lost. Undead creatures animated by this spell persist until destroyed.

### Animate Objects

Cleric 6

This spell imbues inanimate objects with mobility and a semblance of life. Each such animated

object then immediately attacks whomever or whatever the caster initially designates. The caster may instruct the animated objects to remain in an area and attack whoever passes through it, at his or her option.

An animated object can be of any nonmagical material. The caster may animate a number of objects adding up to twice the size of a man (i.e. one large object, two man-sized objects, or several smaller objects). The referee must determine the combat capabilities of the objects selected as he or she sees fit; as an example, a stone statue might have an armor class of 1 or 2 and do as much as 2d8 points of damage on a successful hit. Attack rolls are made as if the attack were being performed by the caster.

This spell cannot animate objects carried or worn by a creature. The spell has a range of 6" and lasts up to 12 combat rounds.

### Anti-Magic Shell

Magic-User 6

This spell creates an invisible barrier which surrounds and moves with the caster. The space within this barrier is impervious to most magical effects. It similarly prevents the caster's own spells or other magical effects from passing out of the field. An anti-magic shell lasts for 12 rounds.

### Astral Spell

Magic-User 9, Cleric 7

This spell permits the caster to leave his or her body and travel on the astral plane. The caster's spirit body is incorporeal and invisible, but he or she will be able to see and hear what transpires upon the material plane. The astral form of the caster may cast spells affecting the material plane, but there is a 5% chance per spell level that the spell will fail; if this happens, there is a 2% chance per spell level that the caster's spirit will be forced to return to its

body immediately. If this spell is cast by a Cleric, reduce these chances by half.

The caster's body remains in a state of suspended animation while the spirit is away, alive but with nearly undetectable heartbeat and breathing; any attacks against the defenseless body result in the caster's immediate death, with his or her spirit traveling directly to the nether planes. Moving the body beyond the spell's maximum range (see below) has the same effect as killing it.

The caster's spirit may roam for as long as 8 hours, and is able to move as far as 100 miles away, plus an additional 100 miles for each level gained above 18<sup>th</sup>. The caster's spirit moves at a normal rate of 12" per turn in indoor or underground situations, but once outdoors is able to move at effectively unlimited speed.

**Blade Barrier**

Cleric 6

This spell creates an immobile, vertical curtain of whirling blades in a circle up to 3" in diameter. Any creature passing through the wall takes 7d10 points of damage. The spell lasts 12 rounds and can be cast up to 6" away.

**Bless**

Cleric 2

Bless fills the caster's allies with courage. It may only be cast on characters or creatures not presently involved in combat; for up to 6 turns thereafter, the spell grants a +1 bonus to morale and attack rolls.

**Charm Monster**

Magic-User 4

Charm Monster has the same effect as **charm person** (see below) but can affect monsters of any type or size. If used on creatures having 3 or fewer hit dice or levels, roll 3d6 for the total number of hit dice or levels which may be affected.

**Charm Person**

Magic-User 1

This spell makes a humanoid creature regard the caster as its leader, whom it will obey if at all possible. Creatures which may be affected

include any of the normal character races, goblins, hobgoblins, bugbears, kobolds, gnolls, sprites and similar fairy creatures, and other intelligent living bipedal creatures of generally human size or smaller (as determined by the referee).

After a period of servitude, charmed creatures have a chance to break free by making another saving throw. The period is based on the individual's Intelligence, as follows:

<b>Intelligence</b>	<b>Frequency</b>
1-6	4 Weeks
7-9	3 Weeks
10-12	2 Weeks
13-15	1 Week
16-17	2 Days
18 or higher	1 Day

The charm has a range of up to 12", and lasts until dispelled or successfully resisted.

**Charm Plants**

Magic-User 7

This spell grants the caster control over the plants in a 1" x 1" square area, or permits the caster to charm 1d6 plant or fungoid monsters (as if using the spell **charm monsters**). Monsters who might be affected are permitted saving throws, but normal plants will be controlled automatically.

Normal plants are granted a limited power of movement by this spell; they cannot uproot themselves and wander around, but they can strike or possibly grab with their branches, tendrils, etc. The referee must rule on the overall capabilities of plants animated by this spell.

This spell has a range of 12" and lasts until dispelled. Sentient plant monsters may be able to resist in the same way as the victims of a **charm person** spell.

**Clairaudience**

Magic-User 3

Through the use of this spell, the caster is able to hear through the ears of a living creature in a nearby area. The caster does not have to know that a creature is present, but merely states the target area and the referee will select what, if any,

creature is affected. This spell has a maximum range of 6". For up to 12 rounds, the caster can hear whatever sounds the target creature hears, so long as it remains within the given maximum range. The spell can penetrate stone up to 2' in thickness but is blocked by a thin layer of lead. This spell may be cast through a Crystal Ball, permitting the caster to hear sounds in the area being viewed.

### Clairvoyance

Magic-User 3

Clairvoyance is identical to the spell **clairaudience**, save that it allows the caster to see through the eyes of a target creature rather than hearing through its ears.

### Clone

Magic-User 8

The caster of this spell must have a small piece of flesh taken from a living creature. The flesh is grown by means of the spell into an exact duplicate of the original creature as it was when the flesh was taken; clones of characters, for example, will be the same level that the original character was at that time. Likewise, the clone will know everything the original did at the time the flesh was taken.

If a clone and an original exist at the same time, both will know of each other and be able to sense the direction in which the other can be found; both clone and original will instinctively wish to kill each other and will do whatever is necessary to achieve that goal. If prevented from killing each other, both will likely be driven mad.

### Cloudkill

Magic-User 5

This spell generates a bank yellowish green poisonous vapors, generally 3" in diameter. These vapors are deadly to any creature having 4 or fewer hit dice (or levels). This noxious fog bank moves 6" per round in the same direction as the prevailing wind, or directly away from the caster in the absence of wind. The cloud lasts up to 6 rounds, but is dispelled in a single round by strong winds or movement through trees. The cloud is heavier than air, and will thus tend to sink to the lowest level.

### Commune

Cleric 5

With this spell the caster is able to contact his or her deity and ask up to three simple questions. This spell may be cast no more often than once per week; once a year, the cleric may perform a special version of this spell which permits up to six questions to be answered.

The deity will be nearly omniscient and, if the cleric is faithful, will give truthful answers, but its answers will generally be very brief. In all cases, answers given will serve the deity's purposes, and the deity may decline to answer if answering would harm the deity's goals.

### Confusion

Magic-User 4

This spell causes a number of living creatures to become confused, making them unable to independently determine what they will do. 2d6 creatures plus 1 per caster level above 8<sup>th</sup> may be affected. Creatures having 3 or fewer hit dice are not allowed a saving throw, but those having 4 or more may attempt a save vs. Spells each round; those saving are not confused for that round, but must save again in the next round.

The onset of this spell may be delayed for creatures having 3 or more hit dice or levels. Roll 1d12 and deduct the caster's level; if the result is positive, it represents the number of rounds during which those creatures will not be affected. If the result is zero or negative, the effect is immediate on all target creatures.

To determine the actions of the confused creatures, roll 2d6 each round. On a roll of 2-5, the victims of the spell will attack the caster or his or her party; on 6-8 they take no action; on 9-12 they attack each other. The spell has a range of 12" and a duration of 12 rounds.

### Conjure Animals

Cleric 6

With this spell the caster can conjure one large animal, 1d4 medium-sized animals, or 2d4 small animals. Only normal animals may be summoned;

monstrous creatures cannot be conjured by this spell. The animals conjured by this spell will obey the caster to the best of their abilities. The spell has a range of 3" and lasts 10 turns.

**Conjure Elemental**

Magic-User 5

This spell will summon and bind into service an elemental of air, earth, fire, or water. The caster may only conjure one elemental of each type each day. The elemental will remain until dispelled or sent away, but the caster must concentrate on controlling the creature or it will turn on the conjurer and attack; in this case, the elemental will remain until the caster is slain or until the elemental is slain or dispelled. This spell has a range of 24".

**Contact Higher Plane**

Magic-User 5

The casting of this spell permits the caster to ask a number of questions of beings from higher planes of existence. The higher the plane contacted, the more questions which may be asked, the higher the likelihood the beings contacted know the answer, and the higher the likelihood that the answers given will be truthful... but also, the higher the plane contacted, the greater the chance that the caster will go insane. See the table below for details. Note that only questions having yes or no answers may be asked.

Plane	Number of Questions	Chance of Knowing Answer	Chance of Truthfulness	Chance of Insanity
3	3	30%	30%	None
4	4	35%	40%	10%
5	5	40%	50%	20%
6	6	45%	60%	30%
7	7	50%	70%	40%
8	8	60%	80%	50%
9	9	70%	85%	60%
10	10	80%	90%	70%
11	11	90%	95%	80%
12	12	95%	100%	90%

**Continual Light**

Magic-User 2, Cleric 3

With this spell the caster creates a circular area of light 24" in diameter at a range of up to 12". If cast by a Magic-User, the brightness of the light is equivalent to bright torchlight; if cast by a Cleric, it is equivalent to full daylight.

**Control Weather**

Magic-User 6, Cleric 7

The caster of this spell may do one of the following things: cause rain to fall, cause rain to cease, summon cold weather, summon hot weather, create a tornado, dispel a tornado, summon clouds, or clear the sky of clouds.

**Create Food**

Cleric 5

This spell creates food sufficient for the needs of up to a dozen humans or similar creatures. The quantity which can be created doubles for every level above 8<sup>th</sup> the caster has attained. The food that this spell creates is highly nourishing, if rather bland.

**Create Water**

Cleric 4

This spell creates a supply of water sufficient for as many as a dozen humans or similar creatures. The quantity which can be created doubles for every level above 8<sup>th</sup> the caster has attained. The water created by this spell is just like clean rain water.

**Cure Disease**

Cleric 3

By means of this spell the caster cures a creature of a disease. The caster must touch the creature to be cured, but there is normally no danger of the disease being transferred to the caster in the process.

**Cure Light Wounds/Cause Light Wounds**

Cleric 1

This spell cures 1d6+1 points of damage suffered by a living creature, on whom the caster must lay hands.

The reverse of this spell, **cause light wounds**, inflicts 1d6+1 points of damage on a living creature whom the caster touches. This will usually require a successful roll to hit.

**Cure Serious Wounds/  
Cause Serious Wounds**

Cleric 4

This spell is identical to **cure light wounds**, except that it heals up to 2d6+2 points of damage. Likewise the reverse is the same except that it causes 2d6+2 points of damage.

**Darkness, 5' Radius**

Magic-User 2

This spell creates a 5' radius zone of total darkness up to 10' high. Even Infravision is useless within its boundary. It may be countered by **dispel magic** or **light**; otherwise, it persists for 6 turns. The spell may cast up to a 12" range.

**Death Spell**

Magic-User 6

When this spell is cast, up to 2d8 creatures having 6 or less hit dice or levels are killed. All creatures to be affected must be within a single 6" cubic volume (6" x 6" x 6") up to 24" away from the caster.

**Delayed Blast Fire Ball**

Magic-User 7

This is a version of the standard **fire ball** spell which does not explode upon contact, but rather can be delayed up to 10 rounds (as chosen by the caster) at which point it will explode immediately. The tiny missile created may even be moved about as if it were an ordinary pebble. It is in all other ways precisely like a normal fire ball spell.

**Detect Evil**

Magic-User 2, Cleric 1

This spell allows the caster to detect evil thoughts or intent in any creature or magic item up to 6" away.

**Detect Invisible**

Magic-User 2

The caster of this spell is able to detect invisible objects or creatures within a range of 1" per caster level. The spell lasts for 12 rounds.

**Detect Magic**

Magic-User 1, Cleric 1

This spell permits the caster to detect the presence of magical enchantments on any person, place, or thing. The spell lasts 6 rounds and has a 3" range.

**Dimension Door**

Magic-User 4

This spell provides a limited form of teleportation which can transport the caster or a creature within 1" of the caster up to 36" in any direction. The caster must indicate distance and direction to the target location, and the target of the spell arrives at that location without error.

**Disintegrate**

Magic-User 6

The caster of this spell points at a target creature or object, and a thin, green ray springs from the caster's pointing finger. The target of the spell will be utterly destroyed, leaving no remains whatsoever. If directed at a structure or other large object, up to a 1" cube of material may be destroyed; creatures of any kind, regardless of size, will be totally destroyed if the usual saving throw against spells fails.

**Dispel Evil**

Cleric 5

This spell permits the caster to dispel any and all evil sendings or spells within a 3" radius, functioning in a fashion very similar to **dispel magic**.

**Dispel Magic**

Magic-User 3

This spell permits the caster to dispel an enchantment placed on a person, place, or thing. It does not affect magic items. If the dispeller's level is equal to or higher than the level of the caster of the enchantment, the spell automatically succeeds. Otherwise, divide the dispeller's level of ability by the original caster's, and multiply the result by 100. The number thus calculated is the chance that dispelling the enchantment will succeed.

**Earthquake**

Cleric 7

When this spell is cast, an intense but highly localized tremor rips the ground. The shock knocks creatures down, collapses structures, opens cracks in the ground, and so on. The effect lasts for 1d4 rounds, during which time creatures on the ground can't move or attack. Creatures in the affected area must save vs. Death Ray or fall into the cracks in the ground, suffering 1d6 points of damage; saving throws must be made each round by those who have not yet fallen in. Spellcasters in the affected area may not cast spells during the earthquake. Structures in the area of effect will be damaged; normal buildings will simply fall in, while defensive structures will be damaged as determined by the referee.

The area of effect of this spell is a square 6" on a side, plus 1" for every two full levels the caster has attained above 17<sup>th</sup>; thus, the area is 7" x 7" at 19<sup>th</sup> level and 8" x 8" at 21<sup>st</sup> level.

**ESP**

Magic-User 2

Through the use of this spell, the caster is able to hear the thoughts of a living creature in a nearby area. The caster does not have to know that a creature is present, but merely states the target area and the referee will select what, if any, creature is affected. This spell has a maximum range of 6" and lasts up to 12 rounds, so long as the target creature remains within the given maximum

range. The spell can penetrate stone up to 2' in thickness but is blocked by a thin layer of lead.

**Explosive Runes**

Magic-User 3

With this spell the caster traces mystic runes upon a book, map, scroll, or similar object bearing written information. The runes detonate when read, dealing 4d6 points of damage to the reader. The object on which the runes were written also takes full damage with no saving throw; paper items will thus be utterly destroyed.

The caster can read the protected writing without triggering the runes, and can remove them whenever desired. Another spellcaster can remove them with a successful casting of **dispel magic**, but if the attempt fails the explosion is triggered.

This enchantment persists until activated or dispelled. The spellcaster must touch the item in order to trace the runes upon it.

**Extension I**

Magic-User 4

When cast in combination with a spell of levels 1 through 3, the duration of the other spell is increased 50%.

**Extension II**

Magic-User 5

As **extension I**, but extends spells up to the 4<sup>th</sup> level.

**Extension III**

Magic-User 6

As **extension I**, but extends spells up to the 5<sup>th</sup> level and adds 100% to the duration.

**Fear**

Magic-User 4

This spell projects an invisible cone of terror 12" long and 3" wide at the base which causes each living creature in the area to become panicked; such creatures flee at top speed if possible, or cower otherwise. Creatures with weapons or other



objects are 50% likely to drop whatever they are carrying. This magical fear lasts 6 rounds.

### Feeblemind

Magic-User 5

This spell affects only Magic-Users. The target of the spell must save vs. Spells in the usual fashion, but at a penalty of -4 on the roll; if the saving throw fails, the target becomes feeble minded, unable to speak, cast spells, or take any other action requiring more than animal intelligence. The spell has a range of 24" and lasts until dispelled.

### Find The Path

Cleric 6

The caster of this spell can find the shortest, most direct physical route to a specified destination, be it the way into or out of a locale. The locale can be outdoors or underground. This spell permits the victim of a **maze** spell to be freed from the spell in a single round. This spell works with respect to locations, not objects or creatures at a locale. The spell lasts for 6 turns plus 1 per caster level.

### Find Traps

Cleric 2

The caster of this spell can detect all traps within a 3" radius at the time of casting. Note that this spell grants no ability to disable the traps that the caster may find.

### Fire Ball

Magic-User 3

This spell creates a tiny missile which flies instantly from the caster's fingertip up to a range of 24", then explodes into flame with a low roar, dealing 1d6 points of fire damage per caster level to every creature within the 20 foot area of effect. Unattended objects also take this damage, as explained under **Item Saving Throws** on page 19. A fire ball exploding in a confined space will expand to fill the space, i.e. elongating in both directions in a narrow corridor. Victims of this spell are permitted to save vs. Spells, with success reducing damage by half.

### Fly

Magic-User 3

The subject can fly at a speed of up to 12" per turn. The spell lasts for 1d6 turns plus the caster's level; the referee should roll the die and keep the result secret. The spell may be placed upon the caster or upon any willing creature he or she touches at the time of casting.

### Gate

Magic-User 9, Cleric 7

Casting a **gate** spell has two effects. First, it creates an interdimensional connection between the caster's plane of existence and a plane he or she specifies, allowing travel between those two planes in either direction. Second, the caster may then call a particular individual or kind of being through the gate. This might be a god, or demon, or other extradimensional entity.

Using a gate spell is risky. First, there is a 5% chance that something unwanted will come through, instead of the desired creature; if no creature is called, there is still a 5% chance that something will come out of the gate. If the desired entity arrives, it is not bound or influenced in any way, and is free to act as it wishes; there is a 5% chance that it will simply turn around go back through the gate. If the being remains, the caster must then negotiate with it; note that there is nothing stopping the entity from being angry at the disturbance and attacking the caster or his or her party.

If an entity is not called, the gate may be used by the caster and any other creatures in the area as a means of traveling to the other plane of existence.

This spell persists as long as the caster remains nearby (within 3") and concentrates on it, and then an additional 1d4 rounds thereafter.

### Geas

Magic-User 6

A **geas** places a magical command on a creature within 3" to carry out some service, as desired by the caster. Defying the geas results in the target slowly weakening, and death may result from

completely ignoring it. The spell ends when the service has been completed.

### Growth of Animals

Magic-User 5

This spell causes 1d6 normal-sized animals within 12" of the caster to grow to giant size, with proportional increases in combat capabilities. The effect lasts 12 rounds.

### Growth of Plants

Magic-User 4

With this spell the caster causes up to 30 square inches of normal brush or woods to grow wildly and become entangled. The area affected becomes impassable, and the spell persists until dispelled. This spell has a 12" range, and no part of the affected area may be beyond that at the time of casting.

### Hallucinatory Terrain

Magic-User 4

This spell makes natural terrain look, sound, and smell like some other sort of natural terrain. The range of this spell is 24"; the area of effect may be as much as 60 square inches.

### Haste Spell

Magic-User 3

This spell accelerates the actions of creatures within a 6" by 12" area up to 24" away from the caster. Affected creatures move at double speed and make twice the usual number of attacks per combat round. The spell lasts for 30 rounds. Note that this spell may be countered and dispelled by the **slow spell**.

### Hold Monster

Magic-User 5

This spell has the same effect as **hold person** but can be applied to any sort of monster (excepting of course those immune to **hold** spells).

### Hold Person

Magic-User 3, Cleric 2

This spell causes the subject to become paralyzed and freeze in place. The spell affects the same creatures as **charm person**. Up to 1d4 subjects may be affected; if specifically cast against a single subject, that subject's saving throw against the spell is made at a penalty of -2. The effect lasts 6 rounds plus the level of the caster, and has a 12" maximum range. Held subjects are aware and breathe normally but cannot take any actions, even speech.

### Hold Portal

Magic-User 1

This spell magically holds shut a door, gate, window, or shutter of wood, metal, or stone. The magic affects the portal just as if it were securely closed and normally locked. The effect lasts 2d6 turns, but may be countered by **dispel magic** or **knock** (or broken by powerful monsters at the referee's option).

### Holy Word

Cleric 7

When the caster speaks the **holy word**, any creatures having up to 12 hit dice or levels within a 2" radius area centered on the caster suffer the following ill effects:

Creatures having from 9 to 12 hit dice or levels are deafened for 1d6 rounds, fight at -2 to hit, and are only 50% likely to be able to cast spells (if such creatures can cast spells in the first place, of course).

Creatures having from 5 to 8 hit dice or levels are paralyzed for 2d10 turns.

Creatures having up to 4 hit dice or levels are killed.

### Ice Storm

Magic-User 4

This spell causes great magical hailstones to pound down within a 3" cubical volume (maximum) up to 12" away from the caster for 1 round, dealing 3d10 points of damage to all creatures within the area of

effect. No saving throw is allowed against the effects of this spell.

### Infravision

Magic-User 3

The caster of this spell is able to see up to 6" in total darkness. The spell effect lasts a full day.

### Insect Plague

Cleric 5

This spell summons a huge cloud of flying, biting insects covering an area of up to 36 square inches, at the caster's option. The cloud moves at a rate of 12" and is under the caster's control. The insects obscure vision within the area, and are irritating but cause no actual damage; still, creatures having 2 or fewer hit dice or levels will be driven off as if they failed a Morale check. This spell has a range of 48" and may only be used above ground (i.e. it is not usable in dungeon environments).

### Invisibility

Magic-User 2

Using this spell, the caster makes a creature or object within 24" invisible. The target of the spell vanishes from sight, even from Infravision.

The duration of this spell is indefinite; it ends if the subject attacks any creature, or if the subject wishes it to end, or of course if **dispelled**. For purposes of this spell, an attack includes casting any spell targeting a foe or whose area or effect includes a foe. Actions directed at unattended objects do not break the spell.

### Invisibility, 10' Radius

Magic-User 3

This spell works exactly as the spell **invisibility**, but affects creatures within a 10' radius of the target point.

### Invisible Stalker

Magic-User 6

This spell summons an **invisible stalker** which is bound to perform a single, simple mission assigned by the caster. The monster will perform the mission assigned to it relentlessly, regardless of distance or

time. Once conjured, an invisible stalker cannot be dispelled as it is a creature and not a magical effect. See the **Monsters** section (starting on page 44) for further details on the capabilities of an invisible stalker.

### Knock

Magic-User 2

The knock spell opens a stuck, barred, locked, held, or magically secured door up to a 6" range.

### Legend Lore

Magic-User 6

This spell brings to the caster's mind legends about an important person, place, or thing. The referee must decide whether or not the subject of the spell is, in fact, legendary in his or her campaign world. The casting time is very variable; the referee should roll 1d100 for the number of days required. The information gained may still require interpretation, as it may be in the form of a poem or a riddle.

### Levitate

Magic-User 2

Levitate allows the caster to move up and down as desired. The caster cannot move horizontally by means of this spell, but could clamber along the face of a cliff, for example, or push against a ceiling to move laterally (generally at half its base land speed).

The spell lasts 6 rounds plus the level of the caster. He or she may levitate up or down by a maximum of 2" per caster level, at a rate of up to 6" per round.

### Light

Magic-User 1, Cleric 1

This spell causes light in a 3" diameter circle; the light is equivalent to a bright lantern in intensity. The effect is immobile, but it can be cast on a movable object. The light thus created lasts 6 turns plus the caster's level.

## Lightning Bolt

Magic-User 3

The caster of this spell releases a powerful stroke of electrical energy that deals 1d6 points of electricity damage per caster level to each creature within its area. The bolt begins at a point up to 18" away and proceeds directly away from the caster, covering an area 6" long and 3/4" wide. If it strikes a solid stone wall or other similar obstruction, it is reflected back until it reaches its full extension.

A successful saving throw will reduce damage taken by half.

## Limited Wish

Magic-User 7

A **limited wish** lets the caster create nearly any type of effect. For example, a limited wish can do any of the following things.

Duplicate any spell of 6th level or lower, even spells not normally available to the caster.

Undo the harmful effects of many spells, such as **geas**, **quest**, insanity, disease, or curse.

Produce any other effect whose power level is in line with the above effects, as determined by the referee.

A limited wish cannot create any form of treasure or magic item, and at the referee's option "large" wishes may be only partially granted.

## Locate Object

Magic-User 2, Cleric 3

With this spell the caster is able to sense the direction of a well-known or clearly visualized object within a range of 6" plus 1" per caster level. The caster can search for general items, in which case the nearest one of its kind is located if more than one is within range. Attempting to find a certain item requires a specific and accurate mental image; if the image is not close enough to the actual object, the spell fails. While this spell reveals the direction of the object, it does not grant the caster knowledge of the distance.

The spell is blocked by even a thin sheet of lead. Only inanimate objects can be detected with this spell.

## Lower Water

Magic-User 6

This spell lowers the level of the water in a river, a lake, or even a sea by 50% for 10 rounds. The area affected is a 24" radius centered on the caster's location at the time the spell was cast.

## Magic Jar

Magic-User 5

This spell transfers the caster's spirit to an inanimate object within 3" of his or her body (the **magic jar**). From this position, the caster may attempt to possess the body of any living creature within a 12" range of the object. If the victim fails a saving throw vs. Spells, the caster takes control of the victim's body. The caster may leave the body and return to the magic jar at any time, and then again attempt to possess another creature's body. Attempts at possession may be made each round. If the victim's body is slain, the caster's spirit returns to the magic jar automatically.

The spell ends when the caster resumes his or her own body. If the temporarily-inanimate body of the caster is damaged or destroyed, the spell goes on indefinitely (as there is, obviously, no body to return to). If the magic jar is destroyed while the caster is away from his or her own body, the caster is slain instantly.

## Magic Missile

Magic-User 1

This spell conjures a missile which is equivalent to a magic arrow, with a maximum range of 15". The arrow does 1d6+1 points of damage to any creature hit by it. For every five levels of ability the caster has attained, the spell will create two additional missiles (i.e. 3 at 6<sup>th</sup> level, 5 at 11<sup>th</sup> level, and so on). A magic missile always hits its target, with no saving throw permitted.

**Magic Mouth**

Magic-User 2

This spell imbues the chosen object or creature with an enchanted mouth that suddenly appears and speaks its message the next time a specified event occurs. The message, which must be twenty-five or fewer words long, can be in any language known by the caster. The mouth appears to move according to the words articulated; if it were placed upon a statue, the mouth of the statue would appear to move and speak. Of course, magic mouth can be placed upon a tree, rock, or any other object.

The spell functions when specific conditions are fulfilled according to the caster's command as set in the spell. Commands can be as general or as detailed as desired, although only visual and audible triggers can be used.

**Massmorph**

Magic-User 4

This spell conceals up to 100 willing targets, which must be living creatures of man-size or smaller, by causing them to appear to be ordinary trees. The targets must be within a range of 24" of the caster. The spell persists until the caster commands it to end or it is **dispelled**.

**Mass Charm**

Magic-User 8

As the spell **charm monster**, but this spell affects up to 30 hit dice or levels of creatures within 12" of the caster. Saving throws against this spell are at a penalty of -2.

**Mass Invisibility**

Magic-User 7

This is a powerful form of **invisibility** which can affect up to 300 men, 100 men and horses, or as many as 6 dragon-sized creatures within 24" of the caster. In all other ways it performs exactly as the normal **invisibility** spell. Note that if one of the creatures made invisible in this way attacks it becomes visible, but other creatures affected by the same spell remain unseen.

**Maze**

Magic-User 9

This spell banishes a subject within 6" of the caster into an extradimensional labyrinth. The subject will remain in the labyrinth for 2d4 rounds; this time is reduced to 1d4 for creatures having 12 Intelligence or higher, while those having 5 or less Intelligence will require 3d4 rounds to escape. On escaping the maze, the subject reappears where it had been when the maze spell was cast. Minotaurs are not affected by this spell.

**Meteor Swarm**

Magic-User 9

Meteor swarm is a very powerful and spectacular spell that is similar to **fire ball** in many aspects. When the spell is cast, four fire balls of 10d6 value streak from the caster's outstretched hand toward the targets he or she selects. Alternately, the caster may launch eight fire balls of half normal diameter which do 5d6 damage each. The maximum range is 24" for each fire ball created by this spell.

**Mind Blank**

Magic-User 8

The target of this spell becomes undetectable by all normal magical detection, including **ESP**, **clairvoyance**, **clairaudience**, crystal balls or similar scrying devices, **commune**, or **contact higher plane**. The spell may be placed upon the caster or any creature within a 1" range, and lasts for a full day.

**Mirror Image**

Magic-User 2

This spell causes 1d4 illusory duplicates of the caster to spring into being, making it difficult for enemies to know which target to attack. The images stay near the caster and disappear when struck. The images mimic the caster's actions; it is not possible to tell by means of vision or hearing which is an image and which is the true caster. Whenever an attack is made against the caster, the referee should select randomly between the images and the caster's actual form. The spell persists for at most 6 combat rounds.

### Monster Summoning I

Magic-User 3

This spell summons 1d4 creatures from the Level 1 encounter table to serve the caster; they arrive after a delay of one round. The spell lasts 6 rounds, and any monsters who still live will depart peacefully when the spell ends.

### Monster Summoning II

Magic-User 4

This spell is exactly like **monster summoning I** except that it summons 1d4 monsters from the Level 2 encounter table.

### Monster Summoning III

Magic-User 5

This spell is exactly like **monster summoning I** except that it summons 1d4 monsters from the Level 3 encounter table.

### Monster Summoning IV

Magic-User 6

This spell is exactly like **monster summoning I** except that it summons 1d4 monsters from the Level 4 encounter table.

### Monster Summoning V

Magic-User 7

This spell is exactly like **monster summoning I** except that it summons 1d4 monsters from the Level 5 encounter table.

### Monster Summoning VI

Magic-User 8

This spell is exactly like **monster summoning I** except that it summons 1d4 monsters from the Level 6 encounter table.

### Monster Summoning VII

Magic-User 9

This spell is exactly like **monster summoning I** except that it summons 1d4 monsters from the Level 7 encounter table.

### Move Earth

Magic-User 6

This spell moves earthen hills or ridges. The earthen feature targeted must be within 24" of the caster. It moves 6" per turn for up to 6 turns as directed by the caster.

### Neutralize Poison

Cleric 4

This spell detoxifies any sort of venom in the creature touched. A poisoned creature suffers no additional effects from the poison, but the spell does not restore to life a creature slain by poison.

This spell can instead neutralize the poison in a substance such as food or drink.

### Part Water

Magic-User 6, Cleric 7

This spell parts a body of water up to 10' deep, creating a path 1" wide and up to 12" long; the path remains open for 6 turns.

### Pass-Wall

Magic-User 5

This spell creates a passage through wooden, plaster, or stone walls, but not through metal or other harder materials. The passage may be created up to 3" from the caster. The passage is 10 feet deep and persists for 3 turns.

### Permanent Spell

Magic-User 8

This spell makes certain other spells permanent. One spell cast upon an object or location, or up to two cast upon a creature, may be affected by this spell. When cast upon a creature, it may affect at most one spell affecting the mind or senses (such as **detect magic** or **mind blank**) and one spell affecting the body (such as **levitate** or **water breathing**). The spell may be canceled only by **dispel magic** from casters totaling at least two times the level of the caster of the **permanent spell**, i.e. if cast by a 18<sup>th</sup> level caster, it could be dispelled only by two casters of that level working in concert, or three casters of 12<sup>th</sup> level, and so on.

**Phantasmal Forces**

Magic-User 2

This spell creates vivid visual illusions projected from the mind of the caster. The caster must concentrate upon the illusion to maintain it. If the illusion is static, touching it will dispel it instantly. If it depicts a creature, the caster may cause the illusionary creature to attack, and if the illusion is believable the damage done by the creature will be real. The illusion may be controlled and maintained at a range of up to 24".

**Phase Door**

Magic-User 7

This spell creates an invisible extradimensional passage which is exactly like the passage created by a **pass-wall** spell. It may be used only by the caster, and persists until it has been exited seven times. The passage may be created at a range of 1". Dispelling a phase door requires casters of at least twice the level of the original caster of the spell (see **permanent spell** for an example of this).

**Polymorph Any Object**

Magic-User 8

This spell changes one object or creature into another. The duration of the spell depends on how radical a change is made from the original state to its enchanted state. The referee should consider the similarity of the old and new forms when determining duration. Transforming a rock into a boulder or a feather into a bird might have indefinite duration, but transforming a pebble into a man should persist for perhaps two turns. The spell changes the form and nature of the target, but does not confer any other enchantment; in particular, it cannot be used to create a magic item. The maximum range of this spell is 24".

**Polymorph Others**

Magic-User 4

This spell transforms a living creature into another kind of living creature. The subject gains the complete abilities of its new form, but maintains its original mentality. This spell has a range of 6" and persists until **dispelled**.

**Polymorph Self**

Magic-User 4

The caster of this spell assumes a new form. The caster gains the physical abilities of the new form, but not the magical or otherwise special abilities thereof. For example, a Magic-User transformed into the shape of a dragon would acquire the physical attacks (claw and bite) and flying ability of the dragon, but not its breath weapon. Hit points do not change, and attack rolls are made using the caster's regular chances rather than the new form's. The spell lasts 6 turns plus the caster's level.

**Power Word — Blind**

Magic-User 8

When the caster utters this word of power, one creature of his or her choice will be blinded for 2d4 days. If the creature has 41 or more hit points, the duration is reduced to 1d4 days, and if the creature has 81 or more hit points the spell has no effect. This spell can affect any single creature within 12" of the caster.

**Power Word — Kill**

Magic-User 9

When the caster utters this word of power, one creature of his or her choice will be killed. If the creature has 51 or more hit points the spell has no effect. This spell can affect any single creature within 12" of the caster.

**Power Word — Stun**

Magic-User 7

When the caster utters this word of power, one creature of his or her choice will be stunned (paralyzed) for 2d6 turns. If the creature has 36 or more hit points, the duration is reduced to 1d6 turns, and if the creature has 71 or more hit points the spell has no effect. This spell can affect any single creature within 12" of the caster.

**Prayer**

Cleric 3

This spell lowers the saving throws of all creatures within a 2" square area up to 3" away from the caster. The reduction is -1, plus an additional -1 for

every 10 full levels the caster has gained, i.e. -2 at 11<sup>th</sup> level, -3 at 21<sup>st</sup> level. The spell takes effect on the round following its casting and lasts for one full round.

### Prismatic Wall

Magic-User 9

This spell creates a 20' diameter spherical barrier of shimmering multicolored light that protects the caster from all forms of attack. The wall flashes with seven colors, each of which has a distinct power and purpose. The wall is immobile, and the caster may pass through it without harm. Any other creature with 7 or fewer hit dice that looks at the wall is blinded for 1d6 rounds. If not otherwise destroyed, the wall persists for an hour (6 turns).

Each color in the wall has a special effect. The accompanying table shows the seven colors of the wall, the order in which they appear, their effects on creatures trying to attack you or pass through the wall, and the magic needed to negate each color.

The wall can be destroyed, color by color, in consecutive order, by various magical effects; however, the first color must be brought down before the second can be affected, and so on.

Color	Order	Effect	Negated By
Red	1 <sup>st</sup>	Stops magical ranged weapons; Deals 12 points of damage	Ice Storm
Orange	2 <sup>nd</sup>	Stops nonmagical ranged weapons; Deals 24 points of damage	Lightning
Yellow	3 <sup>rd</sup>	Stops breath weapons; Deals 48 points of damage.	Magic Missile
Green	4 <sup>th</sup>	Stops all forms of detection and location; Poison, save or die if touched.	Passwall
Blue	5 <sup>th</sup>	Stops cleric spells; Petrifies if touched.	Disintegrate
Indigo	6 <sup>th</sup>	Force field, blocks all physical effects; Crystallizes if touched, save vs. wands to resist.	Dispell Magic
Violet	7 <sup>th</sup>	Anti-magic shell; Insanity, save vs. Spells or become permanently insane.	Continual Light

### Projected Image

Magic-User 6

This spell creates an illusory version of the caster, up to 24" away. The projected image looks, sounds, and smells like the caster but is intangible. The projected image mimics the caster's actions (including speech). Spells cast thereafter originate from the image rather than from the caster's own location. The image persists up to 6 turns.

### Protection from Evil

Magic-User 1, Cleric 1

This spell wards the caster from attacks by enchanted monsters; creatures summoned or created by magic cannot touch the caster for the duration of the spell. It also wards against possession attempts (such as **magic jar**). The caster's Armor Class is reduced (improved) by one place against other opponents, and he or she receives a bonus of +1 on all saving throws for the duration of the spell. The spell lasts for 6 turns.

### Protection from Evil, 10' Radius

Magic-User 3, Cleric 4

This spell works exactly as **protection from evil**, but protects all within a 10' radius around the caster. This spell lasts for 12 turns.

### Protection from Normal Missiles

Magic-User 3

The warded creature gains resistance to ranged weapons. Normal (non-magical) missiles of normal size (not including boulders thrown by giants or catapults, for example) will not harm the target of this spell. The spell has a range of 3" and lasts 12 rounds.

### Purify Food and Water

Cleric 1

This spell makes spoiled, rotten, poisonous, or otherwise contaminated food and water pure and suitable for eating and drinking. This spell does not prevent subsequent natural decay or spoilage. An amount of food and water suitable to feed up to a dozen people can be affected by this spell.



## Pyrotechnics

Magic-User 2

Pyrotechnics turns a fire into either a burst of blinding fireworks or a thick cloud of choking smoke, as chosen by the caster.

**Fireworks:** The fireworks are a flashing, fiery, momentary burst of glowing, colored aerial lights.

**Smoke Cloud:** A writhing stream of smoke billows out from the source, forming a choking cloud filling a 2" cubical volume. All sight, even Infravision, is ineffective in or through the cloud.

When the spell is cast, the fire used as a source is extinguished. The spell lasts for 6 rounds and has a maximum range of 24".

## Quest

Cleric 5

A **quest** places a magical command on a creature within 3" to carry out some service, as desired by the caster. Defying the quest results in the target suffering a curse determined by the caster. The spell ends when the service has been completed.

## Raise Dead/Finger of Death

Cleric 5

This spell restores life to a deceased creature. The caster can raise a creature that has been dead for no longer than 4 days, plus 4 more days per each full 8 levels the caster has gained (i.e. 8 days at 9<sup>th</sup> level, 12 days at 17<sup>th</sup> level). A resurrection survival roll must be made; see the **Constitution** subsection under **Creating a Character** on page 3 for details.

Coming back from the dead is an ordeal; the subject must rest for two game weeks before resuming normal activities.

The reverse of this spell, **finger of death**, can slay any living creature within 12" of the caster; the saving throw for this spell is Death Ray rather than the usual Spells.

## Raise Dead Fully

Cleric 7

This spell is exactly like the normal **raise dead** spell, but the subject is restored to full vitality and need not rest before resuming normal activities.

The reverse of this spell allows no saving throw, but may still be blocked by appropriate magical protection.

## Read Languages

Magic-User 1

By means of this spell the caster can decipher writing in unknown languages on an object such as a book or scroll. Once the spell is cast, the caster is thereafter able to read that particular writing without the further use of this spell.

## Read Magic

Magic-User 1

By means of this spell the caster can decipher magical inscriptions on an object such as a book or scroll. This deciphering does not normally invoke the magic contained in the writing, although it may do so in the case of a cursed scroll. Furthermore, once the spell is cast, the caster is thereafter able to read that particular writing without the further use of this spell.

## Reincarnation

Magic-User 6

With this spell, the caster brings back a dead character in another body. So long as some small portion of the subject's body still exists, it can be reincarnated, but the portion receiving the spell must have been part of the subject's body at the time of death. The magic of the spell creates an entirely new young adult body for the soul to inhabit. This process takes 1 hour to complete. When the body is ready, the subject is reincarnated.

The new incarnation is determined in part by the alignment of the subject, and in part by a random die roll, as follows:

**Lawful**

% Roll	Type
01-27	Human
28-36	Centaur
37-54	Dwarf
55-72	Elf
73-81	Gnome
82-00	Halfling

**Neutral**

% Roll	Type
01-27	Human
28-31	Centaur
32-35	Dryad
36-48	Dwarf
49-61	Elf
62-70	Gnome
71-79	Halfling
80-83	Minotaur
84-87	Nixie
88-96	Orc
97-00	Pixie

**Chaotic**

% Roll	Type
01-27	Human
28-35	Gnoll
36-49	Goblin
50-64	Hobgoblin
65-78	Kobold
79-85	Minotaur
86-00	Orc

**Remove Curse**

Magic-User 4, Cleric 3

This spell instantaneously removes one curse from an object or a creature. Remove curse does not remove the curse from a cursed shield, weapon, or suit of armor, although the spell typically enables the creature afflicted with any such cursed item to remove and get rid of it. Certain special curses may not be countered by this spell or may be

countered only by a caster of a certain level or higher.

**Repulsion**

Magic-User 6

This spell causes all creatures or objects approaching the caster to reverse course and move away. The maximum effect range is 12" and the duration is 6 rounds.

**Restoration/Energy Drain**

Cleric 7

When **restoration** is cast, it restores one full level to a character or creature who has lost an energy level (typically as a result of an undead monster, or of the reverse of this spell). The caster is incapacitated 2d10 days after casting the spell. The subject of the spell must be touched to enact the magic.

The reverse of this spell, **energy drain**, removes one level from the victim (see **Energy Drain** on page 17 for details). This version of the spell does not incapacitate the caster, but it does require a roll to hit to be effective.

**Reverse Gravity**

Magic-User 7

This spell reverses gravity in a 3" cubic volume, causing all unattached objects and creatures within that area to fall upward and reach the top of the area in 1 round. If some solid object (such as a ceiling) is encountered in this fall, falling objects and creatures strike it in the same manner as they would during a normal downward fall. This effect lasts a single combat round; on the next round, normal gravity is restored and all objects and creatures within the area of effect fall back down. The range of this spell is 9".

**Rope Trick**

Magic-User 3

When this spell is cast upon a piece of rope from 6 to 24 feet long, one end of the rope rises into the air until the whole rope hangs perpendicular to the ground, as if affixed at the upper end. The upper end is, in fact, fastened to the invisible entrance to an extradimensional space.

Anything inside the extradimensional space drops out when the spell ends. The spell lasts for 6 turns plus the caster's level. The rope can be removed, and if it is any creature exiting the extradimensional space will fall. It is also possible to pull up the rope, causing it to disappear, and subsequently let it down again before exiting.

## Shape Change

Magic-User 9

This spell functions like **polymorph self** in that it permits the caster to change his or her form; however, the caster acquires the full capabilities of the new form (as with **polymorph others**) and can change shape once per round as desired. The spell lasts a maximum of 15 rounds plus the caster's level.

## Shield

Magic-User 1

This spell creates an invisible, shield-like disk of force that hovers in front of the caster. It lowers (improves) the caster's Armor Class by 5 places against melee attacks and 7 places against missile weapons.

## Silence, 15' Radius

Cleric 2

This spell creates a spherical area of complete silence. It may be placed upon an object or creature, and thus be movable, or upon a place in which case it is immobile. The spell lasts for 12 rounds and has an 18" range.

## Simulacrum

Magic-User 7

This spell, in concert with other spells, creates a duplicate of a living creature. This duplicate has the physical form and abilities of the original creature, and from 30 to 60 percent (roll 1d4 times 10 and add 20) of the knowledge and mental abilities of the original.

First, the caster must create a form for the duplicate out of snow and cast the **simulacrum** spell over it. If no snow is available, the caster may use **ice storm** to provide the necessary material.

Next, the caster must apply the spell **animate objects** to give the snow-creature the power of movement. Finally, a **limited wish** is used to complete the process.

A simulacrum can be revealed with **detect magic**. If the simulacrum is compared to the original in person, it will be obvious which is the real creature and which the duplicate. Because the simulacrum does not have all the knowledge of the original, it may be detected by close association with those familiar with the original.

If the original creature is dead, the simulacrum will slowly increase its knowledge of the original, to a maximum of 90%. Regardless of the situation, however, the simulacrum remains a servant of the caster and will obey him or her completely.

## Sleep

Magic-User 1

This spell causes a magical slumber to come upon a number of creatures within a 1" radius circle up to 24" away from the caster. Creatures with the fewest hit dice are affected first. To determine how many are affected, roll 2d8. For each creature having up to 1 hit dice, deduct 1 from the total; for those having 2 hit dice, deduct 2; for those having 3 hit dice, deduct 4; for those having 4 hit dice, deduct 10. Any excess is lost. Creatures having more than 4 hit dice cannot be affected. Note that, if the only possible target has 4 hit dice, it will be affected regardless of the roll. Sleeping creatures are helpless; slapping or wounding awakens an affected creature, but normal noise does not.

## Slow Spell

Magic-User 3

This spell decelerates the actions of creatures within a 6" by 12" area up to 24" away from the caster. Affected creatures move at half speed and may attack only every other round. The spell lasts for 30 rounds. Note that this spell may be countered and dispelled by the **haste spell**.

### Snake Charm

Cleric 2

This spell will **charm** as many hit dice of snakes or related creatures as the caster has levels of ability. The creatures remain charmed 1d4+1 turns. The range of this spell is 6".

### Speak with Animals

Cleric 2

The caster of this spell can comprehend and communicate with animals (both normal and giant-sized, but not magical creatures of any sort), and may ask questions of and receive answers from them, although the spell doesn't make them any more friendly or cooperative than normal. Furthermore, wary and cunning animals are likely to be terse and evasive, while the more stupid ones might make inane comments. If an animal is friendly toward the caster, it might agree to do some favor or service. The spell has a 3" range and lasts for 6 turns.

### Speak with Dead

Cleric 3

This spell grants the semblance of life and intellect to a corpse within 1" of the caster, allowing it to answer three questions. The corpse's knowledge is limited to what the creature knew during life, including the languages it spoke (if any). Answers are usually brief, cryptic, or repetitive. Casters of level 7 or less may only speak with creatures dead up to 1d4 days; casters of level 14 or less, up to 1d4 months; casters of level 20 or less, 12 months; above level 20, there is no limit to the time the creature has been dead. All questions must be asked within a single turn; unasked questions are wasted if the duration expires.

### Speak With Monsters

Cleric 6

The caster of this spell can comprehend and communicate with monsters of any sort and may ask questions of and receive answers from them, although the spell doesn't make them any more friendly or cooperative than normal. Furthermore, wary and cunning monsters are likely to be terse

and evasive, while the more stupid ones might make inane comments. If a monster is friendly toward the caster, it might agree to do some favor or service. The spell has a 3" range and permits the caster to ask (and receive answers to) 3d4 questions over the course of 1 turn.

### Speak with Plants

Cleric 4

The caster of this spell can comprehend and communicate with both normal plants and plant creatures, and may ask questions of and receive answers from them. A regular plant's sense of its surroundings is limited, so it won't be able to give (or recognize) detailed descriptions of creatures or answer questions about events outside its immediate vicinity.

Normal plants will obey commands from the caster, so long as those commands are within their power to obey; for instance, thorny bushes might be ordered to part to allow the caster and his associates to pass, but the plants cannot be commanded to uproot themselves and move about, or to engage in any serious form of attack.

Plant creatures, on the other hand, won't be any more friendly or cooperative than normal. Furthermore, wary and cunning plant creatures are likely to be terse and evasive, while the more stupid ones might make inane comments. If a plant creature is friendly toward the caster, it might agree to do some favor or service.

This spell has a 3" range and lasts for 6 turns.

### Stone to Flesh/Flesh to Stone

Magic-User 6

This spell restores a petrified creature to its normal state, restoring life and goods. The creature must make a roll against his or her **chance to survive spells** (see the **Constitution** subsection on page 3 of the **Creating a Character** section for details). Any petrified creature, regardless of size, can be restored. The spell has a range of 12".

Reversed, **flesh to stone** will turn one creature to stone (much as meeting the gaze of a medusa does).

## Strength

Magic-User 2

This spell increases the strength of a character touched by the caster for a period of 8 hours. The amount of increase depends on the class of the target; a Fighter receives 2d4 points, a Cleric 1d6 points, or a Thief 1d4 points. Magic-Users do not receive increased strength from this spell. Regardless of the roll, the maximum strength this spell can bestow upon a character is 18.

Note that if the **Extraordinary Strength** optional rule found on page 128 of **Appendix A** is in use, Fighters who receive 18 Strength due to this spell should roll percentiles for the Extraordinary Strength value.

## Suggestion

Magic-User 3

You influence the actions of the target creature by suggesting a course of activity (limited to a sentence or two). The suggestion must be worded in such a manner as to make the activity sound reasonable. Asking the creature to do some obviously harmful act automatically negates the effect of the spell.

The suggested course of activity can continue for up to 1 week. If the suggested activity can be completed in a shorter time, the spell ends when the subject finishes what it was asked to do. The caster can instead specify conditions that will trigger a special activity during the duration. If the condition is not met before the spell duration expires, the activity is not performed.

## Symbol

Magic-User 8, Cleric 7

This spell allows the caster to scribe a potent rune of power upon a surface. If the symbol is examined, touched, or even walked over by a creature of different alignment from the caster (or otherwise hostile to the caster), its power will take effect. There are six different symbols which may be used, as follows:

**Fear:** As the **fear** spell.

**Discord:** Causes disharmony among all who are affected by it.

**Insanity:** Causes up to 100 levels or hit dice of creatures to become insane; curable only with **remove curse**.

**Sleep:** As the **sleep** spell, affecting double the normal number of creatures.

**Stun:** Causes up to 150 levels or hit dice of creatures to be stunned as if by **power word – stun**.

**Death:** This symbol will kill up to 75 levels or hit dice of creatures.

A symbol may only be **dispelled** by a caster of higher level than the original inscriber.

## Telekinesis

Magic-User 5

The caster of this spell can move objects or creatures by concentrating on them. The caster can move up to 200 coins of weight per level of ability; thus, a 12<sup>th</sup> level character can move 2,400 coins of weight. The spell has a range of 12" and lasts 6 turns.

## Teleport

Magic-User 5

This spell instantly transports the caster to a designated destination, regardless of distance. The chance of success varies depending on how well the caster knows the area he or she is teleporting into, as shown on the table below.

	Too Low	Killed	On Target	Too High
<b>Poorly Known</b>	01-03	04-78	79-95	96-00
<b>Generally Known</b>	01-10	–	11-90	91-00
<b>Carefully Studied</b>	01	–	02-95	96-00

Roll percentile dice to determine the result. Too Low and Too High indicate that the caster is off target by 1d10 x 10 feet (or 1d4 x 10 if Carefully Studied); if this results in the caster appearing in a space occupied by a solid object, he or she is killed instantly, while appearing in open air (i.e. Too High) will result in a fall. Killed means that the caster's body is simply gone, never to be seen again. An On Target result places the caster where he or she wishes to appear.

### Time Stop

Magic-User 9

This spell makes time cease to flow within a 3" cubic volume centered on the caster. For 1d4+1 rounds (a roll which should be made by the referee and kept secret from the player), the caster may move around freely while all other activity within the area of effect is halted. Creatures that enter the area after the spell is cast likewise become frozen in time for the remaining duration.

### Transmute Rock to Mud/

### Transmute Mud to Rock

Magic-User 5

This spell turns rocks, earth, and sand in a contiguous area of up to 30 square inches into mud. A full turn is required for this transformation, but once complete, the muddy area will remain so for 3d6 days (i.e. until it dries out naturally) or until countered with the reverse of this spell.

Reversed, the spell permanently transforms an equivalent area of muddy ground to solid rock, again requiring a full turn for the transformation.

Both versions of this spell have a range of 12".

### Turn Sticks to Snakes

Cleric 4

This spell turns sticks into snakes. Provided sufficient sticks are nearby, the spell can create up to 2d8 normal-sized snakes which will obey the caster. There is a 50% chance that they will be poisonous. The spell has a range of 12" and lasts 6 turns.

### Ventriloquism

Magic-User 1

The caster of this spell can make his or her voice seem to issue from someplace else up to 6" away. The spell lasts for 2 turns.

### Wall of Fire

Magic-User 4

When this spell is cast, an immobile, blazing curtain of fire springs into existence up to a range of 12" from the caster. The wall of fire lasts as long as the caster remains within range and concentrates on it. It is opaque, and creatures having 3 or fewer hit dice cannot pass through it. Undead monsters passing through it suffer 2d6 points of damage, while all other creatures suffer 1d6. The caster may cause the wall to take the form of a circle 3" in diameter, or a flat barrier up to 6" wide; either form may be up to 2" high.

### Wall of Ice

Magic-User 4

This spell creates a wall of ice six actual (not scale) inches thick at a range of up to 12" from the caster, which persists as long as the caster concentrates on it. It blocks fire and fire-based magic. Creatures having 4 or more hit dice may break through it, suffering 1d6 points of damage in the process; creatures which are fire-based take 2d6 points of damage instead. The caster may cause the wall to take the form of a circle 3" in diameter, or a flat barrier up to 6" wide; either form may be up to 2" high.

### Wall of Iron

Magic-User 5

The caster of this spell causes a flat, vertical iron wall to spring into being at a range of up to 6" from the caster. It is three actual (not scale) inches thick and has a surface area not exceeding 5 square scale inches. It persists up to 12 turns.

### Wall of Stone

Magic-User 5

The caster of this spell causes a flat, vertical stone wall to spring into being at a range of up to 6" from the caster. It is two feet thick and has a surface area not exceeding 10 square inches. It persists until **dispelled**, or until it is destroyed in the usual way.

## Water Breathing

Magic-User 3

The target of this spell becomes able to breathe water freely for a period of 12 turns. The range of this spell is 3".

## Web

Magic-User 2

This spell creates a many-layered mass of strong, sticky strands which trap those caught in them. The strands are similar to spider webs, but are larger and tougher. The web created will fill a contiguous volume equal to two 1" cubes. The web is vulnerable to fire, and may be broken through by giants in 2 rounds; smaller creatures will need proportionately longer periods of time. The spell lasts up to 8 hours and has a range of 3".

## Wind Walk

Cleric 7

This spell alters the substance of the caster's body into a cloudlike vapor (similar to a **potion of gaseous form**). In this form the caster can move at a rate of 48" per turn through the air. The caster can take one other creature along, whom the caster must touch as the spell is cast. The spell persists up to a full day.

## Wish

Magic-User 9

Wish is the mightiest spell any character can cast. By simply speaking aloud, the caster can alter reality to better suit his or her desires.

The referee is the final arbiter of the power of this spell. If the character is too greedy or asks too much, the wish should fulfill the caster's words but

pervert their intent. Using a wish to emulate a lower-level spell or to undo a misfortune should be fairly safe, but it is in the best interest of players to make even such wishes as clear and unambiguous as possible, for the safety of their own characters.

Casting a wish debilitates the caster such that he or she can do no further magic for 2d4 days afterward.

## Wizard Eye

Magic-User 4

The caster of this spell creates an invisible magical "eye" through which he or she can see. It can be moved at a rate of 12" up to a maximum distance of 24" away. The spell persists for 6 turns.

## Wizard Lock

Magic-User 2

This spell magically holds shut a door, gate, window, or shutter of wood, metal, or stone. The magic affects the portal just as if it were securely closed and normally locked. The effect lasts indefinitely. **Knock** can be used to open the doorway without ending the spell. A Magic-User three or more levels higher than the caster of this spell can pass through the door without difficulty, and without ending the spell.

## Word of Recall

Cleric 6

This spell teleports the caster instantly back to his or her sanctuary when the word is uttered. The sanctuary must be designated in advance, generally when the caster prays for the spell. This teleportation has no chance of failure, but transports only the caster and only to the singular location designated.

## Monsters

**Armor Class:** The creature's armor class for combat purposes. Some monsters are only hit by certain attacks; those hit only by silver or magical weapons will be marked **(s)** after the armor class number, while those hit only by magical weapons will be marked **(m)** after the number. Other types of special defenses may be noted in this space, or may appear only in the monster's descriptive text.

**Hit Dice:** The number of eight-sided (d8) hit dice to be rolled for the monster's hit points. A bonus or penalty given after the number is added to or subtracted from the total; note that a penalty may not reduce a monster below 1 hit point.

**No. Attacks:** The number and kind of attacks the monster may make in a single combat round.

**Damage:** The damage dice to be rolled for each of the monster's attacks. Alternately, the effect may be listed here if it does not involve hit point damage; for instance, the energy draining powers

of certain undead or the ability of the basilisk to turn a victim to stone.

**Move:** The monster's movement rate per turn. Multiple figures may be given if the monster is able to move in more than one medium; for instance, a pegasus has both a running and a flying rate.

**Alignment:** The typical alignment of monsters of the given type.

**No. Appearing:** The number of the given type of monster to be found in a group. Usually given as a die roll. Multiple options may be listed for different situations, such as encounters in a dungeon (the default type), in the wilderness, or in their lair.

**% in Lair:** The chance the monster or monsters will be found in their lair.

**Treasure:** The general type of treasure found in the monster's lair. The letter codes given refer to the table in the **Treasure** section, starting on page 95.

## Monster Descriptions

### Ape, Carnivorous

Armor Class	6
Hit Dice	4
No. Attacks	2 claws
Damage	1d6 per claw
Move	12"
Alignment	Neutral
No. Appearing	1d6
% in Lair	30%
Treasure	None

Carnivorous Apes are monstrous white-furred apes similar in form to gorillas. They are vile and hateful monsters who live only to kill and eat, and their favorite prey are humans and human-like creatures.

### Basilisk

Armor Class	4
Hit Dice	6+1
No. Attacks	1 bite + gaze attack
Damage	1d10 + turn to stone
Move	6"
Alignment	Neutral
No. Appearing	1d6
% in Lair	40%
Treasure	F

A basilisk is a reptilian monster that petrifies living creatures with its gaze. A basilisk usually has a dull brown body with a yellowish underbelly. An adult basilisk's body is about 6 feet long (not including its tail, which can reach an additional length of 5 to 7 feet) and weighs about 3,000 coins.

The gaze or touch of a basilisk can turn a victim to stone; the basilisk's gaze may even turn the creature itself to stone if it sees its reflection in a mirror or other reflective surface.



**Bear**

Armor Class	5
Hit Dice	6
No. Attacks	2 claws/1 bite + hug
Damage	1d4 claw, 2d4 bite + 2d6 hug
Move	12"
Alignment	Neutral
No. Appearing	1d4
% in Lair	50%
Treasure	None

If a bear hits with a claw and the roll is a natural 19 or better, it has hugged its opponent, doing an additional 2d6 points of damage. A hug can only be employed against opponents of the bear's own size or smaller.

**Beetle, Giant**

Armor Class	4
Hit Dice	3+1
No. Attacks	1 bite
Damage	3d10 bite
Move	12"
Alignment	Neutral
No. Appearing	1d6
% in Lair	20%
Treasure	None

These monstrous, unintelligent insects are deadly opponents. There are many varieties; the referee may wish to briefly research real-world insects in order to give interesting descriptions.

**Black Pudding**

Armor Class	6
Hit Dice	10
No. Attacks	1 pseudopod
Damage	3d8
Move	6"
Alignment	Neutral
No. Appearing	1
% in Lair	None
Treasure	None

A black pudding is an amorphous creature that lives only to eat. These monsters inhabit underground areas throughout the world, scouring

caverns, ruins, and dungeons in search of organic matter, living or dead. They are unintelligent, attacking any creatures they encounter. They attack by lashing out with pseudopods; their entire body exudes acid, which is the source of the damage their attacks cause.

Neither weapons nor lightning bolts will harm a black pudding, instead splitting the creature into two identical puddings, each having half of the original's hit dice (round up) and current hit points (round down). A 2 hit die pudding will not divide further, but is still unaffected by lightning and weapons. All other attack forms will work normally.

A black pudding's acid will destroy wood swiftly and corrode away metal a bit slower; gold, however, is completely resistant to it.

**Blink Dog**

Armor Class	5
Hit Dice	4
No. Attacks	1 bite
Damage	1d6
Move	12"
Alignment	Lawful
No. Appearing	4d4
% in Lair	35%
Treasure	C

The blink dog is an intelligent canine that has a limited teleportation ability. Blink dogs have their own language, a mixture of barks, yaps, whines, and growls that can transmit surprisingly complex information.

A blink dog can teleport, as if by **dimension door** (caster level 8th), once per round. The ability affects only the blink dog, which never appears within a solid object and can act immediately after teleporting.

**Boar**

Armor Class	7
Hit Dice	3
No. Attacks	1 tusk
Damage	1d8 tusk
Move	12"
Alignment	Neutral
No. Appearing	1d6
% in Lair	0%
Treasure	None

A boar is a male hog; the statistics given here are for a wild boar, but even domesticated boars can grow to this size. Female hogs (sows) are as large as the males and will fight without checking morale in defense of their young.

**Bugbear**

Armor Class	5
Hit Dice	3+1
No. Attacks	1
Damage	2d4
Move	9"
Alignment	Chaotic
No. Appearing	5d4
% in Lair	30%
Treasure	B

Bugbears are large goblin-like creatures, with dull orange skin liberally covered in darker orange hair. They have short, thick necks and large, oddly round heads. Though apparently ungainly, they move very quietly, surprising on a roll of 1-3 on 1d6.

Like other goblinoids, they see well in the darkness, having infravision with a 6" range, and they are similarly uncomfortable in bright light, suffering penalties of -1 on attack rolls in full daylight conditions. They are more ferocious than other goblinoids, however, and suffer no penalty to morale even in daylight.

**Bull**

Armor Class	6
Hit Dice	4
No. Attacks	1 butt or 1 trample
Damage	2d4 butt or 2d6 trample
Move	15"
Alignment	Neutral
No. Appearing	1 (plus 2d10 females)
% in Lair	0%
Treasure	A1

A bull is a male bovine, a member of the cattle or aurochs family. There will usually be just one adult bull in a herd, though it is not unheard of that 1d4 might be found together as rogues without any females or young. If a bull uses its trample attack it may make only a half move; generally a bull will enter a fight charging to maximize its head butt attack, and then resort to trampling on subsequent rounds.

**Centaur**

Armor Class	5
Hit Dice	4
No. Attacks	2 hooves/1 weapon
Damage	1d6 each hoof/by weapon type
Move	18"
Alignment	Neutral
No. Appearing	2d10
% in Lair	5%
Treasure	A1

A centaur is a creature having the body of a horse with the torso of a human where the horse's head would normally be. A centaur is as big as a heavy horse, but much taller and slightly heavier. They are generally armed with clubs, lances, and/or bows.

**Centipede, Giant**

Armor Class	9
Hit Dice	½ (1d4 hit points)
No. Attacks	1 bite
Damage	Poison
Move	12"
Alignment	Neutral
No. Appearing	2d4
% in Lair	None
Treasure	None

Giant centipedes are simply an overgrown variety of the ordinary centipede. Though they are weak, their poison bite makes them a concern for characters who venture into the underground areas where they may be found.

**Chimera**

Armor Class	4
Hit Dice	9
No. Attacks	2 claws/3 heads
Damage	1d3 per claw/1d4 horn (goat head) / 2d4 bite (lion head) / 3d4 bite or breath (dragon head)
Move	12" Fly 18"
Alignment	Neutral
No. Appearing	1d4
% in Lair	50%
Treasure	F

The chimera is a bizarre three-headed creature having the forequarters of a lion, the hindquarters of a goat, the wings of a dragon, and the heads of a goat, a lion, and a dragon. Each head has its own attack, with the dragon's head being able to breath fire up to three times per day covering a cone 5" long and 2" wide at the base, and doing 3d6 points of damage (with a saving throw vs. Dragon Breath reducing damage by half). A chimera is an awkward flier and prefers to fight with its feet on the ground.

**Cockatrice**

Armor Class	6
Hit Dice	5
No. Attacks	1
Damage	1d6 and turn to stone
Move	9" Fly 18"
Alignment	Neutral
No. Appearing	1d8
% in Lair	35%
Treasure	D

A cockatrice is a monster that resembles a chicken with an elongated, featherless serpentine neck and a similar serpentine tail. The touch (or attack) of a cockatrice can turn a living creature to stone. They are unintelligent and thus do not check morale.

**Crab, Giant**

Armor Class	3
Hit Dice	2
No. Attacks	2 pincers
Damage	2d6 each pincer
Move	6"
Alignment	Neutral
No. Appearing	2d6
% in Lair	10%
Treasure	None

Giant crabs are dangerous opponents, having good armor and a pair of powerful attacks. They are unintelligent, and thus do not check morale. Giant crabs will rarely be found far from water, and may also be found in underwater environments.

**Crocodile**

Armor Class	15
Hit Dice	2
No. Attacks	1 bite
Damage	3d4 bite
Move	9" Swim 9"
Alignment	Neutral
No. Appearing	1d8
% in Lair	5%
Treasure	None

Crocodiles are predatory reptiles 11 to 12 feet long. They lie mostly submerged in rivers or marshes, with

only their eyes and nostrils showing, waiting for prey to come within reach; in such situations they gain surprise on a roll of 1-4 on 1d6.

### Djinn

Armor Class	5
Hit Dice	7+1
No. Attacks	1
Damage	2d8
Move	9" Fly 24"
Alignment	Lawful
No. Appearing	N/A
% in Lair	None
Treasure	None

Djinn (singular djinni) are powerful, intelligent manlike creatures from the Elemental Plane of Air. They fly naturally and with the highest degree of control, as befits creatures of air, and can carry 6,000 coins in weight without loss of speed.

Djinn and efreet are natural enemies; a djinni will generally seek to avoid confrontation with an efreeti, knowing that the efreeti is more powerful, but if the odds appear to be in the djinni's favor it may attack.

They have a number of magical abilities which they may use as desired:

Become **invisible** (as the spell) at will.

Assume **gaseous form** (as the potion) at will, changing between forms in either direction instantly.

Create food and drink as the spells **create food** and **create water**, with the added feature that the food created will be attractive and palatable, and instead of ordinary water they may create wine.

**Create objects** up to 4,000 coins in weight per day. Objects of soft materials are permanent, while any type of stone or metal lasts only a single day.

**Create illusions** of high quality which persist without need of further attention from the djinni.

**Assume the form of a whirlwind** which is functionally identical to an air elemental's whirlwind, 3" tall and having a 1" diameter at the base and 2" at the top.

### Doppelganger

Armor Class	5
Hit Dice	4
No. Attacks	1
Damage	1d12 plus special
Move	9"
Alignment	Chaotic
No. Appearing	3d4
% in Lair	40%
Treasure	E

Doppelgangers are strange beings that are able to take on the shapes of those they encounter. They make excellent use of their natural mimicry to stage ambushes, bait traps, and infiltrate humanoid society. They are interested only in themselves and regard all others as playthings to be manipulated and deceived.

Doppelgangers are immune to all forms of **sleep** and **charm** magic, and save against all other magical attack forms as if they are 10<sup>th</sup> level Fighters.

## Dragons

Dragons are four-legged, winged reptilian monsters. They are intelligent, avaricious, and voracious, a formidable combination.

All dragons have **breath weapon** attacks such as breathing fire or poison gas. Their breath weapons can usually be used just three times per day. On any given round of combat, roll 2d6 to determine if the dragon bites or breathes, with a roll of 6 or less indicating the use of the breath weapon. A dragon's breath weapon generally does damage equal to its uninjured hit points, as determined below; a saving throw vs. Dragon Breath reduces damage by half.

There are several types of dragons, known by their colors. The specific varieties are listed below with details of their breath weapons, personalities, and favored terrain.

Note that the dragon statistics give a range of hit dice; roll 1d10, where 1-2 = the lowest figure, 9-0 the highest, and all others are average. Rather than rolling for the number of hit points, each dragon receives a certain number of hit points per die equal to its age category, as given below:

Age Category	Description
1	Hatchling
2	Juvenile
3	Pre-Adult
4	Adult
5	Mature
6	Old
7	Very Old
8	Ancient

A pair of dragons encountered together will be mates, and each will be of the 4<sup>th</sup> or higher age category. Three or four encountered together will be such a pair plus their offspring of the 1<sup>st</sup> or 2<sup>nd</sup> age category; or, three encountered together may be a female of the 4<sup>th</sup> or higher age category and her young, again of the 1<sup>st</sup> or 2<sup>nd</sup> age category. Attacking the young dragons results in the adults using their breath weapons every round until their foes are dead or they have exhausted the breath weapon for the day. Adult dragons are fiercely

protective of their young and of their mate, and will not check morale if either are threatened.

Dragons of the 1<sup>st</sup> or 2<sup>nd</sup> age category will generally not have any treasure to speak of. Pre-Adults will have about half the normal amount, while those of the 7<sup>th</sup> or 8<sup>th</sup> age category will have as much as double.

**Sleeping Dragons:** When encountered in its lair, a dragon has a fairly good likelihood of being asleep. The exact percentage is given in the description for each type. Assuming they don't wake the dragon while taking up their positions, a dragon's enemies may take one full round of attacks (just as if the dragon were surprised). Attacks against a sleeping dragon are made at +2 to hit.

**Subduing Dragons:** It is possible to subdue a dragon, compelling it into service in return for its life. When this is attempted, the attackers must state intent to subdue rather than kill. All damage done by subduing attacks is tallied, and each round a percentile roll is made against the ratio of the subduing points vs. the total possible. If this roll is made, the dragon submits.

For example, a 9 hit die blue dragon of the 4<sup>th</sup> age category has 36 hit points. 13 points of subduing damage is done; the ratio of 13 to 36 is 0.3611, or about 36%. The referee rolls percentile dice, and if the result is 36 or less, the dragon is subdued.

A subdued dragon will serve its master or masters so long as it believes it can be defeated. Any opportunity to flee or to safely slay the dragon's master may be taken, but so long as the master maintains the appearance of strength the dragon will not act.

**Speaking and Spellcasting:** Many dragons possess the power of speech, and some of those who speak can also cast spells. Chances of each will be given in the specific section for each type. Note that Hatchling and Juvenile dragons do not usually have the power to cast spells. Hatchlings have half the usual chance of speech, but roll normally for Juveniles. Speaking dragons will know their own language (Dragon) plus Common or Elvish (or both, at the referee's option), plus any other language the referee considers reasonable.

**Dragon, Black**

Armor Class	2
Hit Dice	6 to 8
No. Attacks	2 claws/1 bite or breath
Damage	1d4 claw, 3d6 bite or breath
Move	9" Fly 24"
Alignment	Chaotic
No. Appearing	1d4
% in Lair	60%
Treasure	H

Black dragons prefer to dwell in swamps or very near to slow-moving rivers. A black dragon's breath weapon is a line of **acid** ½" wide by 6" long.

A black dragon has a 50% chance of being found asleep. Note that many of them willingly sleep almost completely submerged in swampy water, making it more difficult for adventurers to take advantage of the situation.

They have a 40% chance of speaking, and a speaking black dragon has a 5% chance of being able to use magic. Magic-using black dragons can cast spells as follows:

Age Category	Level	
	1	2
3	1	-
4	2	-
5	2	-
6	3	-
7	3	-
8	3	1

**Dragon, Blue**

Armor Class	2
Hit Dice	8 to 10
No. Attacks	2 claws/1 bite
Damage	1d4 claw, 2d12 bite
Move	9" Fly 24"
Alignment	Chaotic
No. Appearing	1d4
% in Lair	60%
Treasure	H

Blue dragons favor deserts and other dry lands. A blue dragon's breath weapon is a line of **lightning** ½" wide by 10" long.

A blue dragon has a 30% chance of being found asleep in its lair, typically an underground chamber such as a cave. Blue dragons particularly favor cliffside caverns in "badlands" areas.

They have a 70% chance of speaking, and a speaking blue dragon has a 15% chance of being able to use magic. Magic-using blue dragons can cast spells as follows:

Age Category	Level	
	1	2
3	1	-
4	2	1
5	2	2
6	3	2
7	3	3
8	4	3

**Dragon, Brass**

Armor Class	2
Hit Dice	6 to 8
No. Attacks	2 claws/1 bite
Damage	1d4 claw, 4d4 bite
Move	9" Fly 24"
Alignment	1d6: 1-2 Lawful, 3-6 Neutral
No. Appearing	1d4
% in Lair	20%
Treasure	H

Brass dragons favor sandy deserts. A brass dragon has a choice of two different sorts of breath weapon: a cloud of **fear** gas 4" wide and 5" long, and a cone of **sleep** 7" long and 2" wide at the base. Note that these effects apply to characters or creatures of all levels. A creature affected by either breath weapon may save vs. Dragon Breath to resist, with a penalty of -3 if the dragon is of average size or -6 if the dragon is large.

A brass dragon has a 55% chance of being found asleep in its lair, typically an underground chamber such as a cave.

They have a 35% chance of speaking, and a speaking brass dragon has a 10% chance of being able to use magic. Magic-using brass dragons can cast spells as follows:

Age Category	Level	
	1	2
3	1	-
4	2	-
5	2	1
6	2	2
7	3	2
8	3	3

**Dragon, Bronze**

Armor Class	0
Hit Dice	8 to 10
No. Attacks	2 claws/1 bite
Damage	1d4 claw, 3d8 bite
Move	9" Fly 24"
Alignment	1d6: 1-4 Lawful, 5-6 Neutral
No. Appearing	1d4
% in Lair	20%
Treasure	H

Bronze dragons prefer to live by the sea. A bronze dragon has a choice of two different sorts of breath weapon: a line of **lightning** ½" wide by 10" long, and a field of **repulsion** affecting all within a 3" square area in front of the dragon; this effect pushes all creatures who fail their save vs. Spells (not Dragon Breath) back 3". A creature affected by the lightning breath weapon may save vs. Dragon Breath for half damage as usual.

A bronze dragon has a 30% chance of being found asleep in its lair, typically a cliffside cave or ruined castle overlooking the sea.

They have a 65% chance of speaking, and a speaking bronze dragon has a 50% chance of being able to use magic. Bronze dragons who have the power of speech can transform themselves (as the spell **polymorph self**) into the form of any normal animal at will.

Magic-using bronze dragons can cast spells as follows:

Age Category	Level			
	1	2	3	4
3	1	-	-	-
4	2	1	-	-
5	2	2	1	-
6	3	2	2	1
7	3	3	2	2
8	4	3	3	2

**Dragon, Copper**

Armor Class	1
Hit Dice	7 to 9
No. Attacks	2 claws/1 bite
Damage	1d4 claw, 5d4 bite
Move	9" Fly 24"
Alignment	1d6: 1-3 Lawful, 4-6 Neutral
No. Appearing	1d4
% in Lair	20%
Treasure	H

Copper dragons like it hot and dry, and will be found in the warmest, driest place available. A copper dragon has a choice of two different sorts of breath weapon: a line of **acid** ½" wide by 7" long, and a field which **slows** up to 3d6 creatures in front of the dragon (but affected creatures are permitted to save vs. Dragon Breath to resist this effect).

A copper dragon has a 50% chance of being found asleep in its lair, usually in a relatively shallow and well-ventilated cavern which permit the hot breezes to enter. A copper dragon's lair will often include a sun-drenched space just outside the entrance where the dragon can sun itself.

They have a 50% chance of speaking, and a speaking copper dragon has a 25% chance of being able to use magic. Magic-using Copper dragons can cast spells as follows:

Age Category	Level		
	1	2	3
3	1	-	-
4	2	1	-
5	2	2	1
6	2	2	2
7	3	2	2
8	3	3	2

**Dragon, Gold**

Armor Class	-2
Hit Dice	10 to 12
No. Attacks	2 claws/1 bite
Damage	1d4 claw, 3d12 bite
Move	9" Fly 24"
Alignment	Lawful
No. Appearing	1d4
% in Lair	60%
Treasure	H

Gold dragons are at home in any sort of terrain, but often live near the territories of humans and elves. A gold dragon has a choice of two different sorts of breath weapon: a cone of **fire** 9" long and 3" at the base, and a cloud of **poisonous gas** 5" wide and 4" long.

A gold dragon has only a 10% chance of being found asleep in its lair.

All gold dragons speak and use magic. Gold dragons can transform themselves into human form at will. They cast spells as follows:

Age Category	Level					
	1	2	3	4	5	6
2	1	-	-	-	-	-
3	2	1	-	-	-	-
4	2	2	1	-	-	-
5	3	2	2	1	-	-
6	3	3	2	2	1	-
7	4	3	3	2	2	1
8	4	4	3	3	2	2



**Dragon, Green**

Armor Class	2
Hit Dice	7 to 9
No. Attacks	2 claws/1 bite
Damage	1d4 claw, 2d10 bite
Move	9" Fly 24"
Alignment	Chaotic
No. Appearing	1d4
% in Lair	60%
Treasure	H

Green dragons are generally found living in the forest. A green dragon's breath weapon is a cloud of **poisonous gas** 5" wide and 4" long.

A green dragon has a 40% chance of being found asleep in its lair. Unlike other dragons, a green dragon will sometimes lair in a "nest" it has constructed for itself in the darkest, thickest part of the forest.

They have a 55% chance of speaking, and a speaking green dragon has a 10% chance of being able to use magic. Magic-using green dragons can cast spells as follows:

Age Category	Level	
	1	2
3	1	-
4	2	1
5	2	2
6	2	2
7	3	2
8	3	3

**Dragon, Red**

Armor Class	2
Hit Dice	9 to 11
No. Attacks	2 claws/1 bite
Damage	1d4 claw, 3d10 bite
Move	9" Fly 24"
Alignment	Chaotic
No. Appearing	1d4
% in Lair	60%
Treasure	H

Red dragons prefer to live in rocky, mountainous areas, high above all other creatures (whom they view as prey). A red dragon's breath weapon is a cone of **fire** 9" long and 3" at the base.

A red dragon has only a 20% chance of being found asleep in its lair, generally a cavern deep within a mountain.

They have an 85% chance of speaking, and a speaking red dragon has a 15% chance of being able to use magic. Magic-using red dragons can cast spells as follows:

Age Category	Level		
	1	2	3
3	1	-	-
4	2	1	-
5	2	2	1
6	3	2	2
7	3	3	2
8	4	3	3

**Dragon, Silver**

Armor Class	-1
Hit Dice	9 to 11
No. Attacks	2 claws/1 bite
Damage	1d4 claw, 3d10 bite
Move	9" Fly 24"
Alignment	1d6: 1-5 Lawful, 6 Neutral
No. Appearing	1d4
% in Lair	20%
Treasure	H

Silver dragons live in the loftiest places, high on mountain tops or even in the very clouds. A silver dragon has a choice of two different sorts of breath weapon: a cone of **cold** 8" long and 3" at the base, and a cloud of **poisonous gas** 5" wide and 4" long.

A silver dragon has only a 15% chance of being found asleep in its lair.

They have an 80% chance of speaking, and a speaking silver dragon has a 75% chance of being able to use magic. Those who can use magic are also able to transform themselves into human form at will. Magic-using silver dragons can cast spells as follows:

Age Category	Level				
	1	2	3	4	5
3	1	-	-	-	-
4	2	1	-	-	-
5	2	2	1	-	-
6	3	2	2	1	-
7	3	3	2	2	1
8	4	3	3	2	2

**Dragon, White**

Armor Class	2
Hit Dice	5 to 7
No. Attacks	2 claws/1 bite
Damage	1d4 claw, 2d8 bite
Move	9" Fly 24"
Alignment	Chaotic
No. Appearing	1d4
% in Lair	60%
Treasure	H

White dragons live only in the coldest areas, in the frozen northlands or above the snowline. A white dragon's breath weapon is a cone of **cold** 8" long and 3" at the base.

A white dragon has a 60% chance of being found asleep. They have only a 25% chance of speaking, and a speaking white dragon has a 5% chance of being able to use magic. Magic-using white dragons can cast spells as follows:

Age Category	Level
4	1
5	1
6	2
7	2
8	3

**Dryad**

Armor Class	5
Hit Dice	2
No. Attacks	1 weapon
Damage	1d4 or by weapon type
Move	12"
Alignment	Neutral
No. Appearing	1d6
% in Lair	20%
Treasure	D

Shy, intelligent, and resolute, dryads are as elusive as they are alluring. A dryad's delicate features are like those of a female elf, though her flesh is like smooth bark and her hair is like a canopy of leaves that changes color with the seasons.

Each dryad is linked to an oak tree which is of at least mature age (twenty years or more), which she can enter, hiding within it as if it were hollow. A dryad may not move more than 24" from her tree.

Dryads have the power to cast a powerful form of **charm person** at will, against which saving throws are made at a penalty of -2 on the die roll. Any character who threatens a dryad will be the target of this spell, and any such character charmed by the dryad will be led away and never seen again.

**Efreet**

Armor Class	3
Hit Dice	10
No. Attacks	1
Damage	3d8
Move	9" Fly 24"
Alignment	Chaotic
No. Appearing	N/A
% in Lair	None
Treasure	None

The efreet (singular efreeti) are powerful, intelligent manlike creatures from the Elemental Plane of Fire. An efreeti stands about 12 feet tall and weighs about 20,000 coins. Efreet love to mislead, befuddle, and confuse their foes. They do so for enjoyment as well as for tactical advantage.

Djinn and efreet are natural enemies; an efreeti will attack a djinni if the efreeti believes it has a good chance of success in slaying it.

They fly naturally and can carry 10,000 coins in weight without loss of speed. In addition, they have a number of magical abilities:

**Transform into smoke** at will, changing between forms in either direction instantly. This is similar to the effect of the **potion of gaseous form**, save that the smoke remains visible.

**Create illusions** of high quality which persist without need of further attention from the efreeti.

Create a **wall of fire**, as the spell, as if cast by a 10<sup>th</sup> level Magic-User.

Finally, an efreeti may **assume the form of a fire elemental**, and while in that form may act exactly as an ordinary fire elemental would.

**Elementals**

There are four different types of elementals, detailed below: Air, Earth, Fire, and Water. Each type may be summoned to the material plane by means of one of three different methods: **conjured** by the 5<sup>th</sup> level Magic-User spell **conjure elemental**, summoned by a **device** (as given in the **Miscellaneous Magic** subsection of the **Treasure** rules starting on page 109, specifically the Bowl Commanding Water Elementals, the Brazier Commanding Fire Elementals, the Censer Controlling Air Elementals, and the Stone Controlling Earth Elementals), or by means of a magical **staff**. These three types of elementals are quite reasonably called **staff**, **device**, and **conjured** elementals. The hit dice of an elemental depends on the type, as follows:

Type	Hit Dice
Staff	8
Device	12
Conjured	16

The summoner of an elemental must concentrate on it to control it, and may take no other action, including attacking, attacked, or movement, or control will be lost. Once control is lost, it cannot

be regained, and the uncontrolled elemental will move directly toward the summoner and attack.

Elementals must be summoned from a large quantity of the appropriate natural material. Air elementals require a large quantity of air (so small underground spaces will not support the summoning of one); earth elementals require access to natural earth or stone (and worked stone such as the stone walls of a castle will not work); fire elementals require a large fire such as a bonfire; and water elementals require access to a substantial body of water, at the very least a river or lake (small streams and artificial pools will not work). Finally, when an elemental is summoned, no other elemental of the same type may be summoned in the same day within a radius of 100 miles of the location.

Only magical weapons will hit an elemental.

### Elemental, Air

Armor Class	2 (m)
Hit Dice	8 or 12 or 16
No. Attacks	1
Damage	2d8
Move	Fly 36"
Alignment	Neutral
No. Appearing	1
% in Lair	None
Treasure	None

An air elemental is an invisible creature normally, as it is composed entirely of air. Their only form of movement is by flying. An air elemental can form itself into a **whirlwind**, which can pick up and carry creatures of 2 hit dice or smaller. This whirlwind form is 3" in diameter at the base, 6" at the top, and as tall in inches as the air elemental has hit dice. While in whirlwind form the air elemental has no normal attacks. Changing to or from whirlwind form takes one full round. Note that the air elemental is visible in the normal sense while in whirlwind form, due to dust, debris, etc. drawn into its spinning body.

### Elemental, Earth

Armor Class	2 (m)
Hit Dice	8 or 12 or 16
No. Attacks	1
Damage	4d8 or 3d8 (see below)
Move	6"
Alignment	Neutral
No. Appearing	1
% in Lair	None
Treasure	None

Earth elementals are vaguely manlike creatures formed of earth and stone. They are slow moving and cannot cross water. Against enemies on the ground they do 4d8 points of damage, but only 3d8 against airborne opponents.

### Elemental, Fire

Armor Class	2 (m)
Hit Dice	8 or 12 or 16
No. Attacks	1
Damage	3d8
Move	12" Fly 9"
Alignment	Neutral
No. Appearing	1
% in Lair	None
Treasure	None

Fire elementals are vaguely humanoid forms made entirely of flames. As with any fire, they will ignite combustibles they come into contact with. A fire elemental can fly, but cannot cross water even if flying. As all their attacks are flames, fire resistance magic will reduce damage done by their attacks in the usual way.

**Elemental, Water**

Armor Class	2 (m)
Hit Dice	8 or 12 or 16
No. Attacks	1
Damage	3d10 or 3d6
Move	6" Swim 18"
Alignment	Neutral
No. Appearing	1
% in Lair	None
Treasure	None

A water elemental generally appears as a sort of self-supporting wave. They cannot move more than 6" away from a body of water, and their movement is slowed on land (as shown above). Further, their damage is reduced (again as shown above) when attacking while out of water.

**Gargoyle**

Armor Class	5
Hit Dice	4
No. Attacks	2 claws/1 bite/1 horn
Damage	1d3 claw, 1d6 bite, 1d4 horn
Move	9" Fly 15"
Alignment	Chaotic
No. Appearing	2d10
% in Lair	25%
Treasure	C

Gargoyles often appear to be winged stone statues, for they can perch indefinitely without moving and use this disguise to surprise their foes. They require no food, water, or air, but often eat their fallen foes out of fondness for inflicting pain.

**Gelatinous Cube**

Armor Class	8
Hit Dice	4
No. Attacks	1
Damage	2d4 plus paralysis
Move	6"
Alignment	Neutral
No. Appearing	1
% in Lair	40%
Treasure	B

The nearly transparent gelatinous cube travels slowly along dungeon corridors, absorbing carrion, creatures, and trash. Inorganic material remains trapped and visible inside the cube's body. They are generally 10' on a side, though larger and smaller specimens have been reported.

A gelatinous cube attacks by slamming its body into its prey. It is capable of lashing out with a pseudopod, but usually engulfs foes. The touch of a gelatinous cube causes **paralysis** for 2d4 turns if the victim fails his or her saving throw. Gelatinous cubes are immune to **cold, lightning, paralyzation,** and **polymorph** magic; further, as they have no minds to speak of they are immune to **sleep** and **charm** magics.

Any treasure in the possession of a gelatinous cube will be encased within its body; it will be necessary to kill the monster to retrieve it.

**Ghoul**

Armor Class	6
Hit Dice	2
No. Attacks	2 claws/1 bite
Damage	1d4 (plus paralysis) claw, 1d4 bite
Move	9"
Alignment	Chaotic
No. Appearing	2d12
% in Lair	20%
Treasure	B

Ghouls are **undead** monsters (as described on page 82) which prefer to eat the flesh of human or humanoid creatures. Their claws will **paralyze** living creatures who do not make their saving throws; elves are immune to this effect.

Characters slain by a ghoul will arise at the next nightfall (but not less than 8 hours after dying) as ghouls themselves.

### Giant, Cloud

Armor Class	4
Hit Dice	12+2
No. Attacks	1
Damage	6d6
Move	12"
Alignment	Neutral
No. Appearing	1d8
% in Lair	30%
Treasure	E + 5,000 GP

Cloud giants are known for their excellent sense of smell. They prefer to lair in castles of their own construction, and some are said to actually build castles atop the clouds. They can throw boulders up to a 30" range which do 5d6 points of damage to all creatures in a 1" radius circle around the impact point.

### Giant, Cyclops

Armor Class	4
Hit Dice	13
No. Attacks	1
Damage	3d6
Move	12"
Alignment	Chaotic
No. Appearing	1d8
% in Lair	30%
Treasure	E + 5,000 GP

Though much larger, a cyclops resembles nothing so much as a hill giant with a single central eye. Like hill giants, they wear crude clothing and tend to live in caves, though they will make their residence in a ruined castle or other fortification if one can be found with enough open space inside. Cyclops are usually found in coastal areas or on islands, and are known to prefer warmer climates.

A cyclops can throw boulders up to a 30" range which do 2d6 points of damage to all creatures in a 1" radius circle around the impact point, but due to their lack of depth perception they suffer a penalty of -3 on all such attack rolls.

### Giant, Fire

Armor Class	4
Hit Dice	11+3
No. Attacks	1
Damage	5d6
Move	12"
Alignment	Chaotic
No. Appearing	1d8
% in Lair	30%
Treasure	E + 5,000 GP

Fire giants live in giant castles built in hot climates. They particularly enjoy living in close proximity to an active volcano. They can throw boulders up to a 30" range which do 4d6 points of damage to all creatures in a 1" radius circle around the impact point.

### Giant, Frost

Armor Class	4
Hit Dice	10+1
No. Attacks	1
Damage	4d6
Move	12"
Alignment	Chaotic
No. Appearing	1d8
% in Lair	30%
Treasure	E + 5,000 GP

Frost giants live in giant castles in cold climates, high in the mountains where the snow never melts. They can throw boulders up to a 30" range which do 3d6 points of damage to all creatures in a 1" radius circle around the impact point.

**Giant, Hill**

Armor Class	4
Hit Dice	8
No. Attacks	1
Damage	2d8
Move	12"
Alignment	Chaotic
No. Appearing	1d8
% in Lair	30%
Treasure	E + 5,000 GP

Hill giants are brutish in appearance. They most commonly live in caves. Hill giants can throw boulders up to a 30" range which do 2d6 points of damage to all creatures in a 1" radius circle around the impact point.

**Giant, Stone**

Armor Class	4
Hit Dice	9
No. Attacks	1
Damage	3d6
Move	12"
Alignment	Neutral
No. Appearing	1d8
% in Lair	30%
Treasure	E + 5,000 GP

Stone giants prefer to live in caves. They can throw boulders up to a 48" range which do 3d6 points of damage to all creatures in a 1" radius circle around the impact point.

**Giant, Storm**

Armor Class	4
Hit Dice	15
No. Attacks	1
Damage	7d6
Move	15"
Alignment	Lawful
No. Appearing	1d8
% in Lair	30%
Treasure	E + 5,000 GP

Storm giants lair in castles of their own construction in hard-to-reach places such as under the sea or in the clouds; at the very least, a storm giant castle

will reside atop the largest and most treacherous mountain they can find. They can throw boulders up to a 30" range which do 6d6 points of damage to all creatures in a 1" radius circle around the impact point. A storm giant can employ a version of the spell **control weather** to create a storm, their own favorite type of weather.

**Giant, Titan**

Armor Class	4
Hit Dice	17 to 22
No. Attacks	1
Damage	7d6
Move	15" (or see below)
Alignment	Neutral
No. Appearing	1d8
% in Lair	5%
Treasure	E + 5,000 GP

While most titans move at 15", 10% of them are able to move 21" per turn. They are more intelligent than most humans, and are able to use both Magic-User and Cleric spells up to the 7<sup>th</sup> level; each will have available 2 spells of each level for each type of magic.

Given their magical capabilities, titans rarely need to resort to the use of force, but they carry well-made giant-sized weapons, and if necessary a titan can throw boulders as other giants do. Boulders thrown by a titan have up to a 30" range and do 6d6 points of damage to all creatures in a 1" radius circle around the impact point.

**Gnoll**

Armor Class	5
Hit Dice	2
No. Attacks	1
Damage	1d8 or by weapon type
Move	9"
Alignment	Chaotic
No. Appearing	20d10
% in Lair	30%
Treasure	D

Gnolls are hyena-headed, hairy humanoids who average 6 ½' tall and weigh around 2,000 coins.

They are fierce fighters, receiving a general bonus of +2 on morale checks.

Gnoll tribes are led by a chieftain having 6 hit dice. He will be attended by 1d4 guards who each have 4 hit dice.

### Gnome

Armor Class	5
Hit Dice	1
No. Attacks	1
Damage	1d6 or by weapon type
Move	6"
Alignment	Lawful or Neutral
No. Appearing	40d10
% in Lair	60%
Treasure	C

Gnomes are dwarf-like beings who prefer to live in the foothills of the mountains their cousins call home. They are more outgoing than dwarves, but also more capricious.

The statistics given above are for an ordinary gnome. They may, however, become members of any class which is allowed to dwarves, in which case they should be treated as any character of the given class. Like dwarves, gnomes make saving throws as if 4 levels or hit dice higher.

### Goblin

Armor Class	6
Hit Dice	1-1
No. Attacks	1
Damage	1d4 or by weapon type
Move	6"
Alignment	Chaotic
No. Appearing	40d10
% in Lair	50%
Treasure	1d6 GP each

Goblins are short, ugly humanoids with hooked noses and sharply pointed ears. Most have yellowish to orange skin. They stand 3 to 3½ feet tall and weigh 400 to 450 coins each. Goblins speak their own language, and a few (15% or so) also speak Common. Most goblins encountered

outside their homes are warriors, and the statistics given above are for such rank-and-file goblins.

When encountered in their lair, the Goblins will be led by a Goblin King who has 2+1 hit dice and does 1d8 points of damage on a hit. He will be protected by 5d6 elite guards who have 1+1 hit dice and do 1d8 points of damage on a hit.

Goblins see well in the darkness, having Infravision with a 6" range. On the other hand, they are very uncomfortable in bright light, and suffer penalties of -1 on attack rolls and morale checks if they must fight in full daylight.

### Golem

Golems are magically created automatons of great power. Constructing one involves the employment of mighty magic and elemental forces. Golems are tenacious in combat and prodigiously strong as well. Being mindless, they do nothing without orders from their creators. They follow instructions explicitly and are incapable of any strategy or tactics. They are emotionless in combat and cannot be provoked.

A golem's creator can command it if the golem is within 6" and can see and hear its creator. If not presently being controlled, a golem usually follows its last instruction to the best of its ability, though if attacked it will retaliate. The creator can give the golem a simple command to govern its actions in his or her absence. The golem's creator can order the golem to obey the commands of another person (who might in turn place the golem under someone else's control, and so on), but the golem's creator can always resume control over his creation by commanding the golem to obey him or her alone.



**Golem, Flesh**

Armor Class	9 (m)
Hit Dice	10 (45 hit points)
No. Attacks	2 fists
Damage	2d8 each fist
Move	9"
Alignment	Neutral
No. Appearing	1
% in Lair	None
Treasure	None

Flesh golems are immune to most magical attacks, and can be hit only by magical weapons. Fire or cold will **slow** a flesh golem by 50% (as the spell). Lightning attacks actually heal a flesh golem by the number of points of damage rolled (up to the creature's normal maximum).

**Golem, Iron**

Armor Class	3 (m+3)
Hit Dice	17 (80 hit points)
No. Attacks	1
Damage	4d8
Move	3"
Alignment	Neutral
No. Appearing	1
% in Lair	None
Treasure	None

Iron golems are hit only by magical weapons of +3 or greater bonus. They are immune to almost all magic, save for **lightning** which **slows** the monster (as the spell) for 3 rounds. Fire magic (such as **fire ball**) heals an iron golem by the number of points of damage rolled (up to the creature's normal maximum).

Iron golems also have the power to breathe out a 1" cubical volume of poison gas once per day, but this power will generally only be used on the command of the iron golem's master.

**Golem, Stone**

Armor Class	5 (m+2)
Hit Dice	13 (60 hit points)
No. Attacks	1
Damage	3d8
Move	6"
Alignment	Neutral
No. Appearing	1
% in Lair	None
Treasure	None

Stone golems are hit only by magical weapons of +2 or greater bonus. They are immune to almost all magic, save for spells that affect rock (such as **rock to mud**) which do 1d6 points of damage per caster level. **Mud to rock** (the reverse of the spell **rock to mud**) heals a stone golem by 1d6 points per caster level (up to the creature's normal maximum).

Each round in addition to its normal attack a stone golem may cast **slow** on one opponent. If the golem is not being directly commanded, it will choose the victim of this spell attack randomly.

**Gorgon**

Armor Class	2
Hit Dice	8
No. Attacks	1 butt or breath
Damage	2d12 butt or turn to stone
Move	12"
Alignment	Neutral
No. Appearing	1d4
% in Lair	50%
Treasure	E

Gorgons are monstrous bulls covered in iron scales. A typical gorgon stands over 6 feet tall at the shoulder, measures 8 feet from snout to tail, and weighs about 40,000 coins.

A gorgon's primary weapon is its ability to breath a cone of gas 6" long and 2" wide at the base which turns to stone those within the area who fail their save. This breath weapon may be used up to five times per day; the gorgon will choose to use this weapon on a roll of 1-2 on 1d6 each round.

Gorgons are nothing if not aggressive. They attack intruders on sight. There is no way to calm these furious creatures, and they are impossible to domesticate. Gorgons always attack and never check morale.

### Gray Ooze

Armor Class	8
Hit Dice	3
No. Attacks	1
Damage	2d8
Move	12"
Alignment	Neutral
No. Appearing	N/A
% in Lair	None
Treasure	None

A gray ooze appears to be little more than a lump or patch of wet stone; it attacks by extending a pseudopod to strike with. Damage done by a gray ooze is primarily acid damage. A gray ooze is mindless, and thus not affected by **sleep**, **charm**, or **hold** magic, nor will **fire** or **cold** harm one. Ordinary weapons and **lightning** attacks will have full effect.

### Green Slime

Armor Class	N/A
Hit Dice	2
No. Attacks	1
Damage	special
Move	None
Alignment	Neutral
No. Appearing	N/A
% in Lair	None
Treasure	None

Green slime grows within underground places, pooling on the floor or dripping from the ceiling; its only attack is to fall onto victims, or to be stepped in by them. Its acid can eat through wood or metal in 1d6 rounds, but does not affect stone. Once in contact with an item, that item must be discarded or the green slime removed in some way. Worse, green slime is unharmed by weapon attacks, and it is immune to **lightning** or other electrical attacks. **Fire** and **cold** harm it normally.

The worst case with respect to green slime is when it is in contact with unprotected flesh, either directly or because it has destroyed the materials protecting the victim. Any living creature afflicted in this way will be transformed completely into green slime in 1d6 rounds. Fire or cold applied to the slime can still kill it, saving the victim, but the damage done to the slime is also done to the victim (unless he or she is somehow protected from the attack form used).

### Griffon

Armor Class	3
Hit Dice	7
No. Attacks	2 claws/1 bite
Damage	1d4 claw, 2d8 bite
Move	12" Fly 30"
Alignment	Neutral
No. Appearing	2d8
% in Lair	10%
Treasure	E

Griffons are powerful, majestic creatures with the bodies of lions and the heads and wings of eagles. From nose to tail, an adult griffon can measure as much as 8 feet. Their broad, golden wings can span 25 feet or more. A griffon weighs about 5,000 coins.

Griffons are normally very wild, but if hand-raised from hatchlings they can be ridden as steeds. Griffons favor the flesh of horses and hippogriffs above all other food, and will generally attack immediately if within 36" of either sort of prey; even "tame" griffons will behave in this way, making them troublesome as mounts.

**Harpy**

Armor Class	7
Hit Dice	3
No. Attacks	2 claws/1 weapon + song
Damage	1d4 per claw, 1d6 or by weapon + song (see below)
Move	6" Fly 15"
Alignment	Chaotic
No. Appearing	2d6
% in Lair	100%
Treasure	C

A harpy is a horrible creature having the head and torso of a woman and the wings and lower extremities of a buzzard. Note that a harpy has no arms; its wings spring from the creature's human-like shoulders. The human parts of a harpy might be considered beautiful, but their expressions are always those of rage or hatred and they rarely groom themselves, giving them an overall horrible appearance.

Harpies like to entrance hapless travelers with their magical songs. When a harpy sings, all creatures (other than harpies) within a 24" radius must save vs. Spells or become captivated. A creature that successfully saves cannot be affected again by the same harpy's song for one day.

A captivated victim walks toward the harpy, taking the most direct route available. Captivated creatures can take no actions other than to defend themselves. A victim within 5 feet of the harpy stands there and offers no resistance to the monster's attacks. The effect continues for as long as the harpy sings and for 1 round thereafter.

**Hell Hound**

Armor Class	4
Hit Dice	3 to 7
No. Attacks	1 bite or breath
Damage	1d6 bite or breath
Move	12"
Alignment	Chaotic
No. Appearing	2d4
% in Lair	30%
Treasure	C

Hell hounds are huge, demonic dog-creatures from the nether planes. Their fur shades from reddish brown to black, with larger individuals having darker coats. Hell hounds come in a variety of sizes, as indicated by their hit dice on the table above. Whether these different sizes indicate different stages of development or different species is not known. A typical hell hound having 5 hit dice stands 4½ feet high at the shoulder and weighs 2,000 coins; adjust these figures up or down to represent larger or smaller individuals.

The most feared weapon of the hell hound is its fiery breath. This breath weapon affects all within a cone 2" wide at the base and as long as the hell hound has hit dice (i.e. 3" to 7" respectively). Damage done is 1d6 per hit die, with a save vs. Dragon Breath reducing damage by half. A hell hound can breathe fire 3 times per day.

Hell hounds are able to sense **invisible** or otherwise hidden creatures 75% of the time.

Hell hounds are intelligent, and they are efficient hunters. A favorite pack tactic is to surround prey quietly, then attack with one or two hounds, driving it toward the rest with their fiery breath. If the prey doesn't run, the pack closes in. Hell hounds track fleeing prey relentlessly, but if confronted by an apparently stronger force they may be driven back.

Fire giants are known to keep hell hounds as pets.

## Hippogriff

Armor Class	5
Hit Dice	3+1
No. Attacks	2 claws/1 bite
Damage	1d6 claw, 1d10 bite
Move	18" Fly 36"
Alignment	Neutral
No. Appearing	2d8
% in Lair	None
Treasure	None

Hippogriffs are aggressive flying creatures that combine features of horses and giant eagles. Voracious omnivores, hippogriffs will hunt humanoids or horses as readily as any other meal. A typical hippogriff is 9 feet long, has a wingspan of 20 feet, and weighs 10,000 coins.

While wild hippogriffs are dangerous foes, if they are raised from hatchlings it is possible to tame them sufficiently that they can be used as steeds for humans or elves. They will prey upon pegasi if the opportunity presents itself, and as they compete with griffons for prey they greatly dislike them.

## Hobgoblin

Armor Class	5
Hit Dice	1+1
No. Attacks	1
Damage	1d8 or by weapon type
Move	9"
Alignment	Chaotic
No. Appearing	20d10
% in Lair	30%
Treasure	D

Hobgoblins are man-sized humanoids who strongly resemble their smaller cousins, the Goblins, though their skin is generally reddish-orange to red in color. They roll morale checks at a +1 bonus due to their greater ferocity. They speak their own language, while 45% also speak Goblin and 15% speak Common.

When encountered in their lair, they will be led by a Hobgoblin King having 4+1 hit dice and doing 1d10 points of damage on a hit. He will have 1d3+1

bodyguards who all have 3+1 hit dice and also do 1d10 points of damage on a hit.

Hobgoblins see well in the darkness, having Infravision with a 6" range. On the other hand, they are very uncomfortable in bright light, and suffer penalties of -1 on attack rolls and morale checks if they must fight in full daylight.

## Homunculus

Armor Class	7
Hit Dice	2
No. Attacks	1 bite
Damage	1d4 bite plus sleep venom
Move	6" Fly 18"
Alignment	Variable
No. Appearing	Variable
% in Lair	None
Treasure	None

A homunculus is a miniature servant created by a wizard (with the aid of an alchemist). A homunculus is imp-like, having a manlike shape 1½ feet tall with bat-like wings and greenish or grayish reptilian skin. They are weak combatants but make effective spies, messengers, and scouts.

The bite of a homunculus inflicts a poison that causes the victim to **sleep** (as the spell) unless the victim succeeds at a save vs. Poison. Note that this poison works only on living creatures, but can affect a creature having any number of hit dice.

A homunculus knows what its master knows and can convey to him or her everything it sees and hears, out to a 36" range. A homunculus cannot speak, but the process of creating one links it telepathically with its creator so long as it remains within the given range; it will never travel beyond this range willingly, though it can be removed forcibly. If this occurs, the creature does everything in its power to regain contact with its master. If a homunculus is killed, its death causes 2d10 points of damage to its master (regardless of the range). If the creature's master is slain, the homunculus dies and its body swiftly melts away into a pool of ichor.

A homunculus can be created by an alchemist in 1d4 weeks. A cost of no less than 1,000 GP must be

spent, and the Magic-User must provide a pint of his or her blood. Once the form of the creature has been created, the Magic-User must cast a **limited wish** spell to animate it.

### Horse, Heavy (Destrier)

Armor Class	7
Hit Dice	3
No. Attacks	2 hooves/1 bite
Damage	1d8 each hoof, 1d3 bite
Move	12"
Alignment	Neutral
No. Appearing	N/A
% in Lair	None
Treasure	None

Destriers are the largest breeds of warhorses, bred for strength and trained for battle. These animals are usually ready for heavy work by age three.

A light load for a destrier is up to 3,000 coins; a heavy load, up to 6,000 coins. Movement is reduced by half when the horse is loaded over 3,000 coins. A heavy horse can pull 5 times as much weight as it can carry.

### Horse, Light (Riding or Courser)

Armor Class	7
Hit Dice	2
No. Attacks	2 hooves
Damage	1d4 each hoof
Move	24"
Alignment	Neutral
No. Appearing	N/A
% in Lair	None
Treasure	None

The statistics presented here describe smaller breeds of working horses as well as wild horses. These animals are usually ready for useful work by age two. A riding horse is not trained for battle, and must check morale at -1 if any fighting is happening around it. A courser is a light (or medium, see below) warhorse, statistically similar to a riding horse but making morale checks at +1. Riding horses may not attack while being ridden, but coursers may.

A light load for a light horse is up to 2,000 coins; a heavy load, 4,500 coins. Movement is reduced by half when the horse is loaded over 2,000 coins. A light horse can pull 5 times as much as it can carry.

### Horse, Medium (Draft or Courser)

Armor Class	7
Hit Dice	2+1
No. Attacks	2 hooves/1 bite
Damage	1d6 each hoof, 1d3 bite
Move	12" (Draft) or 18" (Courser)
Alignment	Neutral
No. Appearing	N/A
% in Lair	None
Treasure	None

The statistics presented here describe large breeds of working horses. These animals are usually ready for heavy work by age three. Draft horses are trained for work, primarily pulling loads, while medium warhorses are trained and bred for strength and aggression as are other warhorses.

A light load for a medium horse is up to 2,500 coins; a heavy load, up to 5,000 coins. Movement is reduced by half when the horse is loaded over 2,500 coins. A medium horse can pull 5 times as much weight as it can carry.

**Hydra**

Armor Class	5
Hit Dice	5 to 12
No. Attacks	1 per head
Damage	1d6, 1d8, or 1d10 according to size
Move	12"
Alignment	Neutral
No. Appearing	1
% in Lair	25%
Treasure	B

A hydra is a heavy-bodied reptilian monster with multiple heads. Each head is at the end of a serpentine neck, permitting the hydra to attack multiple creatures at the same time. The referee should choose what size of hydra is encountered; those with more heads are larger and do more damage, as follows:

# Heads	Damage per Attack
5-7	1d6
8-10	1d8
11-12	1d10

A hydra may be slain by damage in the normal fashion; however, most who fight them choose to strike at their heads. If a character using a melee weapon chooses to strike at a head and succeeds in doing 6 points of damage, that head is disabled (severed or severely damaged) and will no longer be able to attack. Such damage also applies to the monster's total hit points, of course. Losing heads in this way does not reduce the monster's hit dice, damage per attack, or attack probabilities. A hydra which survives the loss of one or more heads will grow them back over time.

Some rare hydras have the ability to **breathe fire**; those that do may breathe once per head each day. Their breath covers a cone 2" long and 2" wide at the furthest point and causes 4d6 points of damage.

**Invisible Stalker**

Armor Class	3
Hit Dice	8
No. Attacks	1
Damage	4d4
Move	12"
Alignment	Chaotic
No. Appearing	N/A
% in Lair	None
Treasure	None

Invisible stalkers are creatures native to another extradimensional plane. They sometimes serve wizards, who summon them to perform specific tasks; see the spell **invisible stalker** for details. Note that they are fully invisible all the time, and so attacking one will be difficult without some way of detecting it (such as by the spell **detect invisible**).

A summoned invisible stalker undertakes whatever task the summoner commands, even if the task sends it hundreds or thousands of miles away. The creature follows a command until the task is completed and obeys only the summoner. However, it will resent protracted missions or complex tasks and seek to pervert its instructions accordingly.

**Jackal**

Armor Class	8
Hit Dice	½ (1d4 points)
No. Attacks	1 bite
Damage	1d2
Move	18"
Alignment	Neutral
No. Appearing	2d6
% in Lair	0%
Treasure	None

Jackals are small wild canines. They prefer to attack prey *en masse*, swarming larger creatures and trying to pull them down. They are cowardly, making morale rolls at -2.

**Kobold**

Armor Class	7
Hit Dice	½ (1d4 points)
No. Attacks	1
Damage	1d4 or by weapon type
Move	6"
Alignment	Chaotic
No. Appearing	40d10
% in Lair	50%
Treasure	1d6 GP ea.

Kobolds are small greenish humanoids with pointed ears and vaguely doglike muzzles. They average about 3 feet tall and weigh 400 to 450 coins each. They speak their own language; 35% also speak Goblin, and 15% or so also speak Common. Most kobolds encountered outside their homes are warriors, and the statistics given above are for such creatures.

When encountered in their lair, the Kobolds will be led by a Kobold Chief who has 2 hit dice and does 1d8 points of damage on a hit. He will be protected by 5d6 elite guards who have 1 hit die and do 1d6 points of damage on a hit.

Kobolds see well in the darkness, having Infravision with a 6" range. On the other hand, they are very uncomfortable in bright light, and suffer penalties of -1 on attack rolls and morale checks if they must fight in full daylight.

**Lammasu**

Armor Class	6
Hit Dice	6+2
No. Attacks	2 claws
Damage	1d6 each claw plus special
Move	12" Fly 24"
Alignment	Lawful
No. Appearing	2d4
% in Lair	35%
Treasure	A1

Lammasu are winged lions with human-like heads. They are intelligent and very Lawful, and will generally give aid and protection to other Lawful creatures. They can speak Common as well as any language spoken by Lawful creatures. A typical

lammasu is about 8 feet long and weighs about 5,000 coins.

A lammasu has the spell abilities of a 6<sup>th</sup> level Cleric. They can become **invisible** at will (as if wearing a **ring of invisibility**), and teleport at will over short ranges as if casting **dimension door**. They are constantly surrounded by **protection from evil, 10' radius** (as the spell).

**Lich**

Armor Class	3
Hit Dice	10
No. Attacks	1
Damage	1d10 plus special
Move	6"
Alignment	Chaotic
No. Appearing	1d4
% in Lair	60%
Treasure	A1

A lich is an **undead** (as described on page 82) spellcaster, usually a wizard or sorcerer but sometimes a cleric or other spellcaster, who has used its magical powers to unnaturally extend its life. A lich is a gaunt and skeletal humanoid with withered flesh stretched tight across horribly visible bones. Its eyes have long ago been lost to decay, but bright pinpoints of crimson light burn on in the empty sockets. Liches speak Common plus any other languages they knew in life.

A lich will have 12<sup>th</sup> level or higher spellcasting ability, either as a Magic-User or as a Cleric (though most are former Magic-Users). Most are of higher levels, with 18<sup>th</sup> being more typical. In addition to its spellcasting abilities and the resistances that come from being undead, a lich's touch will **paralyze** living creatures (with no saving throw allowed) for 2d4 turns. The sight of a lich will cause any living creature of 4 or fewer levels or hit dice to flee in **fear** unless a successful saving throw vs. Spells is made.

**Lion**

Armor Class	6
Hit Dice	5
No. Attacks	2 claws/1 bite
Damage	1d4 each claw, 1d10 bite
Move	15"
Alignment	Neutral
No. Appearing	2d6
% in Lair	0%
Treasure	None

These great cats rule the open plains. They are intelligent hunters who will use good judgment in choosing what to attack.

**Living Statue**

Armor Class	2
Hit Dice	6
No. Attacks	1
Damage	2d6
Move	6"
Alignment	Neutral
No. Appearing	N/A
% in Lair	None
Treasure	None

Living statues are magically-animated monsters. They are immune to spells and effects which target the mind (as they have none) and likewise to those things which affect living creatures (because, despite the name, they are not truly alive). A living statue is created to perform some function or service, and does only that which it was made to do. The referee may create living statues that vary substantially from the statistics above as his or her option.

**Lizard Man**

Armor Class	5
Hit Dice	2+1
No. Attacks	2 claws/1 bite or 1 weapon/1 bite
Damage	1d3 each claw, 1d8 bite or 1d6 or by weapon, 1d8 bite
Move	6" Swim 12"
Alignment	Chaotic
No. Appearing	10d4
% in Lair	60%
Treasure	D

A lizard man is usually 6 to 7 feet tall with green, gray, or brown scales. Its tail is used for balance and is 3 to 4 feet long. A lizard man can weigh from 2,000 to 2,500 coins. Lizard men have their own language, and in addition, 40% speak Dragon and 15% speak Common. There is no visible difference between males and females, and both fight equally well.

Lizard men fight as unorganized individuals. They prefer frontal assaults and massed rushes, sometimes trying to force foes into the water where the lizard men have an advantage.

When encountered in their lair, a tribe of lizard men will normally be led by a large individual having 4+1 hit dice and doing 1d4 with each claw and 1d10 with its bite; if armed with a weapon, this Lizard King will gain a bonus of +1 on damage rolls due to its great strength. Despite the name "Lizard King" it is roughly equally likely that the leader will be male or female... though still, outsiders won't be able to tell.

**Lizard, Giant**

Armor Class	5
Hit Dice	4+2
No. Attacks	1 bite
Damage	2d4 bite
Move	12"
Alignment	Neutral
No. Appearing	1d4
% in Lair	20%
Treasure	None

Giant lizards come in several varieties, but all are predators; the referee should feel free to alter the



statistics given as he or she sees fit. Lizard men often use giant lizards as pets, guards, or even steeds.

### Lycanthrope

Lycanthropes are humans who are able to assume the form of an animal. In its natural form, a lycanthrope looks like any other human, though those who have been afflicted for a long time tend to have or acquire features reminiscent of their animal forms. In animal form, a lycanthrope resembles a powerful version of the normal animal, but on close inspection, its eyes show a faint spark of unnatural intelligence.

Lycanthropy is spread like a disease. Those characters who take more than half of their hit points in damage from the natural attacks of a lycanthrope (or several lycanthropes of the same type) will be transformed into one of that type of lycanthrope in 2d12 days. This affliction can be prevented by **cure disease**, but once the character becomes a lycanthrope that spell will no longer work.

If encountered in their lair, lycanthropes will be found as one or more families; every 2-5 individuals will be a family consisting of two adults with the remainder being young of half hit dice. The young lycanthropes will fight as long as the adults do, but if all adults are slain the young should be treated as having been subdued; they will surrender and be obedient to the attackers if the attackers so permit.

Lycanthrope groups (or packs) encountered outside their lairs will consist entirely of adults.

### Lycanthrope, Werebear

Armor Class	2 (silver or magic to hit)
Hit Dice	6
No. Attacks	2 claws/1 bite
Damage	1d4 each claw, 2d8 bite
Move	9"
Alignment	1d6: 1-4 = Lawful, 5-6 = Neutral
No. Appearing	2d10
% in Lair	15%
Treasure	C

Werebears in human form tend to be stout, well-muscled, and hairy. Their hair is thick, and males usually wear beards. They may have reddish, blond, ivory, or black hair, matching the color of the ursine form. They dress in simple cloth and leather garments that are easy to remove, repair, or replace.

If a werebear hits with a claw and the roll is a natural 18 or better, the werebear has hugged its opponent, doing an additional 2d6 points of damage. A hug can only be employed against opponents of the werebear's own size or smaller.

### Lycanthrope, Wereboar

Armor Class	4 (silver or magic to hit)
Hit Dice	4+1
No. Attacks	1 gore
Damage	2d6 gore
Move	12"
Alignment	1d6: 1-2 = Neutral, 3-6 = Chaotic
No. Appearing	2d10
% in Lair	15%
Treasure	C

A wereboar in humanoid form tends to be a stocky, muscular individual of average height. They dress in simple garments that are easy to remove, repair, or replace.

**Lycanthrope, Wererat**

Armor Class	7 (silver or magic to hit)
Hit Dice	3
No. Attacks	1 bite/1 weapon
Damage	1d4 bite, 1d6 or by weapon type
Move	12"
Alignment	Chaotic
No. Appearing	8d4
% in Lair	25%
Treasure	C

A wererat in human form tends to be a thin, wiry individual of shorter than average height. Its eyes constantly dart around, and the nose and mouth may twitch if he or she is excited. Males often have thin, ragged mustaches.

Wererats can move as silently as a 7<sup>th</sup> level Thief. In addition to assuming human and giant rat forms, a wererat can assume an intermediate form which is man-shaped with a rat's head and rat fur over its entire body. A wererat can summon and control 8d10 ordinary or 2d6 giant rats; however, a group of wererats can summon at most 10d10 ordinary or 3d6 giant rats total. Summoned rats will begin appearing 2d4 rounds after being called, with one-third appearing each round thereafter.

**Lycanthrope, Weretiger**

Armor Class	3 (silver or magic to hit)
Hit Dice	5
No. Attacks	2 claws/1 bite
Damage	1d4 each claw, 1d10 bite
Move	12"
Alignment	1d6: 1-4 = Neutral, 5-6 = Chaotic
No. Appearing	2d10
% in Lair	15%
Treasure	C

Weretigers in human form tend to be sleekly muscular, taller than average, and very agile.

**Lycanthrope, Werewolf**

Armor Class	5 (silver or magic to hit)
Hit Dice	4
No. Attacks	1 bite
Damage	2d4 bite
Move	15"
Alignment	1d6: 1-2 = Neutral, 4-6 = Chaotic
No. Appearing	2d10
% in Lair	15%
Treasure	C

Werewolves in their human form appear quite ordinary. However, they often try to assert their dominance over any group of non-werewolves.

**Manticora**

Armor Class	4
Hit Dice	6+1
No. Attacks	2 claws/1 bite/24 spikes
Damage	1d3 each claw, 1d8 bite, 1d6 each spike
Move	12" Fly 18"
Alignment	Chaotic
No. Appearing	1d4
% in Lair	25%
Treasure	D

A manticora has the body of a lion with a human-like face and a spiked tail. Its tail will have 20+2d4 spikes which can be launched up to 6 at a time at one or more adjacent opponents up to 18" away. Roll for each spike separately, treating them as equivalent to crossbow bolts.

A typical manticora is about 10 feet long and weighs about 10,000 coins.

**Mastodon**

Armor Class	2
Hit Dice	15
No. Attacks	1 tusk/1 trunk/2 feet
Damage	3d6 tusk, 2d8 trunk, 2d6 foot
Move	12"
Alignment	Neutral
No. Appearing	2d8
% in Lair	0%
Treasure	None

These prehistoric relatives of the elephant are intelligent and able to communicate with each other in a rudimentary way. They are more aggressive than the common elephant and will attack any creature they see as a threat.

**Medusa**

Armor Class	8
Hit Dice	4
No. Attacks	1 weapon/1 gaze/1 bite
Damage	1d6 or by weapon type, petrification, poison
Move	9"
Alignment	Chaotic
No. Appearing	1d4
% in Lair	75%
Treasure	F

A medusa has the torso of a woman with a serpentine lower body. Her face is hideous and she has writhing serpents in place of hair. The gaze of a medusa can turn a living creature to stone. It is safe to view a medusa with a mirror, but should she see her own reflection she will herself be turned to stone. The bites of her serpent-hair are poisonous; treat the multiple small serpent-heads as a single attack.

Fighting a medusa by means of a mirror results in a penalty of -2 on all attack rolls.

**Mermen**

Armor Class	7
Hit Dice	1
No. Attacks	1 weapon
Damage	1d6 or by weapon type
Move	3" Swim 12"
Alignment	1d6: 1-2 = Lawful, 3-5 = Neutral, 6 = Chaotic
No. Appearing	4d10 (8d10 in lair)
% in Lair	40%
Treasure	A3

Mermen (and their feminine equivalent Mermaids) have human-like upper bodies and fish-like lower parts. Mermen are usually armed with tridents (treat as pole arms) and darts (treat as thrown daggers); some may instead be armed with water-adapted crossbows (treat as light crossbows, with all ranges reduced 50% underwater). They do not normally carry treasure on their persons.

For every 8 mermen in a group there will be a leader having 2 hit dice and doing +1 damage on any successful hit due to great Strength. In their lair will be a King having 4 hit dice and a +2 Strength bonus, along with 1d4 guards having 3 hit dice and a +1 Strength bonus (this in addition to the 2 hit die leaders previously mentioned). There is a 35% chance of a merman (or mermaid) having Clerical abilities of levels 2-5 (1d4+1); that individual will have 2 hit dice but no bonus for Strength.

**Minotaur**

Armor Class	6
Hit Dice	6
No. Attacks	1 butt/1 bite/1 weapon
Damage	2d4 butt, 1d3 bite, 1d6 or by weapon type
Move	12"
Alignment	Chaotic
No. Appearing	1d8
% in Lair	10%
Treasure	C

A minotaur appears to be a hairy, bull-headed humanoid standing more than 7 feet tall and weighing about 7,000 coins. Minotaurs speak their own language, and are 60% likely to speak Giant

and 10% likely to speak Common. Though of low intelligence, minotaurs have a natural talent for solving mazes; they are never lost and can track prey (or enemies) quite well.

### Mule

Armor Class	7
Hit Dice	2+1
No. Attacks	1 bite
Damage	1d3 bite
Move	12"
Alignment	Neutral
No. Appearing	N/A
% in Lair	None
Treasure	None

Mules are sterile crossbreeds of donkeys and horses. A mule is similar to a light horse, but slightly stronger and more agile.

A light load for a mule is up to 2,500 coins; a heavy load, up to 5,000 coins. A mule can pull 5 times as much weight as it can carry.

### Mummy

Armor Class	3 (hit only by magic weapons)
Hit Dice	5+1
No. Attacks	1
Damage	1d12
Move	6"
Alignment	Chaotic
No. Appearing	1d12
% in Lair	30%
Treasure	D

Mummies are **undead** monsters (as described on page 82), preserved corpses animated through the auspices of dark desert gods best forgotten. Most mummies are 5 to 6 feet tall and weigh about 1,200 coins. A mummy is intelligent, having a dark and twisted version of the personality it had in life; most can speak Common, but seldom bother to do so.

Mummies are immune to all non-magical weapons, and further take only half damage from magical weapon attacks. However, they are vulnerable to fire, taking full damage from any fire-based attack (even if not magical).

Wounds caused by a mummy will be infected with a rotting disease, and will thus take ten times the usual time to heal. A **cure disease** spell applied right away (no more than 6 turns after the wounds were inflicted) will permit the wounds to heal in just twice the normal time. Magical healing such as **cure light wounds** will be ineffective against the damage caused by the mummy if the disease is not cured, but will work normally otherwise.

### Nixie

Armor Class	7
Hit Dice	1
No. Attacks	1
Damage	1d4 or by weapon type
Move	12"
Alignment	Neutral
No. Appearing	10d10
% in Lair	100%
Treasure	B

Nixies are a type of sprite which live in the water. Working together, 10 or more nixies may cast a form of **charm person** with a 3" range once per day; any character charmed by nixies will immediately attempt to enter the water where they live and serve them for a year. Characters charmed by nixies can breathe normally underwater for as long as the charm persists. **Dispel magic** will cancel this effect 75% of the time if cast before the victim has stepped into the water, or 40% of the time if cast before the victim has fully submerged.

Nixies are armed with daggers and small throwing javelins (doing 1d4 points of damage with a range of 6"). Normal or giant-sized fish living in their pond or river will serve them; up to 10d10 normal fish or 3d10 giant-sized fish will appear within 1d4 rounds of being called, and will fight without checking morale.

**Ochre Jelly**

Armor Class	8
Hit Dice	5
No. Attacks	1
Damage	2d6
Move	3"
Alignment	Neutral
No. Appearing	1
% in Lair	None
Treasure	None

An ochre jelly is a form of amorphous creature that lives only to eat. They inhabit underground areas throughout the world, scouring caverns, ruins, and dungeons in search of organic matter, living or dead. They are unintelligent, attacking any creatures they encounter. They attack by lashing out with pseudopods; their entire body exudes acid, which is the source of the damage their attacks cause. An ochre jelly's acid does not harm stone or metal but does dissolve wood.

Ochre jellies are harmed by **fire** or **cold** attacks, but are unharmed by other attack forms. Neither weapons nor **lightning bolts** will harm an ochre jelly, instead splitting the creature into two identical jellies, each having half of the original's hit dice (round up) and current hit points (round down). A 1 hit die ochre jelly will not divide further, but is still unaffected by lightning and weapons. All other attack forms will work normally.

An ochre jelly can grow to a diameter of about 5 feet and a thickness of about 1 foot, but can compress its body to fit into cracks as small as 1 (normal, not scale) inch wide. A typical specimen weighs about 5,000 coins.

**Ogre**

Armor Class	5
Hit Dice	4+1
No. Attacks	1 weapon
Damage	1d10 or by weapon type +3
Move	9"
Alignment	Chaotic
No. Appearing	3d6
% in Lair	30%
Treasure	C + 1,000 GP

Ogres are large humanoid monsters with brutish faces. Adult ogres stand 9 to 10 feet tall and weigh 6,000 to 6,500 coins. Their skin color ranges from dull yellow to dull brown. Their clothing consists of poorly-cured furs and hides, which add to their naturally repellent odor.

Ogres speak their own language, and 35% speak the language of either Orcs or Giants, while 10% speak Common.

Ogres favor overwhelming odds, sneak attacks, and ambushes over a fair fight. They are intelligent enough to fire missile weapons first to soften up their foes before closing, but ogre gangs and bands fight as unorganized individuals.

**Ogre Mage**

Armor Class	4
Hit Dice	5+2
No. Attacks	1 weapon or spell
Damage	1d12 or by weapon type +3
Move	9" Fly 15"
Alignment	Chaotic
No. Appearing	1d6
% in Lair	40%
Treasure	E

Ogre magi (the plural form) are unusually intelligent and magically gifted ogres. An ogre mage stands about 10 feet tall and weighs up to 7,000 coins. Its skin varies in color from light green to light blue, and its hair is black or very dark brown. Ogre magi favor loose, comfortable clothing and lightweight armor.

They have several magical abilities. They can become **invisible** as if wearing a **ring of invisibility**, cast **darkness** with a 1" radius three times per day, **fly** as the spell for an unlimited amount of time, cast **charm person** and **sleep** once each per day, and cast **cold** once per day (as the wand, doing 8d6 points of damage). Ogre magi regenerate 1 hit point per round, beginning on the round after the first damage is taken; however, if reduced to 0 hit points they will not continue to regenerate.

### Orc

Armor Class	6
Hit Dice	1
No. Attacks	1 weapon
Damage	1d6 or by weapon type
Move	9"
Alignment	Chaotic
No. Appearing	3d10 (In Wild 10d10; In Lair 30d10)
% in Lair	50%
Treasure	D

Orcs are short humanoids (around 5' tall) with solidly-built bodies. Their upturned noses, wide pointed ears, and beady eyes give their faces a piglike appearance.

Parties met in the wilderness are 50% likely to be guarding a wagon train of 2d4 wagons. The wagons will contain mostly supplies, but scattered through the wagons will be a standard type D treasure hoard.

Orc lairs are 65% likely to be cave complexes; otherwise they will be walled villages of crude huts. Lairs are often ruled by more powerful creatures, such as a dragon or a band of ogres. Chaotic Human Fighters, Magic-Users, or even Clerics may also be found ruling some orc tribes.

### Owlbear

Armor Class	5
Hit Dice	5
No. Attacks	2 claws/1 bite + special
Damage	1d6 each claw, 1d12 bite
Move	12"
Alignment	Neutral
No. Appearing	1d4+1
% in Lair	55%
Treasure	None

Owlbears are horrid monsters having the body of a bear and an owl-like head with a huge, razor-sharp beak. An owlbear's coat ranges in color from brown-black to yellowish brown; its beak is a dull ivory color. A full-grown male can stand as tall as 8 feet and weigh up to 15,000 coins. Adventurers who have survived encounters with the creature often speak of the bestial madness they glimpsed in its red-rimmed eyes.

Owlbears attack prey (any creature bigger than a mouse) on sight, always fighting to the death. They slash with claws and beak, trying to grab their prey and rip it apart. If an owlbear hits with a claw and the roll is a natural 18 or better, the owlbear has hugged its opponent, doing an additional 2d8 points of damage. A hug can only be employed against opponents of the owlbear's own size or smaller.

### Pegasus

Armor Class	6
Hit Dice	2+2
No. Attacks	2 hooves
Damage	1d8 each hoof
Move	24" Fly 48"
Alignment	Lawful
No. Appearing	1d12
% in Lair	None
Treasure	None

The pegasus is a magnificent winged horse. Though highly prized as aerial steeds, pegasi are wild and shy creatures not easily tamed. A typical pegasus stands 6 feet high at the shoulder, weighs 15,000 coins, and has a wingspan of 20 feet. If a

pegasus is captured by a Lawful character it will serve that character as if it were a warhorse. Pegasi cannot speak, but they understand Common.

### Phase Spider

Armor Class	6
Hit Dice	5
No. Attacks	1 bite
Damage	1d6 bite plus poison
Move	6" Web 15"
Alignment	Chaotic
No. Appearing	1d6
% in Lair	15%
Treasure	A

Phase spiders are giant spiders with the ability to move quickly from the Ethereal Plane to attack opponents on the Material Plane. While out of phase, a phase spider cannot be harmed by most forms of attack, though gaze weapons (such as the gaze of a medusa) will affect them. A **phase door** spell may be used to force a phase spider to remain in its current phase for 7 rounds. Characters using an **oil of etherealness** or similar magic will be able to attack the phase spider when it is out of phase (ethereal) but not when it is in phase.

A typical phase spider is 8 feet long and weighs about 7,000 coins.

### Pixie

Armor Class	6
Hit Dice	1
No. Attacks	1 weapon
Damage	1d4 or by weapon type
Move	9" Fly 18"
Alignment	Neutral
No. Appearing	10d10
% in Lair	25%
Treasure	C

Pixies are a variety of sprites, little winged elf-like beings who live in the forest. They wear bright clothing, often including a cap and shoes with curled and pointed toes. A pixie stands about 2-1/2 feet tall and weighs about 300 coins.

Pixies are naturally **invisible**, and do not become visible after attacking. This makes it very hard indeed to fight pixies. One may become visible at will, and may resume invisibility instantly if desired.

Pixies are tricksters, but are rarely malicious. On the other hand, they are often seen as somewhat cold-hearted toward those in need. Those who successfully befriend pixies will find them to be staunch allies.

### Purple Worm

Armor Class	6
Hit Dice	15
No. Attacks	1 bite/1 sting
Damage	2d12 bite, 1d8 plus poison sting
Move	6"
Alignment	Neutral
No. Appearing	1d4
% in Lair	25%
Treasure	D

The body of a mature purple worm is nearly 10 feet in diameter and as much as 60 feet long. The creature has a poisonous stinger in its tail, but its most fearsome feature is its ability to swallow creatures up to ogre size whole. On any successful bite where the roll is 4 or more points higher than the number needed to hit, the purple worm has swallowed its victim whole. Apply the normal damage for that round, plus an additional 2d12 for each round the victim is in the monster's gut until it is dead. After six turns the victim's body will be fully digested and thus unrecoverable.

### Ram

Armor Class	7
Hit Dice	3
No. Attacks	1 butt
Damage	2d4 butt
Move	15"
Alignment	Neutral
No. Appearing	1d4
% in Lair	0%
Treasure	None

Rams are the male members of the sheep and goat families; for game purposes, the statistics

above may apply to either. Females will be smaller and less aggressive, though they will fight in defense of their young.

**Rat, Giant**

Armor Class	7
Hit Dice	½ (1d4 hit points)
No. Attacks	1 bite
Damage	1d4 bite
Move	12"
Alignment	Neutral
No. Appearing	3d6
% in Lair	25%
Treasure	None

Giant rats are simply huge (roughly dog-sized) versions of ordinary rats. Though technically unintelligent, they are smart enough to evaluate their tactical situation, and thus do make morale checks.

**Roc**

	Large	Huge	Giant
Armor Class	4	4	4
Hit Dice	6	12	18
No. Attacks	2 claws/1 bite		
Damage	4d8 claw, 2d6 bite	2d6 claw, 3d6 bite	4d8 claw, 4d6 bite
Move	6" Fly 48"		
Alignment	Neutral		
No. Appearing	1d20		
% in Lair	20%		
Treasure	I		

A roc is a variety of giant eagle. There are several different species of roc, of different sizes as shown above. They are voracious predators; true giant rocs may even prey upon elephants.

**Rust Monster**

Armor Class	2
Hit Dice	5
No. Attacks	1 touch
Damage	special
Move	12"
Alignment	Neutral
No. Appearing	1d20
% in Lair	25%
Treasure	E

The rust monster is universally feared by warriors for its ability to rust or corrode metal (such as weapons or armor), weakening or destroying them. A rust monster is shaped vaguely like a turtle, with feathery prehensile antennae with which it performs its rusting attack. The hide of these creatures varies in color from a yellowish tan underside to a rust-red upper back.

On a successful hit, the rust monster reduces metal armor (even magical armor) to little more than flakes. Hitting a rust monster with a metal weapon has the same effect on the weapon. The rust monster subsists on the metals thus corroded.

The typical rust monster measures 5 feet long and 3 feet high, weighing 2,000 coins.

**Sabre-Tooth Tiger**

Armor Class	6
Hit Dice	8
No. Attacks	2 claws/1 bite
Damage	1d4 each claw, 2d6 bite
Move	15"
Alignment	Neutral
No. Appearing	1d4
% in Lair	0%
Treasure	None

This prehistoric great cat is named for its long canine teeth, which give it a deadly bite. They are canny hunters, stalking prey alone or in small groups.



**Salamander**

Armor Class	4/2
Hit Dice	7+3
No. Attacks	1 touch/1 constriction/1 weapon
Damage	special, 2d8 per round, 1d8 or by weapon type
Move	9"
Alignment	Chaotic
No. Appearing	1d4+1
% in Lair	40%
Treasure	F

Salamanders are creatures formed from elemental fire. They have long serpentine bodies with human-like torsos and snake-like heads.

A salamander generates so much heat that its mere touch deals 1d6 points of damage to those creatures vulnerable to heat or flame. One can wrap its body around a creature of man-sized or smaller and do 2d8 points of constriction damage per round (plus the 1d6 points for heat, as noted). Finally, one may be armed with a weapon and fight like a man; they may even constrict one opponent while fighting others with weapons. Metal weapons wielded by a salamander will add 1d6 points of heat damage after 2 rounds of combat, or immediately if the weapon was carried on the salamander's person.

The lower body of a salamander is Armor Class 2; attacks meant to free a victim being constricted must be against that figure. Doing 8 or more points of damage in an attack against the lower body of a salamander will cause it to reflexively free its victim.

**Scorpion, Giant**

Armor Class	5
Hit Dice	4
No. Attacks	2 pincers/1 sting
Damage	1d10 pincer, 1d4 plus poison sting
Move	15"
Alignment	Neutral
No. Appearing	1d6
% in Lair	10%
Treasure	None

Giant scorpions are fierce and deadly predators; their pincer attacks alone would make them formidable, but they are also equipped with a deadly poisonous stinger. They prefer to hide in dark places and spring out at prey as it comes within reach.

**Sea Horse, Giant**

Armor Class	7
Hit Dice	2
No. Attacks	1 bite
Damage	1d4 bite
Move	24"
Alignment	Neutral
No. Appearing	2d4
% in Lair	0%
Treasure	None

Giant sea horses are simply enlarged versions of the ordinary sort of creature. They are normally inoffensive, but may be raised and trained as mounts by tritons (or more rarely by mermen).

## Sea Monster

Armor Class	5 to 2
Hit Dice	7 to 12
No. Attacks	1 bite or 1-8 tentacles or 1-4 claws
Damage	from 3d8 to 5d10 bite, or 2d6 to 4d6 tentacle, or 2d4 to 4d4 claw
Move	Swim 9" to 21"
Alignment	Neutral
No. Appearing	1d8
% in Lair	Variable
Treasure	B

Sea monsters are a general class of creatures that may be encountered on an ocean voyage. Some are serpentine, others constructed more like squids or octopi, and still others like truly huge crabs or lobster. The referee should choose a type, then select features that seem reasonable. For instance, a gigantic crab would certainly have the best armor class (2), and might have 9 hit dice and do 4d4 points of damage with each of its two claw attacks. Or, it might have two different-sized claws doing 3d4 and 4d4 points of damage respectively.

Whatever form they are found in, sea monsters are always voracious monsters who seek to sink ships and then eat whatever creatures they find thereon.

## Shadow

Armor Class	7 (m)
Hit Dice	2+2
No. Attacks	1
Damage	1d4 plus special
Move	9"
Alignment	Chaotic
No. Appearing	2d10
% in Lair	0%
Treasure	F

A shadow is an incorporeal monster, literally a kind of living shadow. Only magical weapons will harm a shadow. A shadow can be difficult to see in dark or gloomy areas but stands out starkly in brightly illuminated places. They are 5 to 6 feet tall, generally man-shaped, and weightless. Despite their appearance they are not undead monsters and thus do not share those creatures' weaknesses

or powers. Shadows are immune to **charm** and **sleep** magics.

Shadows lurk in dark places, waiting for living prey to happen by. On a successful hit a shadow does normal damage and drains 1 point of the target's Strength. A creature reduced to 0 points of Strength by a shadow falls, apparently dead, but is transformed into a shadow in 2d4 hours. If not completely reduced to 0 points of Strength, a victim will begin regaining them at a rate of 1 per turn after 8 turns have passed.

## Skeleton

Armor Class	7
Hit Dice	½ (1d4)
No. Attacks	1
Damage	1d6 or by weapon type
Move	6"
Alignment	Chaotic
No. Appearing	3d10
% in Lair	None
Treasure	None

Skeletons are **undead** monsters (as described on page 82); they are the animated bones of the dead, mindless automatons that obey the orders of their evil masters. A skeleton is seldom garbed in anything more than the rotting remnants of any clothing or armor it was wearing when slain. They never check morale and always fight until destroyed.

Skeletons may be found anywhere an evil Magic-User or Cleric might place them (i.e. as guards for some stronghold or treasure), but are most commonly found in graveyards and catacombs.

**Slug, Giant**

Armor Class	8
Hit Dice	12
No. Attacks	1 bite or 1 spit
Damage	1d12 bite or 2d6 spit
Move	6"
Alignment	Neutral
No. Appearing	1
% in Lair	60%
Treasure	Special

Giant slugs are truly huge, being 15 feet long, 8 feet wide and around 5 feet thick. Their tough hide and boneless bodies make them immune to blunt weapons, and give them the ability to squeeze through spaces that would be too small for any other creature of such great bulk.

A giant slug can spit its acid saliva a substantial distance, having a 6" short range, 12" medium range, and 18" long range. On its first such attack, the slug suffers a -5 penalty to its chance to hit, but thereafter attacks at normal odds.

**Snake, Giant**

Armor Class	5
Hit Dice	2
No. Attacks	1 bite or 1 bite/1 constriction
Damage	1d6 plus poison bite, or 1d6 bite, 2d4 per turn constrict
Move	12"
Alignment	Neutral
No. Appearing	1d4 (In Lair 2d4)
% in Lair	5%
Treasure	None

There are two general varieties of giant snake, as indicated by the statistics above. The first type is the giant venomous snake, the bite of which delivers a fatal dose of poison as well as normal damage.

The second type is the giant constrictor snake, which will automatically wrap itself around its victim after a successful bite, doing 2d4 points of damage per round thereafter. It is generally necessary to kill the snake to free its victim.

**Spectre**

Armor Class	2 (m)
Hit Dice	6
No. Attacks	1 touch
Damage	1d8 plus energy drain
Move	15" Fly 30"
Alignment	Chaotic
No. Appearing	1d8
% in Lair	25%
Treasure	E

Spectres are **undead** monsters (as described on page 82). They are incorporeal, and thus hit only by magical weapons. On any successful hit against a living creature, a spectre drains two life energy levels in addition to doing normal damage. See **Energy Drain** on page 17 for details of this attack. Any character slain by a spectre will arise at the next sunset (but not sooner than 6 hours after death) as a spectre under the control of its killer.

**Spider, Giant**

Armor Class	6
Hit Dice	1
No. Attacks	1 bite
Damage	1d4 plus poison bite
Move	6" Web 12"
Alignment	Neutral
No. Appearing	1d4
% in Lair	90%
Treasure	None

The statistics above are for a common form of giant spider, having a body roughly 2 feet wide and perhaps 3 feet long. Not all such spiders will build webs, but those that do may well build them across corridors in dungeons. Such webs are hard to see, and the spider who built it will hide in the darkness near the ceiling, surprising on 1-3 on 1d6. Characters in the front row of a party who are surprised by the spider may well become entangled in its web.

**Stirge**

Armor Class	7
Hit Dice	1
No. Attacks	1 bite
Damage	1d4 plus drains blood
Move	Fly 18"
Alignment	Neutral
No. Appearing	3d10
% in Lair	80%
Treasure	None

Stirges are horrible little bat-winged monsters who prey upon warm-blooded creatures, attacking them for their blood. A stirge's coloration ranges from rust-red to reddish-brown, with a dirty yellow underside. Its proboscis is pink at the tip, fading to gray at the base. A stirge's body is about 1 foot long with a wingspan of about 2 feet, and weighs about 10 coins.

A stirge attacks by landing on a victim, finding a vulnerable spot, and plunging its proboscis into the flesh. They are very accurate, gaining a natural bonus of +2 on attack rolls. The stirge's attack does 1d4 points of damage on a hit, and inflicts 1d4 points of damage per round thereafter in the form of blood loss. A stirge who kills its victim will attempt to flee the area, going off to sleep and digest its meal.

Attacks against a stirge who is embedded in a victim run the risk of harming the victim; any failed attack should be rolled again as if it were aimed at the character or creature being drained.

**Tick, Giant**

Armor Class	4
Hit Dice	3
No. Attacks	1 bite
Damage	1d4 plus drains blood
Move	3"
Alignment	Neutral
No. Appearing	3d4
% in Lair	None
Treasure	D

Giant ticks are very large versions of the ordinary sort of blood-sucking arachnids, being 5 feet or so long and weighing about 3,000 coins. The only form of sustenance which they can consume is blood, and they will attack any living creature in the hopes of getting it. The attack of a giant tick does 1d4 points of damage, plus an additional 1d6 points per round thereafter in the form of blood loss. It is usually necessary to kill a giant tick to free its prey. Only a very large creature will supply enough blood to satisfy a giant tick, so once it has slain one victim it will usually go in search of another.

Giant ticks like to ambush their prey, as they are not fast-moving creatures. A giant tick can remain very still and make absolutely no noise, and while unintelligent will instinctively seek out a position where it has enhanced chances of gaining surprise.

Those injured by a giant tick will contract a wasting sickness that will cause them to lose 1d4 points of Constitution per day until reduced to 0 (and thus killed) or until the victim receives a **cure disease** spell; after the disease itself is cured, the victim will regain 1d4 points of Constitution per day until restored to his or her original state of health.

**Toad, Giant (and Frog, Giant)**

Armor Class	7
Hit Dice	2
No. Attacks	1 bite
Damage	1d10 bite
Move	9" Swim 9"
Alignment	Neutral
No. Appearing	1d4
% in Lair	0%
Treasure	None

Giant toads (and their cousins the giant frogs) are merely enlarged versions of the normal animals. They prefer prey that is smaller than they are, and so will generally avoid attacking man-sized creatures; however, dwarves, halflings, and similar smaller humanoids will be pursued as prey, and of course a giant toad will generally fight if attacked.

Any natural attack roll of 19 or 20 which hits a small-sized creature (such as dwarves or halflings) may result in the victim being swallowed whole. Swallowed victims will suffer 2d4 points of damage per round thereafter until dead or freed from the toad; the latter generally requires killing the animal.

A swallowed victim may attack from inside if he or she has a dagger; the interior of a giant toad is treated as Armor Class 9.

Giant frogs are statistically similar to giant toads, but will never be found far from water, whereas giant toads may be found in any dark, moderately damp place.

**Treant**

Armor Class	2
Hit Dice	8
No. Attacks	2
Damage	2d8, 3d6, or 4d6 each attack according to size
Move	6"
Alignment	Neutral
No. Appearing	2d10
% in Lair	None
Treasure	None

Treants are huge tree-like intelligent plant creatures. A treant's leaves are deep green in the spring and summer. In the fall and winter the leaves change to yellow, orange, or red, but they rarely fall out. A treant's legs fit together when closed to look like a tree trunk; when motionless, a treant is nearly indistinguishable from an ordinary tree. A treant is about 30 feet tall, with a trunk about 2 feet in diameter, and weighs about 45,000 coins.

Treants prefer to watch potential foes carefully before attacking. They often charge suddenly from cover to trample the despoilers of forests. Treants have the ability to animate up to two trees within a 6" range, causing them to move and act as if they were themselves treants. Animated trees move at a 3" movement rate.

Treants speak their own language, plus Common and the languages of any sylvan creatures (elves, pixies, etc.) which might live in their area. Most also can manage a smattering of just about all other humanoid tongues — at least enough to say "Get away from my trees!"

**Triton**

Armor Class	6 to 4
Hit Dice	5 to 7
No. Attacks	1
Damage	3d6 plus special
Move	Swim 15"
Alignment	Neutral
No. Appearing	5d6 or more
% in Lair	25%
Treasure	G

Tritons are similar to mermen, but larger and significantly more powerful. They are able to use magic, operating as if they were Magic-Users of two levels lower than their hit dice. They will often have giant sea horses as mounts.

**Troll**

Armor Class	4
Hit Dice	6+3
No. Attacks	2 claws/1 bite
Damage	1d4 each claw, 1d8 bite
Move	12"
Alignment	Chaotic
No. Appearing	2d6
% in Lair	50%
Treasure	D

Trolls are huge, rangy humanoids with lumpy skin that is a dull grayish green in color. They walk upright but hunched forward with sagging shoulders. Their gait is uneven, and when they run, their arms dangle and drag along the ground. For all this seeming awkwardness, trolls are very agile. A typical adult troll stands 9 feet tall and weighs 5,000 coins. Females are slightly larger than males.

The main power of a troll is **regeneration**. Beginning on the third round after one is hit, it will begin to heal at a rate of 1 point per round. Even if hacked to pieces, a troll will continue to regenerate and may stand and fight when it has 6 or more hit points. Damage from fire or acid do not regenerate in this way, and are about the only way to successfully kill a troll permanently.

Trolls speak a primitive language, and are often fluent in Goblin, Hobgoblin, Orc, Ogre, or Giant

depending on which of these species live nearest them. A few (20% or so) speak Common.

**Tyrannosaurus Rex**

Armor Class	2
Hit Dice	18
No. Attacks	1 bite
Damage	5d8 bite
Move	12"
Alignment	Neutral
No. Appearing	1d4
% in Lair	0%
Treasure	None

These huge dinosaurs are fearsome (and fearless) predators. They are usually found stalking the plains and forests of "lost world" areas.

**Undead**

Undead monsters are corpses or spirits of the dead, still moving and acting in a mockery of life. Undead monsters are immune to **sleep**, **charm**, and **hold** magics, and any other effect that targets living creatures. Undead monsters may be **turned** by Clerics, as described under **Turning the Undead** on page 17. They are damaged by holy water as described in the **Combat** section.

**Unicorn**

Armor Class	2
Hit Dice	4
No. Attacks	2 hooves/1 horn
Damage	1d8 each hoof, 2d8 horn
Move	24"
Alignment	Lawful
No. Appearing	1d4
% in Lair	None
Treasure	None

Unicorns are horselike creatures with cloven hooves and a single horn in the center of the forehead. Males have a beard similar to that of a goat. They are generally white in color, though there are reports of very rare unicorns colored in other ways.

Unicorns are very intelligent and Lawful. They have the ability to transport themselves as if by the **dimension door** spell once per day. They save

against magical effects as if they were 11<sup>th</sup> level Magic-Users. Finally, they can sense the presence of enemies up to 24" away.

Only pure-hearted Lawful maidens may approach a unicorn; tales are told of warrior-maidens, both human and elvish, who ride unicorns into battle, but such will surely be quite rare. They are otherwise very shy creatures who prefer to remain aloof from even the noblest of humans.

## Vampire

Armor Class	2
Hit Dice	7 to 9
No. Attacks	1
Damage	1d10 and energy drain
Move	12" Fly 18"
Alignment	Chaotic
No. Appearing	1d6
% in Lair	20%
Treasure	F

Vampires are **undead** monsters (as described on page 82), surprisingly well-preserved animated corpses that appear alive (if rather pale) to any cursory examination.

They are unable to bear sunlight, and will avoid it at all costs (as exposure to the sun will slay a vampire outright). Immersing a vampire in running water or impaling it with a stake are the only other ways to slay one. They regenerate in a fashion similar to trolls at a rate of 1 hit point per round starting on the round after being injured, and like a troll will continue to regenerate even after being reduced to 0 hit points; when reduced to 0 hit points, the vampire assumes **gaseous form** (as the potion) and moves away.

A vampire can actually assume gaseous form at any time, or transform itself into the shape of a huge bat, and in either form flies at an 18" rate

The attack of a vampire causes normal damage as well as draining 2 life energy levels (see **Energy Drain** on page 17 for details).

A vampire can summon and control 10d10 ordinary rats or bats, or 4d6 giant rats, or 3d6 wolves. Summoned animals will begin appearing

1d4 rounds after being called, with one-third appearing each round after that point.

As if these powers were not enough, a vampire can **charm** any human or humanoid creature at will by means of its gaze (as if casting the spell **charm person**, with a penalty of -2 on saving throws against the effect). Charmed individuals will not resist the vampire's energy draining attack.

Vampires are repelled by holy symbols, mirrors (in which they cast no reflection), and the smell of garlic; any of these held forth will drive one back. They must spend the daylight hours in a coffin filled with dirt from their homelands. Failure to rest in this way causes the vampire to lose its power of regeneration, though draining life energy will restore the power temporarily.

Humans and humanoids slain by a vampire will arise at the next sunset (but not sooner than 6 hours after death) as vampires under the control of the one who slew them.

## Weasel, Giant

Armor Class	4
Hit Dice	5
No. Attacks	1 bite
Damage	2d4 bite plus blood drain
Move	15"
Alignment	Neutral
No. Appearing	1d4 (2d4 in lair)
% in Lair	10%
Treasure	None

Giant weasels prefer to hunt in tunnels underground, making dungeons practically their natural habitat. Once a giant weasel bites a living creature it holds on, sucking the victim's blood; this does 1d6 points of damage per round thereafter. If attacked by characters other than the victim, one may (25%) release the victim to attack another of its foes.

**Wight**

Armor Class	5
Hit Dice	3
No. Attacks	1
Damage	Energy drain
Move	9"
Alignment	Chaotic
No. Appearing	2d12
% in Lair	60%
Treasure	B

Wights are **undead** monsters (as described on page 82), corpses of the dead animated by dark magic. They despise the living, seeking out all such and attacking on sight. Wights cause no normal damage on a hit, but drain one life energy level instead (see **Energy Drain** on page 17 for details).

**Will O'Wisp**

Armor Class	-8
Hit Dice	9
No. Attacks	1 shock
Damage	2d6 shock
Move	18"
Alignment	Chaotic
No. Appearing	1
% in Lair	50%
Treasure	A3

Will O'Wisps are glowing incorporeal creatures which inhabit deserted areas. A will o'wisp will choose a place near some natural hazard such as quicksand, a crumbling cliff-top, or other area where it can use its resemblance to a lantern or torch to lure creatures to their death. As the victim dies, the will o'wisp consumes its life-force.

Though they are incorporeal, metal weapons will harm a will o'wisp normally. A will o'wisp will try to avoid combat, but if pressed it can attack by means of an electric shock. A will o'wisp can choose to become **invisible** at will (as the spell) and will choose this over combat if given a choice.

A will o'wisp can control the color of its illumination, making it yellow, white, green, or blue.

**Wolf**

Armor Class	7
Hit Dice	2
No. Attacks	1 bite
Damage	1d6 bite
Move	18"
Alignment	Neutral
No. Appearing	1d6 (in wild or lair 2d6)
% in Lair	25%
Treasure	None

Wolves are pack-hunting canines known for their persistence and cunning. A favorite tactic is to send a few individuals against the foe's front while the rest of the pack circles and attacks from the flanks or rear.

**Wolf, Dire**

Armor Class	6
Hit Dice	4
No. Attacks	1 bite
Damage	1d8 bite
Move	15"
Alignment	Neutral
No. Appearing	1d4 (in wild or lair 2d4)
% in Lair	20%
Treasure	None

Dire wolves are huge versions of the normal wolf. Some humanoids (especially goblins) are known to tame them and ride them into combat.



**Wraith**

Armor Class	3
Hit Dice	4
No. Attacks	1
Damage	1d6 plus energy drain
Move	Fly 24"
Alignment	Chaotic
No. Appearing	2d8
% in Lair	20%
Treasure	E

Wraiths are **undead** monsters (as described on page 82), spirits of the dead which live on, driven by hatred for the living. In addition to the normal damage done by its attack, a wraith drains one life energy level on a successful hit (see **Energy Drain** on page 17 for details).

**Wyvern**

Armor Class	3
Hit Dice	7
No. Attacks	1 bite/1 sting
Damage	2d8 bite, 1d6 plus poison sting
Move	9" Fly 24"
Alignment	Neutral
No. Appearing	1d6
% in Lair	60%
Treasure	E

A distant cousin to the true dragons, the wyvern is a huge flying lizard with a poisonous stinger in its tail. A wyvern's body is 15 feet long, and dark brown to gray; half that length is tail. Its wingspan is about 20 feet, and it weighs about a ton.

Wyverns are rather stupid but always aggressive: They attack nearly anything that isn't obviously more powerful than themselves. Add a bonus of +2 to morale checks for these monsters.

**Yellow Mold**

Armor Class	N/A
Hit Dice	N/A
No. Attacks	1
Damage	Special
Move	None
Alignment	Neutral
No. Appearing	N/A
% in Lair	None
Treasure	None

Yellow mold is a fungus found in underground areas. If touched, it does 1d6 points of damage to exposed flesh; further, any forceful or damaging contact is 50% likely to cause it to burst forth with a cloud of poisonous spores. All within 1" of the mold must make a saving throw vs. Poison or die of asphyxiation. Fire destroys yellow mold, and sunlight renders it dormant.

**Zombie**

Armor Class	8
Hit Dice	1
No. Attacks	1
Damage	1d8
Move	6"
Alignment	Chaotic
No. Appearing	3d10
% in Lair	None
Treasure	None

Zombies are **undead** monsters (as described on page 82), corpses reanimated through dark and sinister magic. They never check morale and always fight until destroyed.

Zombies may be found anywhere an evil Magic-User or Cleric might place them (i.e. as guards for some stronghold or treasure), but are most commonly found in graveyards and catacombs.

## Dungeon Encounters

It is preferable to have specific encounter tables for each dungeon; however, as this is not always possible, the following tables are provided for use by referees needing a "standard" method for rolling encounters in a dungeon.

Normally, the referee rolls a check for an encounter every 3 turns; on a roll of 1 on 1d6, an encounter is indicated. Published adventures may have their own rules for encounters, and of course the referee may choose some other method as appropriate for the situation.

Since it is reasonable to assume that monsters are not strictly distributed (i.e. first level monsters only on the first level of the dungeon, second level monsters restricted to the second dungeon level, and so on), the first table is used to determine the level of monster encountered. Roll 1d6 and read across the table to the number rolled, then down to the actual dungeon level to discover what monster level table is called for. Then, roll on the relevant table to select the specific monster type.

Dungeon Level	Die Roll					
	1	2	3	4	5	6
1	1	1	1	2	2	3
2	1	2	2	2	3	4
3	2	3	3	3	4	5
4-5	3	4	4	4	5	6
6-7	4	5	5	5	6	7
8-9	5	6	6	6	7	8
10-11	6	7	7	7	8	9
12+	7	8	8	8	9	10

## Level 1

% Roll	Monster Type
01-12	Centipede, Giant
13-24	Giant Rat
25-33	Goblin
34-42	Kobolds
43-51	Orcs
52-58	Skeleton
59-69	Spider, Giant
70-77	Stirge
78-82	NPCs: Fighters
83-84	NPCs: Magic-Users
85-88	NPCs: Clerics
89-92	NPCs: Thieves
90-97	NPCs: Adventurers

## Level 2

% Roll	Monster Type
01-13	Ghoul
14-22	Giant Toad
23-37	Gnoll
38-55	Hobgoblin
56-68	Snake, Giant
69-78	Zombie
79-85	NPCs: Fighters
86	NPCs: Magic-Users
87-90	NPCs: Clerics
91-94	NPCs: Thieves
95-00	NPCs: Adventurers

**Level 3**

% Roll	Monster Type
01-15	Beetle, Giant
16-26	Harpy
27-30	Hell Hound (3 hit dice)
31-44	Lycanthrope, Wererat
45-55	Shadow
56-68	Tick, Giant
69-76	Wight
77-83	NPCs: Fighters
84-84	NPCs: Magic-Users
85-88	NPCs: Clerics
89-92	NPCs: Thieves
93-00	NPCs: Adventurers

**Level 4**

% Roll	Monster Type
01-09	Ape, Carnivorous
10-19	Bugbear
20-27	Doppelganger
28-33	Gargoyle
34-41	Gelatinous Cube
42-45	Hell Hound (4 hit dice)
46-51	Lizard, Giant
52-58	Lycanthrope, Werewolf
59-67	Ogre
68-77	Scorpion, Giant
78-82	Wraith
83-87	NPCs: Fighters
88-89	NPCs: Magic-Users
90-92	NPCs: Clerics
93-95	NPCs: Thieves
96-100	NPCs: Adventurers

**Level 5**

% Roll	Monster Type
01-08	Cockatrice
09-13	Hell Hound (5 hit dice)
14-23	Hydra (5 heads)
24-34	Ochre Jelly
35-40	Ogre Magi
41-52	Owl Bear
53-60	Phase Spider
61-69	Rust Monster
70-82	Weasel, Giant
83-87	NPCs: Fighters
88-89	NPCs: Magic-Users
90-92	NPCs: Clerics
93-95	NPCs: Thieves
96-100	NPCs: Adventurers

**Level 6**

% Roll	Monster Type
01-06	Basilisk
07-14	Dragon, White
15-19	Hell Hound (6 hit dice)
20-29	Hydra (6 heads)
30-30	Hydra, Fire Breathing (5 heads)
31-38	Lammasu
39-48	Manticora
49-60	Minotaur
61-67	Mummy
68-73	Spectre
74-83	Troll
84-88	NPCs: Fighters
89-90	NPCs: Magic-Users
91-93	NPCs: Clerics
94-95	NPCs: Thieves
96-100	NPCs: Adventurers

**Level 7**

<b>% Roll</b>	<b>Monster Type</b>
01-13	Dragon, Black
14-21	Hell Hound (7 hit dice)
22-37	Hydra (7 heads)
38-39	Hydra, Fire Breathing (6 heads)
40-52	Salamander
53-71	Wyvern
72-79	NPCs: Fighters
80-82	NPCs: Magic-Users
83-87	NPCs: Clerics
88-90	NPCs: Thieves
91-00	NPCs: Adventurers

**Level 8**

<b>% Roll</b>	<b>Monster Type</b>
01-12	Dragon, Green
13-30	Giant, Hill
31-41	Gorgon
42-55	Hydra (8 heads)
56-57	Hydra, Fire Breathing (7-8 heads)
58-63	Invisible Stalker
64-74	Vampire
75-82	NPCs: Fighters
83-85	NPCs: Magic-Users
86-90	NPCs: Clerics
91-93	NPCs: Thieves
94-00	NPCs: Adventurers

**Level 9**

<b>% Roll</b>	<b>Monster Type</b>
01-12	Black Pudding
13-25	Chimera
26-35	Dragon, Blue
36-48	Giant, Stone
49-54	Golem, Flesh
55-66	Hydra (9-10 heads)
67	Hydra, Fire Breathing (9-11 heads)
68-75	Will O' Wisp
76-81	NPCs: Fighters
82-84	NPCs: Magic-Users
85-88	NPCs: Clerics
89-91	NPCs: Thieves
92-00	NPCs: Adventurers

**Level 10**

<b>% Roll</b>	<b>Monster Type</b>
01-11	Dragon, Red
12-15	Giant, Cloud
16-23	Giant, Fire
24-30	Giant, Frost
31-33	Golem, Iron
34-37	Golem, Stone
38-49	Hydra (11-12 heads)
50	Hydra, Fire Breathing (12 heads)
51-53	Lich
54-65	Purple Worm
66-76	Slug, Giant
77-83	NPCs: Fighters
84-86	NPCs: Magic-Users
87-90	NPCs: Clerics
91-93	NPCs: Thieves
94-00	NPCs: Adventurers

## Wilderness Encounters

When traveling in the wilderness, there are two main hazards to contend with: becoming lost and encountering monsters. Each day, the referee should roll on the table below to determine whether either of these things happens. If characters are traveling by air or by water, the referee may wish to roll once for encounters during travel and again for encounters when the adventurers land. Roll 1d6 for each chance as follows:

Terrain	Chance of	
	Getting Lost	Encounter
Clear	1	1
Desert	1-3	1-2
Mountains	1-2	1-3
River	1	1-2
Swamp	1-3	1-3
Woods	1-2	1-2

The referee should modify or ignore results that involve getting lost when the characters are following a well-marked road, traveling down river, or have some other relatively reliable means of navigation.

What, exactly, is encountered depends on the type of terrain and whether or not the area is **inhabited** or **wild**. Inhabited areas include those regions near cities or towns, main roads, and so on; the area around a village that might be considered inhabited should be quite small. Areas adjacent to less-used roads might be considered either at the referee's option. Wild areas are, naturally, those areas far from civilization.

Roll on the first table below; if the **by terrain type** result is rolled, roll again on the relevant terrain type table.

## Encounter Type

% Roll		Type of Encounter
Inhabited	Wild	
01-15	01-12	NPCs: Fighters
16-20	13	NPCs: Magic-Users
21-30	14-17	NPCs: Clerics
31-40	18-19	NPCs: Thieves
41-50	20-25	NPCs: Adventurers
51-00	26-00	By Terrain Type

## Clear Terrain

% Roll	Type of Encounter
01-02	Basilisk
03-05	Blue Dragon
06-14	Boar
15	Chimera
16-17	Chimera
18-19	Cockatrice
20-24	Giant Centipede
25-28	Giant Scorpion
29-34	Giant Snake
35-40	Giant Toad
41-43	Gnoll
44-46	Gnome
47-49	Goblin
50	Gold Dragon
51-52	Griffon
53-55	Hippogriff
56-60	Hobgoblin
61-62	Hydra, 7-12 heads (1d6+6)
63-66	Kobold
67-75	Lion
76-77	Manticora
78-81	Ogre
82-87	Orc
88	Red Dragon
89-91	Roc
92-95	Wereboar
96-98	Werewolf
99-00	Wyvern

**Desert Terrain**

<b>% Roll</b>	<b>Type of Encounter</b>
01-04	Basilisk
05-09	Blue Dragon
10-11	Chimera
12-15	Cockatrice
16-17	Giant Beetle
18-22	Giant Centipede
23-26	Giant Lizard
27-30	Giant Scorpion
31-35	Giant Snake
36-39	Giant Spider
40-44	Gnoll
45-45	Gold Dragon
46-49	Griffon
50-54	Hippogriff
55-59	Hobgoblin
60-62	Hydra, 7-12 heads (1d6+6)
63-66	Manticora
67-70	Mummy
71-77	Ogre
78-86	Orc
87-90	Red Dragon
91-95	Roc
96-96	Silver Dragon
97-00	Wyvern

**Mountain Terrain**

<b>% Roll</b>	<b>Type of Encounter</b>
01-03	Basilisk
04-08	Boar
09-09	Carnivorous Ape
10-10	Chimera
11-13	Chimera
14-16	Cockatrice
17-17	Fire Giant
18-18	Frost Giant
19-21	Giant Lizard
22-25	Giant Snake
26-28	Giant Spider
29-32	Gnoll
33-36	Goblin
37-37	Gold Dragon
38-40	Griffon
41-44	Hill Giant
45-48	Hippogriff
49-52	Hobgoblin
53-55	Hydra, 7-12 heads (1d6+6)
56-60	Kobold
61-66	Lion
67-69	Manticora
70-74	Ogre
75-80	Orc
81-81	Pegasus
82-82	Red Dragon
83-86	Roc
87-87	Silver Dragon
88-91	Stone Giant
92-94	Werewolf
95-97	White Dragon
98-00	Wyvern

**River Terrain**

% Roll	Type of Encounter
01-02	Basilisk
03-04	Black Dragon
05	Chimera
06-07	Cockatrice
08-15	Crocodile
16-21	Giant Crab
22-26	Giant Fish
27-31	Giant Leech
32-34	Giant Snake
35-37	Gnoll
38-41	Gnome
42-45	Goblin
46	Gold Dragon
47-48	Green Dragon
49-50	Griffon
51-53	Hill Giant
54-56	Hippogriff
57-61	Hobgoblin
62-64	Hydra, 7-12 heads (1d6+6)
65-68	Kobold
69-70	Manticora
71-73	Nixies
74-78	Ogre
79-84	Orc
85-85	Pegasus
86-87	Roc
88	Silver Dragon
89-92	Troll
93-94	Werebear
95-96	Wereboar
97-99	Werewolf
00	Wyvern

**Swamp Terrain**

% Roll	Type of Encounter
01-02	Basilisk
03-06	Black Dragon
07-08	Cockatrice
09-12	Crocodile
13-18	Ghoul
19-20	Giant Fish
21-23	Giant Leech
24-26	Giant Snake
27-29	Gnoll
30-33	Goblin
34	Gold Dragon
35	Green Dragon
36-37	Griffon
38-39	Hill Giant
40-43	Hobgoblin
44-45	Hydra, 7-12 heads (1d6+6)
46-49	Kobold
50-51	Manticora
52	Nixies
53-56	Ogre
57-61	Orc
62-69	Skeleton
70-71	Spectre
72-77	Troll
78-79	Wereboar
80-82	Werewolf
83-87	Wight
88-91	Wraith
92	Wyvern
93-00	Zombie

## Wooded Terrain

% Roll	Type of Encounter
01	Basilisk
02-06	Boar
07-08	Carnivorous Ape
09	Chimera
10-11	Cockatrice
12	Giant Beetle
13-15	Giant Centipede
16-18	Giant Snake
19-20	Giant Spider
21-23	Giant Toad
24-27	Giant Weasel
28-30	Gnoll
31-33	Gnome
34-37	Goblin
38	Gold Dragon
39-43	Green Dragon
44-45	Griffon
46-47	Hill Giant
48-50	Hippogriff
51-55	Hobgoblin
56-57	Hydra, 7-12 heads (1d6+6)
58-61	Kobold
62-63	Manticora
64-67	Ogre
68-72	Orc
73-75	Roc
76-77	Treant
78-80	Troll
81-84	Werebear
85-88	Wereboar
89-93	Weretiger
94-99	Werewolf
00	Wyvern

## City Encounters

Encounters in cities and towns will happen on a roll of 1 on 1d6; check once per day. Consult the table below to determine the type of encounter:

% Roll	Type of Encounter
01-03	Ghoul
04-06	Giant Centipede
07-16	Giant Rat
17-19	Goblin
20-20	Gold Dragon
21-22	Kobold
23-24	Mummy
25-29	Skeleton
30-30	Spectre
31-31	Vampire
32-32	Werebear
33-33	Wereboar
34-38	Wererat
39-40	Werewolf
41-43	Wight
44-45	Wraith
46-50	Zombie
51-65	NPCs: Fighters
66-70	NPCs: Magic-Users
71-80	NPCs: Clerics
81-90	NPCs: Thieves
91-00	NPCs: Adventurers

The referee should consider selection and placement of city encounters carefully. For instance, Vampires or Mummies will generally not walk abroad in daylight (indeed, Vampires must not), Lycanthropes and Gold Dragons will be in human form most of the time, Giant Rats or Goblins might only be encountered in a dark alley, and so on. After determining the sort of encounter, the referee should plan the monster's appearance at an appropriate place and time of day. If somehow the adventurers manage to avoid the encounter (by avoiding that place or being out of town at that time of day, for instance), so be it. There's always tomorrow...



## NPC Encounters

In general, an encounter with NPCs will be with a group of 2d6 individuals of the same level as the table on which they were generated, i.e. first level characters on the first level table, second level characters on the level 2 table and so on. (For NPC encounters in the wilderness, see the paragraph beginning **When encountered in the wilderness** on page 94.)

Encounters with NPCs fall into two main categories:

**Same-Class NPC Parties:** All members of the party will be of the same alignment (roll 1d10: 1-3 = Lawful, 4-5 = Neutral, 6-10 = Chaotic, except for a party of Thieves who will be 1-4 = Neutral, 5-10 = Chaotic). One member of the party will be a leader who is one level higher than the other party members.

A same-class party of Fighters is called a party of **Brigands** if they are Chaotic, **Bravos** if Lawful; Neutral parties may elect either name depending on whether or not they are acting mostly in accordance with the local law. A same-class party of Thieves is often referred to as a party of **Bandits**. Lower-level parties of Clerics may be called **Pilgrims**, but at higher levels they may prefer to be called a **Mission**. Magic-Users in a group may choose any of a number of appellations, such as **Coven** or **Cabal**. These names may or may not apply to non-human parties, of course.

**Adventurer Parties:** This sort of party can be extremely variable in composition. The referee is encouraged to create such parties personally, choosing the composition and giving them names and personalities. It will make for more memorable encounters.

But it will not always be possible to do this, nor necessarily always desirable. Sometimes, the referee just needs to put such a party together quickly. Consider the following to be merely guidelines, to be followed or ignored as you wish.

Roll for the general alignment of the party using the same odds as given above, i.e. roll 1d10: 1-3 = Lawful, 4-5 = Neutral, 6-10 = Chaotic. Remember that Thieves must be non-Lawful, so in a generally

Lawful party any Thieves are almost certain to be Neutral. Most party members will be the same alignment, but the referee might wish to place a handful of other alignments in an NPC adventuring party.

Adventurer parties have an 85% chance of having a Magic-User. If the roll comes up 35 or less, there are two, where the second is one level lower than the party level (if possible). Deduct them from the total number.

Of the remainder, assume that as many as 1d4+1 will be Fighters. Divide any who are left between Clerics and Thieves as you see fit. Most parties will have a Cleric, so if the die rolls indicate none, you may wish to change one of the other characters to be one.

The leader of an adventurer party is 50% likely to be one level higher than the average level for the group (otherwise, he or she will be the same level).

**In either case**, most members of NPC parties will have a number of d6's of gold pieces equal to their levels on their persons; for example, a 5<sup>th</sup> level group of Fighters would all have 5d6 GP, excepting their 6<sup>th</sup> level leader who would (obviously) have 6d6 GP. There is a 10% chance that the party will be carrying a type A1 treasure instead.

NPC parties will be equipped in a reasonable fashion, so excepting those met on the first level of a dungeon, they should all have the best type of armor allowed as well as reasonable weapons (swords for Fighters and Thieves, maces or warhammers for Clerics, etc.) Magic-Users who have access to **charm** spells may have charmed characters or monsters of appropriate types as a line of defense in front of them.

The table below can be used to determine the magic items an NPC party is equipped with. The percentages given are multiplied by the level of the character. The referee may wish to roll for each character, or assign them as he or she sees fit (perhaps using the percentages as a guideline). Items successfully rolled for should be selected from the tables in the **Treasure** section (starting on page 95), re-rolling items which may not be used by the character. Also, NPC parties carrying a treasure will

generally make use of any magic items in that hoard if possible.

Type	Fighter	Magic-User	Cleric	Thief
Weapon	10%	4%	8%	8%
Shield	5%	–	4%	–
Armor	5%	–	4%	4%
Potion	3%	3%	3%	3%
Scroll	–	6%	5%	–
Ring	2%	6%	4%	2%
Wand or Staff	–	12%	6%	–
Miscellaneous	4%	4%	4%	4%

**When encountered in the wilderness,** NPC parties may represent nobles traveling, merchants transporting goods, and so on. Fighter parties might be warbands of berserkers, who fight without checking morale until all foes are dead or have fled beyond the possibility of pursuit. In some parties, there might be additional non-combatant NPCs (i.e. the children of a nobleman, the merchant and his scribe, and so on) at the referee's option. NPC parties encountered in a town or city will likely be similar. Being creative in describing NPC parties can enhance the experience for the players.

Create your NPC parties for wilderness or city encounters in the same way as for dungeon

encounters. Roll 2d4-1 to determine the "average" level of such a party.

**Non-Human NPC Parties:** Some NPC parties will include non-human members. Same-class groups will generally consist of members all of the same race, while adventurer groups may be of the same race or mixed. The referee may wish to use the following table to decide what races of characters are encountered. Roll 1d20 and read down the column for the dungeon level (that is, the encounter table above) where the party was encountered:

	Dungeon Level				
	1-2	3-4	5-6	7-8	9-10
<b>Human</b>	1-13	1-13	1-14	1-14	1-14
<b>Elf</b>	14-15	14-15	15	15	15
<b>Half-Elf</b>	16	16	16	16	17
<b>Dwarf</b>	17-18	17-18	17-19	17-19	16-19
<b>Halfling</b>	19-20	19-20	20	20	20

If encountered in the wilderness, the referee should choose races for his or her NPC parties based on the terrain and any nearby kingdoms, i.e. Dwarves in the mountains, Halflings near their shire, etc. If rolling races for a party of NPC adventurers met in the wilderness, the dungeon level 3-4 column on the table above is probably the best choice.

## Treasure

Type	100's of Copper		100's of Silver		100's of Gold		Gems		Jewelry		Magic Items or Maps	
A1	35%	4d10	60%	4d8	70%	6d10	50%	6d6	50%	6d6	40% 1d4	
A2	35%	3d8	45%	3d8	55%	3d12	50%	10d4	50%	10d4	60% 1d4	
A3	None		None		80%	20d12	60%	10d6	60%	10d6	50% 1 Map	
B	55%	7d10	60%	3d8	55%	2d8	25%	1d6	25%	1d6	10% 1 Weapon or Armor	
C	40%	7d8	50%	3d8	None		25%	1d4	25%	1d4	10% 1d3	
D	30%	7d10	30%	9d6	60%	6d10	30%	1d8	30%	1d8	20% 1d3 plus 1 Potion	
E	10%	5d10	65%	9d6	45%	4d10	10%	1d10	10%	1d10	30% 1d4 plus 1 Scroll	
F	None		45%	9d10	65%	7d12	20%	2d12	20%	2d12	35% 1d4 non Weapons or Armor plus 1 Potion and 1 Scroll	
G	None		None		85%	4d100	25%	3d6	25%	1d10	40% 1d6 plus 1 Scroll	
H	60%	9d10	85%	25d10	85%	3d100	50%	1d100	50%	10d4	20% 1d6 plus 1 Potion and 1 Scroll	
I	None		None		None		50%	2d8	50%	2d8	20% 1	

### Value of Gems and Jewelry

The value of a gem found in a treasure hoard can be determined by rolling on the following table:

% Roll	GP Value
01-10	10
11-20	25
21-30	50
31-55	100
56-80	250
81-90	500
91-00	1000

In treasure hoards having a large number of gems, the referee may wish to assume that the gems are in groups of similar value. For example, in a type A3 hoard, if there are gems, the average number is 35; the referee might roll a value above and apply the same value to 1d6 or 1d8 or 1d10 gems from that hoard, then do the same again until all gems have values assigned.

Types of gems found may be looked up on the following table. Note that a gem might be one or more levels above or below the "average" given here; a particularly large or perfect citrine, for

instance, might be worth more than a flawed pearl. The referee is encouraged to value gems as he or she sees fit.

GP Value	Examples
10	Banded, eye, or moss agate; azurite; blue quartz; hematite; lapis lazuli; malachite; obsidian; rhodochrosite; tiger eye turquoise; freshwater (irregular) pearl
25	Bloodstone; carnelian; chalcedony; chrysoprase; citrine; iolite, jasper; moonstone; onyx; peridot; rock crystal (clear quartz); sard; sardonyx; rose, smoky, or star rose quartz; zircon
50	Amber; amethyst; chrysoberyl; coral; red or brown-green garnet; jade; jet; white, golden, pink, or silver pearl; red spinel, red-brown or deep green spinel; tourmaline
100	Alexandrite; aquamarine; violet garnet; golden yellow topaz
250	Black pearl; white, black, or fire opal; deep blue spinel
500	Emerald; blue sapphire; fiery yellow or rich purple corundum; blue or black star sapphire; star ruby
1000	Clearest bright green emerald; blue-white, canary, pink, brown, or blue diamond; jacinth

**Items of jewelry** should generally be valued at 4d6 x 250 gold pieces each. There are many, many types of jewelry items; the referee may choose from the following list, find ideas in other works, or make up his or her own items.

% Roll	Type of Jewelry
01-05	Anklet
06-14	Armband
15-19	Badge
20-28	Bracelet
29-36	Brooch
37-44	Buckle
45	Crown
46-53	Earring (set or each)
54-64	Necklace
65-69	Ornament
70-77	Pendant
78-89	Ring
90-92	Tiara
93-00	Torc

## Appraisal of Gems and Jewelry

There are several ways to discover the value of a gem or a piece of jewelry. A player character may ask a jeweler for an appraisal; the jeweler will, of course, tend to give a low value in hopes of acquiring the item cheaply to resell at a profit. The referee is encouraged to use a reaction roll to determine the jeweler's position; only the very best roll will result in the jeweler giving a fair price.

Dwarves and other characters with some reason to know about these sorts of items may attempt to appraise them personally. The referee may wish to roll on the following table, giving a +1 for characters having 13 or more points of Intelligence and an additional +1 for those having 13 or more points of Wisdom. Naturally, the referee should also apply a penalty of -1 for Intelligence of 8 or less, and -1 for Wisdom of 8 or less.

A "Low" appraisal is 1d8+1 times 10% of the correct value; a "High" appraisal is 2d8-1 times 10% over the correct value. "Very High" is 2d6 x 100% of the correct amount.

Do not tell the players the result of this roll! Instead, tell them only the value they believe to be correct.

Roll 2d6	Result
2	Very High Appraisal
3-4	High Appraisal
5-7	Low Appraisal
8-9	High Appraisal
10-12	Accurate Appraisal

The table may also be applied to jeweler NPCs, if the referee wishes to allow the possibility that such a character might appraise an item incorrectly.

## Magic Items

When **magic items or maps** are indicated, unless specified there is a 75% chance that the item is a magic item; otherwise it is a map to a treasure, which is 60% likely to be money and valuables only (type A1 with no magic items), 30% likely to be a map to 1d4 magic items, and 10% likely to lead to a hoard containing both.

If magic items are indicated, roll on the appropriate table(s) below to determine what sort of magic item is found:

% Roll	Type of Item
01-25	Weapons
26-40	Armor
41-65	Potions
66-85	Scrolls
86-90	Rings
91-95	Wands or Staves
96-00	Miscellaneous Magic

**Weapon Type**

% Roll	Type of Weapon
01-22	Arrows
23-25	Battle Axe
26-38	Dagger
39-40	Hand Axe
41	Long Bow
42-45	Mace
46-50	War Hammer
51-52	Short Bow
53-57	Spear
58-92	Sword
93-96	Two-Handed Sword
97-00	Roll on Special Weapons Table

**Weapon Enchantment**

For melee weapons, roll on column A below; use column B for missile weapons. Column C is used in some specific situations such as the **crossbow of distance**.

A	B	C	Enchantment
01-45	01-48	01-76	+1
46-55	49-58		+1, +2 vs. Special Enemy
56-65	59-68		+1, +3 vs. Special Enemy
66-76	69-79	77-94	+2
77-79	80-82	95-99	+3
80	83	00	+4
81-81	84-85		+1, Cursed*
82-95	86-00		-2, Cursed*
96			Charm Person**
97-00			Locate Objects**

\* Does not apply to magic arrows or bolts; roll again

\*\* Roll again on column B

**Special Enemies**

Roll 1d4	Type of Foe
1	Lycanthropes
2	Magic-Users and Enchanted Monsters
3	Trolls
4	Dragons

The referee is invited to choose other specific foe-types appropriate to his or her campaign, in

addition to (or in replacement of) those presented above.

**Special Weapons**

% Roll	Type of Weapon
01	Arrow of Slaying
02-04	Crossbow of Distance
05-07	Crossbow of Speed
08-10	Cursed Spear of Backbiting
11-19	Dagger +1 vs. Man-Sized Opponents, +2 vs. Goblins and Kobolds
20-24	Dagger +2 vs. Man-Sized Opponents +3 vs. Orcs, Goblins, and Kobolds
25-28	Dancing Sword
29	Mace of Disruption
30-33	Sword +1, One Life Energy Drain
34-50	Sword +1, Wishes
51-64	Sword +2, Dragon Slayer
65-67	Sword +2, Nine Steps Life Energy Drain
68-74	Sword of Cold
75-92	Sword of Fire
93-96	Sword of Sharpness
97-99	Vorpal Sword
00	War Hammer +3, Dwarven Throwing

**Armor Type**

% Roll	Armor Type
01-14	Leather Armor
15-38	Chain Mail
39-47	Plate Mail
48-00	Shield

**Armor Enchantment**

% Roll	Bonus
01-68	+1
69-88	+2
89-91	+3
92-00	Cursed -2

## Potions

% Roll	Potion Type
01-03	Animal Control
04-06	Clairaudience
07-09	Clairvoyance
10-12	Delusion
13-15	Diminution
16-18	Dragon Control
19-21	ESP
22-24	Extra-Healing
25-28	Fire Resistance
29-31	Flying
32-34	Gaseous Form
35-37	Giant Control
38-41	Giant Strength
42-44	Growth
45-48	Healing
49-52	Heroism
53-55	Human Control
56-58	Invisibility
59-62	Invulnerability
63-65	Levitation
66-68	Longevity
69-71	Oil of Etherealness
72-75	Oil of Slipperiness
76-78	Plant Control
79-82	Poison
83-85	Polymorph Self
86-89	Speed
90-92	Super-Heroism
93-95	Treasure Finding
96-00	Undead Control

## Scrolls

% Roll	Scroll Type
01-14	1 Magic-User Spell
15-24	2 Magic-User Spells
25-30	3 Magic-User Spells
31-34	4 Magic-User Spells
35-37	5 Magic-User Spells
38-39	6 Magic-User Spells
40-40	7 Magic-User Spells
41-44	1 Cleric Spell
45-47	2 Cleric Spells
48-49	3 Cleric Spells
50-50	4 Cleric Spells
51-60	Cursed Scroll
61-70	Protection from Elementals
71-80	Protection from Lycanthropes
81-90	Protection from Magic
91-00	Protection from Undead

## Rings

% Roll	Ring Type
01-12	Contrariness
13-32	Delusion
33-34	Djinn Summoning
35-39	Fire Resistance
40-44	Human Control
45-49	Invisibility
50-53	Mammal Control
54	Many Wishes
55-66	Protection
67-68	Regeneration
69-70	Shooting Stars
71-72	Spell Storing
73-74	Spell Turning
75-76	Telekinesis
77-79	Three Wishes
80-84	Water Walking
85-98	Weakness
99-00	X-Ray Vision

**Wands, Staves, and Rods**

% Roll	Wand or Staff Type	Class
01-04	Wand of Cold	M
05-09	Wand of Enemy Detection	M
10-14	Wand of Fear	M
15-18	Wand of Fire Balls	M
19-23	Wand of Illusion	M
24-27	Wand of Lightning Bolts	M
28-32	Wand of Magic Detection	M
33-42	Wand of Metal Detection	M
43-46	Wand of Negation	M
47-50	Wand of Paralyzation	M
51-54	Wand of Polymorph	M
55-59	Wand of Secret Doors & Traps Detection	M
60-63	Snake Staff	C
64-67	Staff of Commanding	C, M
68-71	Staff of Healing	C
72-72	Staff of Power	M
73-76	Staff of Striking	C, M
77-78	Staff of Withering	C
79	Staff of Wizardry	M
80-81	Rod of Absorption	M
82-83	Rod of Beguiling	M, T
84-93	Rod of Cancellation	All
94-98	Rod of Lordly Might	F
99-99	Rod of Resurrection	C
00-00	Rod of Rulership	All

**Miscellaneous Magic**

% Roll	Select from Table
01-07	Table 1
08-27	Table 2
28-51	Table 3
52-62	Table 4
63-70	Table 5
71-73	Table 6
74-91	Table 7
92-00	Table 8

**Table 1**

% Roll	Type of Miscellaneous Magic Item	Class
01-09	Amulet of Inescapable Location	All
10-22	Amulet vs. Crystal Balls and ESP	All
23-31	Necklace of Missiles	All
32-41	Necklace of Strangulation	All
42-50	Scarab of Death	All
51-63	Scarab of Insanity	All
64-85	Scarab of Protection	All
86-94	Scarab of Rage	All
95-96	Talisman of Chaos	All
97-98	Talisman of Law	All
99-00	Talisman of the Sphere	M

**Table 2**

% Roll	Type of Miscellaneous Magic Item	Class
01-09	Animated Broom	All
10-15	Bag of Devouring	All
16-20	Bag of Holding	All
21-26	Bag of Transmuting	All
27-30	Bag of Tricks	All
31-33	Beaker of Plentiful Potions	All
34-37	Bowl Commanding Water Elementals	M
38-40	Bowl of Summoning Hostile Water Elementals	M
41-44	Brazier Commanding Fire Elementals	M
45-47	Brazier of Summoning Hostile Fire Elementals	M
48-56	Broom of Flying	All
57-60	Censer Controlling Air Elementals	M
61-63	Censer Summoning Hostile Air Elementals	M
64-71	Decanter of Endless Water	All
72-74	Efreet Bottle	All
75-83	Flask of Curses	All
84-90	Loadstone	All
91-93	Luckstone	All
94-97	Stone Controlling Earth Elementals	M
98-00	Stone of Summoning Hostile Earth Elementals	M

Table 3

% Roll	Type of Miscellaneous Magic Item	Class
01-02	Boots of Dancing	All
03-06	Boots of Levitation	All
07-11	Boots of Speed	All
12-15	Boots of Striding and Springing	All
16-18	Bracers of Defense, AC 2	All
19-21	Bracers of Defense, AC 4	All
22-24	Bracers of Defense, AC 6	All
25-27	Bracers of Defenselessness	All
28-30	Cloak of Protection +1	All
31-32	Cloak of Protection +2	All
33	Cloak of Protection +3	All
34-35	Displacer Cloak	All
36-39	Elven Boots	All
40-43	Elven Cloak	All
44-47	Gauntlets of Dexterity	All
48-52	Gauntlets of Fumbling	All
53-57	Gauntlets of Ogre Power	F, C, T
58-61	Gauntlets of Swimming and Climbing	F, C, T
62-63	Girdle of Femininity/Masculinity	All
64	Girdle of Giant Strength	All
65-71	Helm of Alignment Changing	
72-73	Helm of Brilliance	All
74-79	Helm of Reading Magic and Languages	All
80-83	Helm of Telepathy	All
84-85	Helm of Teleportation	M
86-88	Poisonous Cloak	All
89-92	Robe of Blending	All
93-94	Robe of Eyes	M
95	Robe of Powerlessness	All
96-97	Robe of Wizardry	M
98-00	Wings of Flying	All

Table 4

% Roll	Type of Miscellaneous Magic Item	Class
01-13	Crystal Ball	M
14-24	Crystal Ball with Clairaudience	M
25-32	Crystal Ball with ESP	M
33-40	Crystal Hypnosis Ball	
41-43	Gem of Brightness	All
44-48	Gem of Seeing	All
49-61	Medallion of ESP, 3" Range	All
62-74	Medallion of ESP, 9" Range	All
75-87	Medallion of Thought Projection	M
88	Mirror of Life Trapping	M
89-93	Mirror of Mental Prowess	All
94-00	Mirror of Opposition	All

Table 5

% Roll	Type of Miscellaneous Magic Item	Class
01-11	Book of Infinite Spells	M,C,T
12-24	Manual of Bodily Health	All
25-37	Manual of Gainful Exercise	All
38-48	Manual of Golems	M
49-61	Manual of Quickness of Action	All
62-74	Tome of Clear Thought	All
75-87	Tome of Leadership and Influence	All
88-00	Tome of Understanding	All

Table 6

% Roll	Type of Miscellaneous Magic Item	Class
<b>—— Figurines of Wondrous Power ——</b>		
01-26	Ebony Fly	All
27-52	Golden Lions (2)	All
53-73	Ivory Goats (3)	All
74-84	Marble Elephant	All
85-00	Onyx Dog	All



Table 7

% Roll	Type of Miscellaneous Magic Item	Class
01-06	Arrow of Direction	All
07-08	Cube of Force	All
09-11	Dust of Appearance	All
12-14	Dust of Disappearance	All
15-17	Dust of Sneezing and Choking	All
18-23	Eyes of Charming	All
24-29	Eyes of Petrification	All
30-34	Flying Carpet	All
35-40	Horseshoes of Speed	All
41-55	Javelins of Lightning (1d4+1)	F
56-60	Jewel of Attacks	All
61-63	Portable Hole	All
64-66	Rope of Climbing	All
67-69	Rope of Constriction	All
70-72	Rope of Entanglement	All
73-85	Rug of Smothering	All
86-86	Sphere of Annihilation	M
87-89	Trident of Commanding Water Creatures	All
90-92	Trident of Submission	F
93-95	Trident of Warning	F,C,T
96-00	Trident of Yearning	All

Table 8

% Roll	Type of Miscellaneous Magic Item	Class
01-12	Chime of Opening	All
13-21	Drums of Deafness	All
22-27	Drums of Panic	All
28-33	Horn of Blasting	All
34-49	Horn of Bubbles	
50-58	Horn of Collapsing	All
59-67	Horn of Valhalla, Bronze	F, C
68-73	Horn of Valhalla, Iron	F
74-89	Horn of Valhalla, Silver	All
90-92	Lyre of Building	All
93-00	Pipes of the Sewers	All

## Magic Weapons

In general, a magic weapon may be used by any character who would be permitted to use the non-magical version of the same weapon. Magic weapons having "plus" values (+1, +2, etc.) add their given bonus to both the roll to hit and the damage die roll. As a specific exception, magic bows do not add their bonus to damage, but only to the chance of hitting the target.

Weapons having two (or more) given bonuses apply the greatest relevant bonus, again to both the attack and damage rolls.

Certain special features may apply to some weapons:

Once used, a **cursed** weapon cannot be gotten rid of without the use of a **remove curse** spell (or a **wish** or other powerful magic at the referee's option). Most cursed weapons apply a penalty to the wielder's attack rolls, but any weapon with the **+1, cursed** "bonus" effectively **charms** the wielder and compels him or her to seek out battle at every opportunity, never permitting the wielder to retreat or parley.

Weapons with the power to **locate objects** or **charm person** grant the wielder the power to cast the indicated spell once per day.

## Special Weapons

Some of the following weapons will need additional statistics rolled on the **Weapon Enchantment** table on page 97. For conciseness, the descriptions will simply say which column to roll the weapon's bonus on.

**Arrow of Slaying:** This arrows is enchanted to instantly kill a type of monster on a successful hit. The referee should choose which type of monster each such arrow can slay; for example, Dragons, Undead, Giants, Elementals, or any other type the referee can imagine. These arrows are rare, usually appearing individually rather than in bundles.

**Crossbow of Distance:** This magical crossbow has double the normal range for weapons of its type. Roll for a bonus on column C.

**Crossbow of Speed:** This magical crossbow is so swift that the wielder may fire it (if he or she holds it ready) even if surprised. The wielder is able to fire in a normal round at +3 Initiative (if using group initiative, the wielder acts as if his side has rolled 3 points higher). Finally, this weapon re-cocks itself, allowing it to fire as swiftly as a regular bow. Roll for a bonus on column C.

**Cursed Spear of Backbiting:** When initially discovered this spear will appear to have a bonus from column C. This cursed weapon seeks to stab its wielder in the back, circling in the air if thrown or bending in an arc if wielded in melee. It will not show its true nature until actual combat begins; normal tests will not reveal it.

**Dagger +1 vs. Man-Sized Opponents, +2 vs. Goblins and Kobolds:** This dagger has no magical bonus save for those specifically described; against a dragon, for instance, it is no better than any other dagger.

**Dagger +2 vs. Man-Sized Opponents, +3 vs. Orcs, Goblins, and Kobolds:** See the previous entry.

**Dancing Sword:** Most of these weapons have a magical bonus of +3, but as many as 15% of them may have a different bonus (roll on column B). After having been used for 3 rounds in melee, the wielder may release the sword, at which point it will fight on its own for 3 full rounds. After the third round the weapon will return to its owner's hand, or fall to the ground if the wielder does not reach out to grasp it. After a minimum of 3 more rounds wielding it in melee, the owner may again release it to fight on its own for another 3 rounds, and so on. It cannot be attacked directly while dancing (though some spells might affect it) and always remains near the wielder, attacking his or her foes just as if the wielder were still holding it.

**Mace of Disruption:** This weapon appears to be nothing more than a normal +1 mace; however, when it strikes any Undead monster, that creature may be disrupted and destroyed. Monsters having a "D" in the **Clerics vs. Undead Table** on page 17 are instantly destroyed; for the others, roll 2d6. A roll of 7 or better is needed for a Vampire to survive, 9 or better for a Spectre, and 11 or better for a Mummy.

**Sword +1, One Life Energy Drain:** This weapon has the power to drain a life level (as the reverse of the spell **restoration**). The wielder may use this power once only, after which time the weapon becomes just a normal magical weapon. The wielder must choose when to use the power, and must score a successful hit to activate it.

**Sword +1, Wishes:** This sword will grant 2d4 wishes. After all wishes have been granted, it will thereafter be a regular sword +1.

**Sword +2, Nine Steps Life Energy Drain:** This weapon has the power to drain life energy (as the reverse of the spell **restoration**). Each time the wielder scores a natural 20 on an attack, the weapon drains energy levels from the victim; on the first such hit, it drains 1 level, on the second it drains 2, and so on until it drains 9 levels from a foe. At that point its power is exhausted and it is thereafter merely a magical sword +2.

**Sword of Cold:** This sword +3 emanates a powerful aura of cold; against fire-using or fire-dwelling creatures its bonus becomes +5.

**Sword +2, Dragon Slayer:** This sword has a standard magical bonus of +2, but against one specific type of dragon (as chosen by the referee) the sword does 4d10 points of damage on a hit.

**Sword of Fire:** This sword +1 bursts into flame on command, gaining a bonus of +2 vs. Trolls, Pegasi, Hippogriffs, and Rocs, and +3 vs. Undead and Treants. 10% of these swords are two handed.

**Sword of Sharpness:** This is a sword +1 with the added ability to remove limbs or even the head of a foe. If the attack roll exceeds the number needed by 4 points, or if the die roll is a natural 19 or 20, the sword has cut off an appendage. Where there are choices, the referee should assign numbers and roll a die. For instance, against a human opponent (with the usual complement of head, arms, and legs) the referee might roll 1d6, with a 1 being the head, 2 and 3 the arms, 4 and 5 the legs, and rerolling on a 6. A sword of sharpness will only perform its magic when wielded by a Lawful Fighter; in any other hands it is useless. If the **Intelligent Swords** optional rule in **Appendix B** (found on page 130) is in use in the campaign, these swords may only be Lawful.

**Vorpal Sword:** This sword is very similar to the **sword of sharpness** just described. It has a magical bonus of +2, and if the number needed to hit is exceeded by 2 points, or is a natural 18 to 20, the sword has cut off the head of the foe. (This is generally fatal, of course.) Like the sword of sharpness, a vorpal sword only works if used by a Lawful Fighter, and if intelligent may only be Lawful.

**War Hammer +3, Dwarven Throwing:** This weapon performs as a normal War Hammer +3 when wielded by non-dwarven characters, but gains special powers when wielded by a dwarf, as follows: If thrown, the weapon has a 6" range and returns to the wielder's hand after being thrown; it does 2d6 points of damage on a hit, adding the +3 bonus only when attacking a giant.

## Magic Armor

The bonus value of an item of magical armor or a magic shield is *deducted* from the armor class of the wearer.

Cursed armor, like cursed weapons, cannot be gotten rid of without the use of **remove curse** or similar magic.

## Potions

Unless otherwise indicated, a potion remains in effect 1d6+6 turns once quaffed. Potions that replicate the power of spells do so as if cast by a 6<sup>th</sup> level caster, or the minimum level needed to cast the spell, whichever is greater. The effects of the various potions are as follows:

**Animal Control:** The character who consumes this potion may exert control over 3d6 small animals, 2d6 medium-sized animals (i.e. not larger than man sized) or 1d6 large animals. The animals affected will obey the desires of the drinker just as if he or she had cast **speak with animals**, but cannot themselves communicate.

**Clairaudience:** Grants the drinker the power of the spell of the same name.

**Clairvoyance:** Grants the drinker the power of the spell of the same name.

**Delusion:** If tested, this potion will appear to be one of the other types. It will have no useful effect when actually consumed.

**Diminution:** The drinker of this potion will be reduced to 1/12 his or her original height. The referee may permit the potion to be partially consumed, and apply a proportionate reduction in effect; for example, drinking half might reduce the character to 1/6 normal height, one-third might result in 1/4 normal height, and one-sixth would thus result in 1/2 normal height. The referee must judge the reduction in the character's combat ability; for example, a character at 1/12 normal height might be equivalent to a pixie.

**Dragon Control:** This potion grants the drinker the power to **charm** 1d3 dragons of a specific type (as if casting the spell **charm monster** on them), as rolled on the table below. The dragons are permitted saving throws.

% Roll	Dragon Type
01-11	Black
12-21	Blue
22-28	Brass
29-35	Bronze
36-42	Copper
43-51	Gold
52-62	Green
63-71	Red
72-78	Silver
79-90	White
91-100	Wyvern

**ESP:** Grants the drinker the power of the spell of the same name.

**Extra-Healing:** As the **potion of healing**, but heals 3d6 points of damage.

**Fire Resistance:** The drinker of this potion becomes immune to normal fires; neither the character nor his or her equipment worn or carried will be affected by normal flames. The drinker is also immune to the effects of a **wall of fire** spell and takes half damage from other magical fire attacks.

**Flying:** Grants the power of the spell **fly**.

**Gaseous Form:** This potion transforms the drinker into an invisible cloud of cohesive vapor. All his or her gear worn or carried is left behind. The character can still see and hear, and can move at a 12" rate as if flying. While in gaseous form the character can move into any area that is not airtight. When the potion's duration ends the character is restored to his or her normal form.

**Giant Control:** This potion grants the drinker the power to **charm** 1d4 giants (as if casting the spell **charm monster** on them). The giants are permitted saving throws.

**Giant Strength:** This potion grants the strength of a giant to the drinker. He or she will roll double damage when attacking with a weapon, and may lift great weights (double the amounts for a character having 18 Strength).

**Growth:** The drinker of this potion will be increased to 4 times his or her original height. The referee may permit the potion to be partially consumed, and apply a proportionate reduction in effect; for example, drinking half might increase the character to twice normal height. The referee must judge the increase in the character's combat ability; a character who is four times normal height might perform much like a giant, while one double normal height might be equivalent to an ogre.

**Healing:** Affects the drinker as the spell **cure light wounds**.

**Heroism:** This potion grants a temporary increase of three levels of ability to Fighters of levels 1-4, two levels to Fighters of levels 5-7, and one level to Fighters of 8<sup>th</sup> through 10<sup>th</sup> levels. These levels apply to attack rolls and saving throws and grant additional magical hit dice, from which damage is deducted first. It has no effect on characters of other classes.

**Human Control:** This potion grants the drinker the ability to **charm** (as if casting the spell **charm person**) as many as 2d10 levels of characters. Characters of level 11 or higher are not affected by this potion.

**Invisibility:** This potion grants the drinker the power of the spell of the same name.

**Invulnerability:** This potion improves the drinker's armor class by 2 points.

**Levitation:** Grants the power of the spell of the same name.

**Longevity:** This potion removes 10 years of age from the character drinking it.

**Oil of Etherealness:** When applied to the body of a character or creature, this oil causes the subject to become ethereal. The subject can pass through solid objects, but is not able to touch any normal object, as his or her hands pass right through. This effect can be canceled by the **phase door** spell; otherwise, the effect lasts until the normal potion duration expires.

**Oil of Slipperiness:** When applied to the body of a character or creature, this oil makes the subject immune to being held by any normal restraint or adhesive. Spider webs (including the **web** spell) will not stick to the subject, nor will ropes or cords restrain the oiled creature. This effect lasts for 24 hours.

**Plant Control:** Grants the power of the spell **charm plants**.

**Poison:** The drinker of this potion must immediately make a saving throw vs. Poison or be struck dead. Even a tiny sip is enough to cause death.

**Polymorph Self:** Grants the power of the spell of the same name.

**Speed:** Grants the power of the spell **haste**.

**Super-Heroism:** This potion grants a temporary increase of four levels of ability to Fighters of levels 1-3, three levels to Fighters of levels 4-7, and two level to Fighters of 8<sup>th</sup> through 11<sup>th</sup> levels. These levels apply to attack rolls and saving throws and grant additional magical hit dice, from which damage is deducted first. It has no effect on characters of other classes.

**Treasure Finding:** The drinker of this potion can sense the direction and distance of all large treasures within a 36" range. A large treasure is any treasure containing 5,000 or more coins of any type, or 50 or more gems and/or pieces of jewelry.

**Undead Control:** This potion grants the drinker the ability to control 2d4 undead monsters having 3 or fewer hit dice, or 1d4 undead having 4 or more hit dice. Mindless undead such as skeletons or zombies receive no saving throw, but other types may save vs. spells to resist.

## Scrolls

Spell scrolls may be read by the class to which they belong. The referee may create such scrolls by selecting spells randomly from the appropriate spell lists, or may simply assign whatever spells he or she wishes.

Merely looking at a **cursed scroll** (even for a character who cannot read) is enough to activate its curse. The referee must choose what sort of curse to apply.

Any character who is able to read may activate a **protection scroll**. Protection scrolls create a 1" radius area of protection around the reader, which the warded creature type may not cross; the circle of protection normally moves with the reader. Normal duration is 6 turns. The specific protection scroll types are as follows:

**Protection from Elementals:** This scroll can ward off only a single elemental monster.

**Protection from Lycanthropes:** 2d6 lycanthropes of any sort may be held at bay by the magic of this scroll.

**Protection from Magic:** This special protection scroll creates a form of anti-magic shell (as the spell) with a radius of 1" that lasts up to 8 turns. Magic spells or effects can neither enter nor exit the radius during that time.

**Protection from Undead:** This scroll protects against up to 2d12 undead monsters having 3 or fewer hit dice, 2d6 having 5 or fewer, and just 1d6 having 6 or more hit dice.

## Rings

A magic ring must be worn on a finger to be useful, and further no more than one such may be worn on a character's hand; thus, in general a character may benefit from at most two rings at a time.

**Contrariness:** This cursed ring causes its wearer to disagree with any course of action. Once put on it cannot be removed without the use of **remove curse**, which of course the wearer will oppose.

**Delusion:** This cursed ring will appear to be some other sort of ring; the wearer will generally believe wholeheartedly in its power. When actually used in a dangerous situation, the ring will fail to do anything at all.

**Djinn Summoning:** One of the many rings of fable, this "genie" ring is most useful indeed. It serves as a special **gate** by means of which a specific djinni can be called from the Elemental Plane of Air. When the ring is rubbed the call goes out, and the djinni appears on the next round. The djinni faithfully obeys and serves the wearer of the ring. If the djinni of the ring is ever killed, the ring becomes nonmagical and worthless.

**Fire Resistance:** The wearer of this ring becomes immune to normal fires; neither the character nor his or her equipment worn or carried will be affected by normal flames. The wearer is also immune to the effects of a **wall of fire** spell and takes half damage from other magical fire attacks.

**Human Control:** The wearer of this ring may cast the spell **charm person** at any target he or she can



see within 12". The wearer can use this power once per round, at will, but cannot control more than 9 levels or hit dice of creatures at a time.

**Invisibility:** Affects the wearer as does the spell of the same name. As with the spell, the wearer becomes visible after attacking; he or she may not immediately become invisible again, but must wait one turn before the magic may be reactivated.

**Mammal Control:** This ring permits the wearer to assume control over 3d6 small mammals or 1d8 large ones; only relatively unintelligent and mundane mammals may be so controlled. Control requires concentration; the wearer may move around, but may not take other actions while maintaining control.

**Many Wishes:** This ring grants its wearer the power of 2d6 **wishes** (as the spell of the same name).

**Protection:** This ring gives a bonus to the wearer, improving his or her armor class (reducing it by the bonus amount) and adding the ring's bonus to saving throws made by the wearer. One having the **5' radius** feature gives its stated bonus to the wearer and his or her allies within a 5' radius. Roll on the table below for the bonus amount:

1d12	Type of Protection Ring
1-5	Protection +1
6-8	Protection +2
9	Protection +3
10-11	Protection +1, 5' radius
12	Protection +2, 5' radius

**Regeneration:** The wearer gains a version of the Troll's power of regeneration, and will recover 1 hit point of damage per turn. Damage from fire or acid can not be regenerated, but all other damage can. The character will recover even from death (unless destroyed by fire or acid as noted) and can regrow lost body parts given enough time.

**Shooting Stars:** This ring's powers work only under the open sky at night. It grants its wearer the ability to cast **light** as the spell with a range of 24" up to once per hour; throw a **fire ball** doing 3d6 points of damage (but otherwise working as the spell) once

per night; and launch a magical missile that does 3d6 points of damage to a single opponent (with a save allowed for half damage) up to three times per night.

**Spell Storing:** This ring contains a number of spells which the wearer may cast on command. First, roll 1d10 to determine the class of magic a given ring stores: 1-8 = Magic-User, 9 = Clerical, 0 = Anti-Cleric (i.e. reversed or Chaotic Clerical spells). Next roll 1d6 for the number of spells, and 1d6 again for each spell to determine its level, then randomly select spells from the appropriate tables.

A ring may contain two or more copies of the same spell, so duplicates are permitted. Spells are cast at the 6<sup>th</sup> level of ability, or the lowest level at which a spell may be cast if higher than 6<sup>th</sup> level.

Once cast, a spell from the ring may not be cast again until it is recharged by the type of spellcaster who created the ring. The spell is cast into the ring, storing it until it is needed by the wearer.

**Spell Turning:** This ring protects the wearer against magic spells directed at him or her personally by turning part of the spell back against the caster. Roll 1d10 x 10 for the percentage of the spell turned back. Only spells spoken against the wearer may be turned; area effects not directed specifically at the wearer, as well as the effects of wands and staves, are all unaffected by this ring's magic. Additionally, the **finger of death** spell is not affected by a ring of spell turning.

**Telekinesis:** The wearer of this ring may use the power of **telekinesis** (as the spell) at will, acting as if he or she were a Magic-User of the 10<sup>th</sup> level.

**Three Wishes:** This ring grants its wearer the power of three **wishes** (as the spell of the same name).

**Water Walking:** This ring gives its wearer the ability to walk upon the surface of the water as if it were solid ground. Minor waves may be ignored, but more moderate waves will slow the wearer by half and large waves will affect the wearer as if he or she were in an earthquake.

**Weakness:** This cursed ring reduces the wearer's Strength by 2 points per turn after it is put on, down to a minimum of 3 points. Like other cursed items,

**remove curse** must be used to remove it from the wearer's hand.

**X-Ray Vision:** On command (and for as long as the wearer concentrates upon it), this ring gives its possessor the ability to see into and through solid matter. Vision range is a maximum of 3". Secret or hidden doors can be revealed by X-ray vision. The effect can penetrate up to 10 feet of earth or stone. A thin sheet of lead or gold will block the magic.

## Wands, Staves, and Rods

On the table for rolling up a wand, staff, or rod, the column labeled "Class" indicates which types of characters may use each item. Note that all wands are limited to Magic-Users only.

When a wand performs a spell effect, it does so at the 6<sup>th</sup> level of ability (unless the spell requires a caster of higher level, in which case the spell operates as if its caster were of the minimum level needed to cast the spell). Staves operate at the 8<sup>th</sup> level of ability (or the minimum level required for the spell, just as with wands). Thus, a **fire ball** cast by a wand does 6d6 points of damage, while one cast by a staff does 8d6.

A newly-created wand has 100 charges; a newly-created staff has 200. Rods have variable numbers of charges as given in the individual descriptions. Wands and staves found in treasure hoards are not necessarily fully charged, of course; it is suggested that the referee roll 1d100 for a wand or 2d100 for a staff to determine the number of remaining charges. Some of these devices may not have or require charges.

**Wand of Cold:** This wand projects a conical field of cold 6" long and 2" wide at the base (far end). It does 6d6 points of cold damage, and as with other effects of this sort, a successful saving throw will reduce this damage by half.

**Wand of Enemy Detection:** This wand permits the wielder to sense enemies, i.e. those with hostile intent who are aware of the wielder, within a 6" radius. The wand-user will know the distance and direction of each enemy in the area of effect, and can dimly see any who are **invisible** or otherwise

hidden within the same room. This wand neither has nor needs charges.

**Wand of Fear:** Casts a limited form of the spell **fear** with a maximum range of 6" but otherwise conforming to that spell.

**Wand of Fire Balls:** Casts the spell **fire ball**.

**Wand of Illusion:** Casts the spell **phantasmal forces**.

**Wand of Lightning Bolts:** Casts the spell **lightning bolt**.

**Wand of Magic Detection:** The wielder of this wand can sense magic within a 2" radius, and by focusing on specific emanations may be able to sense some details of the magic's nature.

**Wand of Metal Detection:** When activated this wand points in the direction of the largest body of metal within a 2" radius. The user will be able to sense the general type of the metal. This wand neither has nor needs charges.

**Wand of Negation:** When pointed at another wand or staff and activated, this wand suppresses some or all of that device's power. Other wands are suppressed completely, while staves may be suppressed only partially (reducing an 8 die **fire ball** to just 2 dice, for instance, since wands have 6<sup>th</sup> level power and staves have 8<sup>th</sup> level power). The effect lasts for 1d4+1 turns.

**Wand of Paralyzation:** This wand projects a conical paralyzing ray 6" long and 2" wide at the base (far end). All creatures within the area must save or be paralyzed as if by **hold person**.

**Wand of Polymorph:** This wand will cast either **polymorph others** or **polymorph self** at the option of the caster.

**Wand of Secret Doors and Traps Detection:** When used, this wand will vibrate when within 2" of a secret door or a hidden trap. This wand neither has nor needs charges.

**Snake Staff:** This staff is carved to resemble a snake. It appears to be a fairly normal staff +1, gaining a +1 on the attack roll and doing 1d6+1 points of damage on a hit. At the command of the Cleric wielding it, it will become an actual snake

and coil around a chosen target. If the opponent is man-sized or smaller, the snake will completely immobilize it for 1d4 rounds. Even if the opponent is larger than man-sized, the snake will prevent it from making a normal attack for that duration. After the duration expires, the snake will crawl back to the character who commanded it and resume its wooden form.

**Staff of Commanding:** This staff can function in the same way as a **potion of human, animal, or plant control** at the option of the user, with each use consuming a charge.

**Staff of Healing:** This staff will cast the spell **cure light wounds**; however, it will only affect any given character or creature at most once per day.

**Staff of Power:** This staff has the power to generate **cold** (as the wand, but doing 8d6 points of damage), **continual light**, **fire ball** (doing 8d6 points of damage), **lightning bolt** (doing 8d6 points of damage), and **telekinesis**. This staff also has the power of the **staff of striking**. Each use of any power consumes a charge. The most fearsome power of this staff is its **final strike**, activated by breaking the staff. All remaining charges within the staff are released, causing 8 points of damage per charge to all within a 3" radius of the character breaking the staff (including that character).

**Staff of Striking:** This staff has no magical bonus to hit, but does 2d6 points of damage on a successful hit. Each such hit drains one charge from the staff.

**Staff of Withering:** This weapon has no special bonus to hit or to damage, but on a successful hit it will do 1d6 points of normal damage and age the victim by 10 years. Aging effects are left to the referee's discretion. Note that only living creatures are affected by this magic.

**Staff of Wizardry:** This device has all the abilities of the **staff of power**, plus the following additional features: **invisibility**, **paralyzation** (as the wand), **passwall**, **summon elemental** (summons 1d4 elementals under the control of the wielder; roll 1d4 for type, 1 = air, 2 = earth, 3 = fire, 4 = water, all will be the same type), **wall of fire**, **web**, and **whirlwind** (creates a whirlwind equal to a djinn under the control of the wielder).

**Rod of Absorption:** This rod can absorb magic directed at the wielder. It can absorb up to 100 levels of magical energy, which can be used to power spells cast by the wielder; any spell the wielder knows may be cast through the rod without need for memorization. Once it has absorbed 100 levels of spells, it cannot absorb more, and when it has expended the full 100 levels it becomes permanently non-magical.

**Rod of Beguiling:** This rod causes all enemies within a 20' radius of the wielder to believe the wielder is a trusted friend or mentor. This effect lasts up to 4d4 turns. A rod of beguiling has 25 charges when created; roll 2d12+1 for remaining charges when found in a hoard.

**Rod of Cancellation:** This rod may only be used (successfully) one time. If struck against another magic item, it utterly destroys all enchantments within the item. A roll to hit is required to enact the magic if the target item is held by another character.

**Rod of Lordly Might:** This rod is intended for use by a Fighter. A series of small studs on the side of the rod are the only sign of its function. Pressing the first stud causes a 2' blade to appear at the end of the rod, making equivalent to a **sword +2**. Pressing the same stud again elongates the rod up to a maximum of 12', causing it to function as a **polearm +2**. Pressing that stud one more time retracts the blade and restores the rod to normal length.

The second stud activates the ladder feature. A spike that can anchor in granite is extruded from one end of the rod, while the other end sprouts three sharp hooks. The rod lengthens to anywhere between 5 and 50 feet in a single round, stopping when the second stud is pushed again. Horizontal bars three inches long fold out from the sides, 1 foot apart, in staggered progression. The rod is firmly held by the spike and hooks and can bear up to 40,000 coins. The wielder can retract the pole by pushing the second stud one more time (but note that the studs will be at the upper end of the pole in this configuration).

Pressing the third stud transforms the weapon into a **sword of fire** (as described above), and pressing



that stud again restores the weapon to its normal form.

The fourth stud transforms the rod into an **axe +2**, and pressing it a second time reverses the process.

Whenever the rod of lordly might is used as a weapon, those enemies facing it must save vs. Paralyzation or be paralyzed for 2d4 rounds, and even if they succeed at this first save they must save again vs. Paralyzation or flee in **fear** (as the spell) for 2d4 rounds.

This rod neither has nor needs charges.

**Rod of Resurrection:** This rod will resurrect a deceased creature as if casting **raise dead** at the 9<sup>th</sup> level of ability. This rod never has more than 10 charges (roll 1d10 for charges remaining when found in a treasure hoard).

**Rod of Rulership:** This rod gives its user the power to temporarily **charm** up to 200 levels or hit dice of creatures within a 1" range. Any form of living creatures may be so charmed, and they will remain under the wielder's control for 10 turns. This rod never has more than 10 charges (roll 1d10 for charges remaining when found in a hoard).

## Miscellaneous Magic

On the tables for rolling up miscellaneous magic items, the column labeled "Class" indicates which types of characters may use each item.

**Amulet of Inescapable Location:** This amulet appears to be an **amulet vs. crystal balls and ESP** but actually works in reverse; those attempting to scry upon the bearer who have any chance of success at all will always succeed, while attempts to read the wearer's mind not only work but do so at double normal range.

**Amulet vs. Crystal Balls and ESP:** This silver amulet provides complete protection to the wearer against scrying and magical location, including of course **crystal balls** and any **ESP** magic.

**Animated Broom:** This device resembles a **broom of flying** (described below) but attempting to ride upon it activates its curse, causing it to become animated and attack the character who tried to

ride it. The broom is Armor Class 7, has 1+2 Hit Dice, and moves by flying at a 18" movement rate. It must be destroyed or affected by **dispel magic** to stop its attacks; if dispelled, the broom's magic will return in 3d6 turns, but it will become dormant until some character attempts to ride on it again.

**Arrow of Direction:** This item appears to be little more than a shortbow arrow, though these devices are often decorated in some way (gold arrowhead, engraved or enameled shaft, rare feathers for fletching, or something similar). Should a character announce a location and throw the arrow into the air, it will fall to the ground pointing directly toward that location. Once activated in this way, it may be repeatedly thrown into the air and will, on each occasion, land pointing toward the previously-announced location. The arrow will function in this way up to 7 turns, and may be activated once per day.

**Bag of Devouring:** This device appears, to all tests, to be a normal **bag of holding** (as described below). However, items placed within it will disappear 1d6+6 turns after being placed therein.

**Bag of Holding:** This much-coveted magical sack can contain up to 10,000 coins, yet when full occupies the space and weight of only 300 coins. The opening of the bag will fit around objects up to 15' in circumference, and an object as much as 10' long can be put inside the bag (though regardless of the weight of the object, this will fill the bag completely). Putting large objects into the bag in this fashion will result in the bag weighing 600 coins (assuming the weight of the large item or items is at least that much).

**Bag of Transmuting:** This device appears, to all tests, to be a normal **bag of holding** (as described below). However, all precious metals placed within it will be transformed into lead, and the bag itself will burst 2d8 turns after performing this function.

**Bag of Tricks:** This small sack appears normal and empty. However, anyone reaching into the bag feels a small, fuzzy ball. If the ball is removed and tossed up to 2" away, it turns into an animal which serves the character who drew it from the bag until slain or ordered back into the bag, at which point it

disappears. These creatures never check morale. Use the following table to determine what animals can be drawn from the bag. Animals produced are always random, and only one may exist at a time.

Roll 1d6	Animal Type
1	Bear
2	Bull
3	Lion
4	Jackal
5	Ram
6	Wolf

**Beaker of Plentiful Potions:** This device may produce 1d4+1 different types of potions (as chosen by the referee or by random rolls on the Potions table). On command it will fill itself with one of the potions it can contain, which may then be consumed; each type of potion may be produced once per week.

**Book of Infinite Spells:** This slim magical book has 24 pages; 3d6 of the pages will contain spells. There is a 70% chance each of these books contains Magic-User spells, with the remainder being Clerical. A book of infinite spells may only be used by a character who is of the correct class to cast the sort of spells within the book; any other character attempting to open one of these books suffers 5d4 points of damage.

When the book is open, the character who opened it may cast whichever spell is on the page which is displayed as many times per day as he or she wishes. The book does not have to be in the owner's possession to be so used; it may be left in his or her tower or sanctuary. However, each time the book is used to cast a spell, there is a 10% chance the page will turn; if this happens, whatever spell is now exposed becomes the one which may be cast. If a blank page is exposed, the owner may not cast further spells from the book until he or she manually turns the page.

Once a page is turned, it may not be turned back. When the last page is turned the book disintegrates into dust. If the book is closed, it may only be

re-opened to the page following the last page exposed (thus effectively turning the page).

Note that a book of infinite spells may be used by a Thief of 10<sup>th</sup> or higher level 80% of the time, much as if it were a scroll; roll just once when the book is first opened.

**Boots of Dancing:** These cursed boots will behave as if they were some other sort of magical boots, until the character is in a situation where he or she chooses to either fight or flee. At that moment, the boots show their true nature, forcing the wearer to dance. While dancing the victim may move no more than half normal movement, and suffers a penalty of -4 on all attack rolls and saving throws. On the other hand, attackers suffer a penalty of -2 on attack rolls against the victim so long as he or she dances. The dancing will last 2d6 turns, after which time the wearer will be exhausted, able to move at only half speed until he or she rests for one hour. The dancing curse will activate again any time the wearer needs to fight or flee. Once the curse is revealed, the boots cannot be removed without a **remove curse** spell.

**Boots of Levitation:** The wearer of these boots may **levitate** (as the spell) at will by concentrating. There is no limit to the amount of time these boots may be used.

**Boots of Speed:** The wearer of a pair of these magical boots can move at a 24" movement rate (the speed of a light horse). Treat this as base movement if the character is encumbered (effectively doubling the character's normal speed). If used for traveling long distances, the wearer must rest a full day after a full day's travel.

**Boots of Striding and Springing:** These boots make the wearer tireless when walking, increasing overland movement rate by one third. In addition, these boots allow the wearer to make great leaps, jumping up to 1" up or 3" across.

**Bowl Commanding Water Elementals:** This item may be used once per day to summon a water elemental. See the **Elementals** entry on page 55 for more details about summoning and controlling elementals, and the subsequent entry for **Elemental, Water** for details of the creature itself.

**Bowl of Summoning Hostile Water Elementals:** This device resembles the normal **bowl commanding water elementals** but any elemental summoned by it will immediately turn upon the summoner and attack.

**Bracers of Defense:** These magical protection devices grant the wearer the listed armor class. They do not function in combination with any type of armor or shield, but do work in concert with items granting magical **protection** such as rings or cloaks.

**Bracers of Defenselessness:** Though they appear to be magical **bracers of defense**, these cursed bracers reduce the wearer's armor class to 9, absolutely countering any sort of armor, shield, or protective devices used; even the wearer's own Dexterity bonus, if any, is nullified. Furthermore, any creature attacking the wearer gains a bonus of +3 on all attack rolls. As with other cursed items, these bracers may only be removed through the use of the **remove curse** spell.

**Brazier Commanding Fire Elementals:** This item may be used once per day to summon a fire elemental. See the **Elementals** entry on page 55 for more details about summoning and controlling elementals, and the subsequent entry for **Elemental, Fire** for details of the creature itself.

**Brazier of Summoning Hostile Fire Elementals:** This device resembles the normal **brazier commanding fire elementals** but any elemental summoned by it will immediately turn upon the summoner and attack.

**Broom of Flying:** On command this broom enables its user to fly at a 24" rate. The broom will fly up to 24" on its own toward a character who speaks its command word. It may carry two characters at an 18" movement rate.

**Censer Controlling Air Elementals:** This item may be used once per day to summon an air elemental. See the **Elementals** entry on page 55 for more details about summoning and controlling elementals, and the subsequent entry for **Elemental, Air** for details of the creature itself.

**Censer Summoning Hostile Air Elementals:** This device resembles the normal **censer controlling air**

**elementals** but any elemental summoned by it will immediately turn upon the summoner and attack.

**Chime of Opening:** This small chime will cause any single locked, stuck, or magically secured door, gate, chest, or other portal or container to open. It will cancel all methods of securing the door, including locks, chains, and **hold portal** spells. A chime of opening may be used 1d12 times before it cracks and becomes useless.

**Cloak of Protection:** These items function in the same fashion as the **ring of protection**. They will not work in combination with any sort of metal armor.

**Crystal Ball:** This is the most common form of scrying device, a crystal sphere about 6 inches in diameter. A character can use the device to see a target creature or location at virtually any distance. The user sees an image, but does not hear any sounds or gain any other information about the target of the scrying attempt. A crystal ball may be used up to 3 times per day, for at most 1 turn per usage. Scrying upon a character or location is 90% likely to succeed if the target is well known to the viewer, 55% if the viewer has only seen the target a few times, 30% if the viewer has seen only good-quality paintings or drawings or heard a clear verbal description. A failed attempt still counts as one of the crystal ball's uses for that day.

**Crystal Ball with Clairaudience:** This device has all the powers of the regular crystal ball, above, but also permits the viewer to hear sounds from the area viewed.

**Crystal Ball with ESP:** This device has all the powers of the regular crystal ball, above, but also permits the viewer to employ **ESP** (as the spell) on any creature or character viewed.

**Crystal Hypnosis Ball:** This device will appear to be a crystal ball, as above, but if used the viewer will be hypnotized (no saving throw) for 3d8 turns. Placing a **magic mouth** on the ball will cause the viewer to carry out any commands spoken as if he or she were affected by a **suggestion** spell. The hypnosis effect will work each and every time the device is used by any character... it will even hypnotize non-Magic-Users who gaze into it.

**Cube of Force:** This device is a cube about 1 (normal, not scale) inch across; it may be made of ivory, bone, or any hard mineral. It enables its possessor to put up a force field 8 feet on a side around his or her person. This cubic screen moves with the character at a maximum rate of 6" and is impervious to almost all attack forms. The cube may be activated at most 6 turns per day; the possessor may turn it on and off at will by pressing on one side of the cube.

The force field may be brought down by extreme heat (such as a large quantity of flaming oil), 3 blasts from a **horn of blasting**, 12 or more dice of **fire ball** or **lightning bolt** spells, **phase door**, or **pass wall**. If the force field is brought down in this way, the cube may not be reactivated for at least 1 turn.

**Decanter of Endless Water:** If the stopper is removed from this ordinary-looking flask, a stream of fresh water pours out at a rate of about 10 gallons each turn. It will not stop until the stopper is replaced or the flask is smashed, destroying it.

**Displacer Cloak:** This item appears to be a normal cloak, but when worn by a character its magical properties distort and warp light waves, causing the wearer to appear to be up to 1" away from his or her actual location. Attacks against the character are made at a penalty of -2 unless the attacker has some means of detecting the wearer's actual location.

**Drums of Deafness:** When beaten, these drums will cause all within a 6" radius (including the character beating the drums) to become deaf. A saving throw vs. Spells is permitted to resist the effect, but whoever beats the drums suffers a penalty of -2 on this saving throw. Deafness caused by these drums lasts until a **remove curse** spell is applied; each deaf character or creature requires a separate casting of the spell.

**Drums of Panic:** These drums are kettle drums (hemispheres about 1½ feet in diameter on stands). They come in pairs and are unremarkable in appearance. If they are sounded, all creatures within 12" (with the exception of those within a 1" radius safe zone around the drums) must make a morale check or flee as if routed (i.e. any roll less

than 9 results in the afflicted creature turning and running at top speed). Normal and giant-sized animals having 4 or fewer hit dice (or any non-carnivorous animal regardless of hit dice) will flee immediately (no morale check needed). Player characters can be affected, but instead of a morale check, a saving throw vs. Spells must be made to resist this magical fear. Affected creatures will flee for 2d4 rounds.

**Dust of Appearance:** This powder appears to be a very fine, very light metallic dust. A single handful of this substance flung into the air coats objects within a 1" radius, making them visible even if they are **invisible**. It likewise negates the effects of a **displacer cloak**, and reveals **mirror images**, **projected images**, and all other illusions for what they are. The dust's effect lasts for 12 rounds. A bag of dust of appearance will generally contain enough of the powder for 2d12 uses.

**Dust of Disappearance:** This dust looks just like **dust of appearance** and is typically stored in the same manner; thus, a bag will normally contain enough for 2d12 uses. A creature or object touched by it becomes **invisible**. Normal vision can't see dusted creatures or objects, nor can they be detected by magical means, including **detect invisible**. **Dust of appearance**, however, does reveal people and objects made invisible by dust of disappearance.

The invisibility bestowed by the dust lasts for 5d6 rounds. The invisible creature has no knowledge of the duration; it should be rolled by the referee and kept secret.

**Dust of Sneezing and Choking:** This powder appears to be a very fine, very light metallic dust. When thrown into the air it causes all creatures in a 1" radius area to sneeze and choke. Afflicted creatures must save vs. Poison or die, and even if the save is made they may take no action except to move at half speed for 1d4 rounds. Naturally this powder does not affect **undead** creatures, or any other creature that does not need to breathe.

**Efreet Bottle:** This item is typically fashioned of brass or bronze, with a lead stopper bearing special seals. A thin stream of smoke is often seen issuing from it. When opened, the efreeti imprisoned

within issues from the bottle instantly. There is a 10% chance (01–10 on d%) that the efreeti is insane and attacks immediately upon being released. There is also a 10% chance (91–100) that the efreeti of the bottle grants three wishes. In either case, the efreeti afterward disappears forever. The other 80% of the time (11–90), the inhabitant of the bottle loyally serves the character for up to 1,001 days (or until the efreeti's death), doing as its master commands.

**Elven Boots:** These soft boots enable the wearer to move in total silence, even quieting the clanking or rattling of armor or weapons.

**Elven Cloak:** This cloak of neutral gray cloth is indistinguishable from an ordinary cloak of the same color. However, when worn with the hood drawn up around the head, it makes the wearer nearly (90%) **invisible**.

**Eyes of Charming:** These two crystal lenses fit over the user's eyes. The wearer is able to cast **charm person** on one target per round merely by meeting a target's gaze.

**Eyes of Petrification:** These two crystal lenses fit over the user's eyes. As soon as they are put on, they turn the wearer to stone (as if affected by the gaze of a Medusa).

**Figurines of Wondrous Power:** Each of the several kinds of figurines of wondrous power appears to be a miniature statuette of a creature an inch (actual, not scale) or so tall. When the figurine is tossed down and the correct command word spoken, it becomes a living creature of normal size (except when noted otherwise below). The creature obeys and serves its owner. Unless stated otherwise, the creature understands Common but does not speak.

**Figurines of Wondrous Power – Ebony Fly:** When animated, an ebony fly is the size of a pony. It will have Armor Class 5, 4 Hit Dice, and flies at a 24" rate. The user may ride on it if he or she is man-sized or smaller. The ebony fly may be used for up to 24 hours each week; it can be restored to figurine form on command. If killed, the ebony fly is destroyed completely.

**Figurines of Wondrous Power – Golden Lions:** These figurines come in pairs. When activated, they become normal adult male lions. They may be activated once per week, persisting until slain in combat or until an hour has passed; if slain, they revert to their figurine form and may be retrieved and used again after a week has passed. A pair of golden lions may only be activated together; if separated, their magic is nullified until they are reunited once again.

**Figurines of Wondrous Power – Ivory Goats:** These figurines come in sets of three. Each goat of this trio looks slightly different from the others, and each has a different function. These figurines may be activated only once, after which they revert to figurine form with all magic exhausted.

**Figurines of Wondrous Power – Ivory Goat of Slaying:** When called upon with the proper command word, this statuette becomes a destrier-like mount, with the statistics of a heavy warhorse. The goat's horns transform into weapons, one horn becoming a lance that does double damage on any hit, and the other a sword which does double damage on any hit. Both of these weapons are treated as being magical for purposes of hitting creatures only harmed by magic weapons. The Goat of Slaying will serve the user for a full day, or until slain, or until the user is slain, at which time its magic ends as described above.

**Figurines of Wondrous Power – Ivory Goat of Traveling:** This statuette provides a speedy and enduring mount equal to a heavy horse in every way except appearance and speed – the Goat of Traveling moves at a 48" rate, even fully loaded. The Goat of Traveling must be given a destination, and it will carry its rider(s) and/or load for a full day or until the stated destination is reached, after which its magic ends as described above.

**Figurines of Wondrous Power – Ivory Goat of Travail:** This statuette becomes an enormous creature the size of a bull with Armor Class 2, 10 Hit Dice, and a 15" movement rate. It can attack once with each horn for 2d8 points of damage, and once with each of its two forehooves for 1d8 points of damage. If it is able to charge into combat, it will do a total of 6d8 points of damage as a single

attack to whatever foe it is able to attack; on subsequent rounds it will fight as given above. The Goat of Travail fights whatever creatures the user designates until it is slain, or until an hour has passed, after which its magic ends.

#### **Figurines of Wondrous Power – Marble Elephant:**

This is the largest of the figurines, the statuette being about the size of a human hand. Upon utterance of the command word, a marble elephant grows to the size and specifications of a true elephant, 10 feet tall and over 120,000 coins in weight. It has Armor Class 4, 8 Hit Dice, moves at a 12" rate and can attack twice per round with its tusks, doing 2d6 points of damage with each tusk. The animal created from the statuette is fully obedient to the figurine's owner, serving as a beast of burden, a mount, or a combatant. The statuette can be used once per month for up to a full day. If slain, it is destroyed, but otherwise it will shrink at the end of the day of use (or upon command of the user) and be usable again in a month's time.

**Figurines of Wondrous Power – Onyx Dog:** When commanded, this statuette changes into a creature with the statistics of a wolf. It is endowed with an Intelligence of 8, can communicate in Common, and has exceptional olfactory and visual abilities. Its visual capabilities are as effective as if it wore a **robe of eyes**, and can track by means of scent with 90% accuracy. An Onyx Dog may be activated a total of 12 times for up to a day each time, and thereafter reverts to a non-magical figurine, its magic forever exhausted.

**Flask of Curses:** This device will resemble one of the other decanters, bottles, etc. found in this section, but when opened it will release a **curse** upon the opener. The referee should create this curse in the same way he or she would create a cursed scroll.

**Flying Carpet:** A flying carpet enables its user to fly at a 30" rate. It can carry up to two additional passengers (or an equivalent weight in materials) but speed is reduced to 18". Beautifully and intricately made, each carpet has its own command word to activate it. The carpet can be controlled with verbal commands, whether the speaker is on the rug or not, up to a maximum range of 24".

**Gauntlets of Dexterity:** These thin leather gloves are very flexible and allow for delicate manipulation. They add 2 points to the wearer's Dexterity score while being worn (up to the normal maximum Dexterity of 18).

**Gauntlets of Fumbling:** These cursed gloves appear to be **gauntlets of dexterity**, but when worn they reduce the wearer's Dexterity score by 4 points and apply a penalty of -4 (or -20%) to any rolls that the referee considers to be dependent on manual dexterity. Once put on, they can only be removed with a **remove curse** spell.

**Gauntlets of Ogre Power:** These gauntlets are made of tough leather with iron studs running across the back of the hands and fingers. They grant the wearer the Strength of an Ogre in his or her hands and arms, increasing damage by +3 points on any successful hit (but not increasing the chance of hitting). This damage bonus replaces any such bonus the wearer may have due to his or her natural Strength, and thus is ineffective for characters having 18 Strength.

**Gauntlets of Swimming and Climbing:** These apparently normal lightweight gloves grant the wearer the ability to swim at a 12" rate and climb as well as a 9<sup>th</sup> level Thief (or at a bonus of +15% if that is better).

**Gem of Brightness:** This gem emits a bright beam of light on command. The beam provides illumination equal to daylight in a path 1" wide extending 6' from the user. If the beam is directed at the eyes of a living creature, that creature must make a saving throw vs. Death Ray or be blinded. This blindness reduces the victim's attack rolls by -4, and can only be healed with a **cure serious wounds** spell. Casting **darkness** on the gem will nullify its power for 1d4 turns, while **continual darkness** will prevent it from functioning for 1d4 days.

**Gem of Seeing:** This finely cut and polished stone appears indistinguishable from an ordinary jewel. When it is gazed through, a gem of seeing enables the user to see creatures or objects which are **invisible**, **ethereal**, **astrally projected**, out of phase, or even just hidden. The user must stand still and

concentrate to use the gem. In a single turn, the user may scan up to a 2" cubic volume.

**Girdle of Gender Changing:** This girdle instantly reverses the gender of any character who puts it on. Once buckled in place, the girdle can only be removed with **remove curse**, which restores the character to his or her original gender.

Some 20% of these girdles cause a *permanent* change in gender; the girdle in this case can be easily removed but the character's gender remains altered. Such girdles can affect any number of characters, but only once per character (so the same girdle cannot "correct" the gender of a character it has already reversed). **Remove curse** will not be effective in restoring the character's original gender.

There is no statistical difference between the character after this change; he or she is still a member of the same race and class and performs combat, class functions, and racial abilities exactly as before.

**Girdle of Giant Strength:** This girdle increases the wearer's chance to hit to be at least as good as that of a Hill Giant, and grants an additional 1d6 points of damage on any hit with a melee weapon. The character can lift and carry loads equal to those a Hill Giant could bear, and in all other ways behaves as if he or she had a Hill Giant's Strength.

**Helm of Brilliance:** This normal-looking helm takes its true form and manifests its powers when the user dons it and speaks the command word. Made of brilliant silver and polished steel, a newly created helm is set with many large magic gems. When struck by bright light, the helm scintillates and sends forth reflective rays in all directions from its crownlike, gem-tipped spikes.

The helm's functions are as follows: It can create a **wall of fire** around its wearer on command. The wearer adds +1 point of damage to each die done by any **fire ball** spell he or she might cast. The wearer may command any sword he or she wields to become a flaming weapon, functioning exactly as a **sword of fire**. This is in addition to whatever abilities the weapon may already have (unless the

weapon already is a flaming weapon). The wearer has **fire resistance** (as the ring) which reduces damage taken to one-quarter instead of one-half. If worn by a Cleric, he or she can re-cast any **light** or **continual light** spells one time (that is, each such spell is not expended until it is cast twice). Finally, the helm adds +2 to the reaction rolls of any fire-based creatures the wearer encounters, but it applies a similar -2 adjustment to all cold-based (or cold-dwelling) creatures encountered.

**Helm of Alignment Changing:** This cursed helmet will reverse the alignment of any character who puts it on, turning Lawful characters Chaotic or vice versa; Neutral characters are 50% likely to become either of the other alignments. The change is permanent, but may be reversed with a **remove curse** spell. The victim will not wish to be "cured" of his or her condition, and will do whatever he or she can to hide the transformation. The helm may retain its magic, or it may be exhausted after affecting one character, at the referee's option; if it retains its power, note that it will not affect the same character twice under any circumstances.

**Helm of Reading Magic and Languages:** This item appears to be a normal helmet, but it grants its wearer the ability to read text in any language, including magical writing. Note that understanding a magical text does not necessarily imply spell use. This item is fragile; if worn in combat, any natural attack roll of 19 or 20 against the wearer which hits will destroy the helm.

**Helm of Telepathy:** The wearer can read the thoughts of creatures within 9" at will (as if using the spell **ESP**). Furthermore, the wearer can send a telepathic message to anyone whose surface thoughts he is reading, thus allowing two-way communication. If the wearer is more intelligent than whatever creature he or she is spying upon with this helm, then the wearer of the helm can implant a **suggestion** (as the spell). A successful saving throw vs. Spells will permit the target to resist, and in that case, that target may not be subject to this effect again for one day. This item is fragile; if worn in combat, any natural attack roll of 19 or 20 against the wearer which hits will destroy the helm.

**Helm of Teleportation:** This helm is useless until the wearer casts a **teleport** spell into it; thereafter, he or she may teleport at will (as frequently as once per round). The wearer may choose to teleport another character or creature, but this expends the magic; thenceforth the helm will cease to function until another **teleport** spell is cast into it. This item is fragile; if worn in combat, any natural attack roll of 19 or 20 against the wearer which hits will destroy the helm.

**Horn of Blasting:** When blown, this horn creates a powerful blast of sound filling a cone 10" long and 2" wide at the base. Those within the area of effect suffer 2d6 points of damage and are deafened for 1 full turn. A successful saving throw vs. Death Ray reduces damage by half and reduces the period of deafness to a single round.

If used against a structure, it is about as effective as a battering ram operated by 8 strong men. It will topple walls, knock down doors, and (of course) break windows, all as determined by the referee.

**Horn of Bubbles:** This device resembles one of the other sorts of magical horns. When blown, however, it creates a mass of bubbles much like sea-foam which surrounds the user of the horn, obscuring his or her vision for 3d4 rounds.

**Horn of Collapsing:** This horn will appear to be one of the other useful magical horns, but when blown will cause a 1" circular area of the ceiling area above the user to fall, doing 5d12 points of damage to all within the area (with a saving throw vs. Death Ray reducing damage by half). If blown outdoors it will cause hailstones to fall in a similar area, doing 5d6 points of damage (again with a saving throw vs. Death Ray for half damage).

**Horn of Valhalla:** When blown, one of these horns will summon warriors to serve the user; the warriors will appear in the next combat round. Fighters summoned by the horn are of the same alignment as the user, and will serve for up to one week (or until slain). The warriors summoned will disappear if slain. These horns may not be used more than once per week.

**Horn of Valhalla, Bronze:** This horn will summon 2d4 fighters of the 3<sup>rd</sup> level of ability, armored in plate mail with shields and armed with longswords.

**Horn of Valhalla, Iron:** This horn will summon 2d4 fighters of the 4<sup>th</sup> level of ability, armored in plate mail with shields and armed with longswords.

**Horn of Valhalla, Silver:** This horn will summon 2d4 fighters of the 2<sup>nd</sup> level of ability, armored in chain mail with shields and armed with longswords.

**Horseshoes of Speed:** These iron shoes come in sets of four like ordinary horseshoes. When affixed to the hooves of a horse, mule, or donkey, they double the animal's movement rate. All four shoes must be worn by the same animal for the magic to be effective.

**Javelins of Lightning:** This javelin becomes a **lightning bolt** when thrown. It does 5d6 points of damage in an area ½" wide by 3" long centered on the point of impact. The javelin is consumed in the attack.

**Jewel of Attacks:** Whoever possesses this large and beautiful gem will attract monsters, doubling the chance of a random encounter. Monsters encountered by the bearer of the jewel make reaction rolls at -2 on the dice.

**Loadstone:** This cursed item will appear to be a luckstone (see below), but whenever the bearer is being pursued (or is pursuing) it will slow that character by 50%. This affects only movements, not the rate at which any other action is taken. Once its curse is revealed, the bearer cannot get rid of it without the use of a **remove curse** spell; no matter what is done with it, it will somehow find its way back into his backpack or pouch. It is rumored that, if a loadstone is stolen, its curse will transfer to the thief.

**Luckstone:** This stone is typically a bit of rough polished agate or some similar mineral. Its possessor gains a bonus of +2 (or +10%) on all rolls to avoid danger (including saving throws) or to find or recover treasure (including the thief ability to **open locks**). It also applies a penalty of -15% to the roll of any thief who seeks to **pick** the **pockets** of the possessor.



**Lyre of Building:** If the proper chords are struck, a single use of this lyre negates any attacks made against all inanimate construction (walls, roof, floor, and so on) within a 30" radius. This includes the effects of a **horn of blasting**, a **disintegrate** spell, or an attack from a ram or similar siege weapon. The lyre can be used in this way once per day, with the protection lasting for 6 turns.

The lyre is also useful with respect to building; its strings can be strummed so as to produce chords that magically construct buildings, mines, tunnels, ditches, or whatever. The effect produced in but 3 turns of playing is equal to the work of 100 humans laboring for a week, and it may be used in this way at most twice a week.

**Manual of Bodily Health:** Whoever reads this book instantly gains a full point of Constitution. The book will work just once, and then its magic is expended. If the character already has 18 Constitution, the book has no effect and may be read by another.

**Manual of Gainful Exercise:** Whoever reads this book instantly gains a full point of Strength. The book will work just once, and then its magic is expended. If the character already has 18 Strength, the book has no effect and may be read by another. Note that if the **Exceptional Strength** optional rule on page 128 is in use, raising a Fighter's Strength to 18 prompts a percentile roll; characters who already have Exceptional Strength receive 10 additional points (but can not exceed the 18/00 rating). Characters having 18/00 Strength when the book is read will naturally not expend the book's magic.

**Manual of Golems:** There are three different types of these books; each provides critical instructions and some magical impetus for the creation of a golem of the given type. Construction of the golem will require 3d4 weeks time and 1,000 GP per hit point, and at the end of the operation the book's magic will be consumed in the process of activating the golem.

Any character other than a Magic-User who peruses this book will suffer 5d6 points of damage (with a saving throw vs. Spells allowed for half damage).

Use the table below to determine what sort of manual of golems is discovered:

Roll 1d10	Type of Golem Created
1-6	Flesh Golem
7-9	Stone Golem
0	Iron Golem

**Manual of Quickness of Action:** Whoever reads this book instantly gains a full point of Dexterity. The book will work just once, and then its magic is expended. If the character already has 18 Dexterity, the book has no effect and may be read by another.

**Medallion of ESP, 3" Range:** This medallion grants its user the power of the spell **ESP** at will, with a 3" range. Each time the device is activated, the referee should roll 1d6; on a roll of 6, the medallion will fail, and will not work again for 2d6 turns.

**Medallion of ESP, 9" Range:** This medallion grants its user the power of the spell **ESP** at will, with a 9" range. Each time the device is activated, the referee should roll 1d6; on a roll of 6, the medallion will fail, and will not work again for 2d6 turns.

**Medallion of Thought Projection:** This medallion appears to be a **medallion of ESP** with a 9" range, and in fact it works that way the very first time it is used. Each time thereafter that the device is activated, the referee should roll 1d6; on a roll of 1-5, the medallion will project the user's thoughts to any creatures in the direction he or she is attempting to scan. On a roll of 6 the device will function correctly, granting **ESP** with a 9" range as it did the first time it was tried. Note that the user will not necessarily realize that the device is broadcasting his or her thoughts; it will appear that the device has failed, or perhaps that there are no creatures whose thoughts can be detected in the given range.

**Mirror of Life Trapping:** This crystal device is usually about 4 feet square and framed in metal or wood. It can be hung or placed on a surface and then activated by giving a command word. The same command word deactivates the mirror. Any creature within 1" of the mirror which looks at its own reflection will be trapped within the mirror. A

creature not aware of the nature of the device is 90% likely to see its own reflection. The probability of a creature seeing its reflection drops to 10% if the creature is aware that the mirror traps life and seeks to avoid looking at it.

When a creature is trapped, it is taken bodily into the mirror. Size is not a factor, but constructs such as golems or living statues are not trapped. Undead, however, can be affected by the mirror, and are rendered powerless if trapped within it. The mirror's owner can call the reflection of any creature trapped within to its surface and engage his powerless prisoner in conversation, or may release a particular prisoner on command.

If the mirror's capacity is exceeded, no further victims will be trapped. If the mirror is broken, all victims currently trapped in it are freed.

**Mirror of Mental Prowess:** This mirror resembles an ordinary looking glass. It will function in a fashion similar to a **crystal ball** with **clairaudience** and **ESP**. In addition, once per week the mirror accurately answers one short question regarding a creature whose image is shown on its surface (giving answers similar to those from the **legend lore** spell).

**Mirror of Opposition:** This item resembles a normal mirror. If a living creature sees its reflection in the mirror's surface, an exact duplicate of that creature comes into being. This duplicate immediately attacks the original. A creature not aware of the nature of the device is 90% likely to see its own reflection. The probability of a creature seeing its reflection drops to 10% if the creature is aware that the mirror traps life and seeks to avoid looking at it.

The duplicate has all the possessions and powers of its original (including magic). Upon the defeat or destruction of either the duplicate or the original, the duplicate and all of his or her items disappear completely.

**Necklace of Missiles:** This device appears to be nothing but beads on a string, sometimes with the ends tied together to form a necklace. If a character holds it, however, all can see the strand as it really is — a golden chain from which hang a number of golden spheres. The spheres are

detachable by the wearer (and only by the wearer), who can easily hurl one as a **fire ball** spell. Necklaces may have 5, 7, or 9 spheres doing from 2 to 11 dice of damage; the distribution of the spheres are as follows:

No. of Spheres	Dice of Damage										
	3	4	5	6	7	8	9	10	11		
5			2		2		1				
7		2		2		2		1			
9	2		2		2		2		1		

**Necklace of Strangulation:** This item appears to be a rare and wondrous piece of valuable jewelry and, short of the use of something as powerful as a **wish**, can only be identified as a cursed item when placed around a character's neck. The necklace immediately constricts, inflicting 2d6 points of damage per round. It cannot be removed by any means short of a **limited wish** or **wish** and remains clasped around the victim's throat even after his or her death. Only when the victim has decayed to a dry skeleton (after approximately one month) does the necklace loosen, ready for another victim.

**Pipes of the Sewers:** These wooden pipes appear ordinary, but if the possessor learns the proper tune, he can attract 10d6 rats in 1d4 rounds. The rats are 95% likely to obey the piper so long as he continues to play; this control is exerted telepathically, so the piper need not speak. If the piper ceases to play, the odds of the rats obeying decreases 15% each round until they either cease obeying or the piper resumes playing.

**Poisonous Cloak:** This cloak is usually made of a woolen material, although it can be made of leather. The garment can be handled without harm, but as soon as it is actually donned the wearer is killed instantly with no saving throw allowed. Once donned, this cloak can be removed only with a **remove curse** spell; doing this destroys the magical property of the cloak. The victim cannot be raised with the cloak on, and even if it is removed, a **neutralize poison** spell must be used before it is possible to revive the victim with a **raise dead** spell.

**Portable Hole:** This item is a circle of cloth spun from the webs of a phase spider interwoven with strands of ether and beams of starlight. When opened fully, a portable hole is 6 feet in diameter, but it can be folded up to be as small as a pocket handkerchief. When spread upon any surface, it opens into an extradimensional space 10 feet deep. This hole can be picked up from inside or out by simply taking hold of the edges of the cloth and folding it up. Either way, the entrance disappears, but anything inside the hole remains.

The only air in the hole is that which enters when the hole is opened. It contains enough air to supply one man-sized creature for one turn. The cloth does not gain weight even if the extradimensional space is filled.

**Robe of Blending:** When this robe is put on, the wearer intuitively knows that the garment has very special properties. A robe of blending enables its wearer to appear to be part of his surroundings; he or she can appear to be part of a rock wall, or just another hobgoblin among a group of hobgoblins. The robe alters not only the wearer's appearance but also his or her smell and natural sounds (such as breathing). All creatures acquainted with and friendly to the wearer see him or her normally.

**Robe of Eyes:** This valuable garment appears to be a normal robe until it is put on. Its wearer is able to see in all directions up to 24" at the same moment due to scores of visible, magical eyelike patterns that adorn the robe. The wearer of a robe of eyes sees all forms of invisible, ethereal, out of phase, or astral things within the given range. The wearer cannot be surprised, for he or she can see all hidden things; indeed, the vision provided is so profound that the traces of a creature's passing (on foot, but not flying) can be spotted and tracked for up to one day after the passing of that creature.

**Robe of Powerlessness:** This cursed robe will appear to be some form of valuable magical garment, but when put on it reduces the wearer's ability scores to 3. The wearer's movement rate is reduced by half, and his or her class abilities are likewise reduced to the 1<sup>st</sup> level, though normal hit points are retained. This robe can only be removed with a **remove curse** spell.

**Robe of Wizardry:** When the wearer of this robe casts any **charm**, **hold**, or **polymorph** spell, the target of the spell suffers a penalty of -10 on his or her saving throw roll. Each robe of wizardry has an alignment, and only Magic-Users of the correct alignment may benefit from the power granted by the robe. Roll 1d10: 1-6 = Lawful (white or gold), 7-9 Neutral (gray, blue-gray, or silver), 0 = Chaotic (black or crimson red).

**Rope of Climbing:** This 50 foot rope is no thicker than a wand, but it is strong enough to support 30,000 coins. Upon command, the rope snakes forward, upward, downward, or in any other direction, tying itself securely wherever its owner desires. It can unfasten itself and return in the same manner. The owner must hold one end of the rope when he or she speaks the command word in order to invoke its magic.

**Rope of Constriction:** This rope resembles a **rope of climbing**, but when its command word is spoken it immediately wraps around the character activating it (no saving throw) and up to 1d6 others within 20 feet (who may save vs. Death Ray to avoid the rope). It immediately constricts its victims, inflicting 2d6 points of damage each round until all victims are dead. The rope may only be stopped and its victims freed by a **dispel magic** or **remove curse** spell; it is resistant to cutting by any normal or magical means. Those entangled by the rope may not use their arms or legs, as the rope wraps around their extremities, immobilizing them.

**Rope of Entanglement:** This rope looks just like any other hempen rope. Upon command, the rope lashes forward 2" or upward 1" to entangle up to 2d4 man-sized victims selected by the user (adjust numbers for larger or smaller opponents). The rope can be hit only on a 20, and will be destroyed when it has taken 20 or more points of damage.

**Rug of Smothering:** This device looks very much like a **flying carpet**, but when used will roll up around those attempting to use it and smother them in 1d4+1 rounds; it can only be stopped by the spell **animate objects**, or by a **remove curse** spell from a 10<sup>th</sup> level caster, either one of which nullifies the hateful magic of the rug for 1d4+1 turns.

**Scarab of Death:** This small pin appears to be any one of the various beneficial amulets, brooches, or scarabs. However, if it is held for more than 1 round or carried by a living creature for more than 1 turn, it changes into a horrible burrowing beetle-like creature which tears through any leather or cloth, burrows into flesh, and reaches the victim's heart in 1 round, causing death. Once the victim is dead, the scarab resumes to its disguise.

**Scarab of Insanity:** Whenever this device is held forth or worn exposed so that it can be seen, all living creatures (whether ally or enemy) within a 3" radius of the user will become insane, experiencing various delusions and behaving as if affected by a **confusion** spell. A saving throw vs. Spells is allowed at a penalty of -4 to resist the effect; victims having 8 or more hit dice or levels have no penalty on their saving throws. The effect lasts 12 rounds. This item has a maximum of 12 charges; the referee may wish to roll 2d6 for the number remaining if the device may have been used before.

**Scarab of Protection:** This device is generally found in the form of a silver medallion in the shape of a beetle. The scarab will absorb the spell **finger of death** directed at the wearer, providing absolute protection from it. The scarab can do this 12 times total; the referee may wish to roll 2d6 to determine the number of remaining uses of a scarab which has been used previously.

**Scarab of Rage:** Whenever this device is held forth or worn exposed so that it can be seen, all creatures (whether ally or enemy) within a 1" radius of the user will become enraged, attacking immediately and never checking morale so long as they remain within 1" of the device and it remains exposed. There is a 50% chance each enraged creature will attack the nearest creature regardless of affiliation; otherwise, the creature will attack (or continue attacking) whichever enemy it was fighting when the scarab was revealed. Mindless creatures (such as golems) and **undead** monsters are not affected by this device, but it does affect "unintelligent" creatures such as animals.

**Sphere of Annihilation:** This 2 foot diameter sphere of utter blackness will absolutely destroy anything it comes into contact with, leaving not even dust to

reveal the fate of the object or creature destroyed. A sphere of annihilation may be controlled by a Magic-User, moving as if flying at a rate of 3". The percent chance of success is given on the table following. Any Magic-User who fails at an attempt to control a sphere of annihilation will cause it to approach at maximum speed.

If two or more Magic-Users try to control the same sphere, roll for both characters. If neither character succeeds, the sphere approaches the one with the lowest odds of success; if both make their roll, they are deadlocked and the sphere does not move. If only one of the Magic-Users makes his or her roll, that character may direct the sphere as he or she wishes for the round. Roll again each round until one or the other ceases trying to control the sphere. A Magic-User attempting to gain control of a sphere of annihilation may not move, but of course the attempt may be abandoned if the Magic-User decides to flee instead.

Magic-User Level	Intelligence						
	to 12	13	14	15	16	17	18
7 or less	25	28	31	34	37	40	43
8 – 9	33	36	39	42	45	48	51
10 – 11	42	45	48	51	54	57	60
12 – 13	50	53	56	59	62	65	68
14 – 15	58	61	64	67	70	73	76
16 – 17	67	70	73	76	79	82	85
18 or more	75	78	81	84	87	90	93

**Stone Controlling Earth Elementals:** This item may be used once per day to summon an earth elemental. See the **Elementals** entry on page 55 for more details about summoning and controlling elementals, and the subsequent entry for **Elemental, Earth** for details of the creature itself.

**Stone of Summoning Hostile Earth Elementals:** This device resembles the normal **stone controlling earth elementals** but any elemental summoned by it will immediately turn upon the summoner and attack.

**Talisman of Chaos:** This talisman grants its user, who must be a Chaotic Cleric, the power to imprison a Lawful Cleric deep underground in a state of suspended animation. The device has a 3" range

and contains 6 charges; it cannot be recharged. If handled by a Lawful Cleric, it delivers a shock that does 5d10 points of damage; other characters who handle it suffer 5d6 points of damage. A successful saving throw vs. Spells reduces this damage by half.

**Talisman of Law:** This talisman grants its user, who must be a Lawful Cleric, the power to imprison a Chaotic Cleric deep underground in a state of suspended animation. The device has a 3" range and contains 7 charges; it cannot be recharged. If handled by a Chaotic Cleric, it delivers a shock that does 5d10 points of damage; other characters who handle it suffer 5d6 points of damage. A successful saving throw vs. Spells reduces this damage by half.

**Talisman of the Sphere:** This device gives the user a bonus of 21% on any attempt to control a **sphere of annihilation**. Note that the chance of success may never be higher than 99% regardless of this bonus.

**Tome of Clear Thought:** Whoever reads this book instantly gains a full point of Intelligence. The book will work just once, and then its magic is expended. If the character already has 18 Intelligence, the book has no effect and may be read by another.

**Tome of Leadership and Influence:** Whoever reads this book instantly gains a full point of Charisma. The book will work just once, and then its magic is expended. If the character already has 18 Charisma, the book has no effect and may be read by another.

**Tome of Understanding:** Whoever reads this book instantly gains a full point of Wisdom. The book will work just once, and then its magic is expended. If the character already has 18 Wisdom, the book has no effect and may be read by another.

**Trident of Commanding Water Creatures:** This **trident +1** can function in the same way as a **potion of animal control**, but only affects creatures that naturally dwell in the water. These devices may have up to 24 charges; the referee may wish to roll 2d12 to determine the number remaining, if the item is likely to have been used. Each use consumes a charge, and is effective up to 12 turns. Note that this item is still a magical weapon even after all charges have been expended.

**Trident of Submission:** This **trident +1** has the power to subdue creatures struck by it; any such creature must save vs. Spells or submit to the wielder, acting as if **charmed** for 3d4 turns.

**Trident of Warning:** This **trident +1** permits the wielder to sense sea creatures within a 24" radius sphere. The wielder will know the type, number, and location of all sea creatures which are likely to behave in a hostile manner.

**Trident of Yearning:** Any character grasping this weapon will be overcome by a desire to be immersed in water, and the deeper the better. Note that the item does not grant the wielder any ability to survive underwater. The wielder will proceed as swiftly as possible toward whichever body of water he or she believes can be reached fastest, and will enter it as soon as possible. The wielder cannot release the trident; a **dispel magic** or **remove curse** is required to free the victim.

**Wings of Flying:** A pair of these wings might appear to be nothing more than a plain cloak of old, black cloth, or they could be as elegant as a long cape of blue feathers. On command the cloak turns into a pair of bat or bird wings that empower the wearer to fly at 15" movement for 7 turns. After this time, the wings resume their cloak form for a minimum of 7 turns before they may be used again.

## Adventuring

### Dungeon Exploration

The movement rate of a character in the dungeon is the given number of inches from the table on page 13 under **Movement and Encumbrance** each 10 minute turn. For other creatures, the movement rate is found in the specific description in the **Monsters** section (starting on page 44).

This rate of movement assumes the adventurers are moving with some caution, making a map, and so on. It is possible to move at full encounter speed, i.e. 1/3 of the character's movement rate each round, if the only goal is to move as swiftly as possible. The referee should not allow players to make a map if their characters are moving at this speed. Movement at top speed is thus 10/3 the normal rate; an unarmored man having a movement rate of 12" would therefore move 40" per turn.

When exploring a dungeon normally, adventurers must rest for one turn in every six, and also after any battle. Rest for two turns is required after a pursuit (regardless of whether the adventurers were pursuers or pursued).

### Secret Doors

Searching a 10' area (or 10' x 10' volume) for secret doors requires a turn. Humans, dwarves, and halflings will find a secret door on a roll of 1-2 on 1d6 (rolled in secret by the referee, of course). Elves can locate secret doors on a roll of 1-4 on 1d6, and may detect them at a glance on a 1-2 at the referee's option. Discovering a secret door does not necessarily allow the character to open it.

### Listening at Doors

Adventurers may choose to listen at a door before attempting to open it. Assuming there are creatures on the other side which make noise that could be overheard, the chance of success is 1 on 1d6 for Humans, 1-2 on 1d6 for Elves, Dwarves, Half-Elves, and Halflings. Thieves use the odds given in the Thief Ability Table or their racial odds, whichever is better. Halfling Thieves gain a +1

bonus to the range, so that (for example) a 3<sup>rd</sup> level Halfling Thief has a chance equal to 1-4 on 1d6. Regardless of the range of numbers given, a roll of 6 is always a failure.

Note that **undead** monsters are always silent.

### Opening Doors

Doors in a dungeon environment are often stuck, and must be forced. The chance of a character opening a door by force is given in the table under **Strength** on page 2. This roll is made on 1d6, and if the die result falls within the given range the door is successfully opened. The referee may decide a door is harder to open, and require the roll to be made on a larger die (1d8, 1d10, or even 1d12). Characters forcing a door are generally unable to respond to any attacks made by creatures waiting on the other side on the round in which the door is forced. Naturally, attempting to force a door is noisy, so that any such creatures will be well aware of the adventurers (especially if several tries are needed to force the door).

Doors will often close on their own if left unattended. Iron spikes may be used to wedge a door open; using one spike results in a 4-6 on 1d6 chance that the spike will slip and the door close anyway, while two spikes reduce the odds to 5-6 and three reduce it to a 6 on 1d6. More than three spikes will secure the door against any accidental slippage. Of course, denizens of the dungeon may deliberately close a door, and spikes might not defend against their actions.

### Traps

Traps (including pits) in a dungeon generally activate on a roll of 1-2 on 1d6 each time a character moves through or over the trapped area. Specific traps might be more or less easily triggered.

## Overland Movement

The rate at which characters or creatures travel per day is directly related to their per turn movement rate. In general, a character moves a number of miles in a day that is equal to his or her scale movement in inches, i.e. a character who can move 12" per turn in a dungeon can travel 12 miles per day in the wilderness. This movement rate is the optimum rate, and is only achieved when the character is moving through clear terrain. Movement through the wilderness will be slower, as shown below:

Terrain Type	Movement
Clear, Trail	x1
Desert, Swamp, Woods	x2/3
Mountains	x1/3
Road (Paved)	x1 1/3

Remember that a party in the wilderness will move at the rate of its slowest member.

## Waterborne Movement

Movement in the water is at the same rate as given above, i.e. one mile per day for each scale inch per turn of movement. River movement downstream is at a multiple of 1 1/3, while upstream movement is at 2/3 normal.

A ship or boat with enough crew members can travel without stopping; this results in triple normal movement, with crew members changing shifts



every 8 hours. If the ship's master does not wish to travel after dark, in the summer (when the days are longer) double movement is still possible.

Sailing movement is affected by the winds, as shown on the table below. If a sailing ship changes direction, the referee should change the effect in a commensurate fashion.

Roll 2d6	Wind Effect	Movement
2	Becalmed	x0
3-6	Breeze	x1/2
7-9	Wind	x1
10-11	High Wind	x1 1/3
12	Gale	x1 2/3

If **becalmed** is indicated, the referee should roll 2d4 for the number of days the still air lasts; otherwise, the referee should roll each day. A **gale** may damage or even destroy a sailing ship; the referee must rule on the effectiveness of any actions taken by the crew to save a ship caught in such a wind.

Movement rates for common types of waterborne vehicles are listed on the table below.

Type of Boat or Ship	Movement
Raft	9"
Small Boat	12"
Small Galley	6"
Small Merchant Ship	6"
Large Galley	9"
Large Merchant Ship	9"

## Airborne Movement

Characters or creatures capable of flight can travel a number of miles per day equal to twice the normal movement in scale inches; for example, a Griffon flies at a 30" rate per turn, so it can travel 60 miles per day. Terrain does not normally affect flying creatures, though movement through tall mountains might reduce movement to 2/3 normal.

## Non-Player Characters

Non-Player Characters are all those humans, dwarves, elves, and so on who live in the campaign world but who are controlled not by players but by the referee. Such characters may be allies of the player characters, or enemies, or just the people with whom they deal on a day-to-day basis.

Player characters may wish to employ henchmen (also called **retainers**) to assist them in their adventuring. Only the lowest levels of characters will be available for hire. The player character wishing to hire such allies must post notices, frequent public places where such characters gather, or even send messengers to the appropriate lands in order to find candidates. This type of activity will often cost money, at rates set by the referee.

Once one or more candidates are found, the player character must make an offer. In general, no less than 100 gold pieces must be offered; dwarves would require more, while magic-users and elves might require an offer of a magic item to entice them into service. The offer must also include some regular rate of pay, or some fraction of the adventurer's treasure share. Even intelligent monsters might be brought into an adventurer's service by such an offer.

After the offer is made, the referee should roll two six-sided dice on the following table to determine whether the non-player character or monster accepts the offer, applying such bonuses or penalties at he or she sees fit.

Die Roll	Reaction
2	Insulted, Attempts to Attack
3-5	Hostile Response
6-8	Uncertain
9-11	Accepts Offer
12	Enthusiastic Response, Loyalty +3

A result of "Uncertain" allows the adventurer to increase his or her offer, thus gaining another roll. Results less than 6 cannot normally be improved.

Once an offer is accepted, a roll of three six-sided dice is made to determine the new retainer's **loyalty** score. It is adjusted by the figure given on the Charisma table. Loyalty directly translates to morale as shown below:

Loyalty	Morale
3 or less	Deserts
4-6	-2
7-8	-1
9-12	+0
13-14	+1
15-18	+2
19 and above	Fanatical

**Deserts** indicates that the new retainer will desert his or her master at the first opportunity.

**Fanatical** retainers never check morale, and always fight until slain (unless their master's goals are better served by acting otherwise).

The retainers of Chaotic characters suffer a penalty of -2 to their loyalty; thus, the loyalty of such a character can never be higher than 15.



## Hirelings

There are many occasions when a player character might need the assistance of a specialist. Several types of hireling are described below, with representative prices. Especially skilled (or just pompous) hirelings might charge much more, while those offering bargain rates should be treated with distrust.

**Alchemist** 1,000 GP per month

An alchemist's assistance is needed for many activities undertaken by Magic-Users. In addition, one can duplicate potions given a formula, and can develop a formula given a sample (which will be consumed in the process of creating the formula). The referee must determine time required for either activity, as well as the cost of ingredients for potion brewing.

**Armorer** 150 GP per month

For every 50 men-at-arms, Fighter-classed retainers, and other warrior types employed by a character, one armorer is needed to maintain their arms and armor. Every second armorer employed may be an apprentice; apprentices cost only half the normal rate.

**Animal Trainer** 450 GP per month

An animal trainer will specialize in a single type of animal, or at best two or three closely related types (but such accomplished animal trainers will cost 50% more). As a special case, an ordinary horse trainer may be hired for half the listed price. Regardless of the level of ability or cost of an animal trainer, each can manage up to six animals. If a larger herd is being raised, every second animal

trainer may be an apprentice costing half the normal price; apprentices never have the ability to train more than one type of animal.

**Engineer** 800 GP per month

Construction of any sort of building, fortress, or underground structure must normally be managed and supervised by an engineer.

**Sage** 2,500 GP per month

Sages are those who have studied historical records or other old books. They are commonly hired to provide advice and guidance on matters of ancient history or legend. A sage will not always know the answer to a question, requiring time to research the answer, and may even be wrong on occasion. The referee is advised to be very careful not to reveal too much when playing this part.

**Seaman** 15 GP per month

Any ship or riverboat will require a crew of seamen; the exact number required depends on the type of ship, of course.

**Ship Captain** 300 GP per month

Every ship must have a captain. The captain of a ship is the master thereof, even if the ship is owned by another character; his or her orders aboard ship are considered law.

**Smith** 50 GP per month

A smith is required for every 50 horses, mules, or other metal-shod steeds in the service of a character. Every second smith employed may be an apprentice, who will be paid half the given rate.

## Men-At-Arms

Player characters may also wish to employ men-at-arms. (Note that the appellation does not necessarily exclude women from seeking such a position, nor does it exclude non-humans.) Two rates of pay are listed for each type; the **soldier** category is for men-at-arms in service for reasons of honor (for example, those serving a Baron, a high-level Cleric, and so on) while the **mercenary** column is for those who fight strictly for monetary gain.

Men-at-arms are normally 1<sup>st</sup> level Fighters; higher level characters must be treated as retainers (as described on page 124) rather than ordinary men-at-arms.

Soldiers must usually be of the same alignment as their leader, but mercenaries are almost always Neutral. Orcs are Chaotic, and may not be employed by Lawful characters (and Neutral characters are not likely to hire them).

Type	Pay/Upkeep (GP per month)		Equipment
	Soldier	Mercenary	
<b>—— Human ——</b>			
Light Foot	2	4	Leather Armor, Shield, and Sword
Heavy Foot	3	6	Chain Mail, Shield, and Sword
Shortbow	6	12	Leather Armor, Shortbow, and Sword
Crossbow	5	10	Chain Mail, Crossbow, and Sword
Longbow	12	16	Chain Mail, Longbow, and Sword
Light Horse	15	25	Leather Armor, Shield, Lance, and Sword
Medium Horse	20	30	Chain Mail, Shield, Lance, and Sword
Heavy Horse	25	35	Plate Mail, Shield, Lance, and Sword
<b>—— Dwarf ——</b>			
Heavy Foot	5	10	Plate Mail, Shield, and Sword
Crossbow	7	14	Plate Mail, Crossbow, and Sword
<b>—— Elf ——</b>			
Light Foot	5	10	Leather Armor, Shield, and Sword
Heavy Foot	10	20	Chain Mail, Shield, and Sword
Shortbow	12	25	Leather Armor, Shortbow, and Sword
Longbow	25	50	Chain Mail, Longbow, and Sword
Light Horse	30	45	Leather Armor, Shield, Lance, and Sword
Medium Horse	40	55	Chain Mail, Shield, Lance, and Sword
<b>—— Orc ——</b>			
Light Foot	1	3	Leather Armor, Shield, and Spear
Heavy Foot	2	4	Chain Mail, Shield, and Sword
Shortbow	4	5	Leather Armor, Shortbow, and Sword

## Experience Point Awards

Experience Points are awarded to characters based on foes defeated and treasure retrieved. In general, each gold piece of treasure value recovered should be worth 1 experience point (XP); awards for monsters defeated depend on the monsters' hit dice and special abilities, if any, as given on the table following.

Award the special ability bonus for defeating a monster with a significant ability such as poison, regeneration, spell casting ability (but only if such is useful in combat), and so on. Monsters with significant missile weapon capabilities (more than just throwing spears or firing arrows) would also bestow this bonus. Monsters having more than one special ability may bestow the bonus more than once; or, the bonus may be doubled in the case of monsters with exceptional special abilities, as judged by the referee.

The referee should tally all experience gained in an adventure from both monsters defeated and treasure retrieved (and taken to a place of relative safety), and then divide the total by the number of characters eligible to receive it. Do not count characters who do not return alive from the excursion. Divide the experience gained from treasure evenly among those eligible, even if the adventurers choose not to divide the treasure itself that way.

NPCs such as retainers or hirelings should accrue only a half share, as they are acting under orders from another. However, NPCs who are full-fledged party members should receive a full share.

**Experience Point Awards Table**

Hit Dice	Basic XP	Special XP
Less than 1	10	1
1	15	5
2	30	10
3	50	30
4	75	65
5	200	125
6	300	225
7	500	400
8	700	550
9	950	700
10	1050	750
11	1175	800
12	1300	875
13	1450	950
14	1550	1050
15	1700	1150
16	1825	1325
17	1950	1500
18	2075	1625
19	2225	1750
20	2350	1875
21 or more	2500	2000

## Appendix A: Alternate Combat Rules

The following character and combat rules are optional. They can enhance and expand the game experience, but are not necessary. The referee should feel free to include or omit any or all of the rules in this section as he or she wishes.

### Exceptional Strength

Fighters (and only Fighters) who have a Strength of 18 are permitted to make a percentile roll for Exceptional Strength, as shown on the table below:

Strength	To Hit	Damage	Weight	Open Doors
01-50	+2	+3	+500	1-5
51-75	+3	+3	+600	1-5
76-90	+3	+4	+700	1-6 (1)
91-99	+3	+5	+900	1-6 (1-2)
00	+4	+6	+1,200	1-6 (1-3)

### Weapons vs. Armor Type Table

	No Armor	Shield	Leather	Leather and Shield	Chainmail	Chainmail and Shield	Platemail	Platemail and Shield
<b>Battle Axe</b>	0	0	0	0	+1	+1	0	-1
<b>Composite Bow</b>	+2	+1	+1	0	0	-1	-1	-3
<b>Dagger</b>	+2	+1	0	0	-1	-1	-3	-3
<b>Flail</b>	+1	+1	+1	+1	+2	+1	+2	+2
<b>Halberd</b>	0	0	0	+1	+2	+1	+1	0
<b>Hammer</b>	0	0	0	0	+1	0	+1	0
<b>Hand Axe</b>	+1	+1	0	0	-1	-1	-2	-3
<b>Heavy Crossbow</b>	+3	+2	+2	+1	0	0	-1	-2
<b>Horse Bow</b>	+2	+1	+1	0	0	-1	-2	-3
<b>Lance (Mounted)</b>	+3	+3	+3	+3	+2	+1	0	0
<b>Light Crossbow</b>	+2	+1	+1	+1	0	-1	-3	-4
<b>Long Bow</b>	+2	+2	+2	+1	+1	0	-2	-3
<b>Mace</b>	0	0	0	0	0	0	+1	0
<b>Morning Star</b>	+2	+2	+1	+1	+2	+1	0	0
<b>Pick</b>	0	0	0	0	+3	+2	+3	+2
<b>Pike</b>	0	0	0	0	0	0	0	-1
<b>Pole Arm</b>	+2	+2	+2	+1	+1	0	0	-1
<b>Short Bow</b>	+1	+1	+1	0	0	-1	-3	-4
<b>Sling</b>	+1	0	0	-1	0	-1	-1	-2
<b>Spear</b>	0	0	0	0	-1	-1	-1	-2
<b>Sword</b>	+1	0	0	0	0	0	-1	-2
<b>Two-Handed Sword</b>	+2	+2	+2	+2	+3	+3	+2	+1

The parenthetical ranges listed under the Open Doors ability indicate the chance that the character having the given degree of exceptional strength will be able to open a magically **held** or **wizard locked** door.

Exceptional Strength may be written as 18 (*percent score*) or 18/*percent score* as the player wishes, i.e. 18/71 or 18 (92).

### Weapons vs. Armor Type

Different types of weapons may be more or less effective against different type of armor. The table below provides adjustments to the odds of hitting based on this variation. The table should only be used when applying standard weapons against standard armor; it does not apply to natural weapons such as claws, nor does it apply to natural armor such as the tough hide of a dragon.

## Paladins

This optional rule defines a "subclass" of Fighters called the **Paladin**.

In order to become a Paladin, a Fighter must be Lawful and have a Charisma of 17 or higher. Any Chaotic act will result in the revocation of the Paladin's status; he will thereafter be a normal Fighter with no special powers.

Note that a Paladin remains a Fighter for all purposes; other than the alterations described on this page, they perform in all ways just like normal Fighters.

### Powers of the Paladin

**Lay On Hands:** A Paladin may heal up to 2 hit points of damage per level of ability, and one disease for each five levels he or she has attained. Either or both of these powers may be performed once per day.

**Immune To Disease:** Paladins are immune to all forms of disease.

**Protected:** All of a Paladin's saving throws are made at a bonus of +2.

**Challenge Evil:** A Paladin of the 8<sup>th</sup> level or higher can **detect evil** at will at a range of 6", and can cast the spell **dispel evil** at will merely by proclaiming it.

**Holy Sword:** When a Paladin wields a special magic item called a Holy Sword, it nullifies all magic within its 1" radius circle of protection. When rolling for magic items on the **Special Weapons** table on page 97, consider a roll of 92 as indicating a **Holy Sword +5**. Also consider the **Sword of Sharpness** and **Vorpal Sword** as being Holy Swords for this purpose. As you might expect, the same Lawful-only alignment restriction applies to a "plain" Holy Sword +5 as applies to these two other swords.

**Paladin's Steed:** Each Paladin may acquire a specially gifted steed, as described below. If a

Paladin's steed is slain, he or she may not obtain another such steed for a period of 10 years.

### Restrictions of Paladinhood

**Poverty:** A Paladin may never have more than four magical weapons, one suit of magical armor, one magic shield, nor more than four other magic items. All treasure earned in excess of a Paladin's needs must be given away to proper religious orders or perhaps other charitable institutions. When a Paladin builds a stronghold, he or she may spend no more than 200,000 gold pieces to do so, and may employ no more than 200 troops in defense of it. A Paladin may choose to remain in the service of a Lawful king or religious leader instead of building a stronghold, if that seems a more effective way to promote the spread of Law.

**Association:** Paladins will never associate with non-Lawful characters.

### Paladin's Steed

#### (Horse, Heavy, Special)

Armor Class	5
Hit Dice	5+1
No. Attacks	2 hooves/1 bite
Damage	1d8 each hoof, 1d3 bite
Move	18"
Alignment	Lawful
No. Appearing	N/A
% in Lair	None
Treasure	None

A Paladin's Steed appears to be just a particularly fine example of a heavy warhorse. However, they are very intelligent and loyal. A Paladin's Steed need never roll a morale check, but will always act in accordance with its master's wishes (so long as he remains a faithful Paladin in good standing) or in defense of its master or of Law in general if its master is unavailable or unable to give it orders.

If for any reason the Paladin loses his or her status, the steed will no longer serve its former master in any way and will seek to flee as soon as possible.

## Appendix B: Intelligent Swords

**Intelligent Swords** are powerful, sometimes quite versatile magic items. Because each has its own personality, they can mean extra work for the referee; for this reason, they are presented as an optional rule. The information below can be used to randomly generate such weapons, but the referee may find it more rewarding to create each such item personally.

In classic games, the chance a magic sword was Intelligent was generally around 50%. The referee is encouraged to apply whatever chance he or she wishes, or even to distribute them all deliberately.

To begin with, the referee should roll for or choose the weapon bonus on the **Weapon Enchantment** table, found on page 97 in the **Treasure** section.

### Alignment

Intelligent swords have minds of their own, and thus each will have its own **Alignment**, as determined on the table below.

Roll 1d20	Alignment of Sword
1-13	Lawful
14-18	Neutral
19-20	Chaotic

Weapons which have the ability to **drain a life energy level** will always be Neutral or Chaotic; treat a roll of 1-13 as Chaotic and 14-20 as Neutral.

Any character who attempts to wield (indeed, even to draw) a weapon of a different alignment than his or her own will suffer damage; Lawful characters handling Chaotic weapons or vice versa will suffer 2d6 points, while any other combination will result in 1d6 points. A character (including an NPC) coerced into doing so will suffer only half damage, as he or she is not a willing participant. If the coercion is in the form of a **charm** spell the character is allowed an immediate save to throw off the spell. If the weapon's Intelligence and Ego (see below) are sufficient to overpower the will of the wielder, said character must roll a saving throw vs. Spells or undergo an immediate alignment change to that of the sword.

### Intelligence

Next, roll 2d4+5 for the **Intelligence** of the weapon. The table below details the weapon's capabilities based on its intelligence.

2d4+5	Communication	Lesser Powers	Greater Powers
7	Empathy*	1	-
8	Empathy*	2	-
9	Speech	2	-
10	Speech	3	-
11	Speech	3	1
12	Speech, Telepathy**	4	2
13	Speech, Telepathy**	4	3

\* The possessor feels urges and sometimes emotions from the item that encourage or discourage certain courses of action.

\*\* Telepathic swords can communicate in a basic fashion even with characters or monsters with which they do not share a common language.

Swords that can speak generally know Common; the referee is invited, however, to create intelligent swords which (primarily) speak Dwarvish or Elvish. Swords having Intelligence of 10 will know one additional language; those having 11 or higher will know 1d4 additional languages. Swords having 13 Intelligence can also read magic. Finally, all speaking swords can communicate in their own alignment language.

### Powers

Each intelligent sword will have one or more **Powers**, as indicated above. The tables below list the various Powers a sword might have. **Lesser Powers** may normally be used at will by the sword (unless otherwise noted), while **Greater Powers** may be used 3 times per day, again unless otherwise indicated. If the same result appears twice, the referee may re-roll or may rule that the sword can use that power with double the range or effect, or if it is a Greater Power, twice as often.

Note especially that the powers of a sword are *its* own powers, not the powers of the wielder; the sword activates and uses its powers as it sees fit, and its wielder may not always know of its activities.

The **Additional Features** listed above are cumulative; thus, a sword with 13 Intelligence knows 1d4+1 additional languages and can **read magic**.

An intelligent sword can see by means of magic any time its blade is exposed. Generally such a weapon will see about as well as a Human, but a sword made by Dwarves or Elves might well have the same visual abilities as its maker. Likewise, an intelligent sword can hear about as well as a Human, or optionally as well as its maker.

### Lesser Powers

% Roll	Power
01-11	Detect Evil (Good)
12-15	Detect Gems
16-25	Detect Invisible
26-36	Detect Magic
37-46	Detect Metal
47-57	Detect Secret Doors
58-72	Detect Shifting Walls and Rooms
73-87	Detect Sloping Passages
88-99	Detect Traps
00	Roll a Greater Power Instead

**Detect Evil (Good):** The sword can detect evil intent up to 2" away. Alternately, it can detect good intent (generally applied to Chaotic weapons) at that range. No intelligent sword can detect both.

**Detect Gems:** The sword can detect any sort of gemstone within a 6" range. The type, number, and direction will be detected, but not the value.

**Detect Invisible:** The sword can detect invisible objects or creatures up to 3" away, and is able to guide its wielder in attacking invisible creatures, negating the usual penalty.

**Detect Magic:** The sword can detect magical auras within a 3" range. This power may only be used a total of 6 times per day for 1 turn each time.

**Detect Metal:** The sword can detect a specific sort of metal (as selected by the sword) within a 6" range. Only the direction to the metal object(s) will be detected.

**Detect Secret Doors:** The sword can detect all secret doors in a 1" radius; this power may be used 3 times per day.

**Detect Shifting Walls and Rooms:** When within 1" range, the sword can detect shifting walls or rooms.

**Detect Sloping Passages:** When within 1" range, the sword can detect sloping passageways.

**Detect Traps:** Up to 3 times per day, the sword can detect all traps of any sort within a 1" range. Only the location of a trap can be detected; the nature of any trap detected will not be known to the sword.

### Greater Powers

% Roll	Power
01-11	Clairaudience
12-22	Clairvoyance
23-33	ESP
34-44	Flying
45-55	Healing (1 point/6 turns or 6 points/day)
56-65	Levitation
66-75	Phantasmal Force
76-85	Telekinesis
86-90	Telepathy
91-95	Teleport
96-00	X-Ray Vision

Most of the Greater Powers listed above function exactly like the spell of the same name, as if cast by an 8<sup>th</sup> level Magic-User (or the minimum level required to cast the spell, if higher than 8<sup>th</sup> level). Those powers that are not equivalent to spells are as follows:

**Healing:** The sword can heal its wielder, restoring up to 7 points per day at a rate of 1 point per combat round.

**Telepathy:** This grants the wielder of the sword the same power as a **helm of telepathy** for a period of 3 turns each time it is activated.

**X-Ray Vision:** This grants the wielder of the sword the same power as a **ring of X-ray vision** for a period of 3 turns each time it is activated.

## Ego

The last piece of the puzzle when creating an intelligent sword is to roll for its **Ego**. This is a measure of the mental power of the sword. A sword's ego score is the result of a roll of 2d4, adding the weapon's highest magic bonus plus one point for each Greater Power.

Intelligent swords are self-important to the point of narcissism, and will wish to be praised and recognized. The sword will usually wish to prevent its wielder from taking up any other weapon; if the wielder is less capable (lower level or otherwise simply not as good) as another potential user, the sword may wish to be given to the better warrior in order to receive greater glory. Sometimes the opposite is true, as the sword may wish to be given to a wielder who is easier to control. In search of further glory, the sword may wish its wielder to carry it into battle in situations the wielder might wish to avoid.

In any case where the will of the sword is at odds with the wielder's, the sword may actually try to control the wielder directly. This is called a **control check**. Add the weapon's Intelligence and Ego and compare the total to the wielder's combined Intelligence and Strength. Adjust the wielder's total by the approximate percent of his or her hit points, as follows: 100% if the wielder still has more than  $\frac{3}{4}$  of his or her hit points, 75% if the wielder has more than  $\frac{1}{2}$ , 50% if the wielder still has more than  $\frac{1}{4}$ , and 25% otherwise.

If the wielder's total is greater than the sword's, the wielder remains in control of his or her actions. If the sword's total exceeds the wielder's by 5 or fewer points, the wielder is permitted a saving throw vs. Spells to resist the sword's control. If the sword's total exceeds the wielder's by 6 or more points, the wielder loses control to the sword immediately.

The control of the wielder is much like he or she is **charmed** by the sword, but lasts only until the wielder's total becomes high enough to allow a saving throw (or to throw off the control completely).

## Special Purpose

A few intelligent swords have a **Special Purpose**. This represents a goal of the sword, placed within it by its creator. Such a sword always has an Intelligence score of at least 11, and thus can speak and has at least one Greater Power to apply to the pursuit of its goal.

The special purpose of a sword may be any of the following, or something created by the referee at his or her option:

**Slay characters of a given class:** The referee chooses one class: Fighter, Magic-User, Cleric, or Thief. The sword seeks to defeat and destroy members of that class; it dislikes members of that class even if they are allies of the wielder, but specifically wishes to slay those of a different alignment than itself.

**Slay a certain type of monsters:** The referee chooses one type of monster, or a group of related types (i.e. goblins, hobgoblins, and bugbears). The sword wishes to slay these monsters regardless of alignment, and will only cooperate with such creatures if forced to do so. In other words, any situation of this sort forces an immediate control check.

**Defeat members of the opposite alignment:** The sword wishes to slay members of the directly-opposite alignment to its own, i.e. Law vs. Chaos. A Neutral sword may wish to "preserve the balance" in which case whichever of the other alignments is more powerful in a situation becomes its chosen enemy; or, the referee may choose one of the other alignments as a permanent enemy for the sword.

When used in a fashion consistent with its goals, a special purpose sword gains a power according to its alignment:

<b>Lawful</b>	Chaotic enemies affected as if by <b>hold person</b> when hit successfully
<b>Neutral</b>	The wielder receives a bonus of +1 on all saving throws
<b>Chaos</b>	Lawful enemies affected as if by <b>disintegrate</b> when hit successfully



## Appendix C: Referee's Guide

### Different Ways To Play The Game

This game attempts to present a sort of "snapshot" of the earliest role-playing game experience, but the reader should understand that the whole art of playing an RPG was changing rapidly at that time. Here are some ways you can use these rules to simulate different parts of that swiftly-evolving era:

**Author's Choice:** I said in the **Introduction** that there is no way to avoid getting a bit of myself into the game. If you want to play the game "my way," basically you just use the rules up to, but not including, Appendix A and B. If playing a higher-level game, I might choose to use the **Intelligent Swords of Appendix B** (found on page 130), but only sparingly. But this is my personal bias, and there are most assuredly other ways to go about the game.

**The Oldest School:** The very first published RPG allowed just three classes, Fighter, Magic-User, and Cleric, and Half-Elves apparently hadn't been born yet. Only Humans were allowed to be Clerics, and half of all magical swords were Intelligent. So to play in the style of that era, you simply use those parts of the rules, omitting the things I've mentioned above. One substantial thing that will still be different is the fact that Iron Falcon has a longer list of magic items than was available in that first game system, but that shouldn't detract much from the experience.

**The Full Gary:** As close as we can get to the way the Master played the game. Use this entire book, Appendices and all. Apply Appendix B to half of the magic swords, just as in The Oldest School, above. Here again, only Humans were allowed to be Clerics. Apply those changes and you'll be pretty close to his game, though sadly still without his presence.

**A purist will tell you** that neither of the last two above options will truly reproduce the games of the early era, and there is truth in that. For a variety of reasons, Iron Falcon differs from the original game materials in many (mostly minor) respects. If you have access to game materials published in

the 1974-1979 era, you will find many of those works generally compatible with this game, but there will be some differences. A capable referee should be able to adapt between the older and newer material fairly easily, though.

Iron Falcon is also broadly compatible with **OSR** (Old School Renaissance) role-playing games and game materials. Though Iron Falcon is not discussed by name, I gave advice for converting between several different OSR RPGs in my book entitled **The Role-Playing Game Primer and Old-School Playbook** which is generally relevant to this game. You can also get advice on the subject in a variety of places online; I highly recommend the forums of **Dragonsfoot.org**, in particular the **Simulacrum Games** forum there.

### Acquisition of Spells

Spell casters are allowed to cast a certain number of spells of certain levels each day, as given in the character class descriptions. A spell caster prepares his or her spells in the morning, praying for (Cleric) or memorizing (Magic-User) the spells he or she plans to cast. As each spell is cast, the stored energy and memory of it are expended; the caster may not cast that spell again in that day (unless of course he or she prepared it more than once).

Clerics have access to the full range of spells available to them based on their level of ability. Each morning a Cleric prays to his or her god (or pantheon, or whatever he or she worships) and receives new or replacement spells. In general, a Cleric may choose which spells he or she receives; however, the deity may choose to refuse access to some spells, or even substitute a different spell as the deity (and by extension, the referee) sees fit.

Each morning as the Cleric prays for spells, the Magic-User peruses his or her spell book to memorize new or replacement spells. The Magic-User may only memorize spells in his or her book (and must abide by the limits of number and level as discussed above).

What, exactly, is in the Magic-User's book is up to the referee to decide. There are a couple of different interpretations of the classic rules, and the referee should choose one before starting play.

**Limited Spell Lists:** This interpretation says that a Magic-User must learn how to cast a certain spell, then scribe it in his or her book, in order to gain access to it. The spell may be learned from another Magic-User's spell book using **read magic**, or taught directly by another Magic-User. The time required for this is left to the referee, but in general a day or so per spell (or perhaps one day per level) should be reasonable. Also note that the **% Chance to Know** (on the **Intelligence** table on page 2) must be rolled to see if the spell can be understood; if that Magic-User's maximum number of spells for that level has been reached, the spell cannot be learned at all.

When this method is used, the cost of adding the new spell to the book may be the cost given in **Books of Spells** (below), or some other reasonable figure as determined by the referee.

New player character Magic-Users should begin play knowing at least one spell. Some referees like to roll a few spells randomly for each such character rather than giving just one.

You may want to consider giving all new player character Magic-Users **read magic**, as there is a good case to be made that a Magic-User is crippled without access to that spell.

When this system is used, and a Magic-User advances to a level where new spells become available, the Magic-User does not immediately have access to them. Instead, the player character must find someone else, whether another PC or an NPC, to teach him or her, or must have access to spells in a book which can be read and then transcribed.

One last consideration is the use of magic spell scrolls to learn new spells. The referee may choose to allow a spell scroll to be transcribed, expending its magic without actually activating it in return for the character being allowed to add the spell to his or her book. Some referees don't allow this, treating scrolls as strictly spell-casting devices.

**Extended Spell Lists:** This is the alternate interpretation, wherein a Magic-User has access to most of the spells of every level he or she can cast. When creating a new Magic-User or advancing one to a level where new spells become available, the player rolls against the **% Chance to Know** on the **Intelligence** table on page 2 for every spell in the list, stopping when all have been checked or the **Max #** number has been reached. If the player checks every spell and has not succeeded enough times to reach the **Min #** value, he or she may re-roll spells as desired until the minimum is reached.

With this interpretation, the Magic-User's spellbook may actually contain all the spells in the list, or at least all those he or she succeeded at rolling for. The character must still prepare spells as normal, but always has more choices.

## Books of Spells

As noted above, Magic-Users must have spell books from which to memorize their spells. A beginning Magic-User is assumed to have such a book, the cost of which is not counted against his or her starting funds.

Under the **Limited Spell Lists** rule, the Magic-User typically has a single book of spells that he or she has learned. Adding a spell to the book has a materials cost based on its level, as follows:

Level of Spell	Cost in GP
1 <sup>st</sup>	250
2 <sup>nd</sup>	500
3 <sup>rd</sup>	750
4 <sup>th</sup>	1,500
5 <sup>th</sup>	3,000
6 <sup>th</sup>	6,000
7 <sup>th</sup>	12,000
8 <sup>th</sup>	25,000
9 <sup>th</sup>	50,000

The cost may be increased by the referee if the character is far out in an uncivilized area, as the materials required will be harder to come by. The price could increase by as much as a factor of 10 in such cases.

If the **Extended Spell Lists** rule is in use, the Magic-User will have one book for each level of spells he or she can cast. The cost of such a book will be:

Level of Book	Cost in GP
1 <sup>st</sup>	2,000
2 <sup>nd</sup>	4,000
3 <sup>rd</sup>	8,000
4 <sup>th</sup>	15,000
5 <sup>th</sup>	30,000
6 <sup>th</sup>	60,000
7 <sup>th</sup>	120,000
8 <sup>th</sup>	250,000
9 <sup>th</sup>	500,000

## Magical Research

Researching a new spell is costly in both time and gold. One full week of work must be invested per spell level being researched. The cost of the research is 2,000 GP cumulative per spell level (2,000 GP for a level 1 spell, 4,000 GP for level 2, 8,000 GP for level 3, and so on).

The player must define the new spell, and the referee must approve it; the referee may alter the spell as he or she sees fit, including increasing its level if needed. Characters may not research spells that are of a higher level than they can cast.

The chance of success is 20%. The character may improve these odds by adding increments to the cost, so that doubling the cost gives a 40% chance of success, tripling it gives 60%, quadrupling gives 80% and multiplying by 5 gives a full 100% chance of success; time required is not affected.

New spells created in this way are private to the creator, unless he or she decides to share the knowledge with others.

## Dealing With Death

Old School games come with a high body count, and Iron Falcon is no exception. Especially at low levels, death is just a die roll away. Players in an Iron Falcon game need to be prepared for the fact that they will lose characters.

In the early days, nobody created a character with a deep, interesting backstory. Those characters

died just as fast as everyone else, and all the effort put into that backstory was wasted.

Some players routinely created two or three characters, so as to have a spare handy when one died. Rolling up a new first-level character in the games of that era (and in Iron Falcon and many other OSR games now) is quick and easy. Many referees encouraged this, and allowed the new character to inherit the goods of the deceased. I did this in my first game, as suggested by the rulebook I was using.

However, when a character gets to a higher level of ability, it becomes harder for the player to accept the loss of that character. This is understandable; it's why spells like **raise dead** exist.

The referee may wish to institutionalize the use of the **raise dead** spell, such that a player character flush with treasure might visit the local temple and make a contribution of some appropriate figure (at least 2,000 GP, possibly much more if the character has quite a lot) in return for assurance that the local cleric will **raise** him or her in the event of an untimely death. This is no guarantee, of course, as the body of the deceased must be returned to the temple for this to take place, and any number of things might prevent that, but still many players would choose that option.

The referee may also (or alternately) wish to reduce the lethality of the game a bit. Many choose the **negative ten** rule: A character reduced to 0 or fewer hit points is not dead, but merely unconscious and dying. Such a character loses one hit point each combat round until -10 is reached, at which point the character is truly dead. Attention by a comrade for one round stops the loss of blood, but leaves the character unconscious at a negative hit point total. The character may be awakened after some period of time, but may move at no more than half normal speed and may not attack.

Some referees use a variation of the negative ten rule by stating that the maximum negative hit point value is equal to the character's Constitution; i.e. a character having 12 Constitution would survive to a total as low as -12 hit points before dying.





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