

THE HERO'S JOURNEY

FANTASY ROLEPLAYING



JAMES M. SPAHN

Compatible With: Swords & Wizardry WhiteBox™

THE HERO'S JOURNEY

FANTASY ROLEPLAYING

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“For Lou, My Brother”



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INTRODUCTION



There are casual gamers and then there are life-long gamers. The latter are the types of gamers who don't stop playing after high school or college. The ones who start sizing real-life people up in terms of their attributes, class and alignment. The folks who start to feel an itch if they go too long without sitting down and rolling dice.

Most life-long gamers have an image in their mind of the “perfect” fantasy roleplaying game. It's usually pretty darn close to a published favorite with tweaks and modifications spread throughout to suit what they envision to be the pinnacle of gaming.

That's what *The Hero's Journey: Fantasy Roleplaying* is for me. Inspired by and heavily influenced by the fantastic *Swords & Wizardry WhiteBox*,™ it features new and modified rules to create as perfect a fantasy roleplaying game as I can imagine. That's not say the game is perfect—far from it, I'm sure. It's simply a game that I personally enjoy with rules tailored to what I feel is a heck of a lot of fun.

The Hero's Journey is a personal project that I'm putting out to the public, so take it for what it is. I only hope that you read it, enjoy it and have a good time reviewing and (hopefully) playing it.

—James M. Spahn
Barrel Rider Games



GETTING STARTED

RULE NUMBER ONE

The most important rule is that the referee always has the right to modify the rules. In fact, it's encouraged. There are gaps in the rules—holes which we didn't fill on purpose because much of the fun of "old school" gaming is making rules up as you need them.

Making up rules can be as simple as saying, "um... grab some dice, roll them, and tell me the number," or as complex as creating home-brew charts to determine very minute details. This is your game, after all. To this end, you'll find several sections throughout *The Hero's Journey* labeled "House Rules" shaded in blue. These are optional rules which can be used in your campaign, if the referee allows it—but if you're a player make sure you double-check before assuming your referee is using a specific house rule.

THE DICE

The Hero's Journey uses several different kinds of dice, and we abbreviate them according to how many sides they have. The four-sided die is called a d4, and if we're telling you to roll 3 of them, we say to roll 3d4. The six-sided die is a d6, the eight-sided die is a d8, the ten-sided die is a d10, the twelve-sided die is a d12, and the twenty-sided die is a d20. There is no die with 100 sides—when you're required to roll a d100, simply roll two ten-sided dice and treat the first roll as the "tens" and the second roll as the "ones." For example, if you were to roll a 7 and then a 3, that would mean a 73. A roll of 0 and 0 means the result is "100."

1 ♦ GETTING STARTED

ATTRIBUTES

Attributes are numbers which represent the Strength, Dexterity, Constitution, Intelligence, Willpower, Charisma, Appearance, and Luck of the character. A dice pool of d6 dice is rolled to determine the values of these attributes, based on the character's race (see *Chapter Two: Races*).

STRENGTH

A high Strength can give your character bonuses when attacking with a melee weapon, and lets him carry more weight. Strength is an important attribute for Fighters, Paladins and other classes which focus on melee combat.

- ♦ Fighters and Paladins receive a 5% bonus to all Experience Points earned if their Strength is 15 or higher.
- ♦ A character's Strength modifier is added to all "to-hit" and Damage rolls made when fighting in melee combat. In addition, a character's Strength modifier is added to all damage rolls made with thrown weapons.

INTELLIGENCE

Intelligence represents IQ, reasoning and the ability to solve puzzles or understand difficult concepts. Intelligence is an important attribute for Wizard characters.

- ♦ Wizards receive a 5% bonus to all Experience Points earned if their Intelligence is 18.
- ♦ You can use your Intelligence Bonus to learn additional languages. You gain one extra language for every point above 10.
- ♦ Wizards with an Intelligence between 15 and 17 can memorize one additional first-level spell each day. Wizards with an Intelligence of 18 can memorize *two additional* first-level spells each day.

WILLPOWER

Willpower represents a character's mental fortitude, discipline and sense of dedication. Willpower is an important attribute for Cleric and Monk characters.

- ♦ Monks receive a 5% bonus to all Experience Points earned if their Willpower is 15 or higher. Clerics receive a 5% bonus to all Experience Points earned if their Willpower is 18.
- ♦ Clerics with a Willpower between 15 and 17 are able to pray for and cast one additional 1st level spell each day. Clerics with a Willpower of 18 may pray for and cast *two additional* 1st level spells each day.
- ♦ A character's Willpower modifier may be added to any Saving Throw made to resist mind-affecting magic, fear effects (such as *Cause Fear* spells) or to avoid the level-draining touch of undead creatures.

CONSTITUTION

Constitution is the health and endurance of the character. A high Constitution gives your character extra Hit Points. Constitution is important to Barbarians, Druids and Rangers.

- ♦ Barbarians, Druids and Rangers receive a 5% bonus to all Experience Points earned if their Constitution is 15 or higher.
- ♦ Characters can add their Constitution Modifier to their Hit Points each time a character gains a level (up to 3rd level), and at character creation.

DEXTERITY

Dexterity is a combination of coordination and quickness. A high Dexterity score gives your character bonuses when attacking with a longbow or other ranged weapons. Dexterity is important for Acrobats, Duelists and Thieves.

- ♦ Acrobats, Duelists and Thieves receive a 5% bonus to all Experience Points earned if their Dexterity is 15 or higher.
- ♦ Characters can apply their Dexterity bonus to modify their “to-hit” numbers with ranged (also called “missile”) weapons, but not to damage.
- ♦ A character’s Armor Class is modified by their Dexterity bonus. A high Dexterity results in a positive modifier to Armor Class (or Ascending Armor Class, if that rule is being used. In the case of normal Armor Class this bonus is a *negative* modifier, while in the case of Ascending Armor Class this is a *positive* modifier). A low Dexterity can result in a penalty.

CHARISMA

Charisma represents a character’s natural charm and leadership capabilities—a kind of innate magnetism. Charisma modifies the number of loyal NPC hirelings a character can acquire, and how loyal those hirelings are. Characters can normally retain the services of three hirelings at any given time. Charisma is important to Bards and Cavaliers.

- ♦ Bards and Cavaliers receive a 5% bonus to all Experience Points earned if their Charisma is 15 or higher.
- ♦ A character’s Charisma Modifier is added to the number of maximum hirelings they may retain at any given time.
- ♦ A character’s Charisma Modifier is added to the Loyalty Modifier of all hirelings in their service.



1 ♦ GETTING STARTED

APPEARANCE

Appearance represents a character's physical attractiveness. A bonus is applied when beautiful characters interact with NPCs.

- ♦ A character's Appearance Modifier is added to the reaction modifier of all NPCs they encounter who are not immediately violent.

LUCK

Some folks are just lucky, for better or worse. Whether they've got a guardian angel looking over their shoulder or a devil at their heels, blind fate has an impact on their lives. This is reflected in the Luck attribute. Luck is important to Jesters.

- ♦ Jesters receive a 5% bonus to all Experience Points earned if their Luck is 15 or higher.
- ♦ When attempting an action determined by the whims of fate or chance, the player can roll 1d6 and apply their Luck Modifier. If a total of 6 or higher is rolled, fate has smiled on the character, as determined by the referee. This may only be done once per session for characters with a Luck of 14 or less, but may be done *twice* for characters with a Luck between 15 and 17 and *three times* per session for characters with a Luck of 18.
- ♦ A character may re-roll a number of failed Saving Throws each day equal to their Luck Modifier. Characters with a Luck of 14 or less *cannot* re-roll failed Saving Throws.

UNIVERSAL ATTRIBUTE BONUS

Each attribute has the potential to modify what your character can do. The *Universal Attribute Bonus* table below gives some numbers to consider:

TABLE 1-1: UNIVERSAL ATTRIBUTE BONUS		
ATTRIBUTE	DESCRIPTION	BONUS
3	Poor	-2
4-6	Below Average	-1
7-14	Average	-
15-17	Above Average	+1
18	Exceptional	+2

This rules set encourages the use of the above table for all of the attributes. Each referee can decide how and when the Universal Attribute Bonus is used, and should feel free to tinker with the table if desired. For example, some referees prefer for the "average" range to be 9-12 and will adjust the table accordingly.

EXPERIENCE BONUS

Each character has the potential to receive a bonus percentage to Experience Points, that will increase how many Experience Points are gained in an adventure. Characters add the bonus percentage to earned Experience Points. The actual percentage depends on factors like the character's race, class and attribute scores. The bonus percentages and earned Experience Points are summed to get the total experience bonus for the character. The maximum attainable Experience Bonus is 20%.

PROFESSION

No one was born an adventurer, and before your character took up the path to heroism, they likely had a mundane profession or trade. At character creation, each player rolls 1d100 (d%) and consults the table on the next page to determine what professional training they received before becoming an adventurer. If the player rolls 00, they were born into nobility, royalty or other extraordinarily high standing.

ARMORER: You spent long hours working at the forge and hammering metal upon the anvil. You know how to craft metal armor and shields, as well as how to maintain and repair them. *Starting Gear:* Chain Mail, 3d6 × 10 gold pieces.

BOWYER: You know how to identify, cure and craft wood into long bows, short bows, crossbows and arrows. *Starting Gear:* Long Bow, Short Bow or Light Crossbow, 20 Arrows or Bolts, 3d6 × 10 gold pieces

CARTOGRAPHER: You know how to read and scribe maps as well as decipher their details and nuances. *Starting Gear:* Blank Journal, Scroll Case, 3 Quills, Jar of Ink, 2d6 × 10 gold pieces.

COOK: You can prepare fine meals for yourself and for large groups. You know quality cuisine when you see it. *Starting Gear:* Cast Iron Skillet (damage as a club), 2d6 × 10 gold pieces.

FARMER: You know how to tend and till the land in hopes of harvesting its bounty. *Starting Gear:* Walking Stick (damage as quarter staff), 2d6 × 10 gold pieces.

FISHERMAN: Whether with fishing line or with a net, you are able to catch, clean, cure and prepare fish for consumption. You're also an able swimmer. *Starting Gear:* Fishing pole, tackle, 2d6 × 10 gold pieces.

FORESTER: You can follow simple paths through woodland terrain and identify both consumable and dangerous fauna. *Starting Gear:* Traveling Clothes, Backpack, 2d6 × 10 gold pieces.

HOUSE RULE:

CHOOSING A PROFESSION

Some referees may opt to allow their characters to simply select their profession during character creation instead of rolling randomly. This should be decided at the time of character creation.

1 ♦ GETTING STARTED

TABLE 1-2: PROFESSIONS

PROFESSION	DWARF	ELF	HALF-ELF	HALFLING	HALF-ORC	HUMAN
Armorer	1–10	1–3	1–4	1	1–5	1–4
Bowyer	11	4–15	5–8	2–7	6–7	5–8
Cartographer	12–13	16–17	9–12	8–10	8	9–12
Cook	14–16	18–19	13–16	11–35	9	13–16
Farmer	17	20–25	17–20	36–50	10	17–20
Fisherman	18	26–27	21–24	51–55	11	21–24
Forester	19	28–40	25–28	56–57	12	25–28
Gambler	20	41	29–35	58	13–14	29–32
Groom	21	42–43	36–39	59	15	33–36
Hunter	22–23	44–50	40–43	60–61	16–17	37–40
Jeweler	24–31	51–54	44–47	62	18	41–44
Mason	32–45	55	48–51	63	19	45–48
Miner	46–60	56	56–59	64	20–23	49–52
Navigator	61	57–58	56–59	65	24	53–56
Sailor	62	59–60	60–63	66	25–27	57–60
Scribe	63	61–65	64–67	67–68	28	61–63
Tailor	64–65	66–68	68–71	69–75	29	65–68
Tanner	66–69	69–70	72–75	76–80	30–31	69–72
Teamster	70	71	76–79	81	32–34	73–76
Trapper	71–72	72–73	80–83	82	35–41	77–80
Urchin	73–74	74	84–87	83–90	41–60	81–84
Weaponsmith	75–89	75–80	87–89	91	61–70	85–88
Woodworker	90–95	81–90	90–92	92–94	71–74	89–92
Unskilled	96–99	91–99	93–99	95–99	75–99	92–99
Nobility	100	100	100	100	100	100

GAMBLER: Whether dicing, with cards, or any other game of chance, you make your fortune through luck and can usually get a good sense of those you game with. *Starting Gear:* Loaded Dice or Marked Deck of Cards, 4d6 × 10 gold pieces.

GROOM: You know how to care for horses and manage a stable. You are a skilled rider and can discern a quality horse from an old nag. *Starting Gear:* Riding Horse, Saddle, 2d6 × 10 gold pieces.

HUNTER: You're a skilled hunter of game animals, such as rabbit and deer and can identify their recent passage, their presence or even their unusual absence. *Starting Gear:* Short Bow, 20 Arrows, 2d6 × 10 gold pieces.

JEWELER: You know the art of working metal into fine jewelry and hand crafted body adornments, and have a keen eye for the value of gold and jewels. You can also spot forgeries and poor craftsmanship in such things. *Starting Gear:* Jeweler's Glass, Tool Kit, 3d6 × 10 gold pieces.

MASON: You can work rock and stone to craft the large blocks used in constructing buildings. You can discern between quality craftsmanship and poor work. *Starting Gear:* Large hammer (damage as war hammer), 2d6 × 10 gold pieces.

MINER: You have toiled long hours in the dark, mining minerals and valuables from raw stone. You are more acclimated to underground environments than most. *Starting Gear:* Pick (damage as battle axe), 2d6 × 10 gold pieces.

NAVIGATOR: You are skilled at determining the best path over long distances in open environments, both at land and at sea. You do not often get lost when traversing these great distances. *Starting Gear:* Compass, 3d6 × 10 gold pieces.

SAILOR: You know your way around seafaring vessels and are skilled at knot tying, setting sails and are a skilled swimmer. *Starting Gear:* Fifty Feet of Rope, 2d6 × 10 gold pieces.

TAILOR: You know how to weave raw materials such as wool into clothing. You can also mend tears and clean stains from finery. *Starting Gear:* Bolt of Cloth, Set of Commoner Clothing, Cloak, 2d6 × 10 gold pieces.

TANNER: You are able to boil and cure leather into armor and other garments, as well as craft and repair leather footwear. *Starting Gear:* Leather Armor, 2d6 × 10 gold pieces.

TEAMSTER: You have worked among merchant caravans for a long time. You know how to hitch and repair a wagon and are a shrewd negotiator. *Starting Gear:* Mule, Wagon, 3d6 × 10 gold pieces.

TRAPPER: You are skilled at laying snares and traps to catch small game such as squirrel or hare. You can also identify their passage or presence. *Starting Gear:* Small Animal Trap, Dagger, 2d6 × 10 gold pieces.

HOUSE RULE: CLASSES AND SKILLS

In addition to whatever areas of knowledge or ability are granted to a character by their Profession, the referee is also encouraged to use common sense when it comes to a character's class and what they can accomplish. For example, a Wizard has to be able to read and write so they might have some overlap of knowledge with that of a scribe— though not necessarily the understanding a scribe has when it comes to detailed letters or deciphering illuminated texts. By the same token, a Fighter who knows how to wield a sword does not necessarily know how to craft one. Therefore, unless he has the Profession, he is not likely to have the knowledge or ability associated with a weaponsmith.

1 ♦ GETTING STARTED

WEAPONSMITH: Working fire and raw metal, you are capable of crafting swords, spearheads, axe blades and other implements of warfare. You are also able to recognize quality craftsmanship with only cursory examination. *Starting Gear:* Long Sword or Battle Axe, 3d6 × 10 gold pieces.

WOODWORKER: You are skilled at carving raw wood into planks, poles and other trappings that are the cornerstone of villages and towns everywhere. *Starting Gear:* Quarterstaff, 2d6 × 10 gold pieces.

URCHIN: You lived on the streets in an urban environment. You can fade easily into a crowd and do not often get lost when navigating the labyrinthine streets of some cities. *Starting Gear:* Dagger, Cloak, 1d6 × 10 gold pieces.

UNSKILLED: You have no trained profession to speak of. *Starting Gear:* 2d6 × 10 gold pieces.

NOBILITY: You were raised in a palace, castle or other locale of high society. You are wealthy beyond the imagination of most others, and can recognize heraldry as well as understand the niceties of courtly etiquette. *Starting Gear:* Fine Clothing, Riding Horse, Long Sword, 5d6 × 10 gold pieces.

ALIGNMENT

The Hero's Journey is a setting locked in eternal conflict between the forces of Law and Chaos. This endless war rocks the planes of reality that exist beyond the mortal realm, but the echos of this struggle still resonate in our world.

Those in the service of Law are dedicated to order, stability, and a universe where justice prevails. The forces of Chaos desire carnage, destruction and conflict to reign supreme. This eternal struggle is lead by the Gods who dwell in their celestial and infernal palaces beyond the sight of men. Angels and demons are on the vanguard of the war, while beings of lesser power follow the commands of their masters.

In *The Hero's Journey* Alignment does not necessarily represent a player character's moral compass—though it certainly is indicative of an inherent code of ethics to which the character has bound themselves.

Alignment represents a character's sworn allegiance to either the forces of Law or Chaos. Beings, whether extra-planar or mortal who have an alignment of Lawful or Chaotic are sworn to their very soul in service of their respective causes. Because of this, very few player characters are Lawful or Chaotic in alignment. Even those who are supportive of one side of the conflict over another are still rarely any alignment other than Neutral.

The vast majority of mortal beings, both player characters and non-player characters are Neutral in alignment. The only exceptions to this are Clerics and Paladins. Clerics, by their very nature, are sworn to the service of either the forces of Law or Chaos because the gods are granting them their divine gifts. Paladins are similarly bound, their souls given over to the forces of Law.



The first step in playing the game is to create a character. First, every player (except the referee) should select a race for their character. Players can choose from Dwarf, Elf, Half-Elf, Halfling, Half-Orc, or Human. Each race has a unique impact on the character creation process, as detailed below.

The race selected will provide several unique abilities and restrictions. This includes what methods are used to generate attributes, restrictions on class selection and other special traits described below. Each racial description determines how attributes are rolled, what special abilities and modifiers are granted, and what classes and level limits are associated with each class. Under each race's classes table any class listed with a level limit may be selected by the player character and they may progress up to the level limit listed. If a level limit is blank, that race cannot select the class.

For example, Dwarf characters can progress to 4th level as a Barbarian, but cannot play a Cavalier.

DWARF

Dwarves are broad, sturdy beings who stand around four feet tall and weigh between 175 and 225 pounds. Their small frames are heavily muscled and all dwarves, whether male or female, take pride in the great beards they can grow.

Deep beneath the earth, dwarves live in large familial clans where they perform great feats of masonry and metalwork. Patient and with long memories, dwarves will spend centuries turning wild caverns into carefully crafted cities of unimaginable splendor.

2 ♦ RACES

TABLE 2-1: DWARF ATTRIBUTES

ATTRIBUTE	DICE POOL
Strength	2d6+6
Dexterity	2d6+1
Constitution	2d6+6
Intelligence	3d6
Willpower	3d6
Charisma	2d6+1
Appearance	3d6
Luck	3d6

TABLE 2-2: DWARF CLASSES

CLASS	LEVEL LIMIT
Acrobat	—
Barbarian	4
Bard	3
Cavalier	—
Cleric	7
Druid	—
Duelist	—
Fighter	10
Jester	—
Monk	—
Paladin	4
Ranger	—
Thief	4
Wizard	—



Tough and tenacious, dwarves possess a natural hardiness unrivaled by the other races of the world. They are also highly skilled in matters of warfare, favoring heavy weapons and broad armor over magic or subterfuge. Dwarves are very insular and have a natural distrust of elves. They are not known for their niceties or diplomatic talents, often speaking their minds without any concern for the comfort of others. They have an intense hatred of orcs and goblins, whom they often attack on sight.

BY AXE AND HAMMER: Dwarves are able to wield battle axes, hand axes and war hammers regardless of other class restrictions.

TOUGH AS NAILS: Dwarves have a natural Reduction Value of 1, even when unarmed. This is in addition to any armor worn.

UNDERGROUND SENSES: Dwarves do not become lost when exploring underground environments. They can automatically sense sloping passages and their own depth beneath the ground. They also have a 1–4 on 1d6 chance of detecting concealed doors, secret doors or traps built into stonework when actively searching for these things.

CRAFTSMAN'S EYE: After a few minutes of examination, dwarves are able to determine the value of gold, jewels, weapons, armor and other items of metalwork. They can spot forgeries, fakes, and even discern the presence of any enchantments on such items—though they cannot determine the exact magical properties of such items.

MAGIC & POISON RESISTANCE: Dwarves are exceptionally hale and resistant to poisons and magic spells. They receive a +4 bonus to all saving throws made to resist effects from these sources.

DARK VISION: Dwarves can see in starlight, moonlight, or perfect darkness at a distance of up to 90 feet.

TABLE 2-3: ELF ATTRIBUTES

ATTRIBUTE	DICE POOL
Strength	3d6
Dexterity	2d6+6
Constitution	2d6+1
Intelligence	2d6+6
Willpower	3d6
Charisma	2d6+1
Appearance	2d6+6
Luck	2d6+1

TABLE 2-4: ELF CLASSES

CLASS	LEVEL LIMIT
Acrobat	5
Barbarian	—
Bard	7
Cavalier	4
Cleric	—
Druid	7
Duelist	7
Fighter	5
Jester	—
Monk	—
Paladin	—
Ranger	7
Thief	4
Wizard	10

ELF

Elves are forest dwelling beings of incredible majesty. They live in harmony with nature, befriending the goodly creatures of the woodland realm and spending their countless centuries of life weaving songs and enchantments beyond the ability of other races.

That is not to say that elves are unskilled in matters of warfare. They are supremely stealthy when traversing the wild places of the world and train for decades in the arts of swordplay and archery. Still, elves hold life to be a sacred thing and are loathe to slay other beings unless they are in the service of evil. But when the wrath of an elf is brought to bare against the forces of evil, those who stand against an elvish foe often cower in fear at their magnificence.

Because elves are nearly immortal and live far away from the other races of the world, they often seem arrogant or aloof when interacting with other races. They regard humans as short-sighted and foolish and dislike dour and work-obsessed dwarves. Insular to the point of near-xenophobia, elves are as cold and beautiful as the winter dawn.

BLADE AND BOW: Elves are able to wield the long bow, long sword, short bow and short sword, regardless of other class restrictions.

2 ♦ RACES



AGELESS: Elves are immune to the paralyzing and level-draining touch inflicted by some undead creatures.

FRIEND OF THE WOODLAND REALM: Natural creatures rarely react with hostility to elves unless directly and obviously threatened. They regard elves as natural creatures of the forest, just like them.

FOREST WALKER: Whenever an elf is traveling through a forest or woodland terrain, they leave no trace of their passing and are invisible if they remain still. They must be alone, with other elves, or at least 90 feet away from non-elvish allies to benefit from this ability.

ELVISH SENSES: Elves are highly attuned to the ways of magic, both natural and foul. They can *automatically* detect the presence of magic and evil in the same manner as the *Detect Evil* and *Detect Magic* spells, at a range of up to 60'.

STAR SIGHT: Elves can see as easily in starlight or moonlight as they can in day light. They are still blinded by total or magical darkness.

HALF-ELF

In rare moments through the ages of history love has kindled between immortal elves and mortal humans. The offspring of these passionate, yet brief and tragic, unions are half-elves. They possess a hint of the ethereal grace of their elvish parentage, yet are driven by the fiery passion of mortality. A half-elf rarely finds a home in either world. They are regarded by most elves as "tainted" or less than perfect, while humans regard them with a kind of distant wonder as myths linger regarding the secret powers that come from their mixed blood.

Half-elves often live solitary lives or form a bond as strong as blood with other outsiders and wanderers. With no home to call their own, they live on the road and pick up many skills along the way. Because they live between worlds, they learn new things quickly and can take up training in nearly any profession.

Many half-elves find a life of adventure to be suitable to their nomadic ways. Where they cannot find acceptance among either side of their heritage, they might prove themselves worthy of adoration and respect by engaging in deeds of great heroism or renown.

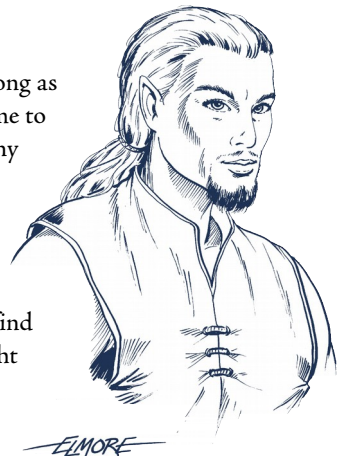


TABLE 2-5: HALF-ELF ATTRIBUTES

ATTRIBUTE	DICE POOL
Strength	3d6
Dexterity	3d6
Constitution	3d6
Intelligence	3d6
Willpower	3d6
Charisma	2d6+6
Appearance	2d6+6
Luck	3d6

TABLE 2-6: HALF-ELF CLASSES

CLASS	LEVEL LIMIT
Acrobat	7
Barbarian	7
Bard	10
Cavalier	7
Cleric	7
Druid	7
Duelist	7
Fighter	7
Jester	7
Monk	7
Paladin	7
Ranger	7
Thief	7
Wizard	7

are surprisingly resilient. They are quiet, nimble and braver than most would expect from a race that favors three extra meals a day over the hard life of an adventurer.

Most adventuring halflings use their natural deftness and soft step to become skilled pilferers, but more than one has made his way in the world on charm and an affable nature. More so, in the heart of every halfling is a fearlessness that even they do not often see until it rises from the darkness.

MARTIAL AMATEUR: Half-elves may select one melee or ranged weapon. They may wield this weapon without penalty, regardless of any restrictions placed on them by their class.

ARCANE DABBLER: Half-elves may select one first-level Wizard spell. They may cast this spell three times per day. They do not need to memorize it, nor do they require spellbooks.

FAST LEARNER: Half-elves receive a 5% bonus on all experience points they earn.

STAR SIGHT: Half-elves can see as easily in starlight or moonlight as they can in day light. They are still blinded by total or magical darkness.

HALFLING

Standing little more than three feet tall, with cherubic round faces and equally round bellies, halflings are a little people who rarely care for adventure or excitement. Instead, they prefer tilled earth, a warm hearth, and a fine meal. They live together in hilly communities where they make their homes in burrows built to provide comfort above all else.

Halflings who do choose to take up a life of adventure are seen as “cracked” by their contemporaries. Still, in spite of their soft living, these merry wanderers



2 ♦ RACES

FLICK OF THE WRIST: Halflings receive +2 on all “to-hit” rolls made when attacking with a thrown weapon or a sling. They may wield slings and daggers, regardless of any restrictions placed upon them by their class.

SILENT AND UNSEEN: When a halfling remains still and has some small measure of concealment, be it a shadow or obstruction, they are considered to be silent and invisible.

STOUT HEART: Halflings receive a +4 bonus to resist all forms of fear, whether they be magical or mundane. They also receive +4 to resist any level or attribute draining effects, regardless of its source.

SMALL SIZE: Halflings receive a -2 [+2] bonus to their Armor Class due to their small size and quick reflexes. They also receive a +1 bonus “to-hit” when attacking foes which are man-sized or larger.

KEEN SENSES: Halflings are keen eyed and have sharp hearing. They can detect secret or concealed doors on a 1–2 on 1d6 simply by passing within 1 feet of them. This chance increases to a 1–4 on 1d6 if they are actively searching. Halflings are only surprised on a 1 on 1d6 in combat.

TABLE 2-7: HALFLING ATTRIBUTES

ATTRIBUTE	DICE POOL
Strength	2d6+1
Dexterity	2d6+6
Constitution	3d6
Intelligence	2d6+1
Willpower	3d6
Charisma	3d6
Appearance	3d6
Luck	2d6+6

TABLE 2-8: HALFLING CLASSES

CLASS	LEVEL LIMIT
Acrobat	7
Barbarian	—
Bard	7
Cavalier	—
Cleric	—
Druid	4
Duelist	5
Fighter	3
Jester	7
Monk	—
Paladin	—
Ranger	4
Thief	10
Wizard	—

HALF-ORC

When a child is born of mixed blood between that of orc and human, it is often the result of brutal tragedy. Growing to appear as something not quite human, these lumbering creatures stand well over six feet with sloped foreheads, dusky grey skin and an under-bite filled with large tusk-like teeth. Their sallow yellow eyes look upon the world with mistrust and hatred and the world looks back with the same feelings.

Half-orcs are ostracized simply by virtue of their existence and the orcish blood in their veins often drives them to brutality and malice. They have a natural

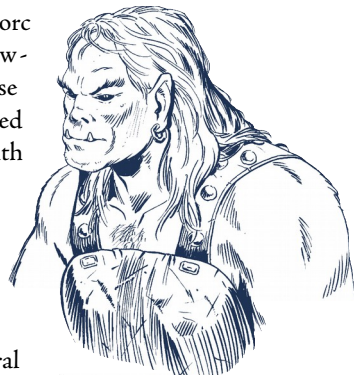


TABLE 2-9: HALF-ORC ATTRIBUTES

ATTRIBUTE	DICE POOL
Strength	2d6+6
Dexterity	3d6
Constitution	2d6+6
Intelligence	2d6+1
Willpower	3d6
Charisma	2d6+1
Appearance	2d6+1
Luck	3d6

TABLE 2-10: HALF-ORC CLASSES

CLASS	LEVEL LIMIT
Acrobat	—
Barbarian	10
Bard	—
Cavalier	4
Cleric	4
Druid	—
Duelist	5
Fighter	10
Jester	—
Monk	4
Paladin	4
Ranger	7
Thief	4
Wizard	—

toughness, and take easily to the ways of warfare. Possessing a low cunning that makes them both predatory and brutal, they live and die by blood.

With no place in the world, half-orcs often become adventurers and wanderers, selling their swords to the highest bidder in hopes of either dying gloriously in battle or proving themselves worthy of fear and respect. A rare few find hope in the good things of the world and pursue a noble end, raising their blades in defense of the weak.

TRAINED FOR WAR: A half-orc may select any two melee weapons. They are able to wield these weapons without penalty regardless of their class restrictions. They also receive +1 to all “to-hit” made when attacking with these weapons

BRUTALITY: Half-orcs receive a +1 to all damage rolls made when attacking with melee weapons.

ITCHING FOR A FIGHT: Half-orcs receive a +1 bonus to personal initiative and are only surprised one a 1 on 1d6 in combat.

DUSK VISION: Half-orcs can see in starlight, moonlight and perfect darkness at a distance of up to 60 feet.

HOUSE RULE: RACE-AS-CLASS

Referees who are looking for a more singular identity to their non-human characters may choose to run their campaigns where non-human races are automatically locked into a single class. They can progress to 10th level in this class, but can never select another class. If the character's attributes do not meet the requirements for the listed class, the attributes are automatically increased to the minimum requirement. Humans may still select any class they choose.

RACE	CLASS
Dwarf	Fighter
Elf	Wizard
Half-Elf	Bard
Halfling	Thief
Half-Orc	Barbarian

2 ♦ RACES

RESILIENT: Half-orcs receive a +2 bonus to all saving throws made to resist death effects, poison and disease. They also receive +1 hit point at first level and an additional +1 hit point every time they gain a level.

HUMAN

Humans are the most ubiquitous and adaptable race in the world. Their natural drive combined with a short life span has made them capable of accomplishing nearly any task they set their minds to—and in a very short period of time.

The human race can be found all across the world, whether living as nomadic savages in inhospitable lands to dwelling in the lap of luxury in a cosmopolitan city. Humanity manages to prosper and multiply wherever it goes, out pacing and out populating all the other races in the world.

Humans who take up a life of adventure often excel at their chosen profession, regardless of the lack of natural affinity shown for any particular skill set. It seems to be in their very nature to travel, explore and conquer the wild world around them—and they do so with surprising skill.



TABLE 2-11: HUMAN ATTRIBUTES

ATTRIBUTE	DICE POOL
Strength	3d6
Dexterity	3d6
Constitution	3d6
Intelligence	3d6
Willpower	3d6
Charisma	3d6
Appearance	3d6
Luck	3d6

TABLE 2-12: HUMAN CLASSES

CLASS	LEVEL LIMIT
Acrobat	10
Barbarian	10
Bard	10
Cavalier	10
Cleric	10
Druid	10
Duelist	10
Fighter	10
Jester	10
Monk	10
Paladin	10
Ranger	10
Thief	10
Wizard	10

COMBAT TRAINING: Humans may select any one weapon. They are able to wield it without penalty, regardless of any restrictions imposed by their chosen class.

EXTRAORDINARY LEARNER: Humans receive a 15% bonus on all experience points they earn.

UNCANNY ADAPTABILITY: Humans receive a +2 bonus to all saving throws.



In addition to selecting a race, each character must also choose a class. Fourteen classes are available to choose from in *The Hero's Journey*, though depending on a character's race or alignment, they may be restricted from certain selections. In addition to this, each class has certain requirements which must be met in order to select it. If your character does not have the required minimum attribute score listed for each class, they may not select that class. Some classes may also have an alignment restriction, requiring a character to select a specific alignment before being allowed to select that class.

READING CHARACTER CLASS TABLES

- ◆ **LEVEL:** Refers to the character's level of experience.
- ◆ **XP:** This is the number of Experience Points (XP) needed to advance to this level.
- ◆ **BHB:** This is the "Base Hit Bonus" added to the attack roll. (See Combat)
- ◆ **HD:** This is the number of d6 Hit Dice at that level. Certain classes may list a modifier in addition to this hit die, such as "1d6+1." This means the player would roll 1d6 and add one to the number rolled. Hit dice are cumulative. So, for example, a character who previously had 1d6+1 hit dice and gained 1d6 hit dice upon leveling would roll an additional d6 and add that amount to the total already earned from the 1d6+1 hit dice. A character adds their Constitution modifier to the number of hit point gained each level, but only for their first three levels of experience.

3 ♦ CLASSES

After reaching 3rd level, a character no longer rolls hit dice. Instead, a flat sum is added to their total hit points each time they gain a level. For example, a character advancing to 4th level with a HD listing of “+2” would increase their total Hit Points by two. If the character’s 5th level HD is listed as “+1,” they simply increase their hit point total by one point. These modifiers are cumulative each time a character increases in level. Characters don’t add their Constitution modifier to the number of hit points gained from these flat modifiers *after* 3rd level.

- ♦ **ST:** This is the Saving Throw number for the character trying to avoid something terrible such as a dragon’s fiery breath or the effects of evil magic. Any saving throw bonuses granted by a character’s race and class are cumulative.

HOUSE RULE: STARTING HIT POINTS

Instead of rolling hit points at character creation, the referee is encouraged to give each character maximum hit points, as if they had rolled a “6” on their first hit die. This makes characters a bit more robust against the dangers they will face in their adventures.

ACROBAT

REQUIREMENTS: DEXTERITY 8

Whether daredevils, thrill-seekers, or physical performers, the acrobat is able to accomplish physical tasks that are unbelievable for other humans. Acrobats are agile, strong, and have honed their bodies to accomplish amazing things. They are capable of walking the breadth of a rope, tumbling from high buildings without injuring themselves and leaping distances that most would believe impossible.

Acrobats take up the call to adventure in order to test their skills and hone their bodies. They often desire both fame and fortune, which can be found in a life of exploring the forgotten places of the world. The risks associated with exploring dark, forgotten places of the world are not so terrifying to a man who can leap from the apex of a castle tower and disappear into the night without tools, noise or injury to himself.

WEAPON/ARMOR RESTRICTIONS: Acrobats are agile, traveling lightly. They prefer to avoid combat. They may use the club, dagger, quarterstaff, short bow, short sword, and sling and may wear leather armor. They may also use buckler shields.

TABLE 3-1: ACROBAT ADVANCEMENT

LEVEL	XP	HD	BHB	ST	ACROBATICS
1	0	1d6	+0	14	1
2	1,250	+1	+0	13	1
3	2,500	1d6	+0	12	2
4	5,000	+2	+1	11	2
5	10,000	+1	+1	10	3
6	20,000	+1	+2	9	3
7	40,000	+2	+2	8	4
8	80,000	+1	+3	7	4
9	160,000	+1	+4	6	5
10	320,000	+2	+5	5	5

ACROBATICS: Acrobats are capable of amazing physical feats. When using this ability they roll 1d6. If the roll is equal to or below their rating in Acrobatics they are successful. This ability can be used to make a standing jump at a distance or height of five feet, plus their level or a running jump twice that distance. When using a ten foot pole to assist in these jumps they add an additional ten feet to distance. This ability also allows them to walk along narrow ledges or tightropes when used successfully, as well as scale sheer surfaces without the aid of tools. Finally a successful Acrobatics roll allows them to reduce damage from a fall of up to 50 feet without suffering any damage.

NATURAL AGILITY: Acrobats receive *triple* their Dexterity modifier as a bonus to their Armor Class. Thus an acrobat with a Dexterity of 16 would receive a -3 [+3] bonus to their Armor Class instead of the normal -1 [+1]. Acrobats with a Dexterity of 14 or less receive a -1 [+1] bonus to their Armor Class instead of +0.

HOUSE RULE: THIEF ACROBAT

With the referee's permission, acrobats may also have some skill at thievery. Beginning at 3rd level, they may use their Acrobatics skill to accomplish any number of clandestine or stealth-based actions as if they were a thief of two levels lower. So a 3rd level Acrobat would be able to perform acts of thievery with a 1 on 1d6 chance of success. From picking pockets or locks, discovering and disarming traps, remaining silent and hidden—these talents are reflected in the abilities of Acrobatics. The referee has the final say as to whether an action falls under the purview of acrobatics or not. Acrobats are not often aware of when their attempts to remain stealthy fail, and the Acrobat always *believes* he is successful. When an Acrobat fails using this ability while free-climbing a wall or disarming a trap, they can endanger themselves with either a great fall or by being in the path of a poisonous dart or concealed trap.

3 ♦ CLASSES

SAVING THROW: Acrobats receive a +2 bonus to any Saving Throw made to reduce or avoid the effects of any trap, magical or mundane.

ESTABLISH CARNIVAL: When an Acrobat reaches 10th level they can choose to establish a traveling carnival. He will attract a collection of other acrobats and other performer who will look to him for guidance. The Acrobat is expected to gather supplies for the carnival to include several large wagons and tents if he hopes to retain these followers.

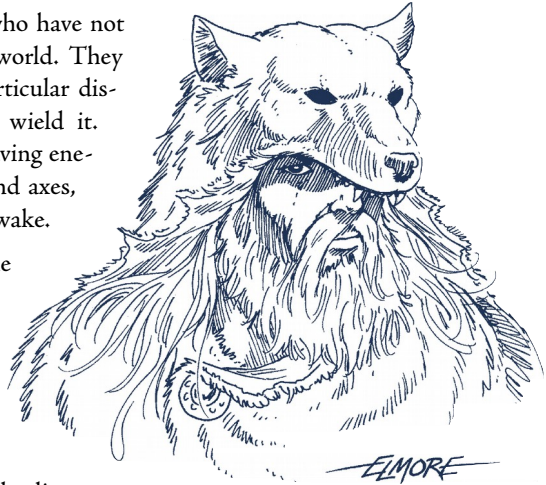
XP BONUS FOR DEXTERITY: An acrobat with a Dexterity of 15 or higher receives a 5% bonus to all experience points earned.

BARBARIAN

REQUIREMENTS: STRENGTH 8, CONSTITUTION 8

Barbarians are savage warriors who have not been softened by the civilized world. They are fearsome warriors with a particular distrust of magic and those who wield it. They know no fear in battle, cleaving enemies in two with their swords and axes, leaving woe and carnage in their wake.

A barbarian serves as a front line combatant in an adventuring party, forgoing any attempts at subtlety—the only solution they see lay on the sharpened edge of their axe. They typically shun villages and hate urban cities and formal religious temples, instead longing to dwell in the wild places of the world where they have only the strength of the arm and the mettle of their mind to tame the land.



WEAPON/ARMOR RESTRICTIONS: Barbarians shun the use of ranged weapons, seeing them as coward's tools. They can wield any melee weapon but may only wear leather armor or ring mail. They can use all types of shields.

KEEN INSTINCTS: Barbarians can detect concealed doors easier than other characters. They are able to discover secret and hidden doors on a 1–4 on 1d6 and may even notice such a door simply by passing near it if they roll 1–2 on 1d6. They cannot be surprised.

SAVAGE BLOWS: Barbarians receive +2 to all damage rolls made in melee combat.

TABLE 3-2: BARBARIAN ADVANCEMENT

LEVEL	XP	HD	BHB	ST
1	0	1d6+1	+1	15
2	2,500	1d6+1	+1	14
3	5,000	1d6 + 1	+2	13
4	10,000	+3	+3	12
5	20,000	+3	+3	11
6	40,000	+3	+4	10
7	80,000	+3	+5	9
8	160,000	+3	+5	8
9	320,000	+3	+6	7
10	640,000	+3	+7	6

SWIFT RUNNER: Barbarians are quicker than others of their race. They add +3 to their base movement, as determined by their race.

WILDERNESS SURVIVAL: Barbarians are adept at surviving in the wild places of the world and are always able to find food and water to sustain themselves when in the wilderness.

SAVING THROWS: Barbarians receive a +2 bonus to all saving throws made to resist spells and magical effects.

GATHER A HORDE: At 10th level the Barbarian will attract the service of 4d6+6 1st level Barbarians who will pledge themselves to him under the expectation that he will lead them to glory by traveling the land and raiding villages or engaging in endless bloodshed. These Barbarians do not count against the character's normal hiring limit, though if the player character does not provide ample opportunities for slaughter and glorious warfare, they will turn on their former chief and attempt to slay him.

XP BONUS FOR CONSTITUTION: A barbarian with a Constitution of 15 or higher receives a 5% bonus to all experience points earned.

HOUSE RULE: DEFILER OF MAGIC

Barbarians have a natural distrust or even hatred of magic items. At the referee's discretion, whenever a Barbarian encounters a magic item while adventuring he has a natural urge to destroy it and must make a saving throw to resist this urge.

3 ♦ CLASSES

BARD

REQUIREMENTS: INTELLIGENCE 8, CHARISMA 8, APPEARANCE 8

Traveling minstrels and wandering storytellers, the Bard learns a great many things in his journeys. Bards live on the road, moving from town to town where they sing for both their supper and the delight of peasants and kings alike. They easily take up the call for adventure and will often gladly join a party of adventurers in hopes of witnessing tales of glory first-hand.

Bards are not front-line combatants, nor are they masters of the arcane. Instead they touch upon both, and learn a bit of everything but master no single skill. As such, Bards are useful to adventuring parties who need a quick and dirty fix to a problem where a more specialized profession is not available. Knowledge and versatility are the stock and trade of the Bard, and that makes him invaluable.

WEAPON/ARMOR RESTRICTIONS: Bards have a diverse selection of weapons available to them, they may wield any one-handed melee weapon, any ranged weapon, and the staff. They are able to wear both leather armor, ring mail and chain mail, as well as use small and buckler shields.

LORE: Whenever a Bard encounters a magical item, he may examine it in order to discern its history. The referee rolls 1d6 and if the roll is equal to or below the Bard's rating in their Lore ability, the Bard can

HOUSE RULE: CHARMER

With the referee's permission, any time the Bard casts *Charm Person*, *Charm Monster* or *Confusion*, the target or targets suffer a -2 penalty to their saving throw to resist these effects.

TABLE 3-3: BARD CLASS & SPELL ADVANCEMENT

LEVEL	XP	HD	BHB	ST	LORE	SPELLS PER LEVEL		
						1	2	3
1	0	1d6	+0	15	1	—	—	—
2	1,250	+1	+0	14	1	1	—	—
3	2,500	1d6	+0	13	2	2	—	—
4	5,000	+2	+1	12	2	2	1	—
5	10,000	+1	+1	11	3	2	2	—
6	20,000	+1	+2	10	3	2	2	1
7	40,000	+2	+2	9	4	2	2	2
8	80,000	+1	+3	8	4	3	2	2
9	160,000	+1	+4	7	5	3	3	2
10	320,000	+2	+5	6	5	3	3	3

HOUSE RULE: INSPIRING PERFORMER

With the referee's permission, the Bard may attempt to inspire his allies in battle instead of casting a spell or attacking. The Bard must be able to speak, and in most cases makes use of a musical instrument to use this ability. While using this ability, all of the Bard's allies within thirty feet receive a +1 bonus to their Base Hit Bonus and any saving throws they attempt. This bonus remains in effect for as long as the Bard is performing.

any spells the Bard discovers. Reading from the book, the Bard presses his chosen spell formulae into his mind, "preparing" these spells. Once a prepared spell is cast, it disappears from the Bard's memory (until it is prepared again). It is possible to prepare a spell multiple times using the available "slots" in a Bard's memory/capability. If a Bard finds a scroll containing a Wizard spell while adventuring, he can copy it into his spell book.

SAVING THROW: A Bard receives a +2 bonus to any saving throws made vs. magic.

ESTABLISH A COLLEGE: At 10th level the Bard can choose to establish a college by building a campus. Once the campus is built he will attract students who will look to him for instruction in history and the ways of the minstrel. If the Bard does not establish a college, he can continue to wander.

XP BONUS FOR CHARISMA: A Bard with a Charisma of 15 or higher receives a 5% bonus to all experience points earned.

recall some information regarding the item's history or use. This may or may not reveal specific magical properties of that item, at the referee's discretion.

SPELL CASTING (2ND): Beginning at 2nd level, a Bard may cast Wizard Spells in a fashion exactly like a Wizard. However, unlike the Wizard, the Bard does not begin play with the foreknowledge of any spells. They must find Wizards to instruct them or recover spells from scrolls or other sources. Instead they begin play with a blank book in which to inscribe

HOUSE RULE: BARDIC THIEVERY

With the referee's permission, the bard may make use of the Thievery ability in a manner exactly like the thief class. However, all of the bard's uses of the Thief ability function as if the bard were a thief three levels lower than his actual level, to a minimum of one. Thus a 4th level bard would have a Thievery ability of 1, just like a 1st level thief.

3 ♦ CLASSES

CAVALIER

REQUIREMENTS: STRENGTH 8, CONSTITUTION 8.

CHARISMA 8

Cavaliers are knights in shining armor. Astride great chargers with their banners caught high in the morning breeze, they are the incarnation of chivalry in the world. They are masters of mounted and personal combat, usually serving a liege lord and seeking to bring justice and valor to the world.

When part of an adventuring company, Cavaliers serve as front-line warriors, diplomats and moral compasses. They are bound by a code of fealty and honor, expecting no less from those who fight beside them.

WEAPON/ARMOR RESTRICTIONS: Cavaliers are trained in all forms of weapons and armor—as well as all shields. They have no restriction in what weapons they may wield in combat, though they do not regularly use ranged weapons, preferring the honor found in melee combat.

HOSPITALITY: When a Cavalier travels to the realm of another lord and announces themselves it is expected that they will be granted hospitality. This includes a place to rest in the local lord's hall or castle, as well as attending meals and feasts. He can also expect that his horse will be attended and that basic accommodations will be provided to those in the Cavalier's retinue.

TOURNAMENT CHAMPION: Cavaliers are masters in all forms of tournament combat. They receive a +1 bonus to all “to-hit” rolls when wielding a mace, long sword, or lance. When fighting with a lance from horseback, they receive +2 to damage rolls.

SQUIRE (4TH): Beginning at 4th level, the Cavalier attracts the service of a first level fighter to serve as his squire. The squire will tend to his steed, weapons, and armor, as well as prepare his meals.

SAVING THROWS: Cavaliers receive a +2 bonus to all saving throws made to resist fear.



HOUSE RULE:

FEALTY

At the referee's discretion, a Cavalier must swear fealty to a noble lord who holds a castle and large tract of land. The Cavalier is expected to follow the command of his liege lord and if he breaks his vow of service, he cannot make use of his *Hospitality* ability.

TABLE 3-4: CAVALIER ADVANCEMENT

LEVEL	XP	HD	BHB	ST
1	0	1d6+1	+1	15
2	2,500	1d6	+1	14
3	5,000	1d6	+2	13
4	10,000	+2	+3	12
5	20,000	+2	+3	11
6	40,000	+2	+4	10
7	80,000	+2	+5	9
8	160,000	+2	+5	8
9	320,000	+2	+6	7
10	640,000	+2	+7	6

ESTABLISH KEEP: At tenth level, a Cavalier who chooses to build a castle is considered to have reached the rank of “Baron” or “Baroness,” bestowed by the local ruler or monarch. The character may choose to attract a body of men-at-arms, who will swear their fealty as loyal followers.

XP BONUS FOR CHARISMA: A Cavalier with a Charisma of 15 or higher receives a 5% bonus to all experience points earned.

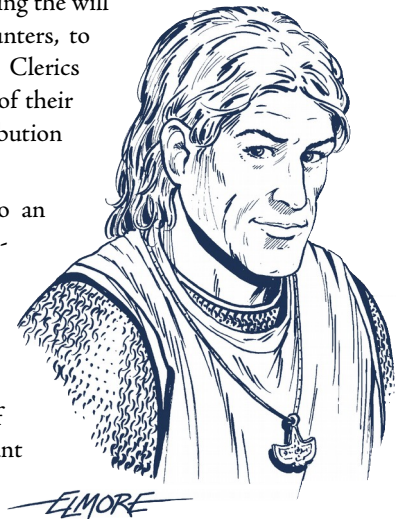
CLERIC

REQUIREMENTS: WILLPOWER 15, LAWFUL OR CHAOTIC IN ALIGNMENT

Clerics are armored champions of their faith, bringing the will of their god to the mortal realm. From witch-hunters, to hospitallers, to wandering defenders of the faith, Clerics are given the gift of healing in the righteous name of their god. They bring blessings to the devoted and retribution to the wicked.

The Cleric serves as an often needed support to an adventuring party, serving as healer and brother-in-arms. While not as combat capable as a fighter or cavalier, Clerics are capable of turning the tide of battle with their powerful magic.

WEAPON/ARMOR RESTRICTIONS: Though trained for battle, Clerics only wield the simplest of weapons and are restricted to using blunt weapons such as maces, flails and war hammers in battle. They may wear any armor and use any shield.



3 ♦ CLASSES

TABLE 3-5: CLERIC ADVANCEMENT

LEVEL	XP	HD	BHB	ST	SPELLS PER LEVEL				
					1	2	3	4	5
1	0	1d6	+0	15	—	—	—	—	—
2	1,500	1d6	+0	14	1	—	—	—	—
3	3,000	1d6	+0	13	2	—	—	—	—
4	6,000	+2	+1	12	2	1	—	—	—
5	12,000	+1	+1	11	2	2	1	—	—
6	24,000	+2	+2	10	2	2	1	1	—
7	48,000	+1	+2	9	2	2	2	1	1
8	96,000	+2	+3	8	2	2	2	2	2
9	192,000	+1	+4	7	3	3	3	2	2
10	384,000	+2	+5	6	3	3	3	3	3

SPELL CASTING: Clerics cast divine spells from the Cleric Spell list, as per the Cleric Advancement table. Each day, the Cleric prays for a certain set of spells, choosing any spells from the Cleric Spell list. Clerics of specific gods might have entirely different sets of spells as designed by the referee, but the standard Cleric uses the standard spell list.

It is important to remember that even though first-level Clerics do not have any available spell slots per *Table 3-5: Cleric Advancement*, they are still able to use the slots gained from having a Willpower of 15 or higher. Thus a first-level Cleric with a Willpower between 15 and 17 can prepare one first level spell and if their Willpower is 18, they're able to prepare two first-level spells. This progression would continue per *Table 3-5: Cleric Advancement* as the Cleric gains experience levels.

SAVING THROW: Clerics receive a +2 bonus on saving throws vs. poison and paralysis.

BANISHING UNDEAD: Clerics have the ability to “banish” the undead, causing them to flee or destroying them outright. When a turning attempt is made, roll 3d6 and consult *Table 3-6: Banishing Undead* (see opposite page) for the result.

If the result on the dice is equal to or greater than the number shown on the table, all undead creatures of the targeted type are turned and will flee for 3d6 rounds (or cower helplessly if they are unable to flee).

For Lawful Clerics, if the table indicates a “D” then the undead creature is destroyed automatically and will crumble to dust. For Clerics of Chaotic alignment, these undead creatures willingly aid the Cleric for a number of rounds equal to the Cleric's level before returning to their normal actions.

TABLE 3-6: BANISHING UNDEAD

UNDEAD HD	EXAMPLE	CLERIC LEVEL									
		1	2	3	4	5	6	7	8	9+	
1	Skeleton	10	7	4	D	D	D	D	D	D	
2	Zombie	13	10	7	4	D	D	D	D	D	
3	Wight	15	13	10	7	4	D	D	D	D	
4	Wraith	17	15	13	10	7	4	D	D	D	
5		—	17	15	13	10	7	4	D	D	
6	Mummy	—	—	17	15	13	10	7	4	D	
7	Spectre	—	—	—	17	15	13	10	7	4	
8	Vampire	—	—	—	—	17	15	13	10	7	
9–11		—	—	—	—	—	17	15	13	10	
12–18	Lich	—	—	—	—	—	—	17	15	13	
Varies	Demon	—	—	—	—	—	—	—	17	15	

ESTABLISH TEMPLE: At tenth level, a Cleric who chooses to build and dedicate a temple to a deity may attract a body of loyal followers who swear fealty to the character. If the Cleric changes alignment after establishing a Temple, the character will lose any followers (and probably face a mutiny).

XP BONUS FOR WILLPOWER: A Cleric with a Willpower of 18 receives a 5% bonus to all experience points earned.

DRUID

REQUIREMENTS: CONSTITUTION 8, WILLPOWER 15, MUST BE NEUTRAL ALIGNMENT

While Clerics serve gods and draw power from their faith, Druids serve the very essence of nature itself. They are as much of the earth as they are upon it. By communing with the natural world they are able to draw power from its agelessness and weave powerful magic. This, combined with their knowledge of the wilderness, gives them a unique skill set.

While Druids do often wander the world, they rarely do so as part of a group of adventurers. When they do join a party of adventurers, they serve as advisers, healers and guides. They are not particularly combative, though powerful Druids are capable of weaving earth-bending magic.

HOUSE RULE: DRUID ALIGNMENT

At the referee's discretion and if alignment is being used, Druids may be restricted to the neutral alignment only to reflect their connection and dedication to the forces of nature and the balance of the world.

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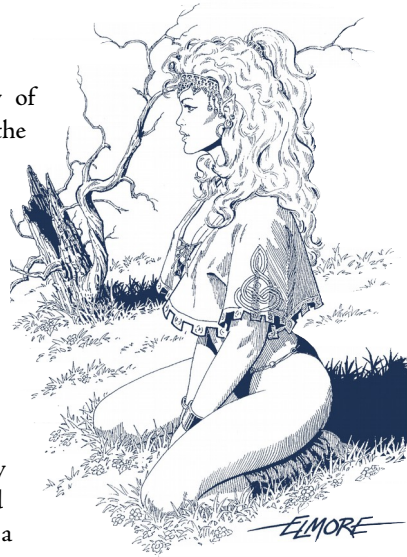
TABLE 3-7: DRUID CLASS ADVANCEMENT

LEVEL	XP	HD	BHB	ST	FORESTRY	SPELLS PER LEVEL				
						1	2	3	4	5
1	0	1d6	+0	14	2	—	—	—	—	—
2	1,500	1d6	+0	13	2	1	—	—	—	—
3	3,000	1d6	+0	12	2	2	—	—	—	—
4	6,000	+2	+1	11	3	2	1	—	—	—
5	12,000	+1	+1	10	3	2	2	1	—	—
6	24,000	+2	+2	9	3	2	2	1	1	—
7	48,000	+1	+2	8	4	2	2	2	1	1
8	96,000	+2	+3	7	4	2	2	2	2	2
9	192,000	+1	+4	6	4	3	3	3	2	2
10	384,000	+2	+5	5	5	3	3	3	3	3

WEAPON/ARMOR RESTRICTIONS: Druids are not combative by nature and limit themselves to simple weapons made primarily of natural substances. They may only wield the following weapons: club, dagger, hand axe, sling, spear, and staff. They may wear leather armor only, but can use small or buckler shields.

FORESTRY: Druids are most at home in the wilderness, among the flora and fauna of the world. Their *Forestry* ability may be used to track both humanoids and animals in natural environments. When in these natural environments, *Forestry* may also be used to remain both unseen and silent. Finally, when a Druid encounters a natural wild beast he may utilize this ability in an attempt to sooth and calm such an animal. To use the ability, the referee rolls 1d6. If the number rolled is equal to or below the Druid's forestry ability, he has succeeded.

SAVING THROW: Druids receive a +2 bonus to all saving throws made to resist damage from cold, fire and poisons.



HOUSE RULE: DRUIDIC LANGUAGE

With the referee's permission, all Druids automatically speak a shared language known simply as Druidic. It is never taught to outsiders and is used by Druids to communicate privately on matters that concern only them.

SPELL CASTING: The Druid gains the ability to cast divine spells from the Cleric Spell list as per Table 3–7: *Druid Class Advancement*. Each day the Druid meditates in a natural location such as a grove, forest or cave for a certain set of spells, choosing any spells from the Cleric Spell list. Druids who worship specific gods might have entirely different sets of spells as determined by the referee, but the standard Druid has the standard Cleric spell list.

Druids do *not* gain the ability to prepare extra spells due to a high Willpower, unlike Clerics.

ESTABLISH GROVE: At seventh level a Druid can choose to establish a grove in an area deep in the wild places of the world. There he will attract the service of all local wildlife and is expected to work to protect both the animals and the land.

XP BONUS FOR CONSTITUTION: A Druid with a Constitution of 15 or higher receives a 5% bonus to all experience points earned.

HOUSE RULE: DRUIDIC ORDERS

At the referee's discretion, when a Druid reaches 7th level or higher they must find another Druid of the same level and defeat him in single combat—though not necessarily slay him—in order to advance in level. This must be done again for each additional level the Druid gains past 7th and reflects the Druid proving himself capable and worthy in the great druidic order of the world.

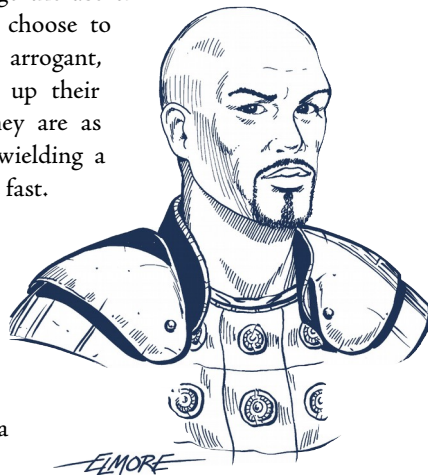
DUELIST

REQUIREMENTS: STRENGTH 6, DEXTERITY 8

Armed with only a sword and wearing the lightest of armor, a Duelist relies on lightning reflexes and skill to bring him victory in battle.

Duelists are master swordsmen who forgo the use of armor or ranged weapons and instead choose to master a single weapon. They are often arrogant, though they possess the skill to back up their bravado. With only sword in hand, they are as deadly as any warrior in heavy armor wielding a battle axe or polearm—and often twice as fast.

Duelists serve a similar purpose as fighters in most adventuring parties, literally living and dying by their sword. Their focused training grants them unmatched ability with a blade, but can leave them unable to defend themselves if they are without a sword.



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TABLE 3–8: DUELIST ADVANCEMENT

LEVEL	XP	HD	BHB	ST	AC [AAC]
1	0	1d6+1	+1	15	–3 [+3]
2	2,500	1d6	+1	14	–4 [+4]
3	5,000	1d6	+2	13	–4 [+4]
4	10,000	+2	+3	12	–5 [+5]
5	20,000	+2	+3	11	–5 [+5]
6	40,000	+2	+4	10	–6 [+6]
7	80,000	+2	+5	9	–6 [+6]
8	160,000	+2	+5	8	–7 [+7]
9	320,000	+2	+6	7	–7 [+7]
10	640,000	+2	+7	6	–8 [+8]

WEAPON/ARMOR RESTRICTIONS: Duelists are very narrowly trained when it comes to weaponry and armor. They are only able to wield clubs, daggers, long swords and short swords in combat and may only wear leather armor or ring mail. Because they favor speed and mobility, they may only use buckler shields.

ARMOR CLASS BONUS: Duelists are agile and light-footed, receiving a bonus to their armor class based on their level as denoted on *Table 3–8: Duelist Advancement*.

LIGHTNING REFLEXES: Duelists are only surprised on a roll of 1 on 1d6 when rolling for surprise at the beginning of combat.

MASTER SWORDSMAN: Duelists receive +2 to their “to-hit” and damage rolls when wielding a long sword or short sword.

SAVING THROW: Duelists receive a +2 bonus to any saving throw made to reduce or avoid the effects of any trap, magical or mundane.

ESTABLISH FIGHTING ACADEMY: At 10th level the Duelist can choose to purchase a building in an urban environment and begin instructing others in the way of the sword. If he spends at least three months a year serving as a fencing master, he earns $1d6 \times 500$ gold pieces.

XP BONUS FOR DEXTERITY: A Duelist with a Dexterity of 15 or higher receives a 5% bonus to all experience points earned.

HOUSE RULE: FLORENTINE STYLE

With the referee's permission, a Duelist may fight with a short sword or dagger in their off hand. This grants him a second attack each combat round, with the damage inflicted determined by the weapon wielded.

FIGHTER

REQUIREMENTS: STRENGTH 8

Fighters are soldiers, warrior, and mercenaries. They are trained in an arsenal of weapons and can wear all manner of protection. They serve as front-line combatants and their ability to lay waste to a lesser enemy on the battlefield is legendary.

These versatile warriors serve as the backbone of many adventuring parties. Often a few Fighters are able to hold off a horde of lesser foes and are the only thing standing between their allies and certain death.

WEAPON/ARMOR RESTRICTIONS: Fighters have no restrictions on the kind of weapons, armor, or shield they can use.

COMBAT MACHINE: Against foes of one hit dice (HD) or fewer, Fighters get one attack per level each combat round.

WEAPON SPECIALIZATION: At first level a Fighter may elect to specialize in one weapon type such as long bow, long sword, or battle axe—but not broad groups like “swords,” “bows” or “axes.” When wielding their specialized weapon, they receive a +1 bonus to their “to hit” rolls and +2 to their damage rolls. At fourth level they may attack twice with their specialized weapon.

SAVING THROW: Fighters receive a +2 bonus on saving throws vs. death and poison.

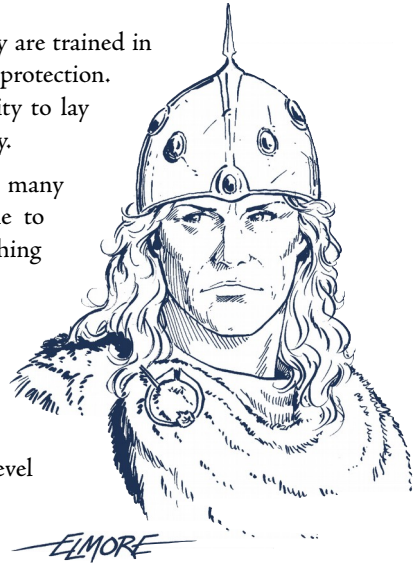


TABLE 3-9: FIGHTER ADVANCEMENT

LEVEL	XP	HD	BHB	ST
1	0	1d6+1	+1	15
2	2,000	1d6	+1	14
3	4,000	1d6	+2	13
4	8,000	+2	+3	12
5	16,000	+2	+3	11
6	32,000	+2	+4	10
7	64,000	+2	+5	9
8	128,000	+2	+5	8
9	256,000	+2	+6	7
10	512,000	+2	+7	6

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XP BONUS FOR STRENGTH: A Fighter with a Strength of 15 or higher receives a 5% bonus to all experience points earned.

ESTABLISH STRONGHOLD: At tenth level, a Fighter who chooses to build a castle is considered to have reached the rank of “Baron” or “Baroness,” bestowed by the local ruler or monarch. The character may choose to attract a body of men-at-arms, who will swear their fealty as loyal followers.

JESTER

REQUIREMENTS: DEXTERITY 8, INTELLIGENCE 8, LUCK 8

Call them fools, call them pranksters, call them buffoons—the Jester is most often found in the courts of kings to serve as entertainment. But their specialized skill set can be put to unique use and more than one Jester has found himself in an adventuring party after making a particularly sharp jape at a noble who will suffer no fools in their presence.

Jesters are often regarded as a nuisance or liability to an adventuring party, but their ability to enrage and distract foes can turn the tide of battle and they are welcomed by downtrodden peasants who are long overdue for a bit of mirth and merriment.

HOUSE RULE: MIND OF MADNESS

With the referee's permission, it may be ruled that Jesters are immune to any spells or effects that would cause insanity due to their already slightly fractured minds.

WEAPON/ARMOR RESTRICTIONS: Jesters are not suited for combat. They may use clubs, daggers, light crossbows, slings, and short swords in combat. They may wear leather armor and use buckler shields.

TABLE 3-10: JESTER ADVANCEMENT

LEVEL	XP	HD	BHB	ST	FOOLERY	SPELLS PER LEVEL		
						1	2	3
1	0	1d6	+0	13	1	—	—	—
2	2,000	+1	+0	12	1	1	—	—
3	4,000	1d6	+0	11	2	2	—	—
4	8,000	+2	+1	10	2	2	1	—
5	16,000	+1	+1	9	3	2	2	—
6	32,000	+1	+2	8	3	2	2	1
7	64,000	+2	+2	7	4	2	2	2
8	128,000	+1	+3	6	4	3	2	2
9	256,000	+1	+3	5	5	3	3	2
10	512,000	+2	+4	4	5	3	3	3

FOOLERY: Jesters are trained physical performers. They may use their foolery ability to perform acts of sleight of hand (such as palming a small object and picking pockets), climbing sheer surfaces without tools, tumbling, and even catching or juggling objects which are thrown at them (like daggers or hand axes). When a Jester uses this ability he rolls 1d6 and if the result is equal to or lower than his Foolery rating, he is successful.

LUCKY: Jesters have an uncanny luck. They are only surprised on a 1 on 1d6 when rolling for surprise at the beginning of combat and receive a -2 [+2] bonus to their Armor Class at all times.

SPELLS: Beginning at 2nd level, a Jester may cast Wizard Spells in a fashion exactly like a Wizard. However, unlike the Wizard, a Jester does not begin play with the foreknowledge of any spells. They must find Wizards to instruct them or recover spells from scrolls or other sources. Instead they begin play with a blank book in which to inscribe any spells the Jester discovers. Reading from the book, the Jester presses his chosen spell formulae into his mind, "preparing" these spells. Once a prepared spell is cast, it disappears from the Jester's memory (until it is prepared again). It is possible to prepare a spell multiple times using the available "slots" in a Jester's memory/capability. If a Jester finds a scroll containing a Wizard spell while adventuring, he can copy it into his spell book.

TAUNT: A Jester can taunt his opponents. When a Jester uses this ability, all enemies within 60' of the Jester who can understand what he is saying become so infuriated that they suffer a -2 penalty on all "to-hit" rolls for the remainder of combat unless they make a successful saving throw. If the Jester is slain during that combat, this effect ends.

SAVING THROWS: Jesters receive a +2 bonus to all saving throws made to resist mind-affecting spells like *Charm Person* or *Confusion*.

ESTABLISH PATRONAGE: At 10th level the Jester has earned the attention of a king or other powerful lord who offers him a position at his court as the Court Jester. As long as the Jester performs regularly at the court he can live safely and lavishly.

XP BONUS FOR LUCK: A Jester with a Luck of 15 or higher receives a 5% bonus to all experience points earned.

MONK

REQUIREMENTS: STRENGTH 8, DEXTERITY 8, WILLPOWER 8

Monks are warriors dedicated to physical and mental perfection. They forgo physical trappings in favor of discipline, constantly testing both body and spirit. While most Monks spend their lives in hidden monasteries, some choose to wander the world in hopes of finding new challenges to test their training.

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TABLE 3-11: MONK ADVANCEMENT

LEVEL	XP	HD	BHB	ST	STEALTH	UNARMED DAMAGE	AC [AAC] BONUS
1	0	1d6	+0	12	2	1d6-1	-4 [+4]
2	2,000	1d6	+1	11	2	1d6-1	-4 [+4]
3	4,000	1d6	+2	10	2	1d6-1	-5 [+5]
4	8,000	+2	+2	9	3	1d6	-6 [+6]
5	16,000	+2	+3	8	3	1d6	-6 [+6]
6	32,000	+2	+4	7	3	1d6	-7 [+7]
7	64,000	+2	+4	6	4	1d6+1	-8 [+8]
8	128,000	+2	+5	5	4	1d6+1	-8 [+8]
9	256,000	+2	+6	4	4	1d6+1	-9 [+9]
10	512,000	+2	+6	3	5	2d6	-10 [+10]

While a Monk is neither as martial as a Fighter nor as stealthy as a Thief, they are nevertheless welcome in many adventuring companies for their diverse skill set and the fact that they do not typically rely on a large number of magic items for survival. A Monk is concerned, first and foremost, with achieving enlightenment both within and without.

WEAPON/ARMOR RESTRICTIONS: Monks typically forgo the use of weapons, relying instead on their proficiency in unarmed combat. They will sometimes make use of daggers, a quarterstaff, or a sling, but are otherwise prohibited from using any other weapons. They do not wear armor or use shields.

UNARMED COMBAT: Monks specialize in perfecting their bodies, including mastery of unarmed combat. When fighting without a weapon they inflict damage based on *Table 3-11 Monk Advancement*, as shown under the *Unarmed Damage* listing. Beginning at 4th level, the Monk's unarmed attacks are considered to be the equivalent of magical weapons for the purposes of damaging monsters who are immune to mundane attacks. At 9th level their unarmed attacks are considered to be the equivalent of +2 weapons for these purposes.



HOUSE RULE: INCREASED MOVEMENT

With the referee's permission Monks may earn a higher movement rate than other characters as they increase in level. Their movement increases to 15 at 4th level and 18 at 8th level.

HOUSE RULE: VOW OF POVERTY

At the referee's discretion Monks may be limited in the number of magical items and treasure they are allowed to keep. They may only keep 10% of non-magical treasure they discover and may only carry two magical weapons and six other magical items.

ARMOR CLASS BONUS: Monks do not wear armor, but instead train to dodge attacks and roll with otherwise lethal blows. They receive a bonus to their Armor Class based on their level, as shown above.

STEALTH: The Monk is quite skilled at remaining both silent and unseen in any environment. To use the ability, the referee rolls 1d6. If the number rolled is equal to or below the

Monk's stealth ability, he has succeeded and remains both unnoticed and unheard until he takes an action that would reveal him.

MEDITATION (4TH): When a Monk reaches 4th level he may enter a meditative state once per day in an effort to recover from any one of a number of injuries. This meditation lasts one minute and if it is interrupted the benefits are lost and the Monk must wait until tomorrow to try again. When the meditation successfully ends, the Monk can choose one of the following benefits to apply to *himself only*: healing 2d6+2 points of damage, *cure disease* (as the Cleric spell), or *neutralized poison* (as the Cleric spell),

ESTABLISH MONASTERY: At 10th level, the Monk earns the title of "Master" and can establish a monastery in a secluded location—often a mountain top. Young initiates will arrive regularly seeking training from the Master and will maintain the monastery in return for training.

XP BONUS FOR WILLPOWER: A Monk with a Willpower of 15 or higher receives a 5% bonus to all experience points earned.

HOUSE RULE: DISCIPLINED MIND

At the referee's discretion and if alignment is being used Monks may be limited to lawful alignment only. This reflects the strict discipline and dedication needed to achieve their unique abilities.

PALADIN

REQUIREMENTS: STRENGTH 8, WILLPOWER 12, CHARISMA 12, LAWFUL ALIGNMENT ONLY.

Paladins are holy warriors. If Clerics are the broad shield of the church, then the Paladin is the righteous sword. Clad in shining armor and astride a white charger, the Paladin is the living embodiment of chivalry and virtue.

Paladins are extremely skilled warriors and their dedication and piety has granted them a resilience against the forces of darkness and the ability to pray to their god for divine blessings. While they are capable of extraordinary feats of heroism, a Pal-

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TABLE 3-12: PALADIN ADVANCEMENT

LEVEL	XP	HD	BHB	ST	SPELLS PER LEVEL		
					1	2	3
1	0	1d6+1	+1	12	—	—	—
2	2,500	1d6	+1	11	—	—	—
3	5,000	1d6	+2	10	—	—	—
4	10,000	+2	+3	9	1	—	—
5	20,000	+2	+3	8	2	—	—
6	40,000	+2	+4	7	2	1	—
7	80,000	+2	+5	6	2	2	1
8	160,000	+2	+5	5	2	2	2
9	320,000	+2	+6	4	3	2	2
10	640,000	+2	+7	3	3	3	2

adin typically demands that his adventuring companions strive to maintain the same upright ethics to which he holds.

WEAPON/ARMOR RESTRICTIONS: Paladins are highly trained combatants and have no restrictions regarding weapons, armor, or shields.

HEALING TOUCH: Once per day a Paladin may touch a wounded individual and heal them for a number of hit points equal to his current level.

SPELL CASTING (4TH): When a Paladin reaches fourth level they may cast Cleric Spells per *Table 3-12: Paladin Advancement*. Each day the Paladin prays for a certain set of spells, choosing any spells from the Cleric Spell list. Paladins of specific gods might have entirely different sets of spells as determined by the referee, but the standard Paladin has the standard Cleric spell list.

Paladins do *not* receive bonus spells if they have a high Willpower attribute.

HOUSE RULE: DISEASE IMMUNITY

With the referee's permission, a Paladin is immune to all diseases mundane and magical. In addition, the Paladin may expend his *Healing Touch* power to cure an individual afflicted with a disease instead of restoring hit points.



HOUSE RULE: PALADIN WEALTH

At the referee's discretion, a Paladin may be required to donate up to 90% of their wealth to a charity or church of Good/Law alignment. In addition, the Paladin is typically restricted in the number of magical items they are permitted to carry. This normally includes no more than four magical weapons, one set of magical armor, one magical shield and ten other miscellaneous magical items, though the exact details of this restriction are defined by the referee.

HOUSE RULE: BANISHING UNDEAD

With the referee's permission, a Paladin of third level or higher may *Banish Undead* in a manner exactly like a Cleric of two levels lower than the Paladin's level.

ESTABLISH TEMPLE: At tenth level, a Paladin who chooses to build and dedicate a temple to a deity may attract a body of loyal followers who swear fealty to the character. If the Paladin changes alignment after establishing a Temple, the character will lose any followers (and probably face a mutiny).

XP BONUS FOR STRENGTH: A Paladin with a Strength of 15 or higher receives a 5% bonus to all experience points earned.

RANGER

REQUIREMENTS: STRENGTH 8, CONSTITUTION 8, WILLPOWER 8

Rangers are woodsmen, trackers, and hunters who wander the wild places of the world. They have learned to live off the land as well as being trained as skilled warriors. Traveling light, they hunt giants and goblins in the dangerous places of the world—slaying them wherever these vile creatures are found.

The Ranger is a welcome addition to an adventuring party, because in addition to their combat prowess they are skilled when it comes to identifying the dangers of the wilderness as well as tracking down elusive foes. They prefer the life of an adventurer and rarely settle in a single location. The rare Ranger who chooses to retire often does so in a wild and secluded area where he can remain far from the reach of the civilized world.

**HOUSE RULE:
RANGER WEALTH**

At the referee's discretion, a Ranger may be limited in the amount of wealth they are allowed to hoard. This reflects the nomadic nature of the Ranger. If this rule is used, a Ranger may not retain more coins, valuables, or magical items than they are able to carry on their person.

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TABLE 3-12: RANGER CLASS ADVANCEMENT

LEVEL	XP	HD	BHB	ST	FORESTRY
1	0	1d6	+0	16	2
2	2,500	1d6	+1	15	2
3	5,000	1d6	+2	14	2
4	10,000	+2	+2	13	3
5	20,000	+2	+3	12	3
6	40,000	+2	+4	11	3
7	80,000	+2	+4	10	4
8	160,000	+2	+5	9	4
9	320,000	+2	+6	8	4
10	640,000	+2	+6	7	5

TABLE 3-13: RANGER SPELL ADVANCEMENT

RANGER LEVEL	WIZARD SPELLS PER LEVEL			CLERIC SPELLS PER LEVEL		
	1	2	3	1	2	3
5	1	—	—	—	—	—
6	2	—	—	1	—	—
7	2	1	—	2	—	—
8	2	2	—	2	1	—
9	2	2	1	2	2	—
10	2	2	2	2	2	1

HOUSE RULE: SPELL-CASTING RANGERS

With the referee's permission, a Ranger may cast both Cleric Spells and Wizard Spells when he reaches 5th level, using the chart above. Rangers pray for and cast Cleric Spells in a manner exactly like a normal Cleric. Wizard Spells are learned and cast in a manner exactly like a Wizard and Rangers must maintain a spell book from which they memorize their Wizard spells each day. Exactly which spells are in the spell book is determined by the referee, though typically a Ranger begins with a blank book and must find scrolls through adventuring or discover a mentor to teach them Wizard Spells.

Rangers never receive bonus spells due to a high Intelligence or Willpower attribute.

WEAPON/ARMOR RESTRICTIONS: Rangers are nearly as skillful as Fighters in battle and equally well trained. They may wield any weapon in combat as well as utilize leather, ring mail, chain mail, small shields and buckler shields to protect themselves.

FORESTRY: Rangers are most at home in the wilderness, among the flora and fauna of the world. Their *Forestry* ability may be used to track both humanoids and animals in natural environments. When in these natural environments, *Forestry* may also be used to remain both unseen and silent. Finally, when a Ranger encounters a natural wild beast he may utilize this ability in an attempt to sooth and calm such an animal. To use the ability, the referee rolls 1d6. If the number rolled is equal to or below the Ranger's *Forestry* ability, he has succeeded.

GIANT-SLAYER: When fighting bugbears, giants, goblins, and hobgoblins, a Ranger may add his Base Hit Bonus to his weapon damage in combat.

SAVING THROW: A Ranger receives a +2 to bonus to any saving throws made vs. poison.

CONSTRUCT LODGE (8TH): When a Ranger reaches 8th level they can choose to build a small hunting lodge or cabin in a secluded wilderness area, such as deep in the forest. From here many rangers maintain a network of communications via trained birds or other woodland creatures which relay messages between lodges about the dangers in the many wild places of the world. The Ranger does not attract followers in this fashion.

XP BONUS FOR CONSTITUTION: A Ranger with a Constitution of 15 or higher receives a 5% bonus to all experience points earned.

HOUSE RULE:

TWO-WEAPON FIGHTING

With the referee's permission, a Ranger may fight with a one-handed melee weapon in each hand. This grants him a second attack each combat round, with the damage inflicted determined by the weapon wielded.

THIEF

REQUIREMENTS: DEXTERITY 8

While there are many who wield sword and spell while exploring tombs and dungeons, the Thief hopes to recover lost riches through the use of guile and stealth. Though trained in arms, he is not a combatant by trade. Instead he strikes from the shadows and his keen eyes see dangers that his companions do not. Thieves are rarely noble, but are more often pragmatic professionals looking for opportunities to rapidly amass great wealth. Still, their unique skill set makes them very useful to dungeoneers and explorers and there are some among their ilk who hold to a code of "honor among thieves."

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TABLE 3-14: THIEF CLASS ADVANCEMENT

LEVEL	XP	HD	BHB	ST	THIEVERY
1	0	1d6	+0	14	1
2	1,250	+1	+0	13	1
3	2,500	1d6	+0	12	2
4	5,000	+2	+1	11	2
5	10,000	+1	+1	10	3
6	20,000	+1	+2	9	3
7	40,000	+2	+2	8	4
8	80,000	+1	+3	7	4
9	160,000	+1	+4	6	5
10	320,000	+2	+5	5	5

Thieves often go equipped with but a few weapons and only light armor, but instead rely on picks and tools for survival. When combat does arise, they fade into the darkness, ready to plunge a dagger into the backs of unsuspecting foes who are otherwise occupied. The rare Thief who manages to amass fortune and glory is likely to retire and start a guild of others with similar skills. In return for a cut of their take, he provides security, protection and news of ripe pickings just waiting to be plundered.



HOUSE RULE: THIEF'S CANT

With the referee's permission, a Thief may receive a free language: *Thief's Cant*. This is less a formal language and more a form of lingo and double-speak that is used between thieves to communicate in public places about illegal activities without being understood by outsiders. If this ability is used, its use is automatic. As long as both the speaker and listener are thieves and they are able to hear one another, they can communicate effectively—though only in matters directly related to their profession.

HOUSE RULE: PROFICIENT CLIMBER

With the referee's permission, a Thief may be more skilled at free-handed climbing than at other uses of the Thievery ability. If this option is used, the Thief is considered to be 4 levels higher when Thievery checks are made to climb in this fashion, to a maximum effective level of 10.

WEAPON/ARMOR RESTRICTIONS:

Thieves are agile and skilled in combat. They may wield any weapon. However, they prefer to rely on their reflexes and quickness over heavy armor which impedes their other abilities. They may only wear leather armor and use buckler shields.

BACK STAB: Thieves prefer to catch their foes unaware and strike from positions of advantage. Any time a Thief attacks an opponent who is unaware of their presence, the Thief receives a +2 bonus to their Base Hit Bonus. If the attack is successful, the Thief doubles the damage rolled and ignores his target's Reduction Value.

SAVING THROW: Thieves receive a +2 bonus to any saving throw made to reduce or avoid the effects of any trap, magical or mundane.

THIEVERY: Thieves are stealthy and light-footed. The *Thievery* ability may be used for any number of clandestine or stealth-based actions. From picking pockets or locks, discovering and disarming traps, remaining silent and hidden while moving or even climbing walls free-handed—these talents are reflected in the ability of Thievery. The referee has the final say as to whether an action falls under the purview of thievery or not. When the Thief attempts to use this ability the referee rolls 1d6. If the result of the roll is equal to or lower than their rating in the thievery ability, the Thief is successful in their attempt. Thieves are not often aware of when their attempts to remain stealthy fail, and the Thief always *believes* he is successful. When a Thief fails using this ability while free-climbing a wall or disarming a trap, they can endanger themselves with either a great fall or by being in the path of a poisonous dart or concealed trap.

HOUSE RULE: DECIPHER LANGUAGES

With the referee's permission, a Thief may use his Thievery ability to decipher maps, scripts and unknown languages. In the case of scripts and languages, the Thief is only able to glean the general meaning of the text when he successfully uses this ability. In addition, if the referee allows it, the *Decipher Languages* ability may be used to read Cleric and Wizard spells from scrolls in order to cast them. If a Thief fails when attempting to cast spells from a scroll, the scroll is wasted, its magic expended, and in all likelihood there is a spectacular magical backlash that will likely endanger the Thief or others. The details of this magical backlash are determined by the referee.

HOUSE RULE: POISON USE

With the referee's permission, a Thief may be knowledgeable regarding the uses of poison. If he has access to poison he can apply it to his weapons without any fear of accidentally poisoning himself and receives a +2 bonus to any saving throw made to resist the effects of a poison.

3 ♦ CLASSES

ESTABLISH GUILD (9TH): A Thief of ninth or higher level may choose to establish a secret hideout, often in an urban location. He will attract the attention and service of other, lower-leveled, thieves who hope to learn from a master. He is known as a *Guild Master*, and those who arrive are members of his Thieves Guild. In return for a cut of their earnings, the Thief will provide these apprentices with protection from local law enforcement as much as he is able. If the Thief is unable to protect these apprentices, they are likely to turn on him in hopes of finding a more capable guild master.

XP BONUS FOR DEXTERITY: A Thief with a Dexterity of 15 or higher receives a 5% bonus to all experience points earned.

WIZARD

REQUIREMENTS: INTELLIGENCE 15

Whether they are known as an arcanist, witch-doctor or sorcerer, the Wizard is the unrivaled master of the arcane. Capable of bringing about arcane enchantments with a few gestures of his hand and whispered spidery words, the Wizard harnesses power beyond the ken of most mortal beings.

The art of magic, however, takes a toll and Wizards are a frail lot. With no martial training they are capable of wielding but the most meager of weapons and can wear no mundane protection. But with time and patience, they can harness unimaginable power.

WEAPON/ARMOR RESTRICTIONS: Wizards may only wield daggers or staves, and are not allowed the use of armor or shields.

TABLE 3-15: WIZARD ADVANCEMENT

LEVEL	XP	HD	BHB	ST	SPELLS PER LEVEL				
					1	2	3	4	5
1	0	1d6	+0	15	1	—	—	—	—
2	2,500	+1	+0	14	2	—	—	—	—
3	5,000	1d6	+0	13	3	1	—	—	—
4	10,000	+1	+1	12	4	2	—	—	—
5	20,000	+1	+1	11	4	2	1	—	—
6	40,000	+1	+1	10	4	2	2	—	—
7	80,000	+1	+2	9	4	3	2	1	—
8	160,000	+1	+2	8	4	3	3	2	—
9	320,000	+1	+2	7	4	3	3	2	1
10	640,000	+1	+3	6	4	4	3	2	2

MAGICAL AWARENESS: All Wizards can cast the *Detect Magic* spell at will by simply concentrating for a single round. If the Wizard spends an hour or more examining a magic item and makes a successful saving throw, they can identify the specific properties and abilities of a magic item.

SPELL CASTING: Unlike the cleric, the Wizard owns a book of spells—which does not necessarily include all of the spells on the standard lists. Reading from this book, the Wizard presses a select spell formula into his mind, effectively “preparing” it to be cast. Once a prepared spell is cast, the spell formulae disappears from the Wizard’s mind, and must be prepared again before another attempt can be made to cast it. However, it is possible to prepare a spell multiple times using the available “slots” in the Wizard’s memory. If the Wizard finds spell scrolls during an adventure, he can copy them into his spell book or cast the spell directly from the scroll—but doing so expends the scroll’s magic and makes it impossible for the Wizard to scribe it into his spell book later.



BUILD TOWER: At tenth level, the Wizard can build a tower or other personal stronghold. There he will put together a library of lore, an alchemist’s lab, and other trappings of magical research. From this tower he can take on an apprentice and has the resources to construct magic items.

SAVING THROW: Wizards receive a +2 bonus on saving throws vs. spells—including those cast from wands and staves.

EXPERIENCE BONUS FOR INTELLIGENCE: A Wizard with an Intelligence of 18 receives a 5% bonus to all experience points earned.

4 ♦ EQUIPMENT



EQUIPMENT

Each character starts with a number of gold pieces determined by their profession at first level. This can be used to buy equipment. One gold piece (gp) is worth 10 silver pieces (sp) or 100 copper pieces (cp). Prices for equipment are listed on the tables below in amount of gold pieces. The Referee is encouraged to include additional items and equipment.

EQUIPMENT WEIGHT

A “normal” level of miscellaneous equipment is assumed to weigh 10 pounds. If treasure is added to this, each coin and gem is assumed to weigh 0.1 pound.

ADVENTURING GEAR DESCRIPTIONS

ANIMAL TRAP: This is a small cage trap used to catch a creature no larger than a hare. Each hour it remains set and baited in the proper area there is a 1 in 1d6 chance that it will catch a suitable creature.

BACKPACK: This leather backpack is capable of holding up to thirty pounds of gear.

BEDROLL: A bedroll is a large padded blanket or sleeping bag that can keep a traveler warm and a bit more comfortable while resting in the wilderness.

BELLADONA: This plant is extremely toxic and can be used to make poisons. It is also known as deadly nightshade. It is sold in bunches.

BELT POUCH: This small leather pouch can be easily hung from a belt. It can hold up to five pounds.

BOTTLE OF WINE: A single one gallon bottle of wine of fair quality.

TABLE 4-1: ADVENTURING GEAR

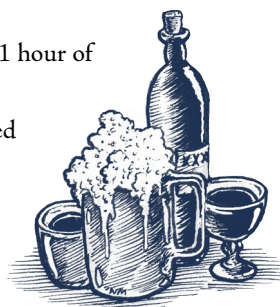
ADVENTURING GEAR	COST (GP)	ADVENTURING GEAR	COST (GP)
Animal Trap	10	Holy Symbol (wooden)	2
Backpack	5	Holy Symbol (silver)	25
Bedroll	2	Holy Water (vial)	25
Belladonna, bunch	10	Jeweler's Glass	100
Belt Pouch	1	Journal (blank)	50
Bottle of Wine	1	Lantern	5
Candle (12)	1	Mirror (handheld)	5
Case (map or scroll)	3	Music Instrument	1–10 gp
Cloak	1	Net (10 ft. × 10 ft.)	10
Cloth (bolt)	5	Oil (pint)	2
Clothing, Commoner	1	Pole (10 ft.)	1
Clothing, Traveling	3	Rations, trail (1 day)	1
Clothing, Fine	10	Rations, dried (1 day)	3
Compass	50	Rope, hemp (50 ft.)	1
Crowbar	5	Rope, silk (50 ft.)	5
Deck of Cards	2	Sack (15 lbs. capacity)	1
Dice, bone (pair)	1	Sack (30 lbs. capacity)	2
Falcon (trained)	100	Shovel	5
Fishing Tackle	1	Spellbook (blank)	100
Fishing Pole	1	Spikes, iron (12)	1
Flint and Steel	5	Stakes, wooden (12)	1
Frying Pan	2	Tent	20
Garlic (1 lb.)	10	Tool Kit	25
Grappling Hook	5	Torches (6)	1
Hammer (small)	2	Waterskin	1
Healer's Kit	5	Whetstone	1
Helmet	10	Wolfsbane	10

CANDLE: This wax rod has a wick in it. When lit it provides 1 hour of illumination at a distance of ten feet.

CASE: These water tight cases are made of ivory and are used to carry scrolls, map and leafs of parchment.

CLOAK: A simple traveler's cloak of heavy cloth.

CLOTH: A bolt of heavy spun cloth measuring approximately 40 yards in length.



4 ♦ EQUIPMENT

CLOTHING: Common clothing is worn most often by peasants, farmers and tradesmen. Traveling clothing is heavier and more durable and usually comes with a stout pair of leather boots. Fine clothing is silk cut, sewn and dyed for nobles and aristocrats.

COMPASS: Expensive and difficult to craft, a compass allows the user to automatically determine magnetic north. They are delicate and can be easily broken if dropped or jostled. Large deposits of naturally magnetic metals can also render them ineffective.

CROWBAR: An iron bar approximately four feet in length that is spiked on one end and brought to a broad flat head on the other. It is often used to pry open stuck doors or leverage large objects.

DECK OF CARDS: A deck of playing or soothsaying cards commonly used by gamblers and other ne'er-do-wells. Marked decks can be purchased for twice the listed cost.

DICE: Sold in pairs, these knuckle bones are used in games of chance and have six sides each. Loaded dice can be purchased for twice the listed cost.

FALCON: Trained falcons are expensive, but can be commanded to fly and return to their owners, as well as hunt for small game such as squirrel.

FISHING TACKLE: Fishing tackle includes a length of fishing line, weights and other associated trappings. It usually comes in a small wooden box.

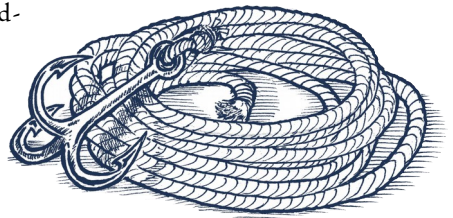
FISHING POLE: Little more than a length of wood with a small line covered in protective wax which ends in a small hook. Typically used by peasants and farmers in small streams, rivers and lakes.

FLINT AND STEEL: Stored in a small metal tin, flint and steel is used to create a spark and is used to start camp and cook fires.

FRYING PAN OR COOK POT: Cast iron and great for a meal! Cook pots can hold up to 3 gallons.

GARLIC: Whether seasoning for dinner or warding off evil, garlic is a common sight.

GRAPPLING HOOK: A many pronged metal hook which is typically secured at the end of a length of rope. It is used to assure a rope's security before ascents are attempted.



HAMMER: A small, hand held hammer—often used to drive spikes or stakes.

HEALER'S KIT: This simple wooden box contains linen bandages, salves and healing herbs. It is required when binding wounds after a battle. Its resources are expended in the process of doing so.

HELMET: Worn to protect the head in battle, metal helms come in myriad styles.

HOLY SYMBOL: Whether a hand-held talisman or worn trinket, holy symbols are carved images or symbols representing any one of the many divine beings worshiped in the world. They range from simple carved wood to pure, solid silver.

HOLY WATER: A small glass vial of water which has been blessed by a cleric.

JEWELER'S GLASS: This specially cut glass disc is mounted in a metal frame with a strap allowing it to be worn over a single eye. It allows the wearer to examine things in magnified detail when held close to that eye.

JOURNAL: A blank parchment journal with a leather cover. It has one hundred pages.

LANTERN: A hand-held oil burning lantern which provides 40 feet of illumination for 6 hours.

MIRROR: A small hand-held mirror set in a steel frame.

MUSIC INSTRUMENT: From a lyre, to a flute to a hand held harp, this covers all manner of portable musical instruments favored by traveling minstrels. The more complex an instrument, the more expensive it tends to be. From a simple wooden recorder to a finely carved and tuned viol.

NET: This spun net is 10' × 10' and can be used for fishing or storage.

OIL: A pint of highly flammable lantern oil. One pint of oil will burn for six hours.

POLE: A ten foot wooden pole—an adventuring classic!

RATIONS: Preserved, often bland food to sustain travelers in their journeys. Trail rations will spoil within a few days if not consumed, while dry rations can last up to a month.

ROPE: Typically sold in coils of fifty feet, hemp rope is thick and heavy while silk rope is light and strong. Hemp rope can support about 400 lbs before breaking, while silk rope can hold up to 1,000 lbs.

SACK: A simple cloth sack with a draw string. A small sack can hold 15 pounds and a large sack can hold 30 pounds.

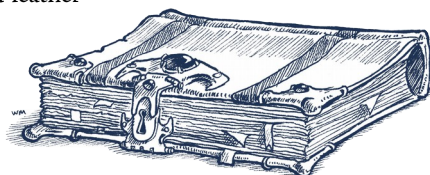
SHOVEL: A large spade mounted on a long wooden pole, typically used for digging and excavation.

SPELLBOOK: A finely crafted journal with an oiled leather cover and a locking clasp. It has 100 pages.

SPIKES: Six-inch long iron spikes, sold in bundles of twelve.

TABLE 4-2: ILLUMINATION

ITEM	ILLUMINATION	DURATION
Candle	10 ft.	1 hour
Torch	30 ft.	1 hour
Lantern	40 ft.	6 hours



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STAKES: Ten-inch long wooden spikes, sold in bundles of twelve.

TENT: A small two-man tent meant to offer some protection from the elements.

TOOL KIT: Tool Kits are designed for the manipulation of fine mechanics and doing highly detailed work. This can range from setting stones into jewelry to picking locks. A thief must have a tool kit to pick locks or disarm traps.

TORCH: Large wooden stakes with oiled rags wrapped at their tops. They can provide one hour of illumination to a range of 30 feet.

WATERSKIN: Typically a specially prepared animal bladder or water tight bag. A waterskin can hold one gallon of water.

WHETSTONE: A broad, flat stone used to sharpen metal tools and weapons.

WOLFSBANE: Sprigs of wolfsbane are said to ward off evil creatures, but the plant itself is highly toxic if consumed.

TRANSPORTATION GEAR DESCRIPTIONS

BARDING: This is a suit of metal plates and chain mail crafted to protect a warhorse in battle. It grants the horse a Reduction Value of 4 when worn.

BOAT: This describes all manner of small boats, from two-man rowboats used to fish, to long boats used to go ashore by crews aboard larger vessels.

CART: A simple cart which can be pulled by either two or four horses. It can be covered and used to ferry up to six passengers or when built with an open top can transport up to 2,000 lbs of cargo.

DONKEY: These stubborn beasts of burden are sure-footed, but neither swift nor smart.

GALLEY: These low, slender ships are powered by both sail and trained oarsmen. They are quick and highly maneuverable. A small galley can be crewed by 25 sailors and a large galley by twice that number.

HORSE: Draft horses are bred for strength and endurance, found most commonly as work animals on a farm. Riding horses are lighter and faster.

RAFT: A simple wooden raft capable of traversing small bodies of calm water. Some may even have a single tiny sail. A raft can carry four people.

TABLE 4-3: TRANSPORTATION GEAR

TRANSPORTATION GEAR	COST (GP)
Barding	320
Boat	100
Cart	80
Donkey or Mule	20
Galley (large)	30,000
Galley (small)	10,000
Horse (draft)	30
Horse (riding)	40
Raft	40
Saddle	25
Saddle Bags	10
Sailing Ship (large)	20,000
Sailing Ship (small)	5,000
Wagon	160
Warhorse (heavy)	200
Warhorse (medium)	100

SADDLE: A saddle includes harness, bit, bridle, and all the necessary trappings to ride a horse and help a rider remain comfortable and endure a long journey while astride a horse. Some saddles are high-backed, designed to help keep a rider atop his horse when clad in heavy armor or when struck by a lance.

SADDLE BAGS: A pair of large leather bags typically set across a horse's back. They can carry up to twenty pounds of gear.

SAILING SHIP: Small sailing vessels typically have a pair of sails and are designed for quick transport of goods or large scale fishing. Large sailing ships are the classic three-masted galleon or "pirate ship," and can be heavily armed and are often crewed by skilled sailors. A small sailing vessel requires a crew of between 5 to 15, while large sailing ships require 25 or more and often have an accompanying crew of marines and boarding specialists.

WAGON: A smaller, open-topped cart able to be pulled by a single horse and carry a driver and a passenger. They can haul up to 500 pounds of cargo.



MELEE WEAPONS

Melee weapons are used in combat with an adjacent foe.

BATTLE AXE: A double-headed chopping weapon with broad, sharp blades set on a haft of metal or wood between three and four feet long. This weapon must be wielded with two hands.

CLUB: A simple one-handed wooden cudgel between three and four feet long. The wielder receives a +1 to damage if using a club two-handed.

DAGGER: A double-edged blade that ranges in length from six inches to a foot. As much a tool as a weapon, almost everyone carries a dagger.

FLAIL: This weapon consists of a hand-held haft made of wood or metal connected to cylindrical head (which is sometimes spiked) by a short chain. Is is often used by infantry and horsemen. The wielder receives a +1 to damage if using a flail two-handed.

LONG SWORD: When most individuals think of a "sword," they envision a long sword. Alternately called an arming sword, broad sword or war sword, it consists of a double-edged metal blade between three and four feet long with a handle long enough to accommodate a one or two-handed grip. Blade and handle are separated by a cross guard and the bottom of the handle is balanced by a weighted pommel. The wielder receives a +1 to damage if using a long sword two-handed.

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TABLE 4-4: MELEE WEAPONS

WEAPON	DAMAGE	WGT. (LB.)	COST (GP)	TRAITS
Axe, battle	2d6	15	7	Two-handed
Axe, hand	1d6	5	3	Thrown
Club	1d6	10	–	
Dagger	1d6–1	2	3	Thrown
Flail	1d6	15	8	
Lance	1d6+1	15	10	Horseback
Mace	1d6	10	5	
Morning Star	1d6+1	15	6	Two-Handed
Polearm	1d6+1	15	7	Two-Handed
Quarterstaff	1d6	10	1	
Spear	1d6	10	2	Thrown
Sword, long	1d6	10	10	
Sword, short	1d6–1	5	8	
Sword, two-handed	2d6	15	15	Two-handed
War Hammer	1d6	10	5	Thrown

MELEE WEAPON KEY

Weapon: The name of the weapon.

Damage: The dice rolled when a character makes a successful melee attack. The attacker's Strength Modifier adds to damage total. The cumulative total is subtracted from the defender's Reduction Value if the attack is successful. The remaining amount is subtracted from the defender's Hit Points.

Weight: The weight of the weapon.

Cost: The cost of the weapon to purchase new, typically in gold pieces.

Traits: A weapon with the *two-handed* trait requires two hands to wield in combat and cannot be used while carrying a shield or holding an object in the wielder's off-hand. Weapons with the *thrown* trait can also be thrown as a missile (or "ranged") weapon. If a weapon has the *horseback* trait it can only be used while mounted.

MACE: A mace is a wooden or metal hafted weapon between two and three feet long that ends in a large head of metal which is flanged or studded. The wielder receives a +1 to damage if using a mace two-handed.

MORNING STAR: A morning star is similar in design to a mace, except that it has a haft between four and six feet long and ends in a large metal head which is typically covered in long spikes. It must be wielded with two hands.

POLEARM: Polearms are a broad category of weapons featuring long, wooden hafts, capped with metal axe blades, broad bladed spearheads or blunt striking surfaces. They require two hands to wield.

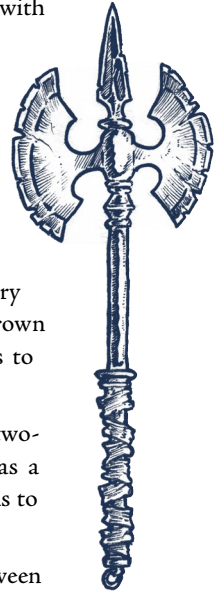
QUARTERSTAFF: A simple length of wood which has been treated with lacquer or hardened by fire, it is as common as a dagger and often used by travelers as both a tool and means of self-defense. It requires two hands to wield.

SHORT SWORD: A short double-edged sword with a blade between eighteen inches and two feet long, it is a thrusting weapon used for close quarters combat.

SPEAR: A long wooden pole either carved to a sharp point or affixed with a pointed metal head. It is a common weapon and very versatile. It can be wielded with one or two hands as well as be thrown short distances. If wielded with two hands it grants a +1 bonus to the attacker's damage roll.

TWO-HANDED SWORD: Often called a great sword or claymore, a two-handed sword is similar in design to a long sword, except it has a blade that runs upwards of six feet in length. It requires two hands to wield in combat.

WAR HAMMER: A warhammer has a wooden haft that runs between three and four feet long and ends in a large head similar to that of a normal hammer. In many cases the opposite side of the metal hammer head is crafted into a spike. It can be thrown short distances and if wielded with two hands it grants a +1 bonus to the attacker's damage roll.



RANGED WEAPONS

ARROW: Long slender wooden shafts either sharpened to a point or set with pointed metal heads. Both short and long bows use arrows, which are sold in quivers of 20. Arrows are expended when fired, regardless of whether or not they hit the intended target. Silver arrows may be purchased, but are sold singularly and are very expensive.

BOLT: Bolts are thick, short hafted projectiles fired from crossbows. They are sold in cases of 30. Bolts are expended when fired, regardless of whether or not they hit the intended target.

BOW: Short bows are bent and cured wood between three and four feet long, tightly strung and able to fire arrows over fairly long distances. Long bows are between five and six feet in length and are capable of firing farther than their smaller counterparts. Bows use arrows, which are sold in quivers of 20.

CROSSBOW: Crossbows are constructed by taking bent and cured wood similar to a bow, but smaller, and mounting it on a horizontal stock. It is then strung. Crossbows fire bolts and are often used by infantry because of their ease of use.

SLING: A sling is a small pouch strung between two strips of leather and is used to hurl stones long distances at great force.

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TABLE 4-5: RANGED WEAPONS

WEAPON	DAMAGE	ROF	RANGE	WGT. (LBS.)	COST
Arrows (20)	—	—	—	5	5
Arrow (silver)	—	—	—	1	5
Axe (hand)	1d6	1	10 ft.	5	5
Bolt (30)	—	—	—	5	5
Bow (long)	1d6	2	70 ft.	5	40
Bow (short)	1d6-1	2	50 ft.	5	25
Crossbow (heavy)	1d6+1	1/2	80 ft.	10	25
Crossbow (light)	1d6-1	1	60 ft.	5	15
Sling	1d6-1	1	30 ft.	1	2
Spear	1d6	1	20 ft.	10	2
Stones (20)	—	—	—	5	1
War Hammer	1d6	1	10 ft.	5	5

RANGED WEAPON KEY

Weapon: The name of the weapon.

Damage: The dice rolled when a character makes a successful ranged attack (ranged weapons *do not* receive a bonus from the attack's Strength Modifier). The total is subtracted from the defender's Reduction Value. The remaining amount is subtracted from the defender's hit points.

Rate of Fire (ROF): This is how many times the wielder may attack with the ranged weapon in a single combat round.

Range: This is the distance between the attacker and the defender in which the weapon can be fired effectively. Ranged attacks may be made beyond this distance, up to twice the listed value, but are done with a -2 penalty to the "to hit" roll.

Weight: The weight of the weapon.

Cost: The cost of the weapon to purchase new, typically in gold pieces.

SPEAR: Though most often used as a melee weapon, spears can be thrown short distances. They can be recovered after being thrown.

STONE: Most often used as ammunition in a sling, these are simple smooth rocks small enough to hold in a man's fist. When thrown by hand stones inflict a single point of damage and have a range of 20 feet. They can be purchased in bags of twenty, or a character can attempt to scour a river bank or river bed. Each hour of searching yields 1d6 stones. Stones cannot typically be recovered after being fired or thrown.

WAR HAMMER: Though most often used as a melee weapon, war hammers can be thrown short distances. They can be recovered after being thrown.

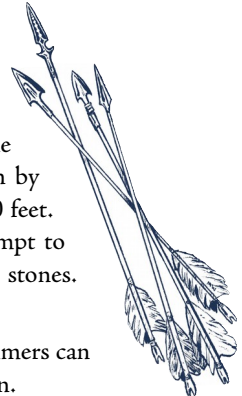


TABLE 4-6: ARMOR

ARMOR	REDUCTION VALUE	WGT. (LB.)	COST
Leather	1	20	10
Ring Mail	2	30	25
Chain Mail	3	50	50
Half-Plate	4	65	75
Plate Mail	5	75	100

ARMOR KEY

Armor: The name of the armor.

Reduction Value: Whenever a character wearing armor is successfully attacked and suffers damage, unless otherwise specified, this damage is reduced by an amount equal to the armor's Reduction Value. If, after the Reduction Value is applied, the damage suffered is zero or less, the character loses no hit points. Reduction Value also reduces the damage taken when the wearer is targeted by spells.

Weight: The weight of the armor.

Cost: The cost of the armor to purchase new, in gold pieces.

ARMOR

Armor is used to protect a defender from the damage of a successful attack. Most classes are capable of wearing some form of armor or another.

LEATHER: Leather armor typically consists of a breastplate of boiled leather, along with matching shoulder guards, greaves and vambraces. It is light and allows the wearer to remain mobile.

RING MAIL: Ring mail is constructed by sewing metal rings onto heavy cloth or a leather jerkin. Unlike chain mail, the rings are not interlocked. It is typically worn as a single, long-sleeved tabard.

CHAIN MAIL: Chain mail is a shirt of interlocking metal rings which form a protective mesh. Also called a hauberk, they cover the wearer's torso, shoulders, arms and typically hang to the thigh. It includes a coif of chain mail worn on the head.

HOUSE RULE:

REDUCTION VALUE VARIANTS

Referees who are concerned about player characters in Plate Mail armor being able to shrug off most attacks may implement one of the two optional rules described below.

Minimum Damage: All attacks inflict at least a single point of damage, even when Reduction Value would reduce it to zero.

Attacks Per Round: Reduction Value reduces damage based on the total taken in a single combat round, not per attack. So a character in Plate Mail who is hit by three separate attacks for 3, 5, and 4 points respectively would suffer 7 points of damage. The first five points were negated by the armor's Reduction Value of 5, but the remaining 7 points are suffered normally.

4 ♦ EQUIPMENT

TABLE 4-7: SHIELDS

SHIELDS	AC [AAC] BONUS	WGT (LB.)	COST (GP)
Large Shield	-8 [+8]	10	20
Small Shield	-4 [+4]	5	10
Buckler	-2 [+2]	2	5

SHIELD KEY

Shield: The name of the shield.

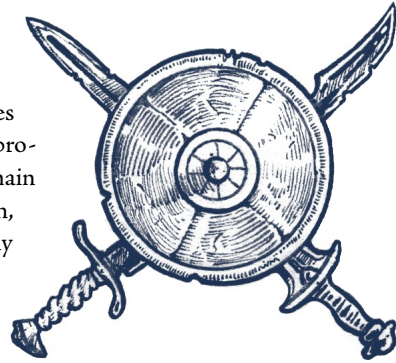
Armor Class (AC) Bonus: This is the bonus provided to the wielder's armor class, making them more difficult to hit. This is in addition to any other bonuses they might receive from a high Dexterity or other beneficial effects. If using the Ascending Armor Class (AAC) rules the modifier is listed in brackets as a positive number.

Weight: The weight of the shield.

Cost: The cost of the shield to purchase new, in gold pieces.

HALF-PLATE: Half-plate consists of a metal breast plate, shoulder guards, vambraces and greaves set atop a suit of chain mail. These metal plates are not interlocking, but still provide excellent protection. It includes a metal helmet.

PLATE MAIL: Plate mail is a suit of metal plates that interlock and encase their wearer in a protective shell which is set atop a suit of chain mail. It provides extraordinary protection, but is cumbersome. The helmet fully encloses the wearer's head, typically providing little more than a slot for viewing their surroundings.



SHIELDS

Shields are used to protect a defender from an incoming attack, preventing the blow from ever being struck. They provide a bonus to the wielder's Armor Class—but do not grant any increase in Reduction Value.

LARGE SHIELD: Sometimes called a tower shield or a scuta, this massive rectangular shield is broad enough that when held in front of the bearer it offers almost complete protection. Large shields are often four feet tall or taller, allowing the bearer to crouch behind it during battle to avoid blows. Unfortunately, large shields are ungainly, heavy and expensive.

SMALL SHIELD: Small shields range in design from the knightly heater shield to the round wooden target shield used by many men-at-arms, it offers ample protection and mobility.

BUCKLER: These tiny shields measure no more than eighteen inches across. They offer little protection, but are commonly used by warriors who favor agility and style over brute tactics.

ASSISTANTS AND HIRELINGS

Often times adventurers will need assistance in their efforts or aid from those who have skills outside their purview. Assistants and hirelings fill this niche. These potential allies work for pay and regard those who hire them as an employer, not necessarily a friend.

ASSISTANTS

Assistants represent highly trained individuals that may be hired to perform tasks related to their training for player characters. Assistants do not join player characters on adventures. A player character can hire as many assistants as they choose, as long as they can afford to do so.

Assistants are paid by the week and some tasks take longer than others to complete, as detailed in their individual descriptions or determined by the referee.

ASSISTANT DESCRIPTIONS

ALCHEMIST: Strange and skilled in the mysteries of potions and other exotic reagents, alchemists have large laboratories where they can determine the properties of magical potions, unusual solutions, and herbal mixtures.

ANIMAL TRAINER: From falconers, horsemen and masters of the hound, animal trainers are capable of breaking and training wild animals. This process typically takes 1d6 weeks per animal being trained. Once complete, the animal follows the basic commands of its master such as “heel,” “attack” or “retrieve.”

ASSASSIN: Not easily hired, but these stealthy murders expect to be paid up front and in full. Whether with a bloody blade or nefarious poison, they will set to their tasks with cold efficiency.

TABLE 4-8: ASSISTANTS	
ASSISTANT	COST (PER WEEK)
Alchemist	250 gp
Animal Trainer	125 gp
Assassin	500 gp
Craftsman	10 gp
Blacksmith	5 gp
Engineer	200 gp
Groom	2 gp
Laborer	1 gp
Sage	500 gp
Sailor	3 gp
Ship Captain	75 gp
Spy	125 gp

4 ♦ EQUIPMENT

BLACKSMITH: Blacksmiths craft tools and common objects, such as hammers, nails, or horseshoes. The exact length of time it takes to craft an item depends on the complexity and required materials and should be determined by the referee based on those factors.

CRAFTSMAN: This represents all manner of skilled craftsmen, including armorers, bowyers and weapon smiths. A suit of armor takes one week per point of Reduction Value it grants. Shields require 1d6+1 days to craft. Most hand weapons take 1d6–3 days, to a minimum of one day. This includes maces, long swords and spears. Bows and crossbows take 2d6 days. A bowyer can craft 1d6 arrows or bolts per day.

ENGINEER: Engineers oversee the construction of large fortifications such as churches, keeps and castles. An engineer is required when building these structures and his services must be retained for the entire construction—which can take several weeks.

GROOM: Grooms tend to horses, ensuring they are fed, rubbed down and kept in good health.

LABORER: Laborers represent farmers, miners and the those who work on the strength of their backs and by the sweat on their brow.

SAGE: Sages can be hired to decipher maps, books and to identify the properties of magic items. They can also research ancient history. Translating or deciphering a map or single page takes 1d6+1 days, while large books can take 1d6+1 weeks. Identifying a magic item takes one week. Some magical items or exotic texts may be unidentifiable.

SAILOR: A sailor is simply a laborer who lives upon the water. They can swim, tie knots and some can even navigate by the stars—but these are a rare few.

SHIP CAPTAIN: Owners and commanders of their own seafaring vessels, sea captains must be hired when chartering a ship and are necessary to command a crew of sailors.

SPY: Fading into the shadows and moving unseen in crowds of faceless men, the spy gathers information and sells it to those who can pay.

HOUSE RULE: NON-HUMAN

ASSISTANTS AND HIRELINGS

Referees may choose to offer other types of assistants or hirelings as suits their own games. Player characters may even have the option of hiring non-human characters who are trained adventurers with a class of their own. This does not come cheaply. When retaining the services of hirelings who have a class, player characters may only hire first level characters in this fashion. The typical cost for this is 100 gold pieces per week; twice as much as when hiring non-humans. Such hirelings have a Loyalty of 7.

HIRELINGS

If a player character desires aid while exploring the dangerous places of the world, they will need to retain the services of a hireling. Hirelings can assist in any number of tasks, from a simple torch bearer to a skilled man-at-arms; their help can mean the difference between life and death during an adventure.

Player characters can retain the services of up to three hirelings at any given time, though characters with particularly high or low Charisma may be able to retain a different amount.

All hirelings have a Loyalty score, which represents a level of willingness to stand by their employer in the face of danger and doom. Once hired, a hireling's Loyalty rating is increased or reduced based on the employer's Charisma modifier. No matter how loyal a hireling may be, however, they will still abandon the player character when faced with certain death.

Hirelings are paid by the week for their services, though if they see their masters getting rich from their aid, many hirelings will ask for a share of such wealth.

When a hireling is reduced to one-half their hit points (generally 1d6, see "Humans" on page 137) or faced with a situation which will likely result in their death, they must make a Loyalty check by rolling 2d6 scoring equal to or less than their Loyalty value; otherwise they flee combat and abandon their master. The Loyalty of a hireling can be increased or decreased based on their employers Charisma.

ARCHER: Lightly armored and armed with a short bow, they offer support to their employer through ranged combat. *Equipment:* Arrows (20), Leather Armor, Dagger, Short Bow, Short Sword.

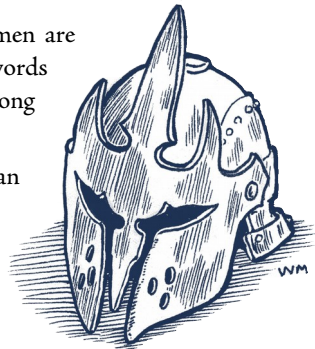
CAVALRY: Armored and astride a riding horse, cavalymen are capable of inflicting great damage with their long swords and lances. *Equipment:* Chain Mail, Dagger, Lance, Long Sword, Riding Horse Small Shield.

MAN-AT-ARMS: A simple soldier, trained as an infantryman or skirmisher. *Equipment:* Bolts (20), Dagger, Light Crossbow, Ring Mail, Small Shield, Spear.

SERVANT: A simple torch bearer or laborer willing to brave the dangers of the dark places of the world. Servants do not fight in combat unless they have no other choice. *Equipment:* Dagger, Large Sack, Quarterstaff.

TABLE 4-9: HIRELINGS

HIRELING	COST (PER WEEK)	LOYALTY
Archer	20 gp	7
Cavalry	50 gp	7
Man-at-Arms	10 gp	7
Servant	5 gp	6



5 ♦ PLAYING THE GAME



PLAYING THE GAME

After characters have been created and equipment has been purchased play can begin. The referee will describe to the other players (and thus their characters) the world around them. This should be more than what they just see. The referee should try to describe scenery and situations using all five senses when applicable or appropriate to the scene. Games might start in a rural peasant village, or a vast city filled with stone towers and winding streets, a majestic castle or a cozy roadside tavern or even at the gates of a long forgotten tomb draped in shadows. Players can describe what their characters do based on the referee's description. Going down winding stairways, attacking vicious monsters, talking among themselves or interacting with Non-Player Characters (also known as NPCs, which is any character that is not controlled by a player. NPCs are all controlled by the referee). The referee then describes the results of the player's actions: the stairs lead to a tomb

containing an ancient sarcophagus, the dragon spreads its vast wings and takes to the sky with a deafening shriek, for example.

The rules below are guidelines for handling events like combat, gaining experience points and levels, movement, healing, dying, and other aspects of the game.

The referee and players work together to create a fun experience for everyone at the table. The referee handles the details of the world and each player handles what their individual character does. Players tell the epic story of their character's *The Hero's Journey* in the referee's world.

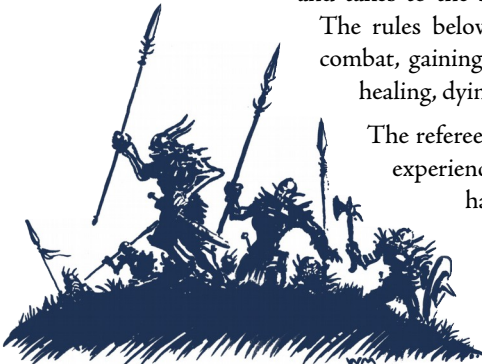


TABLE 5-1: NON-COMBAT EXPERIENCE POINT REWARDS

EVENT	REWARD
Player accurately roleplays their character's race and class	100 XP
Player character attempts a potentially life-threatening act of heroism	250 XP
Player character performs a surprising and clever deed that helps the party or other ally	150 XP
Player encourages other players to get involved, roleplay, and contribute to the game	100 XP
Making everyone at the table laugh out loud	75 XP
Player takes the role of Treasure Keeper (optional)	50 XP
Player takes the role of Initiative Tracker (optional)	50 XP

GAINING EXPERIENCE

Characters are awarded Experience Points (XP) for slaying monsters and accomplishing heroic deeds. Monsters have a set Experience Point value in their descriptions. This Experience Point amount can be awarded in part if the player characters defeat a monster without killing it—such as defeating it through roleplaying, outsmarting it, or beating it into submission.

The referee is also encouraged to award Experience Points to player characters who attempt heroic deeds, roleplay in a manner suited to their class or race, and generally help contribute to a positive experience for everyone playing the game. Each non-combat experience point reward can be earned once per gaming session and the referee is the final authority on whether or not a player character's actions warrant an award.

Non-combat Experience Point rewards should always be for acts which contribute to the enjoyment of the game for everyone at the table. If one player attempts to convince a shy player to get involved in the game by taking a course of action that will likely result in the shy player's death, his action is *not* worthy of a reward. Similarly, a player character who consistently refuses to cooperate and disrupts whatever course of action the party takes on the bases that "it is what their character would do" or because they're a "loner," does not qualify for an "accurate roleplaying" Experience Point Bonus. *The Hero's Journey* is a group game and the most important thing is that everyone (you, the other players, and the referee) are all having fun.

Half-elves receive a 5% bonus on all Experience Points earned and humans receive a 15% bonus. In addition, all characters have the potential to earn an additional 5% bonus if an associated attribute is high enough. This bonus is applied to all Experience Points that the character earns, regardless of whether it is earned through combat or non-combat actions.

5 ♦ PLAYING THE GAME

TABLE 5-2: MOVEMENT RATE

WEIGHT CARRIED	ELF/HUMAN/HALF- ELF/HALF-ORC	DWARF/ HALFLING
0–75 lbs	12	9
76–100 lbs	9	6
101–150 lbs	6	3
151–300 lbs	3	3

TABLE 5-3: MOVEMENT RATE ADJUSTMENTS

MOVEMENT TYPE	ADJUSTMENT
Careful	Half of Movement Rate
Normal	Movement Rate
Running	Double Movement Rate

TIME

The referee will need to make general rulings regarding the passage of time through the course of the game. Things like “A few hours later...” or “After several days of exploring the woods...” These should be governed by the referee’s common sense and judgment. There are two specific measurements of time that warrant discussion in *The Hero’s Journey*—the “turn” and the “combat round.” (Sometimes the combat round is known simply as a “round”). A turn is the equivalent of ten minutes of time and is used to track and measure actions, movement and resources when player characters are in dangerous places. Combat rounds are much shorter (typically a minute) and are used when player characters are in battle, allowing for a faster account of the action. One Turn is equal to ten Combat Rounds and vice-versa.

MOVEMENT

Base movement for all races is calculated on the table below in tens of feet per round, based on their race. A character can opt to move twice this distance in one combat round if they take no other action. Characters with a Strength between 15 and 17 can carry an additional 50 pounds before suffering a reduction in movement. If their Strength is 18, they can carry an additional 100 pounds before suffering a reduction in movement.

Characters moving at half speed are considered to be moving *carefully* and are more likely to notice ambushes, concealed enemies or other subtle dangers than those moving at their normal movement rate. Characters who are moving at double their movement rate, or running, are highly unlikely to notice these types of dangers.

COMBAT

When the player characters come into conflict with enemies and combat begins the combat round runs as described below:

SURPRISE

The referee determines if one side or the other is entitled to a free attack or move as a result of surprise. This is determined by either referee's judgment or by requiring each player character to roll 1d6, depending on the circumstances. In most cases any character who rolls a 1 or 2 on 1d6 is surprised, though certain races or classes may have a reduced chance or even no chance of being surprised. Particularly stealthy adversaries may increase the chance of being surprised.

The effects of a successful surprise may result in movement, attacks, the casting of spells—all of which should be resolved before initiative is rolled.

INITIATIVE

Initiative is a roll to determine who acts first during each combat round. After surprise has been determined and its effects resolved, one player (the Initiative Tracker, if the House Rule is being used) and the referee each roll 1d6.

Each player notes any modifiers that they may have to initiative from racial benefits, magical effects or other sources and adds that to the number rolled. This is that character's Personal Initiative for the duration of the combat. So, for example, if Bob rolled a 3 on his initiative and was playing a Half-Orc Fighter, he would go on 4 (because Half-Orcs have the *Itching for a Fight* ability which grants them a +1 to initiative, while Jerry (playing a Human Cavalier) would go on 3 because his character has no initiative modifiers.

HOUSE RULE:

TABLE ROLES

In addition to playing their individual characters, two players should volunteer for administrative roles at the gaming table. This has nothing to do with their characters, but is something done to help facilitate speed of play.

One player should take up the job of being the **Treasure Keeper**. Whenever the party finds or recovers valuables, the Treasure Keeper is the player who notates it and then once a total inventory is taken, leads the discussion regarding which valuables go to which character and calculates the sum of all gold pieces or valuable objects recovered. The Treasure Keeper's character is not necessarily the one carrying items listed in this inventory, though in many cases a group will agree to allow the Treasure Keeper's character to carry "party treasure," in an appropriate storage device, such as a Bag of Holding or other item.

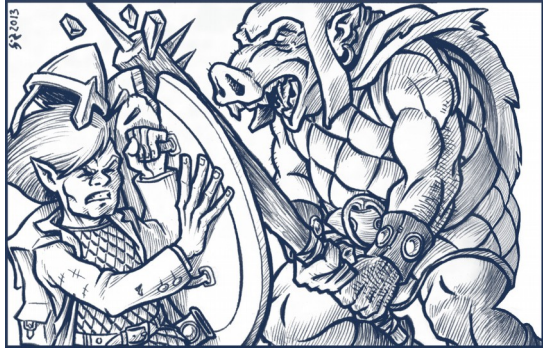
The other player takes on the role of **Initiative Tracker**. When the referee asks the players to roll group initiative it is the Initiative Tracker's job to make the roll, ask for or have easily available the initiative modifiers of everyone in the adventuring party and to be able to quickly inform the referee what the initiative order is for the player characters. This helps speed up play during combat and prevents confusion over when different characters are acting during a given combat round.

5 ♦ PLAYING THE GAME

The referee also rolls 1d6 to determine the initiative for the adversaries facing off against the player characters and applies any individual modifiers the monsters may have to determine their personal initiative.

Characters act in initiative order, beginning with the highest total Personal Initiative and continuing in descending order. When the last character has acted in a round, initiative is *not* re-rolled—but instead the combat round ends and a new one begins. The character who acted at the beginning of the previous round may act again.

In the event that there is a tie in the initiative, all parties act simultaneously. The referee should use their judgment in these situations but one thing is paramount: The damage inflicted by the combatants during any simultaneous initiative is inflicted even if one of the combatants dies during the round. It is possible for two combatants to kill each other in this situation.



ACTIONS

The most common actions taken in combat are attacking, casting a spell or doing a running movement. Other actions are possible, but referees will need to use their judgment to determine if they are feasible in the span of time taken of a single combat round.

Some characters may be able to take more than one action in a combat round due to a racial ability, class benefit, magical effect or other modifier. Whether or not this is possible is detailed in the descriptions for those respective areas of the game. When a character is able to take multiple actions in a single combat round they are all resolved on that character's personal initiative.

ATTACKING: To attack with a weapon, the player rolls a d20 and adds any bonuses to the result. These “to-hit” bonuses may include a strength bonus (for attacks with hand held weapons), a dexterity bonus (for attacks with missile weapons), bonuses from a character's race or class, and any bonuses for magic weapons. Additional situational modifiers may apply

HOUSE RULE: CRITICAL HITS

Optionally, the referee may allow any character who rolls a natural, unmodified 20 on their “to-hit” roll to inflict a critical hit. Critical hits automatically inflict the maximum damage possible and ignore the target's Reduction Value.

based on the circumstances of the attack. The player then subtracts any “to-hit” penalties they might have from their roll. All modifiers are cumulative. If the total of the “to-hit” roll meets or exceeds the necessary number shown on *Table 5-4: Attack “To-Hit” Roll* (see the next page), based on the defender’s Armor Class (AC), the attack is successful and hits the defender. In the case of Ascending Armor Class (AAC), the attacker simply adds the appropriate modifiers to their “to-hit” roll and if that total meets or exceeds the target’s Armor Class, the attack is successful. Unless otherwise noted modifiers are listed using Armor Class (AC) and if the Ascending Armor Class (AAC) rules are used the modifier is notated in brackets and replaces the Armor Class modifier.

If an attack hits, it inflicts damage. The amount of damage inflicted is determined by the weapon’s damage die, plus any modifiers. In melee combat, characters may add their Strength modifier and in some cases the character may be using a traditionally one-handed melee weapon with two hands to grant an additional +1 to damage. Melee attacks may only be made against adjacent targets.

Ranged weapons do not receive a damage bonus from a wielder’s high strength. Though characters can fire ranged weapons during melee combat or into an active melee combat between an adversary and their allies, they suffer a –2 to all such “to-hit” rolls and if an unmodified 1 is rolled on their attack roll, they have hit their ally!

Other modifiers may also apply to both melee and ranged attacks based on the character’s race or class, whether or not they are wielding a magical weapon and other situation modifiers as determined by the referee.

Before damage is inflicted, the total amount of damage is subtracted from the defender’s Reduction Value. So a successful attack that does 8 points of damage against a target with a Reduction Value of 3 only inflicts 5 points of damage.

Any damage exceeding a target’s Reduction Value is subtracted from the defender’s hit points. If an attack is reduced to zero or less due to a defender’s reduction value they suffer no damage at all.

CASTING A SPELL: Some races and classes have the ability to cast magic spells. All spells, unless otherwise noted, take one action to cast. If a spell-casting character is attacked during the simultaneous initiative while they are attempting to cast a spell and actually suffers damage,

HOUSE RULE: HEROIC DAMAGE

Referees hoping to emulate a more heroic style of play can choose to allow classes to increase their damage, based on level. Barbarians, Cavaliers, Duelists, Fighters, Monks, Rangers and Paladins may add their level to all melee and ranged weapon damage inflicted with any weapon they wield. Acrobats, Bards, Clerics, Druids, Jesters and Thieves may add half their level, rounded down. Wizards may add one third of their level, rounded down.

5 ♦ PLAYING THE GAME



they must make a saving throw. If that saving throw fails they are unable to maintain the focus necessary to cast the spell, though the memorized spell is still expended—though without effect.

RUNNING MOVEMENT: Normally a character may make a Normal Movement and still take an action during a combat round. Characters can opt to make a Running Movement in combat, moving twice their Movement in that time—but if they do so they cannot take another action.

ARMOR CLASS & ASCENDING ARMOR CLASS

Armor Class represents how difficult a defender is to strike during combat. The *lower* the Armor Class, the more difficult a target is to hit. Normally, player characters have an Armor Class of 9. This can be improved if the character has a high Dexterity, uses a shield, or is under the effect of items or spells which grant magical protection. When an attack which requires a “to-hit” roll is made against a character, the attacker must roll a d20 and apply all appropriate modifiers, then consult Table 5-4: Attack “To-Hit” Roll. This chart will provide the minimum total necessary to hit their target based on both the attacker’s level and the target’s Armor Class.

TABLE 5-4: ATTACK “TO-HIT” ROLL

AC	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9
AAC	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28
REQUIRED ROLL	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28

HOUSE RULE: LIMITED REDUCTION VALUE

In some cases, the referee may rule that a character does not benefit from Reduction Value. This can include situations like damage taken from falling, since armor would not necessarily lessen the impact, or if the source of the damage is something that is not affected by armor (such as poison gas). However, for the sake of maintaining speedy play and a sense of heroism, the default assumption is that Reduction Value applies against nearly all sources of damage.

When using the Ascending Armor Class rules, player characters normally begin with an Ascending Armor Class of 10. This can be improved if the character has a high Dexterity, uses a shield, or is under the effect of items or spells which grant magical protection. When an attack which requires a “to-hit” roll is made against a target, the attacker must roll a d20 and apply all appropriate modifiers. If the total of both the roll and the modifiers is equal to or above their target’s Ascending Armor Class (again, after applying all modifiers) the attacker successfully strikes their target.

Some spells or area-of-effect attacks do not require an attack roll and automatically inflict some amount of damage.

REDUCTION VALUE: Whenever a character wearing armor is successfully attacked and suffers damage from an attack, unless otherwise specified (such as in the case of a Thief’s Back Stab ability, which ignores Reduction Value), this damage is reduced by an amount equal to the armor’s Reduction Value. If, after the Reduction Value is applied, the damage suffered is zero or less, the character loses no hit points. Reduction Value also reduces the damage taken when the wearer is targeted by spells.

DAMAGE & DEATH

When a character is the victim of a successful attack or other damage source (such as a spell), this amount is deducted from their current hit points. When a character reaches zero hit points, they are dead.

BINDING WOUNDS & HEALING

Referees can allow characters to bind 1d6–1 hit points worth of wounds following a battle. This takes several minutes and represents players taking the time to clean and dress any wounds they’ve suffered, stop and catch their breath and generally recover from the battle. A character can only bind their wounds once after a battle.

Characters naturally recover one hit point per day of uninterrupted rest.

5 ♦ PLAYING THE GAME

INVISIBLE OPPONENTS

An invisible opponent can only be attacked if its general location is known, and the attack suffers a -4 penalty “to-hit.” Some powerful monsters (those with sensitive smell, hearing, or greater than 6 HD) will frequently be able to detect invisible opponents; the Referee should determine the chance of this based on the creature and the situation.

SAVING THROWS

From time to time, a spell or some other kind of hazard (such as a trap) requires you to make a “saving throw.” A successful saving throw means that the character avoids a threat or lessens its effect. Each character class has a saving throw target number which gets lower and lower as the character gains levels. To make a saving throw, roll a d20. If the result is equal to or greater than the character’s saving throw target number, the saving throw is successful. Monsters can also make saving throws (their saving throw target number is their HD subtracted from 19).

HOUSE RULE: DEATH’S DOOR

If the referee is looking for a less lethal option they can choose to allow a character reduced to zero hit points to simply fall unconscious from extensive injury. The character is not dead until they reach negative hit points equal to their level. Thus a first-level character is dead at -1 hit points, while a seventh level character would be able to survive until reaching -7.

However, a character with zero or fewer hit points is unconscious and cannot move or act in any fashion until healed.



NEGOTIATION & DIPLOMACY

Some battles can be avoided with a few well-placed words (or even lies). An adventuring party may elect to negotiate with, deceive or attempt to convince a hostile foe they encounter that avoiding combat is in the best interest of all involved. Such attempts should be roleplayed out, though attempting such peaceful discussions after the first arrow has been fired or sword has been swung is extremely unlikely in most cases.

POISONS

Some monsters, traps and special effects cause a target to become poisoned. A poisoned target must make a saving throw or perish immediately. Particularly weak or potent poisons may modify this saving throw. At the referee's discretion, poisons may inflict damage or have effects other than death.

EXAMPLE OF COMBAT

A Human Fighter named Osric the Brave and a Half-Orc Thief named Truska are fighting three goblins while exploring the sealed off steam tunnels beneath the long abandoned city of Eggbert. Part of their encounter with the terrible beasts goes something like this:

Osric's Player: "I stand up to my full height and point my sword at them. I tell them that I am the great Osric the Brave and that my army of loyal knights is moments away. It would be wise for them to surrender."

Truska's Player: "Right, while he's blathering on, I try to slip into the shadows and hope the goblins don't see me."

Referee: "Yeah, no. They don't buy that for a second, Osric."

Osric: "Why not?"

HOUSE RULE: MORALE

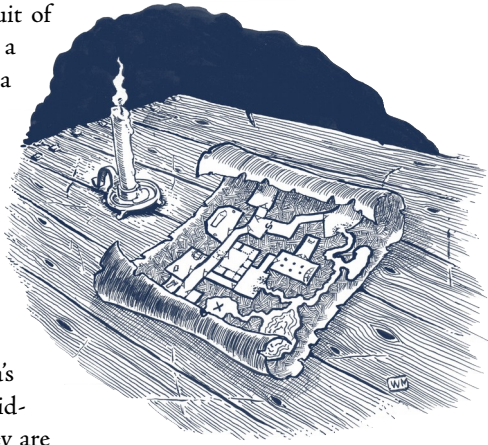
Certain monsters, such as unintelligent creatures or mindless undead, will fight to the death. The majority of adversaries, however, are not so foolish and will seek to surrender, flee, or parlay for mercy— often based on how intelligent they are. As an optional rule, when a monster (or other adversary) is reduced to one-half their maximum hit points or when it is obvious they cannot achieve victory, the referee can make a Morale Check by rolling 2d6. If the total of this roll is equal to or above the monster's Morale, they act in the fashion described above.

Some monsters may simply turn tail and run, while other more intelligent beings might surrender or attempt to barter with the player characters for their lives. Monsters with a very high Intelligence may have a lower Morale to reflect their understanding of how the battle is going. Monsters with a lower Intelligence or those who are particularly dedicated or zealous, may have a higher Morale indicating their unwillingness to give up a losing fight or their inability to realize they are fighting a lost cause.

Typical monster Morale is 7. Highly intelligent monsters generally have a Morale between 4 and 6, while monsters with a low Intelligence have a Morale between 8 and 10. The referee should determine the exact Morale based on the details of the encounter and the monster being faced.

5 ♦ PLAYING THE GAME

Referee: “Because you’re wearing a suit of half-rusted ring mail, carrying a dented shield and still wearing a tabard stained with vomit from the night before where you got drunk in the Frothing Flagon. Truska, you slink into the shadows, pressing yourself against the wall in hopes that you go unnoticed.” (The referee rolls 1d6, getting a result of a 1. This is equal or below Truska’s Thievery of 2, so the half-orc is hidden. The thief always assumes they are successful though, so the Referee gave Truska a general description of success.)



Osric: “Oh yeah...”

Referee: “Right, so they’re going to attack you—hoping to skewer you on their spears and cook you up for supper tonight. Roll initiative.” (The referee rolls secretly, getting a result of 6.) “The goblins go on 6.”

Osric: “I rolled a 2.”

Truska: “I rolled a 4, but get a +1 for my *Itching for a Fight* ability. So I got a 5 total. I’m the initiative tracker, so the goblins go first on 6, I go on 5, and then Osric goes on 2.”

Referee: “Right, one of the goblins is close enough that he can make a Normal Movement and still attack. A second goblin is a bit more nervous, he moves forward also, but only at a Cautious Movement. The third goblin hangs back and begins loading a heavy crossbow. Let me make an attack roll for the first goblin, who is wielding a spear.” (The referee is using Ascending Armor Class for his campaign. He rolls a d20, getting a 14. He then adds the goblin’s Base Hit Bonus of +1, scoring a 15. Osric has an Ascending Armor Class of 14 from the small shield he carries, so the goblin’s attack is successful.) “The goblin surges forward with its spear, stabbing at your side. You can’t bring your shield up quick enough and it manages to catch you in the ribs.” (The referee rolls 1d6–1 for the spear’s damage, rolling a 3.) “Three points of damage!”

Osric: “I’m wearing ring mail, which gives me a Reduction Value of 2, so I only take one point of damage, right?”

Referee: “Right! You feel the rings of your armor turn the tip of the spear but not before it manages to leave a small gash in your side. Alright, that’s the goblins’ actions. Truska, you’re up!”

Truska: “Awesome! I attempt to sneak from my hidden position behind the goblin with the heavy crossbow and use my back stab on him.”

Referee: “Well, the goblin appears to be focused on tightening the crossbow winch as you slip behind him, completely unnoticed.”

Truska: “I back stab with my long sword! (Truska’s player rolls 1d20, adding +2 to the “to-hit” roll because of the back stab ability. The total rolled is 17. This is easily a hit against the goblin.) “I assume a 17 hits?”

Referee: “Yep! Roll damage.”

Truska: (Rolls 1d6, the damage for a long sword. The roll is a 5.) “My damage is doubled from the back stab, so ten points! I slip behind him and run my sword up through his ribs!”

Referee: “He’s wearing leather armor, but backstab ignores Reduction Value. The goblin falls over with a thud and a bloody cough, dead before it hits the stone floor. Nice move. Alright, Osric’s up!”

Osric: “I’m going to wreck this little goblin with my two-handed sword.” (Osric rolls a d20 for his attack roll, but adds +1 for his Strength of 15 and +2 because he is a third level Fighter. After rolling a 12, this makes his total attack roll a 15). “A fifteen!”

Referee: “That would be a hit. Roll damage.”

Osric: (Osric rolls 2d6, adding +1 to his melee damage for his Strength of 15. He rolls a 3 on one of the dice and a 4 on the other. This means he does a total of 8 points of damage.) “I raise my blade and cleave him in two! Eight points of damage!”

Referee: “He’s got 1 point of Reduction Value, so that’s 7 damage—and he had all of 4 hit points. Well, that leaves one previously cautious, now fearful goblin quite unsure what to do now that he’s caught between two capable adventurers...”



6 ♦ SPELLS & MAGIC



SPILLS & MAGIC

Magic is a rare and powerful thing in *The Hero's Journey*. It is broken up into two broad categories: Wizard Spells and Cleric Spells. These categories are named as such because of their strong association with each of those individual classes. Wizard Spells require study, scholarly research and analysis to learn and cast. These kinds of spells take years or decades of study to master, but allow the caster to quite literally bend reality to their will. Cleric Spells are granted by divine forces by the gods of Law or Chaos to their most devoted servants or by the great primordial forces of nature to a few chosen protectors. They are, quite literally, miracles.

Bards, Jesters, Rangers and Wizards can cast Wizard Spells. Elves and Half-Elves also have some limited access to Wizard Spells, based on the benefits of their race. Clerics, Druids, Paladins and Rangers can cast Cleric Spells.

Casting a spell has some requirements. First, spells must be prepared (or memorized). Cleric Spells are prepared through prayer, meditation or communing with the natural forces of the universe for at least fifteen minutes each day. Wizard Spells are prepared by reviewing the formulae and notes in a spellbook, which is required to cast Wizard Spells. A character can only prepare a certain number of spells to bring along on an adventure—see the description of the character classes to find out how many, and what level.

Then the spells are invoked or cast, which is the process of saying the magic words and making the magic gestures to achieve the effect of a specific spell. It then takes effect and the magic described by each individual spell happens. In the normal sequence of combat, the caster starts preparing at the beginning of the round and casts the spell whenever their personal initiative comes up in a combat round.

TABLE 6-1: CLERIC SPELL LIST

LEVEL 1

Cure (Cause)* Light Wounds
 Detect Chaos (Law)*
 Detect Magic
 Light (Dark)*
 Protection from Chaos (Law)*
 Purify (Putrefy)* Food and Drink

LEVEL 2

Barkskin
 Bless (Curse)*
 Find Traps
 Hold Person
 Speak with Animals

LEVEL 3

Cure (Cause)* Disease
 Light (Dark)*, Continual
 Locate Object
 Remove Curse

LEVEL 4

Cure (Cause)* Serious Wounds
 Neutralize Poison
 Protection from Chaos (Law)*
 10 ft. radius
 Speak with Plants
 Sticks to Snakes

LEVEL 5

Commune
 Create Food and Drink
 Dispel Chaos (Law)*
 Insect Plague
 Quest
 Raise Dead

** The spell name in parenthesis indicates the chaotic incarnation of the spell— the consequences of Lawful Clerics using chaotic spells is determined by the Referee.*

Each spell description lists a Level, Range and Duration.

SPELL LEVEL: This is a general measurement of a spell's power. Lower level spells are typically weaker than higher level spells. Classes able to cast spells gain access to a more diverse and powerful selection of spells as they increase in level. A third level Wizard, for example, can memorize 2 first-level spells and 1 second-level spell each day, while a first level Wizard can memorize only a single first-level spell. Wizards may be able to memorize additional first-level spells, depending on their Intelligence attribute and Clerics may be able to memorize additional first-level spells depending on their Willpower.

RANGE: Each spell has a range. This is how far away the spell caster can be from the target of the spell and still affect this target. Spells with a range of "Self" can only affect the caster and spells with a range of "Touch" require the caster to touch the target.

DURATION: Magic spells rarely last forever. Spells have a duration, which is how long their magic remains effective or active. Some spells have a duration of "Instantaneous." In the case of spells which restore hit points, cure diseases or cleanse poisons, this means the benefits are instantaneously applied—not that the healing occurs instantly and then ends. By contrast, spells that inflict damage do so instantaneously, hence the same listed duration.

CLERIC SPELL LIST

Clerics, Druids, Paladins and Rangers can cast Cleric Spells from the Cleric Spell list, as per the Cleric Advancement table. Each day, the caster prays for a certain set of spells, choosing any spells from the Cleric Spell list. Characters worshiping specific gods might have entirely different sets of spells as designed by the Referee, but the standard casters use the standard spell list.

6 ♦ SPELLS & MAGIC

TABLE 6-2: WIZARD SPELL LIST

LEVEL 1	LEVEL 2
Arcane Dart	Detect Chaos
Charm Person	Detect Invisibility
Detect Magic	Detect Thoughts (ESP)
Hold Portal	Invisibility
Light	Knock
Magic Shield	Levitate
Protection from Chaos	Light, Continual
Read Languages	Locate Object
Read Magic	Phantasmal Force
Sleep	Web
	Wizard Lock
LEVEL 3	LEVEL 4
Alter Time	Charm Monster
Crystal Ball	Confusion
Darkvision	Dimension Portal
Dispel Magic	Hallucinatory Terrain
Fireball	Massmorph
Fly	Plant Growth
Hold Person	Polymorph
Invisibility, 10 ft. radius	Remove Curse
Lightning Bolt	Wall of Fire or Ice
Protection from Chaos, 10 ft. radius	Wizard Eye
Protection from Normal Missiles	
Water Breathing	
LEVEL 5	LEVEL 6
Animal Growth	Anti-Magic Shell
Animate Dead	Control Weather
Cloudkill	Death Spell
Conjure Elemental	Disintegrate
Contact Other Plane	Invisible Stalker
Feeblemind	Move Earth
Hold Monster	Move Water
Magic Jar	Project Image
Passwall	Quest
Telekinesis	Reincarnation
Teleport	Transform Stone-Flesh
Transform Rock-Mud	
Wall of Stone or Iron	

WIZARD SPELL LIST

Bards, Jesters, Rangers and Wizards can cast Wizard Spells. Unlike the Cleric Spells, casting Wizard Spells requires a spellbook—which does not necessarily include all of the spells on the standard lists. Reading from this book, the caster presses a select spell formula into his mind, effectively “preparing” it to be cast. Once a prepared spell is cast, the spell formulae disappears from the caster’s mind, and must be prepared again before another attempt can be made to cast it. However, it is possible to prepare a spell multiple times using the available “slots” in the caster’s memory. If the wizard finds spell scrolls during an adventure, he can copy them into his spell book or cast the spell directly from the scroll—but doing so expends the scroll’s magic and makes it impossible for the wizard to scribe it into his spell book later.



SPELL DESCRIPTIONS

Contained herein are all of the Cleric and Wizard spells, in alphabetical order.

Alter Time

Spell Level: Wizard 3

Range: 240 ft.

Duration: 30 min.

The caster must announce which of the two options is being cast. Both options have a 60 foot radius area of effect:

1. As a *Haste* spell, as many as 24 creatures may double their base movement rate and receive one additional attack per combat round.
2. As a *Slow* spell, as many as 24 creatures reduce their movement rate by one half and may only attack once every other combat round.

A saving throw may be made to resist these effects.

Animal Growth

Spell Level: Wizard 5

Range: 120 ft.

Duration: 2 hours

This spell causes 1d6 normal creatures to grow immediately to giant size. The affected creatures can attack as per a giant version of the normal animal, typically receiving a +3 bonus to all “to-hit” rolls and melee damage rolls.

A saving throw may be made to resist these effects if the target desires.

6 ♦ SPELLS & MAGIC

Animate Dead

Spell Level: Wizard 5

Range: Referee's discretion

Duration: Permanent

This spell animates skeletons, zombies, ghouls or wights from dead bodies. The caster determines which type of creature is animated from the corpse. Each casting of this spell produces either 1d6+1 skeletons, 1d6 zombies, 1d6–3 ghouls, or 1 wight. The corpses remain animated and under the command of the caster until destroyed or banished.

Anti-Magic Shell

Spell Level: Wizard 6

Range: Self

Duration: 2 hours

An invisible bubble of force surrounds the caster, impenetrable to magic. It forms to the caster's body and moves with them. Spells and other magical effects cannot pass into or out of the shell.

Arcane Dart

Spell Level: Wizard 1

Range: 120 ft.

Duration: Instantaneous

This spell causes a bolt of sizzling magical energy to launch forth from the caster's hand, unerringly striking its target. It inflicts 1d6+1 points of damage. A second dart is produced by a caster of 5th level or higher and three darts are produced by a 9th level caster. There is no saving throw.

Barkskin

Spell Level: Cleric 2

Range: Touch

Duration: 1 hour per level

This spell causes the caster or recipient's skin to harden to the thickness akin to hard wood, granting them a two-point increase in Reduction Value for the duration of the spell.

Bless (Curse)

Spell Level: Cleric 2

Range: 30 ft.

Duration: 1 hour

The caster must announce which of the two options is being cast: *Bless* or *Curse*.

The recipient of this spell cannot be in combat when it is cast.

As a *Bless* spell, all allies within 30 ft. of the caster are granted a +1 bonus to all “to-hit” rolls and hirelings receive a +1 bonus to their Loyalty. As a *Curse* spell, all enemies within 30 ft. of the caster suffer a –1 penalty to all “to-hit” rolls and suffer a –1 penalty to their Morale.

Charm Monster

Spell Level: Wizard 4

Range: 60 ft.

Duration: Until dispelled

This spell operates in the same manner as *Charm Person*, but can affect more powerful monsters. Up to 3d6 monsters of fewer than 3 HD are affected. When this spell is first cast, the target or targets are entitled to a saving throw to resist the effects.

Charm Person

Spell Level: Wizard 1

Range: 120 ft.

Duration: Until dispelled

This spell affects living bipeds of human size or smaller, such as goblins or dryads. When this spell is first cast, the target is entitled to a saving throw to resist the effects. If the spell fails, the unfortunate creature falls under the caster’s influence as if they were a trusted friend.

Cloudkill

Spell Level: Wizard 5

Range: Close

Duration: 1 hour

Foul and poisonous vapors boil from the thin air, forming a cloud 15 feet in radius. The cloud moves away from the caster at a rate of 6 feet per combat round unless its direction or speed is affected by winds. Unusually strong gusts can dissipate and destroy it. Poison-laden, the horrid mist is heavier than air, and thus sinks down any pits or stairs in its path.

Creatures of 5 or fewer hit dice who are caught in the cloud are instantly slain, though a saving throw may be made to avoid these effects. A saving throw must be made each round that creatures of 5 or fewer hit dice remain in the cloud over an extended period.

6 ♦ SPELLS & MAGIC

Commune

Spell Level: Cleric 5

Range: Caster

Duration: 3 questions

Higher powers grant answers to three questions the caster poses. Higher powers don't like being constantly interrogated by mere mortals, so the spell should be limited to one casting per week or so. The referee may rule that a caster may cast a double strength *Commune* spell composed of six questions once per year.

Confusion

Spell Level: Wizard 4

Range: 120 ft.

Duration: 2 hours

This spell confuses people and monsters, making them act randomly. The effects of the confusion may shift every 10 minutes or so, and the dice are rolled again to determine any change. Roll 2d6 to determine the creature's behavior:

The spell affects 2d6 creatures, plus an additional creature for every caster level above 8th. Creatures of 3 HD or fewer are automatically affected by the spell, and it takes effect immediately. Creatures of 4 HD or more automatically resist the confu-

sion effect until it reaches its full power, which takes a number of combat rounds equal to 2d6 minus the caster's level. These creatures must make a saving throw when the effect reaches full power and every 10 minutes thereafter or become confused for the remainder of the spell's duration.

TABLE 6-3: CONFUSION REACTION TABLE

ROLL	REACTION
2–5	Attack the caster (and his allies)
6–8	Stand baffled and inactive
9–12	Attack each other

Conjure Elemental

Spell Level: Wizard 5

Range: 240 ft.

Duration: Until dispelled

The caster summons a 16 HD elemental (any kind) from the elemental planes of existence, and binds it to his commands. Each type of elemental may only be summoned once per day. The elemental obeys the caster only for as long as the caster concentrates on it. While concentrating the caster cannot attack, or cast spells and may only make Cautious Movements. If the caster suffers any damage while concentrating they must make a saving throw or that concentration is broken and cannot be regained. While the caster is concentrating, they can choose to dismiss the elemental. When the caster ceases to concentrate, even for a moment, the elemental is released and will attack.

Contact Other Plane

Spell Level: Wizard 5

Range: None

Duration: See table

The caster creates a mental contact with the planes, forces, powers, and geometries of the beyond, in order to gain affirmative or negative answers to the questions he contemplates. The spell's effect depends on how many questions the caster asks. No more than six questions can be asked in a single casting of this spell, though this number must be declared at the time of casting and the caster cannot change it at a later time.

After each question is asked, the referee should roll 1d20 to determine whether or not the character receives a correct answer, is deceived or misled by these primordial forces, or goes mad from delving into the mind of these unknowable entities. The caster never *knows* when they are being deceived or fed misinformation.

TABLE 6-4: CONTACT OTHER PLANE

QUESTION	INSANITY*	CORRECT	DECEPTION**
First	1–2	3–11	12–20
Second	1–4	4–13	14–20
Third	1–6	7–16	16–20
Fourth	1–8	9–17	18–20
Fifth	1–10	11–18	19–20
Sixth	1–12	13–19	20

* Temporary insanity lasts for as many weeks equal to the number of questions asked at the time of failure. The exact details of this madness are determined by the referee.

** This represents the possibility of being misled by the strange cons.

Control Weather

Spell Level: Wizard 6

Range: Referee's discretion

Duration: Referee's discretion

The caster can summon or stop rainfall, tornadoes, hurricanes, blizzards, sandstorms, create unusually high or low temperatures, clear the sky of clouds or summon clouds into being.



6 ♦ SPELLS & MAGIC

Create Food and Drink

Spell Level: Cleric 5

Range: Close

Duration: Permanent

This spell creates a one-day supply of simple food and drinking water for 24 men (or horses, which drink the same amount as a man for game purposes). The food and water are mundane and precautions must be taken if it is preserved or stored for later consumption.

Crystal Ball

Spell Level: Wizard 3

Range: 60 ft.

Duration: 2 hours

The caster gains the ability to both see and hear through solid objects. A two foot thickness of solid stone or a thin layer of lead blocks both options.

Cure (Cause) Disease

Spell Level: Cleric 3

Range: Touch

Duration: Instantaneous

1. As a *Cure Disease* spell, the recipient is cured of all diseases—including those magically inflicted.
2. As a *Cause Disease* spell, the recipient is inflicted with a disease to be determined by the Referee.

Cure (Cause) Light Wounds

Spell Level: Cleric 1

Range: Touch

Duration: Instantaneous

1. As a *Cure Light Wounds* spell, the caster cures 1d6+1 HP.
2. As a *Cause Light Wounds* spell, the caster causes 1d6+1 damage.

If casting this spell on an unwilling target, the caster must make a successful melee “to-hit” roll against the target’s Armor Class to successfully touch them.

Cure (Cause) Serious Wounds

Spell Level: Cleric 4

Range: Touch

Duration: Instantaneous

1. As a *Cure Serious Wounds* spell, the caster cures 3d6+3 HP.
2. As a *Cause Serious Wounds* spell, the caster causes 3d6+3 damage.

If casting this spell on an unwilling target, the caster must make a successful melee “to-hit” roll against the target’s Armor Class to successfully touch them.

Darkvision

Spell Level: Wizard 3

Range: Touch

Duration: 1 day

The recipient of the spell can see in total darkness and even magical darkness to a range of up to 120 feet. It does not allow them to see through invisibility or illusory magic.

Death Spell

Spell Level: Wizard 6

Range: 240 ft.

Duration: Permanent

Within a 60 foot radius, up to 2d8 creatures with fewer than 7 HD perish. They do not receive a saving throw to resist this effect.

Detect Chaos (Law)

Spell Level: Cleric 1, Wizard 2

Range: 120 ft. (Cleric), 60 ft. (Wizard)

Duration: 1 hr. (Cleric), 20 min. (Wizard)

1. As a *Detect Chaos* spell, the caster detects creatures of Chaos, or those with chaotic enchantments. Poison is not inherently evil or chaotic and cannot be detected by means of this spell.
2. As a *Detect Law* spell, the spell works exactly like *Detect Chaos* except that it detects Law.

Detect Invisibility

Spell Level: Wizard 2

Range: Self

Duration: 1 hour

The caster can perceive invisible creatures and objects within the range of their normal senses for one hour.

6 ♦ SPELLS & MAGIC

Detect Magic

Spell Level: Cleric 1, Wizard 1

Range: 60 ft.

Duration: 20 min.

The caster can perceive in places, people, or things, the presence of a magical spell or enchantment. Magical items or secretly placed charms may be discovered with this spell.

Detect Thoughts (ESP)

Spell Level: Wizard 2

Range: 60 ft.

Duration: 2 hours

The caster can detect the thoughts of other beings. The spell cannot penetrate more than two feet of stone and is blocked by even a thin sheet of lead. Characters can attempt a saving throw if they are made aware that the caster is attempting to read their thoughts in an attempt to “push him out” of their mind. If the saving throw is successful, the caster cannot attempt to detect their thoughts for 1d6 rounds.

Dimensional Portal

Spell Level: Wizard 4

Range: 360 ft. Teleport

Duration: Instantaneous

Dimensional Portal is a weak form of the *Teleport* spell that can be managed by lesser magicians. The caster can teleport himself, an object, or another person within ten feet of him with perfect accuracy to the stated location, as long as it is within the spell's given range.

Disintegrate

Spell Level: Wizard 6

Range: 60 ft.

Duration: Permanent

The caster defines one specific target such as a door, a peasant, or a statue, a stone wall and it disintegrates into dust. Magical materials are not disintegrated, and living creatures (such as the aforementioned peasant) are permitted a saving throw. The *Disintegrate* spell cannot be dispelled.

Dispel Chaos (Law)

Spell Level: Cleric 5

Range: 30 ft.

Duration: 10 min.

1. As a *Dispel Chaos* spell, the spell is similar to the arcane spell *Dispel Magic*, but works against items, spells, or agents of Chaos. However, unlike *Dispel Magic*, this spell also functions against chaotic beings, and if cast on any Chaotic extraplanar being that creature must make a saving throw or be instantly banished back to the planes of Chaos. Particularly powerful beings of Chaos may receive a bonus to this saving throw, at the referee's discretion.
2. As a *Dispel Law* spell, the spell works exactly like *Dispel Chaos*, except that it will dispel Law.

Dispel Magic

Spell Level: Cleric 3

Range: 120 ft.

Duration: 10 min.

Dispel Magic can be used to completely dispel most spells and enchantments. This can be used to undo negative magical effects or temporarily disable a magical trap for the duration of the spell. It can render magical potions inert and wipe the text from magic scrolls, but it cannot destroy permanent magic items. If cast on a permanent magic item (such as a sword, cloak, ring, or shield), the referee should roll 2d6. If the number rolled is equal to or under the caster's level, the permanent magic item is temporarily rendered non-magical for the duration of the spell.

Feeblemind

Spell Level: Wizard 5

Range: 240 ft.

Duration: Permanent until dispelled

Feeblemind is a spell that affects only those who cast Wizard spells, such as Bards, or Wizards. The saving throw against the spell is made at a -4 penalty, and if the saving throw fails, the target becomes feebleminded until the magic is dispelled. In this state, they are unable to cast spells and their Intelligence score is reduced to 3.

Find Traps

Spell Level: Cleric 2

Range: 30 ft.

Duration: 20 min.

Find Traps can allow the caster to perceive both magical and non-magical traps at a distance of 30 feet.

6 ♦ SPELLS & MAGIC

Fireball

Spell Level: Wizard 3

Range: 240 ft.

Duration: Instantaneous

A missile shoots from the caster's finger to explode at the targeted location in a furnace-like blast of fire. It has a burst radius of 20 feet and damage is 1d6 per level of the caster. The blast shapes itself to the available volume. A successful saving throw means that the target only takes half damage.

Fly

Spell Level: Wizard 3

Range: Touch

Duration: 1d6 turns + 1 turn/level

This spell grants the power of flight, with a movement rate of 120 feet per round. The Referee rolls for the duration of the spell in secret and does not disclose this information to the player.

Hallucinatory Terrain

Spell Level: Wizard 4

Range: 240 ft.

Duration: Until touched by an enemy or dispelled

This spell changes the appearance of the terrain into the semblance of what the caster desires. A hill can be made to disappear, or could be replaced with an illusory forest, for example. Characters who have a suspicion or reason to believe the *Hallucinatory Terrain* is fake may make a saving throw to see through the illusion, but do so at a -2 penalty.

Hold Monster

Spell Level: Wizard 5

Range: 120 ft.

Duration: 1 hour + 10 min. per level

The caster can target either 1d4 creatures (such as giants, dragons or other inhuman creatures) or may instead target a single creature who must make their save at a -2 penalty. If this saving throw is failed, the target or targets are unable to move for the duration of the spell.

Hold Person

Spell Level: Cleric 2, Wizard 3

Range: 180 ft. (Cleric), 120 ft. (Wizard)

Duration: 90 min. (Cleric) or 1 hour + 10 min per level (Wizard)

The caster can target either 1d4 persons or may instead target a single creature who must make their save at a -2 penalty. If this saving throw is failed, the target or targets are unable to move for the duration of the spell.

Hold Portal

Spell Level: Wizard 1

Range: 60 feet

Duration: 2d6 turns

This spell magically holds a door or gate in position for the spell's duration (or until dispelled). Only powerful creatures (such as dragons or giants) or creatures with magic resistance can shatter the spell.

Insect Plague

Spell Level: Cleric 5

Range: 480 ft.

Duration: 1 day

This spell only works outdoors. A storm of insects gathers, and goes wherever the caster directs. The cloud is approximately 400 square feet (20 × 20 feet, with roughly corresponding height). Any creature with fewer than 2 HD exposed to the cloud of insects will flee in terror (no saving throw). Those caught in the cloud will be bitten or stung by the horde of insects, suffering 1 point of damage per combat round. Because the insects are small, they can get inside the folds and chinks in armor and ignore Reduction Value of anyone wearing armor.

Invisibility

Spell Level: Wizard 2

Range: 240 ft.

Duration: Until dispelled or an attack is made

The object of this spell, whether a person or a thing, becomes invisible to both normal vision and to the specialized forms of vision possessed by some non-humans. An invisible creature cannot be attacked unless its approximate location is known, and all attacks are made at -4 "to-hit."

6 ♦ SPELLS & MAGIC

Invisibility, 10 ft. radius

Spell Level: Wizard 3

Range: 240 ft.

Duration: Until dispelled or an attack is made

Identical to the *Invisibility* spell, which makes the target creature or object invisible to normal vision and to dark vision, except that it also throws a sphere of invisibility (with a 10 foot radius) around the recipient, which moves along with the target.

Invisible Stalker

Spell Level: Wizard 6

Range: Near Caster

Duration: Until mission is completed

This spell summons an *Invisible Stalker* with 8 HD. The stalker will perform one task as commanded by the caster, regardless of how long the task may take or how far the stalker may have to travel. The stalker cannot be banished by means of *Dispel Magic*; it must be killed in order to deter it from its mission.

Knock

Spell Level: Wizard 2

Range: 60 ft.

Duration: Instantaneous

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

Levitate

Spell Level: Wizard 2

Range: 20 ft. per level

Duration: 10 min. per level

This spell allows the magic-user to levitate himself, moving vertically up or down, but the spell itself provides no assistance with lateral movement. A wall, cliff side, or ceiling could be used to move along hand-over-hand.

Levitation allows up or downward movement at a rate of up to 6 feet per minute (60 feet per turn), and the caster cannot levitate more than 20 feet per level from the ground level where the spell was cast (such range being applied both to movement into the air and to downward movement into a pit or chasm).

Light (Dark)

Spell Level: Cleric 1, Wizard 1

Range: 120 ft.

Duration: 2 hours (Cleric), 1 hour + 10 min per level (Wizard)

1. As a *Light* spell, the caster targets a person or object which then produces a light about as bright as a torch with a radius of 20 feet.
2. As a *Dark* spell, the caster instead causes night-time darkness to fall upon the area with a radius of 20 feet.

Light (Dark), Continual

Spell Level: Cleric 3, Wizard 2

Range: 120 ft.

Duration: Permanent until dispelled

1. As a *Light, Continual* spell, the caster targets a person or object which then produces a light about as bright as a torch with a radius of 20 feet.
2. As a *Dark, Continual* spell, the caster instead causes night-time darkness to fall upon the area with a radius of 20 feet.

Lightning Bolt

Spell Level: Wizard 3

Range: 60 ft.

Duration: Instantaneous

A nearly ten foot wide bolt of lightning extends 60 feet from the fingertip of the caster. Anyone in its path suffers 1d6 points of damage per level of the caster, though a successful saving throw halves damage. The bolt always extends 60 feet, even if this means that it ricochets backward from something that is strong enough to block its path, such as a thick stone wall.

Locate Object

Spell Level: Cleric 3, Wizard 2

Range: 90 ft. (Cleric), 60 ft. + 10 ft. per level (Wizard)

Duration: 1 min. per level

This spell gives the caster the correct direction (as the crow flies) toward an object the caster specifies with a description. The object cannot be something the caster has never seen, although the spell can detect an object in a general class of items known to the caster: stairs, gold, etc.

6 ♦ SPELLS & MAGIC

Magic Jar

Spell Level: Wizard 5

Range: See below

Duration: See below

This spell relocates the caster's life essence, intelligence, and soul into an object (of virtually any kind). The "jar" must be within 30 feet of the caster's body for the transition to succeed.

Once within the magic jar, the caster can possess the bodies of other creatures and people, provided that they come within 120 feet of the jar and fail a saving throw. The caster can return his soul to the magic jar at any time, and if a body he controls is slain, his life essence returns immediately to the jar. If the caster's body is destroyed while his soul is in the magic jar, the soul no longer has a home other than within the magic jar (although the disembodied wizard can still possess other bodies as before). If the jar itself is destroyed while the Wizard's soul is within, the soul is lost. The Wizard can return from the jar to his own body whenever desired, thus ending the spell.

Magic Shield

Spell Level: Wizard 1

Range: Self

Duration: 10 minutes per level

A shimmering magical shield appears in front of the caster, animating and moving to protect him. It provides a +6 bonus to the caster's armor class, but cannot be combined with a mundane shield.

Massmorph

Spell Level: Wizard 4

Range: 240 ft.

Duration: Until negated or dispelled

One hundred or fewer man-sized creatures are changed to appear like perfectly ordinary trees. The illusion is so perfect that creatures moving through the "forest" will not detect the deception. This spell is negated if dispelled or if any under its effects attack or take other aggressive action. A *See Invisible* spell does not reveal those under the effects of a *Massmorph* spell.



Move Earth

Spell Level: Wizard 6

Range: 240 ft.

Duration: Permanent

This spell can only be used above ground. It allows the caster to move hills and other raised land or stone at a rate of 6 feet per minute for 1 hour. Land moved in this fashion remains in its new location.

Move Water

Spell Level: Wizard 6

Range: 240 ft.

Duration: See below

The caster must announce which of the two options is being cast:

1. The spell lowers the depth and water level of lakes, rivers, wells, and other bodies of water to 1/2 their normal levels. Used this way, the spell lasts for 10 turns.
2. Alternately, this spell creates a gap through water, but only to a depth of 10 feet. Used this way, the spell lasts for 6 turns.

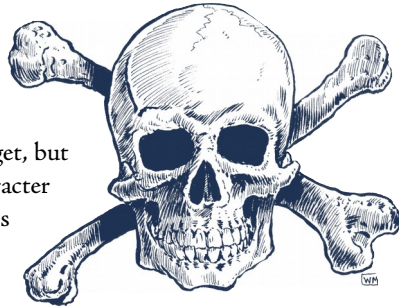
Neutralize Poison

Spell Level: Cleric 4

Range: 30 ft.

Duration: 10 min.

This spell counteracts poison in a single target, but does not bring the dead back to life. If a character is poisoned while under the effects of this spell, the poison has no effect.



Passwall

Spell Level: Wizard 5

Range: 30 ft.

Duration: 30 min.

This spell creates a hole through solid rock. The hole or tunnel is up to 10 feet deep per level of the caster and is large enough to allow the passage of an average sized man.

6 ♦ SPELLS & MAGIC

Phantasmal Force

Spell Level: Wizard 2

Range: 240 ft.

Duration: Until negated or dispelled

This spell creates a realistic illusion in the sight of all who view it. The illusion disappears when it is touched, but if the viewer believes the illusion is real he can take damage from it. Regardless of what the illusion is made to appear like it always inflicts 1d6 points of “damage,” though this damage instantly disappears when the *Phantasmal Force* is revealed to be an illusion. Characters who have a suspicion or reason to believe the *Phantasmal Force* is fake may make a saving throw to see through the illusion.

Plant Growth

Spell Level: Wizard 4

Range: 120 ft.

Duration: Permanent until dispelled

Up to 300 square feet of ground can be affected by this spell; undergrowth in the area suddenly grows into an impassable forest of thorns and vines. The caster can decide the shape of the area to be enchanted. An alternate version (Referee's decision) would allow the spell to affect an area of 300 × 300 feet, for a total of 90,000 square feet.

Polymorph

Spell Level: Wizard 4

Range: See below

Duration: See below

The caster must announce which of the two options is being cast:

1. The caster assumes the form of any object or creature, gaining the new form's attributes (the use of wings, for example), but not its hit points or combat abilities. The Referee might allow the benefit of the new form's Armor Class and Reduction Value, if it is due to heavily armored skin. A great deal of the spell's effect is left to the Referee to decide. This form of the spell lasts for roughly one hour plus one additional hour for each level of the caster.
2. Alternately, this spell allows the caster to turn another being into a different type of creature (such as a dragon, a garden slug, and of course, a frog or newt). The polymorphed creature gains all the abilities of the new form, but retains its own mind and hit points. Used in this way, the range on this spell is 60 feet. This form of the spell lasts until dispelled. Those wishing to resist these effects must make a saving throw.

Project Image

Spell Level: Wizard 6

Range: 240 ft.

Duration: 1 hour

The caster projects an image of his person to a maximum range of 240 feet. Not only does the projected image mimic the caster's sounds and gestures, but any spells he casts will appear to originate from the image. Characters who have a suspicion or reason to believe the *Project Image* is fake may make a saving throw to see through the illusion, but do so at a -4 penalty.

Protection from Chaos (Law)

Spell Level: Cleric 1, Wizard 1

Range: Caster only

Duration: 2 hours (Cleric), 1 hour (Wizard)

1. As a *Protection from Chaos* spell, the caster creates a magical field of protection around himself against all chaotic monsters, who suffer a -1 penalty on all "to-hit" rolls against the caster, and the caster gains $+1$ on all saving throws against any spells or effects used against them by a chaotic monster or creature.
2. As a *Protection from Law* spell, it does the same thing except that lawful creatures suffer the -1 penalty to "to-hit" against the caster, and the caster gains a $+1$ to all saving throws made against any spells or effects used on them by a lawful monster or creature.

Protection from Chaos (Law), 10 ft. radius

Spell Level: Cleric 4, Wizard 3

Range: 10 ft. radius around caster

Duration: 2 hours

1. As a *Protection from Chaos, 10 ft. radius* spell, it has the same effect as *Protection from Chaos*—except that its effect covers an area rather than an individual and is typically centered around the caster.
2. As a *Protection from Law, 10 ft. radius* spell, it has the same effect as *Protection from Law*—except that its effect covers an area rather than an individual and is typically centered around the caster.



6 ♦ SPELLS & MAGIC

Protection from Normal Missiles

Spell Level: Wizard 3

Range: 30 ft.

Duration: 2 hours

The recipient becomes invulnerable to small non-magical missiles. Only those missiles projected by normal men and/or weapons are affected, such as arrows, sling stones and crossbow bolts. This spell does not protect against projectiles launched from siege weapons or magical ranged attacks such as lightning bolt spells or a dragon's fiery breath.

Purify (Putrefy) Food and Drink

Spell Level: Cleric 1

Range: Touch

Duration: Instantaneous

The caster of this spell has one of two options when casting:

1. *Purify Food and Drink:* The caster causes enough food and water for up to a dozen people to be made pure, removing spoilage and poisons. The food must already be present and is not created by the spell—simply restored.
2. *Putrify Food and Drink:* The caster causes enough food and water for up to a dozen people to be made putrid, creating spoilage and mild poisons.

Quest

Spell Level: Cleric 5, Wizard 6

Range: 30 ft.

Duration: Until completed

If the victim fails his saving throw, the caster may set a task for him. If the Wizard Spell version is cast the victim will die if he ignores the *Quest* altogether for more than 1d6 days. If a Cleric Spell version is cast the victim's failure to obey will result in a curse to be determined by the Referee.

Raise Dead

Spell Level: Cleric 5

Range: Line of sight

Duration: See below

Raise Dead allows the Cleric to raise a corpse from the dead, provided it has not been dead too long. The normal time limit is 4 days, but for every caster level higher than 8th, the time limit extends another 4 days. Characters with a low Constitution attribute might not survive the ordeal. Any character with a Constitution of 7 or lower must make a saving throw when this spell is cast on them or they are permanently slain and cannot be returned to life by a *Raise Dead* spell. Even for those with

a strong Constitution, a period of two weeks is required before they can function normally. This spell only functions on dwarves, half-elves, halflings, half-orcs, and humans. Elves cannot be raised from the dead.

Read Languages

Spell Level: Wizard 1

Range: Reading distance

Duration: 1 hour per level

This spell allows the caster to read directions, instructions, and similar notations that are written in unfamiliar or even unknown languages. It is especially useful for treasure maps.

Read Magic

Spell Level: Wizard 1

Range: Caster only

Duration: 2 scrolls or other writings

This spell allows the caster to read magical writings on items and scrolls. Magical writing cannot be read without the use of this spell unless otherwise specified.

Reincarnation

Spell Level: Wizard 6

Range: Touch

Duration: Instantaneous

This spell brings a dead character's soul back from the dead, but the soul reappears in a newly formed body of the same alignment as the deceased. Unlike *Raise Dead*, there is no chance of a target being too feeble to survive and this spell can be used on Elves.

Remove Curse

Spell Level: Cleric 3, Wizard 4

Range: Touch

Duration: Instantaneous

This spell permanently removes one curse from a person or object.



6 ♦ SPELLS & MAGIC

Sleep*Spell Level:* Wizard 1*Range:* 240 ft.*Duration:* 1d6+1 Turns

This spell puts enemies into an enchanted slumber (no saving throw is permitted). It can affect a number of creatures based on their hit dice. It cannot affect creatures with 4+1 or more hit dice.

TABLE 6-5: AFFECTED BY SLEEP

VICTIM'S HD	NUMBER AFFECTED
Less than 1 to 1+	2d6+3
1+ to 2	2d6
3+ to 4	1d6

Speak with Animals*Spell Level:* Cleric 2*Range:* 30 ft.*Duration:* 1 hour

The caster can speak with animals within range. There is a chance that the animals will assist him, and they will not attack him or his party (unless he's got something particularly offensive to say).

Speak with Plants*Spell Level:* Cleric 4*Range:* 30 ft.*Duration:* 1 hour

The caster can speak to and understand the replies of plants. Plants will obey his commands as far as they are able (e.g. twisting or bending aside to ease his passage, etc.). Plants may also provide information if questioned, though their perception of the world is going to be strange at best.

Sticks to Snakes*Spell Level:* Cleric 4*Range:* 120 ft.*Duration:* 1 hour

The caster may turn as many as 2d8 normal sticks into snakes, each one having a 50% chance of being venomous. The snakes follow his commands, but turn back into sticks at the end of the spell (or when killed). Use Giant Centipedes (small) on page 116 for the statistical equivalent of snakes.

Telekinesis*Spell Level:* Wizard 5*Range:* 120 ft.*Duration:* 1 hour

The caster can move objects using mental power alone. The amount of weight he can lift and move is 20 pounds per level. Dropping an object on someone from a great distance does 1d6–1 points of damage per 20 lbs of the object.

Teleport

Spell Level: Wizard 5

Range: Touch

Duration: Instantaneous

This spell transports the caster or another person to a destination that the caster knows (at least knowing what it looks like from a painting or a map). Success depends on how well the caster knows the targeted location:

1. If the caster has only indirect experience of the destination (known only through a picture or map) there is a 75% chance of failure, resulting in immediate death.
2. If the caster has seen but not studied the destination there is a 20% chance of failure. Half of failures will place the traveler $2d6 \times 10$ feet below the intended location, possibly resulting in death from arrival within a solid substance. The other half of failures will place the traveler $2d6 \times 10$ feet above the targeted location, possibly resulting in a deadly fall.
3. If the caster is familiar with the location or has studied it carefully there is a 5% chance of failure. If a failure occurs the referee should roll 1d6. On 1–4 the caster has arrived below their desired location, and on 5–6 they have arrived above it. In either case, the arrival is $1d6 \times 10$ feet low or high.

Transform Rock to Mud

Spell Level: Wizard 5

Range: 120 ft.

Duration: 3d6 days, or spell reversal

This spell transforms rock (and any other form of earth) into mud, or mud to rock. An area of roughly 300×300 feet becomes a deep mire, reducing movement to 10% of normal.

Transform Stone to Flesh

Spell Level: Wizard 6

Range: 120 ft.

Duration: Permanent until reversed

This spell transforms flesh into stone or stone into flesh, as desired by the caster. A saving throw is permitted to avoid being turned into stone, but if the saving throw fails the victim is transformed into a statue.

6 ♦ SPELLS & MAGIC

Wall of Fire or Ice

Spell Level: Wizard 4

Range: 60 ft.

Duration: Concentration

The caster must announce which of the two options is being cast:

1. As a *Wall of Fire* spell, the caster conjures a wall of fire that flares into being and burns for as long as the caster concentrates upon it. Creatures with 3 or fewer hit dice cannot pass through it, and no creature can see through it to the other side. Creatures of 3 hit dice or fewer who attempt to pass through it take 2d6 points of damage and are driven back. Those with more than 3 hit dice are able to pass through the fire, though it inflicts 1d6 hit points of damage (no saving throw) and undead creatures sustain twice the normal damage. The caster may choose to create a straight wall 60 feet long and 20 feet high, or a circular wall with a 15 foot radius, also 20 feet high.
2. As a *Wall of Ice* spell, the caster conjures up a 6 foot thick wall of ice. The caster may choose to create a straight wall 60 feet long and 20 feet high, or a circular wall with a 15 foot radius, also 20 feet high. Creatures with 3 or fewer hit dice cannot affect the wall, but creatures of 4+ hit dice can attempt to smash through it. The Wall of Ice has an Armor Class of 10, Reduction Value of 7, and 50 Hit Points. It does not suffer damage from any fire-based attacks, magical or mundane and must be reduced to 0 hit points before it can be destroyed.

Wall of Stone or Iron

Spell Level: Wizard 5

Range: 60 ft.

Duration: Permanent (stone) or 2 hours (iron)

The caster must announce which of the two options is being cast:

1. As a *Wall of Stone* spell, the caster conjures a wall of stone 2 feet thick, with a surface area of 1,000 square feet.
2. As a *Wall of Iron* spell, the caster conjures an iron wall from thin air. The wall is 3 feet thick, with a surface area of 500 square feet.

Water Breathing

Spell Level: Wizard 3

Range: 30 ft.

Duration: 1 hour per level

This spell grants the ability to breathe underwater until the spell's duration expires.

Web

Spell Level: Wizard 2

Range: 30 ft.

Duration: 8 hours

Fibrous, sticky webs fill an area up to $10 \times 10 \times 20$ feet. It is extremely difficult to get through the mass of strands—it takes one turn (ten combat rounds) if a torch and sword (or a flaming sword) are used, and creatures larger than a horse can break through in 2 turns. Humans take longer to break through—perhaps 3 to 4 turns or longer at the Referee's discretion. Magical fire, such as dragon's breath or a *Fireball* spell destroys a *Web* instantly.

Wizard Eye

Spell Level: Wizard 4

Range: 240 ft.

Duration: 1 hour

The caster conjures up an invisible, magical "eye," that can move a maximum of 240 feet from its creator. It floats along as directed by the caster, at a rate of 120 feet per turn. It is incorporeal and cannot be damaged, but instead dissipates when the spell's duration has ended. It is able to see invisible creatures.

Wizard Lock

Spell Level: Wizard 2

Range: Close

Duration: Permanent until dispelled

As with a *Hold Portal* spell, but it is permanent until dispelled. Creatures who are resistant or immune to magic can shatter the spell without effort. Any Magic-user three levels or higher than the caster can open the portal, and a *Knock* spell will open it as well (although the spell is not permanently destroyed in these cases).

SIXTH LEVEL SPELLS

Several spells above are described as being sixth level Wizard Spells. These are ancient and powerful magic far beyond the ability of all but the most powerful spell casters in the world. They can be found on scrolls in the darkest, most dangerous places in the world but in order for a wizard to scribe such a spell into their spell book (so that it can be memorized and cast on a regular basis), they will need to go on an epic quest to discover the secrets of magic lost to the current age. Only Wizards can ever have any hope of wielding such powerful magic.

The exact details of such a quest are up to the referee, but should be challenging and require a long term investment of resources as well as extensive research and exploration.

7 ♦ RUNNING THE GAME



The Hero's Journey is a game built on creativity, imagination and improvisation. Many of the rules have been left broad and to the judgment of the referee. This is intentional, to allow for flexibility, making the game easily modified to suit the needs of each group. Don't be afraid to modify, alter or ignore an existing rule if it makes the game more fun for you.

Though it has no "default" setting, *The Hero's Journey* is built on several general assumptions. The world is one of pseudo-medieval trappings, with kings, lords, peasants, castles, and the like. Creatures of legend and myth are very real, but rare and dangerous. A scant few have ever met a Wizard, but even fewer have seen a dragon. By the same token less fantastic creatures are often spoken of as living in the shadowy woodlands on the edge of the village. Goblins, giants and the like are quite real and live just beyond the horizon. They are creatures spoken of as something that existed in the age now belonging to greybeards and minstrels.

Player characters are, by the virtue of *being* player characters, a cut above ordinary folks. Most peasants and farmers never venture further from home than to the next village once or twice a year. On the other side of that, player characters are still human and fragile. Even at high levels, a single hero is unlikely to be able to stand alone against a dozen lesser foes. Wizards and Clerics might wield magic beyond imagination, but they are the rare few who study forbidden arts with mad witch-doctors or have been touched by divine zealotry.

Yet, if the player characters do not stand up to the evil that slithers from the dark dungeons of the world, surely all of civilization will crumble. A brave few stand between hope and annihilation.

BEING THE REFEREE

The first and most important job of the referee is to ensure that everyone at the table (including themselves) is *having fun*. Everything else is secondary.

The referee should have a familiarity with the material in this book, but no one is expected to know everything. If you're unsure about a rule, try not to slow the game down if you can't find it quickly. Instead, simply make a ruling that seems appropriate to the situation and move on. After the game session is over you can look it up and make adjustments next time around. It'll take time for everyone to get the hang of things, so be patient with yourself and other players.

THEMES

Player characters explore lost dungeons, brave abandoned crypts and traverse dark woodlands. In short, they go on adventures. Referees are encouraged to design adventures that challenge the players and force them to think creatively. *The Hero's Journey* is built around a few core themes that should be present during the adventures of the player characters.

EXPLORATION OF THE UNKNOWN

Player characters will be traveling to the wild, dangerous places of the world. As a referee, describe these places with a sense of mystery, wonder and danger. The ruins of an abandoned castle shouldn't be just "creepy." Use descriptions like,



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“long spires of broken towers cast shadowy claws across a courtyard littered with the remnants of long forgotten glory.” Often times the player characters may be the first beings to set foot in a location in one hundred or even one thousand years. These amazing locales have existed since time out of memory and have a rich history that began long before they arrived. While the referee doesn’t need to know the entire history of every place the characters visit, they should strive to evoke a *sense* of the legendary and ancient in these places.

HEROIC CHARACTERS

The player characters are the heroes of their age—or they will be, with a bit of experience under their belt. They are a cut above most normal folks. Soldiers are mundane protectors of a village or castle, but fighters and duelists are masterful warriors with intense training or untapped natural talent. Moreover, the player characters are the active forces for good in the world. Buried deep in the heart of a thief is a spark of roguish nobility and while he may offer no quarter to a dark beastie in combat and slit his throat without a moment’s hesitation, he’s not likely to rob a goodly church aiding the community—unless of course he discovers the high priest is fleecing the good faith of the local congregation.

DANGER

The world of *The Hero’s Journey* is one riddled with danger. Combat is deadly and even the most powerful barbarian lord can find himself near death after a few lucky spear thrusts from a pack of goblins. Battle is not entered lightly and whenever a sword is drawn, it could mean the end of that warrior’s life.

WONDER

Magic is not just a resource to be expended. Magic spells are something that draws power from the fabric of reality or the blessings of the gods. Even a “simple” first-level spell is a miracle or powerful incantation to most in the world. Magic items are not bought and sold in shops, for they are not easily crafted and often require exotic and rare components or incantations to create. The most powerful magic items are those wielded by heroes and empowered by the very legends which they were a part of. They are not cast aside lightly by their wielders because they often grow in power alongside them. As a hero’s legend becomes more renowned, so too does the artifact grow more powerful.

Non-human player characters are regarded as exotic and rare, immediately noticed in a world dominated by the mundane ways of the human race. Elves are rare, wondrous and exotic. Halflings are a curiosity. Their homelands exist in places far from most known settlements and their presence is a portent of stranger things to come.

Even the weakest monster is something to fear. Goblins are sallow eyed beasts with leering smiles who titter madly as they cry for blood. Skeletons and zombies are unholy abominations who evoke fear and revulsion from all who see

them. Greater beasts are things of legend and song. Giants, dragons and other terrible creatures inspire pure awe when seen, as if myth has stepped from the voice of a fireside story and into reality. Those few who claim to have seen such beasts are regarded as mad or at the very least liars—and those who provide proof are suddenly treated with awe and reverence.

BRINGING THE HEROES TOGETHER

The Hero's Journey is a game about a group of adventurers. They're a team, a fellowship, a band of allies. Whenever possible, character creation should be done as a group. This way players can work together, feed off of one another's excitement, and naturally develop connections between their characters. An important thing to remember is that the player characters should be united in one way or another and have a sense of shared trust between them. After all, going out to explore dangerous places filled with horrible monsters isn't exactly something you'd do with another person whom you didn't trust.

This isn't to say that the player characters are all best friends. Conflicts of ideology and priority can make for interesting roleplaying and a character may be predisposed to certain stereotypes depending on their character—but in the end, the *players* need to trust each other at the gaming table to know that even if their characters don't like one another or have struggles, that no one is going to leave each other hanging when things get tough.

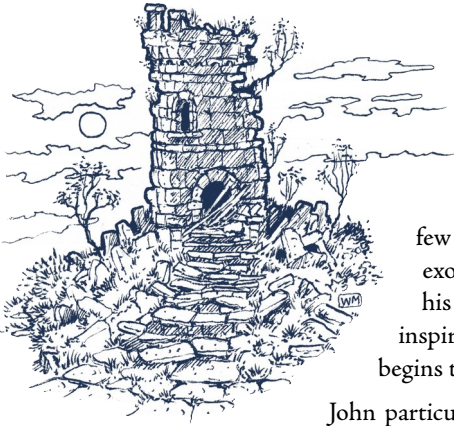
Connections between characters can be anything; from two characters being family or childhood friends, to friendly rivals, to everyone working together for the same employer—the reasons they're all adventuring together are endless. They don't even have to begin as friendly. Maybe a Paladin has a young Thief as their ward because the Thief is on parole in return for service to the Paladin's holy order. Sure, these two characters are going to begin from a place of distrust, but through roleplaying and putting their lives in each others hands the characters could learn important lessons from one another.

It's important for players and their characters to begin the game with some common ground and a basis of trust. It contributes to a positive gaming experience for everyone at the table.

DESIGNING ADVENTURES

Before the player characters can begin their path to glory, the referee will need to design an adventure. The simplest way to do this is to think about a location where they'd like to set the majority of the adventure—most often a dangerous locale full of vile monsters and ancient riches. This can be a large tomb corrupted by eons of sleeping evil, a wild woodland filled with exotic fey creatures, an ancient cavern populated by light-hating creatures strange and unseen, or any number of other locations that seem like they'd be fun to explore.

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The referee should feel free to look to their favorite fantasy films, comic books and novels for inspiration. Start with something familiar and build from there, taking it in new directions.

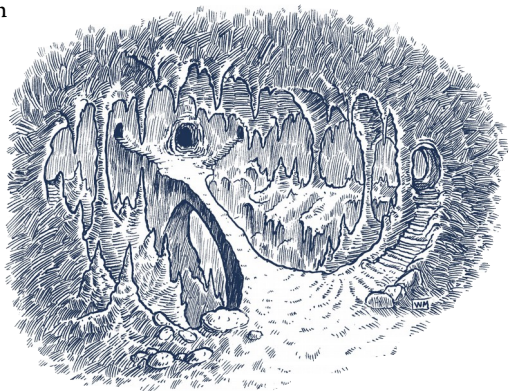
For example, John is refereeing a game in a few days and sits down to brainstorm ideas for his exotic location. He starts by thinking of some of his favorite fantasy stories and looking to them for inspiration. He considers *Lord of the Rings* and begins to recall some of his favorite scenes.

John particularly liked the dwarven mines featured in *Fellowship of the Ring* and decides he wants to set his adventure in an abandoned dwarven mine. After thinking for a few minutes, John moves beyond the idea that the dwarves became greedy and were destroyed by goblins and demons. “What if,” John thinks, “the dwarves found their gold and didn’t want to give it up? What if the dwarf king began practicing evil magic to extend its life beyond its natural limits? What if it drove him mad?”

John writes down notes as his thoughts come. He decides that the mad dwarf king eventually turned his own subjects into terrible undead warriors who lived in the darkness of the mines for centuries, shambling about and growing in power as the evil magic of their master consumed them.

John likes what he has. The dwarf mine has monsters in the way of undead dwarves, a legendary adversary for the player characters to face with the mad king and a great reward if the players are successful because they’ll be able to potentially recover the king’s hoard of gold and jewels.

But if these old legends are unknown to the world, how does he get his player characters to explore the mine? After thinking for a few minutes, John decides that a nearby village recently rediscovered the mine after an earthquake and has begun exploring it and even mining some of the ore there. But miners have been disappearing and the local magistrate is at a loss for what to do. Rumors of shambling beasts and strange, unholy noises are heard near the mine’s entrance at night. Without the mine, the village will have little to trade with passing merchants and the town’s economy will collapse.



The magistrate is offering a reward to anyone willing to brave the mines, rescue the workers and stop whatever took them. Without a few heroes, there is no hope for the villagers.

Now John has a location, a history and a motivation for his player characters. He begins sketching a map of the mine and populating it with monsters, traps and riches to entice the heroes—all leading to an epic confrontation between the player characters and the mad dwarven king.

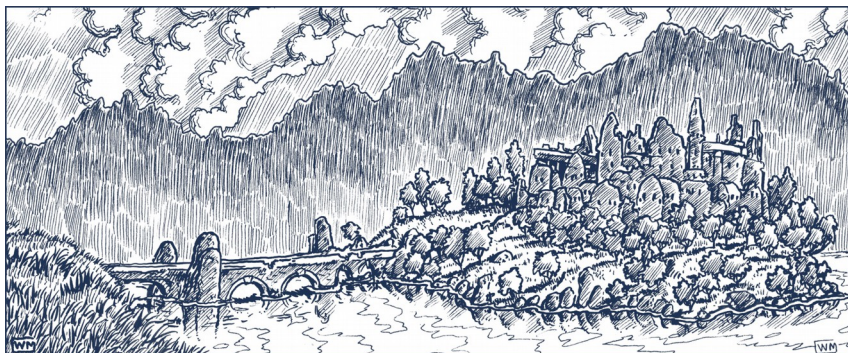
So now the player characters will either face an ancient evil that has been reawakened or they may well perish in the darkness beneath the earth. A Hero's Journey indeed.

DEVELOPING CAMPAIGNS

The Hero's Journey is meant to be more than just a series of disconnected adventures that players participate in every session. Each adventure should leave a hook connecting to the next one and as the player characters grow in power from questing heroes to living legends, the story of their rise to greatness should grow as well. These connected adventures form a story arc, commonly called a campaign.

Referees shouldn't feel like they have to design the storyline of their entire campaign all at once—in fact doing so can often be detrimental to the game because it creates a storyline that's very linear and can remove the player characters' sense of free will. After all, they're playing in a game—not reading a novel.

Instead of designing an entire campaign before the first character is made, when the referee has finished running an adventure they should look at any plot threads that may be left hanging. Perhaps the player characters discovered a magical item and are curious to learn more about its history and power, or they found a treasure map that leads beyond the edges of the known lands. Perhaps the villain escaped and they must continue pursuing the vile foe to a new and dangerous location. Maybe the NPC who tasked them with the original adventure has further need of their services.



7 ♦ RUNNING THE GAME

By creating bridges between adventures and allowing one adventure to build to another a referee can create a natural sense of an ongoing narrative and a greater story at play. Players can more easily invest in this evolving saga, building relationships with reoccurring NPCs, growing to feel at home in the villages and towns they help protect, and learning to despise that reoccurring villain who they've thwarted over and over, but never quite defeated.

CHALLENGING THE PLAYERS

The Hero's Journey is game where combat is a dangerous undertaking and quite likely to get those involved killed. Both players and referees should remember this before leaping blindly into battle. That's not to say that combat should be absent from a campaign—far from it. The epic clash of swords or watching a few brave warriors face off against a terrible dragon are staples of the fantasy genre and an important part of *The Hero's Journey*.

But even a tenth level character is only a few steps from death. While they might be able to handle the spears and arrows of some blood-thirsty orcs, the greater monsters of the world such as giants, dragons, undead knights and terrifying sea beasts can destroy an entire adventuring company with little effort. When players enter battle, they need to think carefully, plan their tactics and prepare—even then, victory is not assured.

On the other side of that, the referee should not go out of their way to kill the player characters. There is a fine line between challenging the characters and overwhelming them and it can take a few sessions of being the referee to find that balance. For your first few game sessions ease your players and their characters into things. Perhaps fudge a few dice behind a screen or shield and reduce the damage taken from a lucky sword strike or perhaps the player characters stumble upon a cache of magical healing potions at just the right moment. You don't always have to coddle your players just to keep them alive, but when you find the balance between fun and danger everyone at the table has a better experience.





Player characters will face off against all manner of creatures dark and terrible. From classic monsters like Goblins and Dragons to weird and exotic creatures like Brain Lords and Sidhe, this chapter provides the referee with a diverse collection of monsters they can use as adversaries, allies and NPCs through the course of the campaigns and adventures they design.

READING MONSTER DESCRIPTIONS

The following is a quick reference guide for how to read monster descriptions:

ARMOR CLASS: “Armor Class” is explained earlier in the rules for combat. If you’re using the Descending AC system (where lower AC is better), disregard the numbers in brackets. If you’re using the Ascending AC system (where a high AC is better), use the numbers in brackets.

REDUCTION VALUE: Some monsters have particularly tough hides or commonly wear armor, represented in their Reduction Value. This functions exactly as described in *Chapter 5: Playing the Game*.

BASE HIT BONUS: All monsters have a Base Hit Bonus, just like player characters. It functions in exactly the same manner, adding to any “to-hit” rolls made against their foes. Unless otherwise stated all monsters have a +1 to their Base Hit Bonus for every Hit Die they possess, to a maximum of +15 for creatures with 15 hit dice or more. Creatures with less than 1 hit die have a +0 Base Hit Bonus.

ATTACKS: “Attacks” lists the number of attacks a monster has and the damage they inflict.

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EXPERIENCE POINTS: “Experience Points” are presented after a monster’s Hit Dice Equivalent (HDE) rating, and list the number of XP the adventuring party gains as a result of killing the creature. In some cases, however, the Referee may choose to award experience points for defeating a creature without killing

it (circumventing it by creative means, capturing it to bring home, etc.). Some monsters have multiple Experience Points listed—this is because certain monsters have a range of hit dice. Order is always from lowest HD to highest HD.

HIT DICE: “Hit Dice” is the number of dice (d6) rolled to determine an individual creature’s HP. If there is a plus or minus after the number, add or subtract that number once from the total rolled.

HIT DICE EQUIVALENT: “Hit Dice Equivalent” is used to separate monsters into “difficulty levels” so that when creating an adventure the Referee has some guidelines concerning what characters can and cannot handle. Some monsters have multiple HDE’s listed—this is because certain monsters have a range of hit dice. Order is always from lowest HD to highest HD.

MAGIC RESISTANCE: “Magic Resistance” isn’t one of the entries, but some creatures may have “magic resistance.” The given percentage chance is the likelihood that any magic used against the creature (other than bonuses from weapons) will fail to take effect. To determine whether or not magic used will have an impact, roll a d100. The magic fails if the result is less than the given percentage.

MOVE: “Move” is the monster’s movement rate and is handled like it is for PCs.

SAVING THROW: “Saving Throw” isn’t one of the entries, but all creatures have a saving throw. It is the number on the d20 the monster needs to equal or exceed in order to avoid a threat or lessen its effect. It is found by subtracting the monster’s HD from 19. For example, a monster with 4 HD has a saving throw of 15. Alternatively, a monster can simply be treated as a Fighter or whatever character class makes sense for that monster, with the monster’s hit dice being used for its level.

SPECIAL: “Special” is just a “flag” of sorts for the Referee that serves as a reminder that a monster has a special ability.



9/2/2

MONSTER CATALOG

Contained herein are all of the monsters presented in alphabetical order.

ANGEL, CHERUB

Armor Class: 5 [14]

Hit Dice: 3

Reduction Value: 3

Base Hit Bonus: +3

Attacks: Short Bow (1d6–1)

Special: Regeneration (1 HP/round), *Protection from Chaos*

Move: 9 (12 when flying)

HDE/XP: 4/120

Appearing as small feather-winged children wearing white robes and carrying small bows, these are messengers of the higher planes. Though not combative by nature, they are skilled archers. They can cast *Protection from Chaos* as a Cleric at will, and will often use this ability to bless the weak and innocent in times of danger. When a cherub is slain, their physical form and all their trappings disappear in a flash of light and their soul is returned to the heavenly realm.

ANGEL, SERAPH

Armor Class: 6 [13]

Reduction Value: 5

Base Hit Bonus: +9

Hit Dice: 9

Attacks: Flaming Sword (3d6)

Special: See Below

Move: 12 (15 when flying)

HDE/XP: 10/1400

The Seraph, also known as avenging angels, are agents of war sent from the heavenly planes to combat great evil in the mortal world. They appear as beautiful mortal men and women, clad in plate armor and wielding a flaming sword which does 3d6 points of damage. Great white feathered wings spring from their backs. They are immune to all spells cast by Clerics and Wizards of lower than 7th level and are 65% resistant to all other spells. They can only be damaged by magical weapons and are capable of causing a holy light to flare out from their body which blinds all creatures within 60' who do not make a successful saving throw. This blindness remains until a *Dispel Magic* spell is cast. Seraphs are fierce foes who have no tolerance for evil acts or demonic foes. They slay with righteous certainty.

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ANIMATED WEAPON

Armor Class: 5 [14]

Reduction Value: 3

Base Hit Bonus: +3

Hit Dice: 3+3

Attack: By Weapon (typically 1d6)

Special: Flight

Move: 12 (flight only)

HDE/XP: 4/75.

Weapons are sometimes enchanted by magic to operate independently and defend a location under specific circumstances. These are called animated weapons and in most cases are enchanted to defend a specific location, such as a room or keep. They are typically created to attack intruders and fight until destroyed.

BANSHEE

Armor Class: 7 [12]

Reduction Value: 4

Base Hit Bonus: +7

Hit Dice: 7

Attacks: Claw (1d6)

Special: See below

Move: 12

HDE/XP: 11/1,700

Banshees are horrid fey (or undead) creatures that live in swamps and other desolate places. They can only be harmed by magical or silver weapons. Banshees have a 50% resistance to magic, and they are immune to illusions and charms. Their shriek (once per day) necessitates a saving throw versus death or the hearer will die in 2d6 rounds. They can travel over water and other terrain as if it were land, but crossing running water causes it to lose its magic resistance for 3d6 hours. They look like gaunt humans with long, stringy hair and glowing yellow eyes. They often wear hooded cloaks. At the referee's discretion, such creatures might be undead rather than faerie-folk, and are considered to have 9 HD for turning purposes.

BASILISK

Armor Class: 9 [10]

Reduction Value: 4

Base Hit Bonus: +6

Hit Dice: 6

Attacks: Bite (1d6+1)

Special: Petrifying gaze

Move: 6

HDE/XP: 8/800

Basilisks are great lizards whose gaze turns to stone anyone meeting its eye (fighting without looking incurs a -4 penalty "to-hit"). If the basilisk's own gaze is reflected back at it, it has a 10% chance to force the basilisk into a saving throw against being turned to stone itself.

BEE, GIANT KILLER

Armor Class: 5 [14]

Reduction Value: 1

Base Hit Bonus: +1

Hit Dice: 1

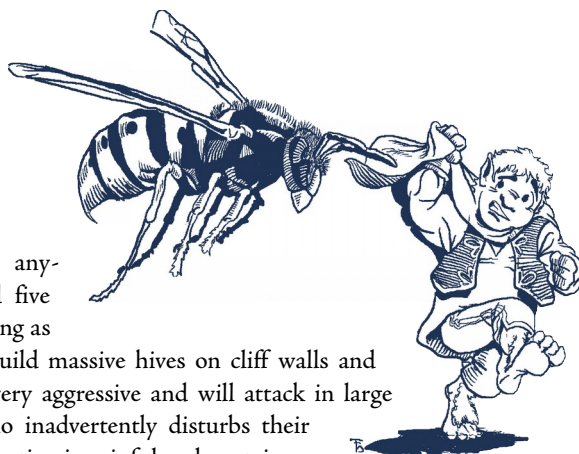
Attacks: Sting (1d6)

Special: Poison

Move: 15 flying

HDE/XP: 2/30

These massive bees are anywhere between two and five feet long, with queens being as large as ten feet. They build massive hives on cliff walls and ancient trees. They are very aggressive and will attack in large swarms any creature who inadvertently disturbs their hive or their queen. Their sting is painful and contains a deadly poison. Anyone stung by a giant killer bee must make a saving throw or die. Giant killer bee queens rarely leave their hives, but are massive and fearsome. They have three hit dice, attack as three hit die creatures and all saves against their poison is made at a -2 penalty. Referees are encouraged to lend special properties to the honey of giant killer bees as suits their individual games.



BEETLE, GIANT FIRE

Armor Class: 8 [11]

Reduction Value: 3

Base Hit Bonus: +1

Hit Dice: 1+3

Attacks: Bite (1d6)

Special: None

Move: 12

HDE/XP: 1/15

A giant fire beetle's oily light-glands glow red, and continue to give off light for 1d6 days after they are removed (shedding light in a 10 foot radius).

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BLACK PUDDING

Armor Class: 9 [10]

Reduction Value: 0

Base Hit Bonus: +10

Hit Dice: 10

Attacks: Strike (1d6)

Special: Acidic

Move: 6

HDE/XP: 11/1,700

Black puddings are amorphous globs with an acidic surface. They are subterranean predators and scavengers. Any weapon or armor contacting a black pudding will be eaten away by the acid as follows: weapon (1 hit by weapon), chain mail or lesser armor (1 hit by pudding), half-plate or plate mail (2 hits by pudding), bucklers and small shields (1 hit by pudding), large shield (2 hits by pudding). If a weapon or armor is magical, it can take an additional hit per +1 before being dissolved. They are immune to cold and divide when attacked by lightning.

BLINK DOG

Armor Class: 7 [12]

Reduction Value: 1

Base Hit Bonus: +6

Hit Dice: 6

Attacks: Bite (1d6+1)

Special: Teleport

Move: 12

HDE/XP: 4/240

Blink dogs are pack hunters, intelligent and usually friendly to those who are not of evil intent. They can teleport short distances (without error) and attack in the same turn—in most cases (75%) a blink dog will be able to teleport behind an opponent and attack from the rear, which gives it a +2 bonus to “to-hit” rolls made from this position.

BRAIN LORD

Armor Class: 8 [11]

Reduction Value: 2

Base Hit Bonus: +7

Hit Dice: 7

Attacks: Projected Energy (2d6)

Special: See Below

Move: 12

HDE/XP: 9/1250

These bizarre humanoids appear to have the head of an octopus and their bodies are covered in fish-like scales. They are highly intelligent, speaking only through telepathic communication—which they can do with any individual within 120 feet. They believe all races other than themselves to be inferior and wish to subject them to thralldom through a combination of powerful mental abilities and charm spells. They avoid physical combat and instead prefer to attack with a kind of psychically projected energy, which they can target at any individual they can see. Targets must make a saving throw or suffer 2d6 points of damage and permanently lose one point from either their Intelligence, Willpower, or Charisma attributes. Any time a Brain Lord reduces a target to 1 in any of these attributes, the subject becomes a mindless thrall in the service of its new master. All Brain Lords are also capable of casting *Charm Person* once per day.

BUGBEAR

Armor Class: 8 [11]

Reduction Value: 2

Base Hit Bonus: +3

Hit Dice: 3+1

Attacks: Weapon or bite (1d6)

Special: Surprise opponents

Move: 9

HDE/XP: 3/120

These large, hairy, goblin-like humanoids are stealthier than their size would suggest, almost always getting the chance to surprise even the most alert opponents with a roll of 1–3 on a d6 (50% of the time).

CENTAUR

Armor Class: 8 [11] or 4 [15] w/ small shield

Reduction Value: 1

Base Hit Bonus: +4

Hit Dice: 4

Attacks: Weapon or kick (1d6)

Special: None

Move: 18

HDE/XP: 5/240

Half man, half horse, centaurs are fierce warriors and well-known creatures of mythology. The Referee may choose any “version” of the centaur from folklore for his campaign: some are chaotic, some aloof, and some are soothsayers.

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CENTIPEDE, GIANT (SMALL)

Armor Class: 7 [12]

Reduction Value: 0

Base Hit Bonus: +0

Hit Dice: 1–4

Attacks: Bite

Special: Poison (see below)

Move: 13

HDE/XP: 2/30

Small sized Giant Centipedes inflict a lethal amount of poison with each bite, but inflict no damage if the saving throw is successful (+4 modifier to opponent's saving throw). Those who fail the saving throw will die in the next 1d6 rounds as the toxin spreads through their bodies.

CENTIPEDE, GIANT (MEDIUM)

Armor Class: 8 [11]

Reduction Value: 2

Base Hit Bonus: +2

Hit Dice: 2

Attacks: Bite (1d6–1)

Special: Poison (see below)

Move: 15

HDE/XP: 4/240

This man-sized giant centipede is a deadly predator with armored segments, a vicious bite, and a lethal (though relatively weak) poison (+4 modifier to opponent's saving throw). Those who fail the saving throw will die in the next 1d6 rounds as the toxin spreads through their bodies.

CENTIPEDE, GIANT (LARGE)

Armor Class: 9 [10]

Reduction Value: 4

Base Hit Bonus: +4

Hit Dice: 4

Attacks: Bite (1d6+1)

Special: Poison (see below)

Move: 18

HDE/XP: 6/400

A twenty-foot long horror of chitin, multiple legs, and clashing pincers dripping with venom (+2 modifier to opponent's saving throw). Those who fail the saving throw will die in the next 1d6 rounds as the toxin spreads through their bodies.

CHIMERA

Armor Class: 7 [12]

Reduction Value: 3

Base Hit Bonus: +9

Hit Dice: 9

Attacks: Bite (equals # of heads)

Special: Breathes fire, flies

Move: 12/18 (when flying)

HDE/XP: 11/1,700

The chimera is a winged, three headed beast; one head is that of a goat, one the head of a lion, and one the head of a dragon. The dragon head can breathe fire (3 times per day) with a range of 50 feet, causing 3d8 damage to anyone caught within the fiery blast (saving throw for half damage).

COCKATRICE

Armor Class: 6 [13]

Reduction Value: 1

Base Hit Bonus: +5

Hit Dice: 5

Attacks: Bite (1d6-1)

Special: Bite turns bitten into stone

Move: 6/18 (when flying)

HDE/XP: 7/600

Resembles a bat-winged rooster with a long, serpentine tail. Its bite turns enemies to stone unless a successful saving throw is made.

DEATH KNIGHT

Armor Class: 3 [16]

Reduction Value: 8

Base Hit Bonus: +10

Hit Dice: 10

Attacks: Two-Handed Sword (2d6+3)

Special: See Below

Move: 12

HDE/XP: 12/3200

These terrible undead knights are clad in black armor and wield terrible two-handed swords with great strength. In addition to increased damage, each time a death knight successfully strikes a foe with their sword the target loses one level. Death Knights are also immune to all spells of 5th level or lower. They can cast a *Fireball* once per day that inflicts 7d6 points of damage. They are immune to damage from mundane weapons and cannot be banished by a Cleric.

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DEMONS

Demons are creatures of the lower planes of existence, but they are occasionally encountered in places where they have been enslaved to serve as guardians by powerful Wizards or Chaotic Clerics. The more intelligent varieties might also be interrupted while carrying out plots of their own. There is no meaningful game distinction between demons and devils.

DEMON, BAALROCH

Armor Class: 6 [13]

Reduction Value: 6

Base Hit Bonus: +9

Hit Dice: 9

Attacks: Sword or whip (2d6)

Special: See below

Move: 6/15 (when flying)

HDE/XP: 10/1,400

The Baalroch's name means, roughly, the Bull of Baal: the Baal-aurochs (the aurochs was a bull that stood twelve feet tall at the shoulder, and Baal is an ancient and evil pagan deity). These powerful demons somewhat resemble vast minotaurs with great, spreading bat-wings; they burn with the fires of hell and are wreathed in flame. The spells of casters below 6th level do not affect them, and against higher-level spell casters they are still 75% immune to all spells. In combat, a Baalroch uses whip and sword; the whip can be used to reach great distances—on a successful hit the victim is pulled close to the Baalroch and burned by the fires of the demon's body (3d6 damage). Baalrochs are sometimes referred to in ancient texts as Balor or Baalor, which may be the name of a single demon rather than a term for all of them. A Baalroch could be forced or tricked into the service of a powerful Wizard, but the risk would be immense.

DEMON, IMP

Armor Class: 6 [13]

Reduction Value: 3

Base Hit Bonus: +3

Hit Dice: 3

Attacks: Poison Tail Sting
(1d6-1)

Special: See Below

Move: 6 (12 when flying)

HDE/XP: 3/240



These tiny devilish creatures are red or black in skin color with cat-like eyes, long pointed tails and bat wings. They are the lowliest of demons and often serve as slaves to greater demons or servants of powerful evil Clerics and Wizards. Imps are immune to magical weapons and fire and can cast *Detect Magic* at

will and Invisibility once per day—both as a Wizard. Their tail has a moderately powerful poison which can kill if a saving throw is not successful, though the victim receives a +4 bonus to their roll.

DEMON, LEMURE

Armor Class: 9 [10]

Reduction Value: 2

Base Hit Bonus: +3

Hit Dice: 3

Attacks: Claw(1d6)

Special: Regenerate (1 HP/round)

Move: 3

HDE/XP: 4/120

Lemures are vaguely humanoid—their flesh is mud-like, shifting and soft upon their horrible bodies. Like manes and wretches, lemures are lower forms of demons, the fleshly manifestations of damned souls. These demons can only be permanently destroyed by sprinkling their disgusting bodies with holy water.

DEMON, SUCCUBUS

Armor Class: 4 [15]

Reduction Value: 4

Base Hit Bonus: +6

Hit Dice: 6

Attacks: Bite (1d6–1)

Special: Charm Person

Move: 12 (15 when flying)

HDE/XP: 6/800

A succubus is a demon of lust who appears as a scantily-clad voluptuous human woman with a great pair of bat-wings sprouting from her shoulder blades. Though not effective in direct combat, she can charm with a word or a kiss and often surrounds herself with a horde of thralls bent to her will. This ability allows the Succubus to cast *Charm Person* at will. If slain, their physical body returns to the infernal planes to which they are native.

DJINNI

Armor Class: 5 [14]

Reduction Value: 3

Base Hit Bonus: +7

Hit Dice: 7+1

Attacks: Fist or weapon (2d6)

Special: See below

Move: 9/24 (when flying)

HDE/XP: 9/1,100

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Djinni are one of the genies of folklore, creatures of the air (and possibly of the elemental planes). They can carry 700 pounds of weight, and have a number of magical powers. A djinni can create food and water of high quality, as well as wooden and cloth objects. They can also create objects of metal (including coins), but all such magically created metals disappear in time. Djinni can call up illusions, and although these are quite excellent they disappear when touched. Djinni can turn themselves into gaseous form (cannot attack or be attacked, can enter any area that is not airtight), and can become invisible at will. Finally, a djinni can turn itself into a whirlwind much like an air elemental, sweeping away any creature with one or fewer hit dice (the diameter of the whirlwind is 10 feet). More powerful types of djinni might be capable of granting limited wishes or even true wishes.

DOPPELGANGER

Armor Class: 6 [13]

Reduction Value: 1

Base Hit Bonus: +4

Hit Dice: 4

Attacks: Claw (1d6)

Special: See below

Move: 9

HDE/XP: 5/240

A doppelganger can change its form to resemble the physical appearance (including clothing and gear) of any person. These creatures are immune to *Sleep* and *Charm Monster*, and are considered magic resistant for purposes of breaking through *Wizard Lock* and similar spells. They have a very good saving throw (+5 bonus) against magic of all kinds.

DRAGONS

All dragons have a breath weapon of some kind, which can be used up to three times in a day. The Referee chooses when a dragon will use the breath weapon or may roll for it (50% chance) in any given round.

Referees should not roll for a dragon's hit points, like one would for other monsters. Instead, determine the age category of the dragon—this will give both the dragon's hit points per hit dice and how many points of breath weapon damage per hit dice the dragon inflicts. Dragons also have a modifier to their Reduction Value based on their age.

Dragons, while dangerous, are not by any means invincible. In a medieval-type fantasy world, dragons are a common problem rather than a godlike creature of legend—so the statistics for dragons reflect a deadly but not mythical foe. The Referee is, of course, free to create stats for a more “mythical” conception of dragons. Since dice aren't rolled for dragon hit points, it is possible for a truly mythical dragon to have more “numbers” per die than it's actually possible to roll on a hit dice.

TABLE 8-1: DRAGON AGE CATEGORY

ROLL (2D6)	AGE	HIT POINTS PER HIT DIE	BREATH DAMAGE PER HIT DIE	REDUCTION VALUE BONUS
2	Very Young/Hatchling	1	1	-3
3	Young	2	2	-2
4-5	Immature	3	3	-1
6-8	Adult	4	4	0
9	Old	5	5	+1
10	Very Old (100 years)	6	6	+2
11	Aged (100-400 years)	7	7	+3
12	Ancient (400+ years)	8	8	+4

TABLE 8-2: DRAGON BREATH WEAPONS

SHAPE*	TYPE
Cloud	Gaseous
Cone	Fire or Frost
Line	Spitting

* The dimensions of a dragon's breath differ according to the dragon's type. For example, an "Adult" dragon has both 4 hit points and 4 points of breath weapon damage per hit die. So an "Adult" black dragon with 6 HD would have 24 HP and deal 24 points of acid damage when using its breath weapon.

DRAGON, BLACK**Armor Class:** 9 [10]**Reduction Value:** 5**Base Hit Bonus:** +6 (Hatchling, Young), +7 (Immature, Adult, Old), +8 (Very Old, Aged, Ancient)**Hit Dice:** 6-8**Attacks:** Bite (1d6+2)**Special:** Spits acid**Move:** 12/24 (when flying)**HDE/XP:** 8/800; 9/1,100; 10/1,400

Black dragons spit a deadly, corrosive acid rather than a breath of fire. The acid covers everything in a line 5 feet wide and 60 feet long.



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DRAGON, BLUE

Armor Class: 9 [10]

Reduction Value: 6

Base Hit Bonus: +8 (Hatchling, Young), +9 (Immature, Adult, Old), +10 (Very Old, Aged, Ancient)

Hit Dice: 8–10

Attacks: Bite (2d6)

Special: Spits lightning

Move: 12/24 (when flying)

HDE/XP: 10/1,400; 11/1,700; 12/2,000

Blue dragons spit a blast of electric lightning, affecting everything in its path, in a line 5 feet wide and 100 feet long. A successful saving throw against the blast of lightning indicates half damage.

DRAGON, GOLD

Armor Class: 9 [10]

Reduction Value: 6

Base Hit Bonus: +10 (Hatchling, Young), +11 (Immature, Adult, Old), +12 (Very Old, Aged, Ancient)

Hit Dice: 10–12

Attacks: Bite (2d6+2)

Special: Breathes poisonous gas or fire

Move: 12/24 (when flying)

HDE/XP: 12/2,000; 13/2,300; 14/2,600

Gold dragons are of lawful alignment, can always speak, and cast spells as if they were a Wizard of equal level to their age category (so that “Very Old” gold dragons are 6th level Wizards). They can choose to either breathe fire in a cone 90 feet long and roughly 30 feet wide at the base or breathe chlorine gas in a cloud 50 feet in diameter.

DRAGON, GREEN

Armor Class: 9 [10]

Reduction Value: 6

Base Hit Bonus: +7 (Hatchling, Young), +8 (Immature, Adult, Old), +9 (Very Old, Aged, Ancient)

Hit Dice: 7–9

Attacks: Bite (2d6)

Special: Breathes poisonous gas

Move: 12/24 (when flying)

HDE/XP: 9/1,100; 10/1,400; 11/1,700

Green dragons breathe a cloud of poisonous gas that is 50 feet in diameter. A successful saving throw indicates half damage.

DRAGON, RED*Armor Class:* 9 [10]*Reduction Value:* 6*Base Hit Bonus:* +9 (Hatchling, Young), +10 (Immature, Adult, Old), +11 (Very Old, Aged, Ancient)*Hit Dice:* 9–11*Attacks:* Bite (2d6+1)*Special:* Breathes fire*Move:* 12/24 (when flying)*HDE/XP:* 11/1,700; 12/2,000; 13/2,300

Red dragons are the fire-breathing wyrms of legend. They breathe fire in a cone-shape 90 feet long and roughly 30 feet wide at the base.

DRAGON, WHITE*Armor Class:* 9 [10]*Reduction Value:* 5*Base Hit Bonus:* +5 (Hatchling, Young), +6 (Immature, Adult, Old), +7 (Very Old, Aged, Ancient)*Hit Dice:* 5–7*Attacks:* Bite (1d6+1)*Special:* Breathes cold*Move:* 12/24 (when flying)*HDE/XP:* 7/600; 8/800; 9/1,100

White dragons are usually found in cold regions, where they can utilize their natural camouflage in the ice and snow to ambush their prey. They breathe intensely cold air and frost in a cone shape 70 feet long and roughly 30 feet wide at the base.

DRYAD*Armor Class:* 8 [11]*Reduction Value:* 2*Base Hit Bonus:* +2*Hit Dice:* 2*Attacks:* Dagger (1d6–1)*Special:* Charm Person*Move:* 12*HDE/XP:* 3/60

Dryads are beautiful female tree spirits, and do not venture far from their home trees. They can cast (as a native magical power) a strong charm that operates as a *Charm Person* spell with a –2 saving throw. Those who are charmed seldom return, or might be kept for a hundred years and a day within the dryad's tree.

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DWARF

Armor Class: 9 [10] or 5 [14] w/ small shield

Reduction Value: 1

Base Hit Bonus: +1

Hit Dice: 1+1

Attacks: War Hammer

Special: Stonework insight

Move: 6

HDE/XP: 1/15

Statistics above are for the common Dwarf with no particular unusual characteristics. A Dwarf-at-arms would usually have a full 7 HP, reflecting skill and general toughness. Stronger Dwarves (sergeants-at-arms, for example) might have more hit dice or unusual bonuses “to-hit”, even magical abilities if Dwarves are magical in your fantasy universe. (Norse myths are a good example of this.) These stronger dwarves will often have heavier armor and shields, affecting their Armor Class and Reduction Values accordingly. Do not bother to treat more powerful NPC Dwarves as Fighters or character types; just assign the right number of HD and abilities (if any) and keep moving along with the fantasy.

EFREETI

Armor Class: 5 [14]

Reduction Value: 4

Base Hit Bonus: +10

Hit Dice: 10

Attacks: Fist or sword (2d6)

Special: Wall of Fire

Move: 9/24 (when flying)

HDE/XP: 12/2,000

Efreets are a type of genie, associated with fire (unlike the djinn, who have powers over the air). Efreets can carry up to a thousand pounds of weight, and under the right circumstances they can be forced to serve as a slave (until they figure out how to free themselves). An efreeti can cast *Wall of Fire* three times per day. They appear as giant humans with cruel features, their skin flickering with flames.

ELEMENTALS

Elementals are living manifestations of the basic forms of matter; earth, air, fire, and water. They are usually summoned from their native planes of existence to do the bidding of a powerful Wizard. These beings can also be “chained” within objects or structures to give the objects magical properties. Elementals are barely intelligent at all, but they are as powerful as the forces of nature that they actually are.

ELEMENTAL, AIR*Armor Class:* 3 [16]*Reduction Value:* 5*Base Hit Bonus:* +8 (8 HD), +12 (12 HD) or +15 (16 HD)*Hit Dice:* 8, 12, 16*Attacks:* Strike (2d6)*Special:* Whirlwind*Move:* 36 (when flying)*HDE/XP:* 9/1,100; 13/2,300; 17/3,400

Air elementals can turn into a whirlwind of air with a diameter of 30 feet, hurling any creature of 1 HD or less for great distances (almost certainly killing them). Elemental whirlwinds are approximately 100 feet tall.

ELEMENTAL, EARTH*Armor Class:* 9 [10]*Reduction Value:* 8*Base Hit Bonus:* +8 (8 HD), +12 (12 HD) or +15 (16 HD)*Hit Dice:* 8, 12, 16*Attacks:* Fist (2d6)*Special:* Stone destruction*Move:* 6*HDE/XP:* 9/1,100; 13/2,300; 17/3,400

Earth elementals are hulking man-shapes of rock and earth. They batter opponents with their great fists, although damage is reduced by 1d6 if the opponent is not standing upon earth or rock. Earth elementals can tear apart stone structures, able to rip down even a castle wall in a matter of 1d4+4 minutes.

ELEMENTAL, FIRE*Armor Class:* 3 [16]*Reduction Value:* 5*Base Hit Bonus:* +8 (8 HD), +12 (12 HD) or +15 (16 HD)*Hit Dice:* 8, 12, 16*Attacks:* Strike (2d6)*Special:* Ignite materials*Move:* 12*HDE/XP:* 9/1,100; 13/2,300; 17/3,400

Fire elementals are formless masses of flame, perhaps with a vaguely human shape. Their attacks cause flammable materials to ignite if the material fails a saving throw (as determined by the Referee).

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ELEMENTAL, LAVA

Armor Class: 3 [16]

Reduction Value: 5

Base Hit Bonus: +9

Hit Dice: 9

Attacks: Strike (2d6)

Special: Engulf, ignite materials

Move: 3

HDE/XP: 9/1,400

Similar to fire elementals and native to the same plane, lava elementals appear as massive animated pools of lava. They attack by engulfing their foes. Once a lava elemental has made a successful attack against a target he continues to engulf the target, inflicting 2d6 points of damage each round until the target is dead. They also ignite materials in the same manner as a fire elemental. Lava Elementals only have a singular form and do not grow or weaken in power.

ELEMENTAL, WATER

Armor Class: 4 [15]

Reduction Value: 5

Base Hit Bonus: +8 (8 HD), +12 (12 HD) or +15 (16 HD)

Hit Dice: 8, 12, 16

Attacks: Strike (2d6)

Special: Overturn ships

Move: 6/18 (when swimming)

HDE/XP: 9/1,100; 13/2,300; 17/3,400

Water elementals cannot move more than 60 feet from a large body of water, and their damage is reduced by 1d6 if the opponent is not standing (or in) a body of water. These powerful beings can overturn small boats, and can overturn a ship if given 1d4+4 minutes to work at it. On water, they can attack ships, battering them to pieces within one hour if not prevented or distracted.

ELF

Armor Class: 8 [11]

Reduction Value: 0

Base Hit Bonus: +1

Hit Dice: 1+1

Attacks: Longbow or Long Sword (1d6)

Special: None

Move: 12

HDE/XP: 1/15

The example above is for a typical Elf; trained warriors would likely have the maximum 7 HP. Obviously, Elves encountered in the course of a party's adventuring will

have a variety of powers and different attributes. The Referee will assign such powers as he sees fit, in accordance with the way he envisions Elves. They might be the woodland dwellers of Tolkien's *The Hobbit*, or the high Elves of the *Lord of the Rings*, or might be the faerie-folk of Irish legend. In any case, as with Dwarves, don't bother trying to fit your "advanced" elves into the constraints of character classes—just make up their attributes to fit what you need. NPCs aren't subject to the rules that govern building a player character; they are your tools for good fantasy, not an exercise in formula application.

ELF, DARK

Armor Class: 6 [13]

Reduction Value: 4

Base Hit Bonus: +2

Hit Dice: 2

Attacks: See Below

Special: See Below

Move: 12

HDE/XP: 2/60

These cousins of surface elves have dark skin and white hair. They raid surface dwellers, especially elves who they hate the most. They typically wield short swords (1d6–1 damage) and light crossbows whose bolts are coated in a paralytic poison (1d6–1 damage, save or be paralyzed for one turn). Most wear special chain mail crafted with dark magic and carry bucklers. They are extraordinarily stealthy, surprising their foes on 1–4 on 1d6. They are also highly resistant to magic, receiving a +4 bonus to all saving throws made to resist it.



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FAIRIE DRAGON

Armor Class: 3 [16]

Reduction Value: 2

Base Hit Bonus: +2

Hit Dice: 2

Attacks: Bite (1d6–1)

Special: Sleep Breath, Invisibility

Move: 9 (12 while flying)

HDE/XP: 2/120

These small gossamer-winged dragons are no larger than a house cat. They are playful and friendly, not typically seeking combat. Instead they breath a cloud of gas with a 20' radius. All creatures caught in the cloud must make a saving throw or be put to sleep for 2d6 hours. If cornered, they will use their ability to cast *Invisibility* once per day to hide themselves. They are fond of shiny objects and twinkling baubles.

GARGOYLE

Armor Class: 8 [11]

Reduction Value: 5

Base Hit Bonus: +4

Hit Dice: 4

Attacks: Claw (1d6)

Special: Flight

Move: 9/15 (when flying)

HDE/XP: 6/400

Gargoyles are winged creatures resembling the carved monstrosities that bedeck the walls of cathedrals and subterranean dungeons. They can be vicious predators.

GELATINOUS CUBE

Armor Class: 9 [10]

Reduction Value: 0

Base Hit Bonus: +4

Hit Dice: 4

Attacks: Strike (1d6)

Special: See below

Move: 6

HDE/XP: 5/240

Gelatinous cubes are semi-transparent cubes that slosh through subterranean passages, engulfing debris and carrion to digest. Their entire substance is acidic; if the cube hits successfully, the victim must make a saving throw or become paralyzed (6 turns)—during which time the cube will attempt to devour its victim. Most gelati-

nous cubes contain various metallic treasures or gems that they have engulfed but not yet digested. Gelatinous cubes are immune to lightning and cold.

GHOUL

Armor Class: 9 [10]

Reduction Value: 2

Base Hit Bonus: +2

Hit Dice: 2

Attacks: Claw (1d6)

Special: See below

Move: 9

HDE/XP: 3/60

Ghouls are pack-hunting undead, corpse eaters. They are immune, like most undead, to charms and sleep spells. The most dangerous feature of these horrid, cunning creatures is their paralyzing touch: any hit from a ghoul requires a saving throw or the victim becomes paralyzed for 3d6 turns.

GIANTS

Giants are a staple of fantasy gaming, huge and dangerous creatures that often have a taste for human flesh. Most are not particularly intelligent.

GIANT, CLOUD

Armor Class: 9 [10]

Reduction Value: 6

Base Hit Bonus: +12

Hit Dice: 12+2

Attacks: Weapon (3d6)

Special: Hurls boulders

Move: 15

HDE/XP: 13/2,300

Cloud giants are cunning beasts, often living in cloud-castles in the sky (hence their name). They throw rocks for 6d6 hit points of damage. Cloud giants are famous for their ability to smell out food, enemies, and Englishmen.

GIANT, FIRBOLG

Armor Class: 9 [10]

Reduction Value: 4

Base Hit Bonus: +9

Hit Dice: 9+2

Attacks: Weapon (2d6)

Special: Hurl boulders, Detect Magic

Move: 12

HDE/XP: 10/1,400

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Appearing as giant men (ten feet tall) with flaming red beards, firbolg dwell in rocky and volcanic regions where they live in clans of miners and underground fungus farmers. Unlike other giants, they are not warlike by nature and instead prefer to make prodigious use of their ability to throw boulders and fight from a distance, which inflict 2d6 points of damage. They are as intelligent as humans and have the natural ability to cast *Detect Magic* at will.

GIANT, FIRE

Armor Class: 9 [10]

Reduction Value: 5

Base Hit Bonus: +11

Hit Dice: 11+3

Attacks: Weapon (2d6)

Special: Hurls boulders, fire immunity

Move: 12

HDE/XP: 12/2,000

Fire giants are usually found near volcanic mountains, in great castles of basalt or even iron. They throw boulders for 5d6 points of damage and are immune to fire.

GIANT, FROST

Armor Class: 9 [10]

Reduction Value: 5

Base Hit Bonus: +10

Hit Dice: 10+1

Attacks: Weapon (2d6)

Special: Hurls boulders, cold immunity

Move: 12

HDE/XP: 12/2,000

Frost giants dwell in cold regions, where they build (or conquer) castles in remote places of ice and snow. They throw boulders or great chunks of ice for 4d6 points of damage and are immune to cold.

GIANT, HILL

Armor Class: 9 [10]

Reduction Value: 4

Base Hit Bonus: +8

Hit Dice: 8

Attacks: Weapon (2d6)

Special: Hurls boulders

Move: 12

HDE/XP: 9/1,100

Hill giants are the least of the giant races; most are brutish cave-dwellers who dress in pelts and uncured hides. They throw rocks for 2d6 points of damage.

GIANT, STONE*Armor Class:* 9 [10]*Reduction Value:* 4*Base Hit Bonus:* +9*Hit Dice:* 9*Attacks:* Club (2d6)*Special:* Hurls boulders*Move:* 12*HDE/XP:* 10/1,400

Stone giants dwell in caves, isolated in the mountain fastness. They throw rocks for 3d6 points of damage, and can be quite crafty in setting up ambushes in their native mountains—travelers who wander into the territory of stone giants seldom return.

GIANT, STORM*Armor Class:* 9 [10]*Reduction Value:* 7*Base Hit Bonus:* +15*Hit Dice:* 16*Attacks:* Weapon (3d6)*Special:* See below*Move:* 15*HDE/XP:* 16/3,200

Storm giants are the largest of giants, the most intelligent, the most magical, and the most likely to talk with humans rather than simply devour them. Storm giants can live in underwater sea-castles as well as on the heights of mountains. They throw boulders for 7d6 points of damage, and have the power to cast *Control Weather* once per day.

GNOLL

Armor Class: 9 [10]*Reduction Value:* 2*Base Hit Bonus:* +2*Hit Dice:* 2*Attacks:* Bite (1d6)*Special:* None*Move:* 9*HDE/XP:* 2/30

Gnolls are tall humanoids with hyena-like heads. They may be found both above ground and in subterranean caverns. They form into loosely organized clans, often ranging far from home to steal and kill with rapacious ferocity.

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GNOME

Armor Class: 7 [12]

Reduction Value: 0

Base Hit Bonus: +1

Hit Dice: 1

Attacks: Short Bow or Short Sword (1d6–1)

Special: *Phantasmal Force*

Move: 9

HDE/XP: 1/15

Gnomes are industrious, peaceful beings. They dwell mostly deep underground. They rarely stand taller than 3' and have long beards and pointy noses. They are peaceful by nature, seeking only to mine for gems and other valuables, and engage in the occasional prank. Gnomes are natural foes of goblins and kobolds, as well as skilled illusionists. All gnomes can cast *Phantasmal Force* once per day.

GOBLIN

Armor Class: 8 [11]

Reduction Value: 1

Base Hit Bonus: +0

Hit Dice: 1–4

Attacks: Weapon (1d6–1)

Special: –1 “to-hit” in sunlight

Move: 9

HDE/XP: < 1/10

Goblins are small creatures (4 feet tall or so) that inhabit dark woods, underground caverns, and (possibly) the otherworldly realms of the fey. They attack with a –1 “to-hit” in the full sunlight.

GOLEMS

Golems are man-shaped creatures built to serve their masters, often as guardians. Golems cannot be hit with non-magical weapons, and are immune to the sorts of spells used to create them (iron golems being immune to fire, for instance). You can find the details in the specific monster descriptions.

GOLEM, FLESH

Armor Class: 9 [10]

Reduction Value: 6

Base Hit Bonus: +12

Hit Dice: 12

Attacks: Fist (1d6+1)

Special: See below

Move: 8

HDE/XP: 12/2,000

A creation stitched together from human limbs and other parts, like Frankenstein's monster. Damage inflicted by lightning heals the golem, and it is slowed by fire and cold. No other type of spell than lightning, fire, or cold affects a flesh golem. Only +1 or better magic weapons can harm a flesh golem.

GOLEM, GLASS

Armor Class: 9 [10]

Reduction Value: 4

Base Hit Bonus: +9

Hit Dice: 9

Attacks: fist or weapon (1d6)

Special: See Below

Move: 9

HDE/XP: 9/1700

Whether crafted from animated stained glass, or massive piles of jagged shards, these behemoths are sometimes animated to protect churches and other holy sites. They are immune to non-magical weapons and take only one point of damage from attacks made with magical weapons which are not blunt. They take half damage from fire spells, but reduce their movement by half for one round after suffering it. They are immune to all other forms of magic.

GOLEM, IRON

Armor Class: 9 [10]

Reduction Value: 8

Base Hit Bonus: +13

Hit Dice: 13

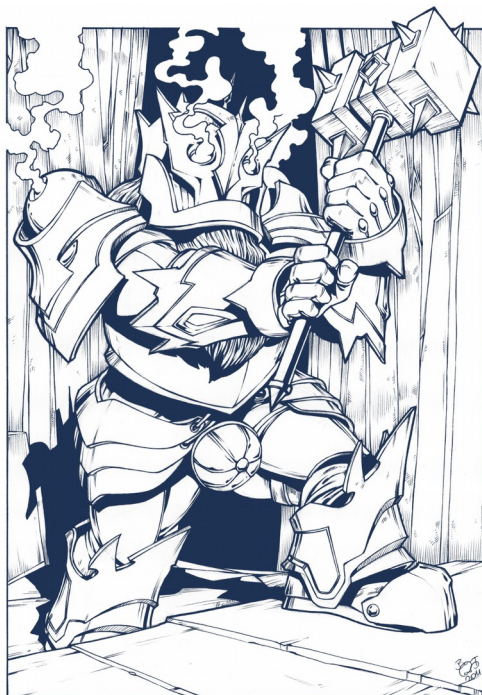
Attacks: Fist or weapon (2d6)

Special: See below

Move: 6

HDE/XP: 17/3,500

Iron golems are huge moving statues of iron. They can breathe a 10 foot radius cloud of poison gas as well as attack with great power. Only +3 or better magic weapons can harm an iron golem. These hulking statues are slowed by lightning spells, but fire-based spells actually restore hit points to them. No other type of spell affects them.



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GOLEM, STONE

Armor Class: 9 [10]
Reduction Value: 6
Base Hit Bonus: +15
Hit Dice: 16
Attacks: Fist (2d6)
Special: See below
Move: 6
HDE/XP: 16/3,200

Stone golems are massive stone statues animated by very powerful magics (much more than just animate object, in other words). They are slowed by fire spells, and damaged/healed by rock to mud spells and the reverse. Spells that affect rock (and fire spells) are the only magic that affects them. They can only be hit by weapons +2 or better.

GOLEM, WOOD

Armor Class: 9 [10]
Reduction Value: 4
Base Hit Bonus: +10
Hit Dice: 10
Attacks: Fist (1d6+2)
Special: See Below
Move: 6
HDE/XP: 10/2000

These lumbering constructs are often mistaken for treants and typically protect hidden groves and glens claimed by powerful spell casters. They are nearly invisible when in a forested area, surprising their enemies on a 1–5 on 1d6. They are immune to mundane weapons and all magic, except fire and fire-based spells, which inflict normal damage.

GORGON

Armor Class: 9 [10]
Reduction Value: 5
Base Hit Bonus: +8
Hit Dice: 8
Attacks: Gore (1d6+2)
Special: Stone breath
Move: 12
HDE/XP: 10/1,400

Gorgons are bull-like creatures with dragon-like scales. Their breath turns people to stone (60 foot cone), though characters can make a saving throw to resist this effect.

GREEN SLIME

Green slime isn't technically a monster, just an extremely dangerous hazard in underground tombs and other such places. Any metal or organic substance it touches begins to turn to green slime (saving throw). It can be killed with fire or extreme cold, and the transformation process can be arrested by the use of the spell *Cure Disease*.

GREY OOZE

Armor Class: 9 [10]

Reduction Value: 0

Base Hit Bonus: +3

Hit Dice: 3

Attacks: Strike (1d6)

Special: See below

Move: 1

HDE/XP: 5/240

Grey ooze is almost identical to wet rock, but is a slimy, formless substance that devours prey and carrion with its acidic secretions, lashing forward to strike enemies. Grey ooze is immune to spells, heat, and cold damage. Metal (but not stone or wood) must make a saving throw vs. acid when exposed to grey ooze (even if the contact is as brief as the strike of a sword) or be rotted through. When the grey ooze hits a character in metal armor, the armor must make an item saving throw. Only cutting and piercing damages a grey ooze—it is impervious to blunt or crushing attacks.

GRIFFON

Armor Class: 8 [11]

Reduction Value: 2

Base Hit Bonus: +7

Hit Dice: 7

Attacks: Bite (1d6)

Special: Flight

Move: 12/27 (when flying)

HDE/XP: 8/800

Griffons have the body of a lion, with the wings, head, and fore-talons of an eagle. These creatures can be tamed and ridden as mounts. They usually nest in high mountain aeries, where they lay their eggs and hunt their prey. Because the fledglings can be tamed, young griffons and griffon eggs command a very high price in the marketplaces of the great cities, or to barons and Wizards.

8 ♦ MONSTERS

HARPY

Armor Class: 7 [12]

Reduction Value: 1

Base Hit Bonus: +3

Hit Dice: 3

Attacks: Talons (1d6)

Special: Flight, siren song

Move: 6/18 (when flying)

HDE/XP: 4/120

Harpies have the upper body of a human female and the lower body and wings of a vulture. Their song is a charm that draws victims to the harpy (saving throw applies), and the harpy's touch casts the equivalent of a *Charm Person* spell (again, a saving throw can be made to resist this effect).

HELL HOUND

Armor Class: 7 [12]

Reduction Value: 2

Base Hit Bonus: +4 (4 HD), +5 (5 HD), +6 (6 HD), or +7 (7 HD)

Hit Dice: 4–7

Attacks: Bite (1d6)

Special: Breathes fire

Move: 12

HDE/XP: 5/240; 6/400; 7/600; 8/800

Hell hounds are fire-breathing dogs of the underworlds or lower planes. In addition to biting, they can breathe fire each round, inflicting 2 HP damage per hit die (10 foot range, saving throw for half damage).

HIPPOGRIFF

Armor Class: 8 [11]

Reduction Value: 1

Base Hit Bonus: +3

Hit Dice: 3+1

Attacks: Claws (1d6)

Special: Flight

Move: 12/27 (when flying)

HDE/XP: 3/60

The hippogriff is similar to a griffon, having the head, foreclaws, and wings of an eagle, but it has the body of a horse. The poem *Orlando Furioso* (written in 1516) suggests that the hippogriff is the offspring of a griffon and a horse—but they are apparently an independent breed, for tradition holds that griffons frequently attack hippogriffs. Hippogriffs are not as hard to train as griffons:

“Drawn by enchantment from his distant lair, The wizard thought but how to tame the foal; And, in a month, instructed him to bear Saddle and bit, and gallop to the goal; And execute on earth or in mid air, All shifts of manege, course and caracole...”

HOBGOBLIN

Armor Class: 9 [10] or 5 [14] w/ small shield

Reduction Value: 2

Base Hit Bonus: +1

Hit Dice: 1+1

Attacks: Weapon (1d6)

Special: None

Move: 9

HDE/XP: 1/15

Hobgoblins are simply large goblins, possibly a separate breed living apart from their smaller cousins. As a matter of the campaign's flavoring, the Referee might choose to make hobgoblins the “fey” goblins of Irish legend, while regular goblins are the more Tolkien-style underground-dwellers.

HORSE

Horses are AC 8 [11], with riding horses having 2 HD and warhorses having 3 HD. Horses move at a speed of 18.

HUMANS

Humans are such a versatile race that any number of “monsters” and NPCs can be made from them. Berserker warriors, tribesmen, cavemen, princesses, evil high priests, captains of the guard, foot-soldiers, and tavern-keepers are all different human “monsters.”

Don't try to build your non-player characters according to the rules for player characters. Here are some samples, otherwise just make up their stats and abilities as you see fit.

HUMAN, BANDIT

Armor Class: 9 [10]

Reduction Value: 1

Base Hit Bonus: +1

Hit Dice: 1

Attacks: Weapon (1d6)

Special: None

Move: 12

HDE/XP: 1/15

Bandits are roving groups of thieves, sometimes organized into small armies led by more powerful bandit chiefs and captains with higher hit dice.

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HUMAN, BERSERKER

Armor Class: 9 [10] or 5 [14] w/ small shield

Reduction Value: 2

Base Hit Bonus: +1

Hit Dice: 1+2

Attacks: Weapon (1d6)

Special: Berserking

Move: 12

HDE/XP: 2/30

Berserkers are normal humans, but they fight with astounding ferocity. A bonus of +2 is added to their attack rolls. They do not wear armor heavier than leather armor.

HUMAN, SERGEANT-AT-ARMS

Armor Class: 5 [14]

Reduction Value: 3

Base Hit Bonus: +3

Hit Dice: 3

Attacks: Weapon (1d6)

Special: None

Move: 12

HDE/XP: 3/60

Human sergeants are normally found in command of 1d6+5 human soldiers. These are the leaders of city guard units and other small military groups in castles and armies. They typically wear chain mail, carry small shields and wield one-handed weapons.

HUMAN, SOLDIER

Armor Class: 5 [14]

Reduction Value: 2

Base Hit Bonus: +1

Hit Dice: 1

Attacks: Weapon (1d6)

Special: None

Move: 12

HDE/XP: 1/15

Human soldiers serve as city guardsmen, mercenaries, and men-at-arms. They are generally armed with leather armor and a mace, sword, or spear and carry a small shield. For every five guardsmen there is usually a sergeant.

HYDRA

Armor Class: 9 [10]

Reduction Value: 3

Base Hit Bonus: +5 (5 HD), +6 (6 HD), +7 (7 HD), +8 (8 HD), +9 (9 HD), +10 (10 HD), +11 (11 HD), or +12 (12 HD)

Hit Dice: 5–12 (equals # of heads)

Attacks: 5–12 bites (1d6 each)

Special: See below

Move: 9

HDE/XP: 7/600; 8/800; 9/1,100; 10/1,400; 11/1,700; 12/2,000

Hydrae are great lizard-like or snake-like creatures with 5–12 heads. Each head has one hit die of its own, and when the head is killed, that head dies. The body has as many hit dice as the total of the heads, so it is a matter of good strategy for adventurers to focus either on killing heads (when all the heads are dead the body dies) or killing the creature by attacking the body (in which case the heads die, too). Hydrae that breathe fire or regenerate their heads are known to exist.

INVISIBLE STALKER

Armor Class: 3 [16]

Reduction Value: 2

Base Hit Bonus: +8

Hit Dice: 8

Attacks: Strike (1d6)

Special: Flight, invisibility

Move: 12

HDE/XP: 9/1,100

Invisible stalkers are usually found as a result of the spell *Invisible Stalker*. They are invisible flying beings created to follow a single command made by the caster.

KOBOLD

Armor Class: 6 [13]

Reduction Value: 0

Base Hit Bonus: +0

Hit Dice: 1/2

Attacks: Weapon (1d6–1)

Special: None

Move: 6

HDE/XP: < 1/10

Kobolds are subterranean, vaguely goblin-like humanoids. They have a –1 “to-hit” penalty when fighting above ground. Many use slings or short bows, and they fight with short swords or spiked clubs in melee combat.

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KRAKEN

Armor Class: 9 [10]

Reduction Value: 8

Base Hit Bonus: +15

Hit Dice: 15

Attacks: Tentacle (2d6) or Bite (4d6)

Special: Swallow Whole

Move: 15 swimming

HDE/XP: 15/3200

These massive sea monsters resemble unimaginably large squids with eight (or more) wiggling appendages. They attack entire vessels, ripping them apart and swallowing crew whole with their massive, tooth filled maw. When a kraken attacks, it grabs a target with one of its tentacles on round one, attempts to bite them on round two, and then swallows them whole on round three. A target who has been swallowed whole is slain. Krakens typically have eight tentacles and can make an attack with each one of them every combat round.

LEECH, GIANT

Armor Class: 9 [10]

Reduction Value: 2

Base Hit Bonus: +3

Hit Dice: 3

Attacks: Bite (1d6)

Special: Suck Blood

Move: 6

HDE/XP: 3/95

Massive grey-green leeches are found in swamps and stagnant waters of extraordinary size. They grow as large as a horse and will attack living creatures that draw close with their terrible bite. Once a giant leech has made a successful attack it remains attached to its target, sucking blood. Each round, they automatically inflict 1d6 points of damage in this way.

LICHE

Armor Class: 8 [11]

Reduction Value: 6

Base Hit Bonus: +12 (12 HD), +13 (13 HD), +14 (14 HD), or +15 (15+ HD)

Hit Dice: 12–48

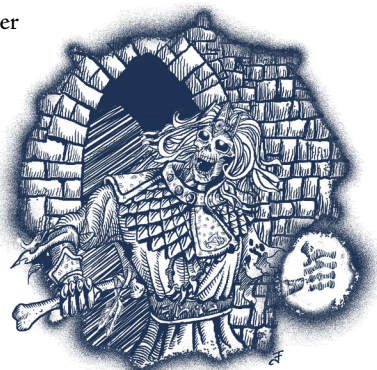
Attacks: Touch (1d6 + paralysis)

Special: See below

Move: 6

HDE/XP: 15/2,900; 16/3,200; 17/3,500; 18/3,800; 19/4,100; 20/4,400;
21/4,700

Liches are the undead remnants of wizards, either made undead by their own deliberate acts during life or as the result of other magical forces (possibly including their own magics gone awry). A liche has the same spell-casting powers as a Wizard (the same level as the liche's HD). A liche's touch causes paralysis with no saving throw, and the very sight of one of these dread creatures causes paralysis in any being of 4 HD or below. Liches are highly malign and intelligent.



LIZARDMAN

Armor Class: 7 [12]

Reduction Value: 2

Base Hit Bonus: +2

Hit Dice: 2+1

Attacks: Claw (1d6-1) or sword (1d6)

Special: See below

Move: 6/12 (when swimming)

HDE/XP: 2/30

Lizardmen are reptilian humanoids, usually living in tribal villages in the depths of fetid swamps. Some can hold their breath for a long duration (an hour or more), while others can actually breathe underwater. Some lizardmen wield a wicked sword made of sharp bone.

LYCANTHROPES

Lycanthropes are were-creatures, particularly those in whom the disease permits assumption of a hybrid form of the human and animal. They cannot be hit by normal weapons; only silver or magical weapons inflict damage on them. If any character is brought below 50% hit points by a lycanthrope, the character will become a lycanthrope himself.

LYCANTHROPE, WEREBEAR

Armor Class: 9 [10]

Reduction Value: 2

Base Hit Bonus: +7

Hit Dice: 7+3

Attacks: Bite (1d6+1)

Special: Lycanthropy

Move: 9

HDE/XP: 8/800

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Werebears are often found in temperate forests. They are fierce and territorial, known to defend their dens, warrens, and cubs aggressively.

LYCANTHROPE, WERERAT

Armor Class: 7 [12]

Reduction Value: 1

Base Hit Bonus: +3

Hit Dice: 3

Attacks: Weapon (1d6–1) or Bite (1d6–1)

Special: Control rats, lycanthropy

Move: 12

HDE/XP: 4/120

Wererats are mostly found in cities, lurking in shadowy alleyways. Wererats can control rats, and are extremely stealthy (surprising opponents 1–4 on a d6).

LYCANTHROPE, WEREWOLF

Armor Class: 8 [11]

Reduction Value: 2

Base Hit Bonus: +3

Hit Dice: 3

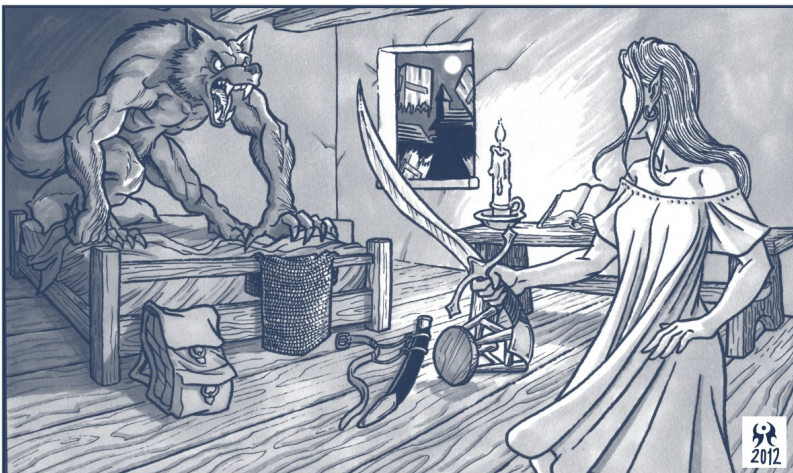
Attacks: Bite or Claw (1d6)

Special: Lycanthropy

Move: 12

HDE/XP: 4/120

Werewolves are the traditional Lycanthropes seen in horror movies. They are only affected by silver or magical weapons, and are often humanoid—except for during a full moon, and so on.



MANTICORE

Armor Class: 8 [11]

Reduction Value: 3

Base Hit Bonus: +6

Hit Dice: 6+4

Attacks: Bite (1d6+1) or Tail-Spikes (1d6)

Special: Flight

Move: 12/8(when flying)

HDE/XP: 8/800

A horrid monster with bat wings, the face of a feral human, the body of a lion, and a tail tipped with 24 iron spikes. The manticore can hurl up to 6 of the iron spikes from its tail per round, at a maximum range of 180 feet.

MEDUSA

Armor Class: 9 [10]

Reduction Value: 2

Base Hit Bonus: +6

Hit Dice: 6

Attacks: Poisoned bite or weapon (1d6–1)

Special: Petrifying gaze

Move: 9

HDE/XP: 8/800

Medusae are horrid creatures from Greek mythology with a female face but hair of writhing snakes and the body of a serpent. The gaze of a medusa turns anyone looking upon it into stone. In addition to the medusa's relatively weak melee-weapon attack, the snake-hair makes one attack per round, causing no damage but lethally poisonous with a successful hit unless the target makes a successful saving throw.

MIMIC

Armor Class: 7 [12]

Reduction Value: 3

Base Hit Bonus: +6

Hit Dice: 6

Attacks: Slam (1d6)

Special: Transformation

Move: 6

HDE/XP: 4/175

Mimics are a bizarre creature that has adapted to dungeon dwelling by transforming itself into the shape of objects commonly found there such as treasure chests, doors, or even pieces of flooring. When transformed in this fashion mimics are undetectable as monsters. When they come in contact with any living foe, they instinctively lash out with a pseudopod-like limb.

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MINOTAUR

Armor Class: 9 [10]

Reduction Value: 2

Base Hit Bonus: +6

Hit Dice: 6+4

Attacks: Weapon (1d6+2)

Special: Never lost in labyrinths

Move: 12

HDE/XP: 6/400

The minotaur is a man-eating predator from Greek mythology, with the head of a bull and the body of a massive human, covered in shaggy hair. Sometimes they wield large axes and most are not particularly intelligent.

MUMMY

Armor Class: 9 [10]

Reduction Value: 1

Base Hit Bonus: +5

Hit Dice: 5+1

Attacks: Touch (1d6 + rotting disease)

Special: See below

Move: 6

HDE/XP: 7/600

Mummies cannot be hit by normal weapons and even magical weapons inflict only half damage against them. Their touch also inflicts a rotting disease which prevents magical healing and causes wounds to heal at one-tenth of the normal rate. A Cure Disease spell can increase healing rate to half normal, but a Remove Curse spell is required to completely lift the mummy's curse.

NIGHTSTEED

Armor Class: 7 [12]

Reduction Value: 3

Base Hit Bonus: +5

Hit Dice: 5+5

Attacks: Flaming Hooves (2d6)

Special: Fearful Cry

Move: 15 (18 when flying)

HDE/XP: 5/600

A nightsteed is a black horse with burning red eyes and a mane of fire. Its hooves also burn with hellfire and it can fly as easily as run. They attack with their flaming hooves, and once per day can let out a terrible cry that requires all who hear it to make a saving throw or flee in terror of the nightsteed for 1d6 rounds.

NYPH

Armor Class: 7 [12]

Reduction Value: 0

Base Hit Bonus: +0

Hit Dice: 3

Attacks: None

Special: See Below

Move: 12

HDE/XP: 2/120

Nymphs are fey who appear as leaf-clad or nude women of unimaginable beauty. They dwell in the deep parts of the forest and seek to protect wild places in the world. Any men who gaze upon them must make a saving throw at a -4 penalty or fall completely under their thrall. Nymphs will lead wayward travelers away from their beloved woods and malicious foes to their deaths, often drowning them in woodland lakes while they are enchanted. Nymphs are invisible while in the woods as long as they remain still, blending seamlessly into their surroundings.

OCHRE JELLY

Armor Class: 9 [10]

Reduction Value: 0

Base Hit Bonus: +5

Hit Dice: 5

Attacks: Acid strike (1d6)

Special: Lightning divides creature

Move: 3

HDE/XP: 6/400

Ochre jellies are amorphous oozes that damage opponents with their acidic surface. They dissolve any adventurers they kill, making the spell *Raise Dead* all but impossible. If struck by a *Lightning Bolt* spell, an ochre jelly splits in two.

OCULUS

Armor Class: 8 [12]

Reduction Value: 3

Base Hit Bonus: +9

Hit Dice: 9

Attacks: Bite (1d6) or See Below

Special: See Below

Move: 9 when flying

HDE/XP: 9/2000

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The Oculus is a highly intelligent floating sphere with a massive eye set into its center and many stalks sprouting from it that each end in an eye. They are calculating, intelligent and powerful. When in combat they can perform each of the following attacks once per round, by casting a unique spell from each eye: *Charm Person*, *Confusion*, *Dispel Magic*, *Death Spell*, *Disintegrate*, *Hold Monster*, *Sleep*, *Telekinesis*, and *Transform Stone to Flesh*. They can also bite once per round for 1d6 points of damage and because of their many eyes they cannot be surprised or attacked unawares.

OGRE

Armor Class: 9 [10]

Reduction Value: 2

Base Hit Bonus: +4

Hit Dice: 4+1

Attacks: Weapon (1d6+1)

Special: None

Move: 9

HDE/XP: 4/120

Ogres are normally quite stupid, but more intelligent versions might be encountered here and there. Sometimes ogres are mistaken for trolls.

OGRE MAGE

Armor Class: 9 [10]

Reduction Value: 3

Base Hit Bonus: +5

Hit Dice: 5+4

Attacks: Weapon (1d6+1)

Special: Magic

Move: 12/18 (when flying)

HDE/XP: 7/600

The ogre mage is an ogre with magic powers, based on Japanese legend. An ogre mage can fly, turn invisible (per the spell of the same name), create a 10 foot radius circle of magical darkness, change into human form, cast *Sleep* and *Charm Person* once per day, and cast a *Cone of Frost* with a range of 60 feet to a base of 30 feet, causing 8d6 damage to any caught within (saving throw applies). Western folklore also contains many examples of shape-shifting, magical ogres (the most famous example being the one in *Puss-in-Boots*), so there might be many different types of magical ogres, whether or not they are called "ogre mage."



ORC

Armor Class: 9 [10] or 5 [14] w/ small shield

Reduction Value: 2

Base Hit Bonus: +1

Hit Dice: 1

Attacks: Weapon (1d6)

Special: None

Move: 12

HDE/XP: 1/15

Orcs are stupid, brutish humanoids that gather in tribes of hundreds. Most are subterranean dwellers, and fight with a -1 penalty “to-hit” in sunlight. They typically carry small shields and wear ring mail armor. Occasionally, war-bands or even entire tribes of orcs issue forth from their caverns to raid and pillage by night. Orcish leaders are great brutes with additional HD, and magic-using shamans may also be found in the larger tribes. Orcish tribes hate each other, and will fight savagely unless restrained by a powerful and feared commander, such as an evil high priest or a mystic sorcerer.

PEGASUS

Armor Class: 7 [12]

Reduction Value: 2

Base Hit Bonus: +2

Hit Dice: 2+2

Attacks: Hooves (1d6)

Special: Flight

Move: 24/48 (when flying)

HDE/XP: 4/120

Pegasus was the winged horse from Greek mythology. Other Pegasus creatures might have bat wings, some might be chaotic; such choices are left entirely up to the Referee.

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PHASE CAT

Armor Class: 5 [14]

Reduction Value: 3

Base Hit Bonus: +5

Hit Dice: 5

Attacks: 2 claw (1d6 each) and bite (1d6)

Special: Distortion

Move: 15

HDE/XP: 5/275

Appearing as black panthers, these magical felines are aggressive predators who regularly attack human prey. They possess a natural illusory quality that makes them difficult to hit, reflected by their high Armor Class. Ranged attacks made against Phase Cats have a -2 penalty to all "to-hit" rolls

PLANAR BLADESMEN

Armor Class: 7 [12]

Reduction Value: 4

Base Hit Bonus: +5

Hit Dice: 5

Attacks: Silver Blade (2d6)

Special: Magic Resistance, Teleport

Move: 12

HDE/XP: 7/600

Gaunt humanoid warriors wielding mercurial silver swords, these creatures are said to travel the planes fleeing their former slave-masters. They are highly resistant to magic, receiving a +4 bonus to all saving throws made to resist it. In addition, they can *Teleport* once every other round.

POLTERGEIST

Armor Class: 9 [10]

Reduction Value: 0

Base Hit Bonus: +1

Hit Dice: 1

Attacks: See Below

Special: Telekinesis

Move: 12 while flying

HDE/XP: 2/35

Poltergeists are incorporeal spirits animated by anger. They take out their rage on the living by hurling objects with their telekinetic powers. Most thrown objects inflict 1d6 points of damage. Poltergeists can only be injured by magic weapons and spells, though they may be Banished by a Cleric as if they were wights.

PURPLE WORM

Armor Class: 9 [10]

Reduction Value: 3

Base Hit Bonus: +15

Hit Dice: 15

Attacks: Bite (2d6) or Sting (1d6+1)

Special: Poison sting

Move: 9

HDE/XP: 17/3,500

Purple worms are massive annelids that grow 40+ feet in length and can exceed 10 feet in width. They are subterranean, chewing tunnels in rock (or through sand, in deserts, where they are a tan color). These beasts swallow their prey whole on a roll of 4 higher than necessary to beat the target's Armor Class. They can swallow anything the size of a horse or smaller.

In addition to the worm's bite, it has a poisoned stinger on its tail. The stinger is the length of a sword and the piercing wound it inflicts is deadly. The poison injected by the stinger is lethal if the victim fails a saving throw. What prey the purple worms once hunted (or perhaps still do, in deep places) with its natural weapons must have been terrifying indeed. Aquatic versions of the purple worm might also exist.

RAT, GIANT

Armor Class: 7 [12]

Reduction Value: 0

Base Hit Bonus: +0

Hit Dice: 1–4

Attacks: Bite (1d6–2)

Special: 5% are diseased

Move: 12

HDE/XP: < 1/10

Giant rats are often found in dungeons, and are about the size of a cat or a lynx. The bite of some (1 in 20) giant rats causes disease. A saving throw vs. poison is allowed. The effects of the disease are decided by the Referee.

Roc

Armor Class: 7 [12]

Reduction Value: 3

Base Hit Bonus: +12

Hit Dice: 12

Attacks: Claw (1d6+2)

Special: None

Move: 3/30 (when flying)

HDE/XP: 12/2,000

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Rocs are the mythological great birds of legend, large enough to prey upon elephants. They can be trained as fledglings to serve as steeds, so roc eggs or fledglings would be a prize indeed, worth great sums of gold. Rocs might grow as large as 18 HD, with commensurately increased statistics.

ROT WORM

Armor Class: 7 [12]

Reduction Value: 0

Base Hit Bonus: +0

Hit Dice: 1–4

Attacks: Bite (1d6–3)

Special: Infect

Move: 3 (12 while swimming)

HDE/XP: < 1/10

These large, slimy worms seek to attach themselves to a host. When Rot Worms make a successful attack, they burrow under the skin and attempt to bore their way to the target's heart in order to devour it. Targets have 1d4 rounds from the time of a successful attack before the rot worm reaches their heart.

RUST MONSTER

Armor Class: 8 [11]

Reduction Value: 2

Base Hit Bonus: +4

Hit Dice: 4

Attacks: See Below

Special: Rust Touch

Move: 12

HDE/XP: 4/240

These armadillo-like creatures appear to have plated hides of yellow or brown and two large, feathery antennae as well as a long beak. They feed on metal, which rusts at the touch of their antennae. When they succeed in an attack the rust monster strikes at a metal weapon, armor, or shield and his touch immediately causes that object to crumble to rust. A character wearing or wielding a magical item may make a saving throw to avoid this effect.

SALAMANDER

Armor Class: 9 [10]

Reduction Value: 1 (upper body) or 3 (lower body)

Base Hit Bonus: +7

Hit Dice: 7

Attacks: Constrict (2d6) or touch (1d6)

Special: Heat, constriction

Move: 9

HDE/XP: 8/800

Salamanders are intelligent creatures of the elemental planes of fire. They have the upper body of a human (Reduction Value 1) and the lower body of a snake (Reduction Value 3), and give off tremendous, intense heat. The very touch of a salamander deals 1d6 hit points of fire damage, and they wrap their tails around foes to cause an additional 2d6 points of crushing damage per round. Salamanders cannot be enslaved in the same manner djinn and efreet might be.

SANGUINE FOG

Armor Class: 6 [13]

Reduction Value: 0

Base Hit Bonus: +4

Hit Dice: 4

Attacks: Blood Fog (1d6)

Special: Blood Fog

Move: 6

HDE/XP: 4/240

This mysterious sentient fog appears blood red in color and drifts towards living targets. It typically fills a 10'×10'×10' area. Any who are caught in it automatically suffer 1d6 points of damage. Sanguine fog cannot be damaged by non-magical weapons and is not actually a fog—but a malicious spirit. It can be subjected to Banish Undead by a Cleric as if it were a Wraith.

SEA SERPENT

Armor Class: 9 [10]

Reduction Value: 8

Base Hit Bonus: +15

Hit Dice: 30

Attacks: Bite (3d6)

Special: See below

Move: 18 (when swimming)

HDE/XP: 30/8,400

The size and nature of sea serpents is a matter for the Referee to determine. The sea serpent depicted here would be about middle size, about 60 feet in length, with smaller ones being half that size (with adjusted statistics, of course), and large ones being about 50% larger than the one described here. A sea serpent would undoubtedly be capable of swallowing a human whole on an unmodified “to-hit” roll of no less than 15. A character swallowed whole would be digested within, perhaps, three hours.

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SHADE LORD

Armor Class: 9 [10]

Reduction Value: 5

Base Hit Bonus: +7

Hit Dice: 7

Attacks: Cursed Blade (1d6 + Curse)

Special: See Below

Move: 12

HDE/XP: 9/1700

A shade lord is an invisible, incorporeal spirit that typically wears a black robe and cloak to give itself physical form. It wields a terrible cursed blade in battle. Any who are struck by it must make a saving throw at a -4 penalty or lose one level. In addition, shade lords radiate an aura of fear. Any foe of 3 or fewer levels or hit dice who comes within 30 feet of a shade lord automatically flees in terror. Those who do not flee still cower and shake in terror, suffering a -2 penalty to all attack rolls while in melee combat with them. Shade lords are immune to damage from non-magical weapons and cannot be banished by a Cleric.

SHADOW

Armor Class: 7 [12]

Reduction Value: 0

Base Hit Bonus: +3

Hit Dice: 3+3

Attacks: Touch (See below)

Special: See below

Move: 12

HDE/XP: 4/130

Shadows may or may not be undead creatures: they are immune to sleep and charm, but the Referee may decide whether they are undead creatures subject to turning or whether they are some horrible "other" thing, a manifestation perhaps, or a creature from another dimension. Shadows are dark and resemble shadows, though they may be darker. They are not corporeal, and can only be harmed with magical weapons or by spells. Their chill touch drains one point of strength with a successful hit, and if a victim is brought to a strength of 0, he becomes a shadow. Strength points return after 90 minutes.

SHAMBLING MOUND

Armor Class: 8 [11]

Reduction Value: 3

Base Hit Bonus: +8

Hit Dice: 8

Attacks: Slam (1d6+1)

Special: See Below

Move: 9

HDE/XP: 8/1400

Shambling mounds are large humanoid plant-like creatures. They are all but invisible in wild areas, surprising their foes on a 1–4 on 1d6. When a shambling mound successfully attacks its foe with a slam attack it automatically begins to constrict its foe for an additional 1d6+1 damage each round until it lets go or is slain. Shambling mounds are immune to damage from lightning and fire.

SIDHE

Armor Class: 7 [12]

Reduction Value: 5

Base Hit Bonus: +5

Hit Dice: 5

Attacks: Fey Blade (2d6)

Special: See Below

Move: 12

HDE/XP: 7/600

Sidhe are noble fey who rarely travel the mortal realm. They appear as tall elfin beings of amazing beauty and are clad in shining mail and glorious raiment. All who look upon them are struck blind by their beauty unless a successful saving throw is made. Sidhe attack with their magical fey blades which do 2d6 points of damage and may cast *Alter Time*, *Invisibility*, and *Phantasmal Force* each once per day. They are also highly resistant to mortal magic and have a +5 bonus to all saving throws made to resist it.

SKELETON

Armor Class: 9 [10] or 5 [14] w/ small shield

Reduction Value: 2

Base Hit Bonus: +1

Hit Dice: 1

Attacks: Strike (1d6–1) or Weapon (1d6)

Special: None

Move: 12

HDE/XP: 1/15

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Skeletons are animated bones of the dead and are usually under the control of some evil master. They may carry weapons and even wear armor if their master sees fit to arm them. Skeletons who are draped in rotting rags (which is often the case) may be particularly susceptible to fire (at the referee's discretion). Skeletons are blindly loyal to their master.



SKELETON, FLAMING

Armor Class: 9 [10]

Reduction Value: 2

Base Hit Bonus: +2

Hit Dice: 2

Attacks: Flaming Slam (1d6+1)

Special: See Below

Move: 12

HDE/XP: 2/45

Flaming skeletons have been animated with an unholy fire that radiates from them. They attack with a flaming skeletal fist. Whenever a flaming skeleton makes a successful melee attack the target must make a saving throw or suffer an additional 1d6–1 points of damage as they catch fire from the dark flames surrounding this undead creature. Flaming skeletons radiate light with a 10 foot radius and they can be *Banished* by a Cleric as if they were zombies.

SLUG, GIANT

Armor Class: 9 [10]

Reduction Value: 3

Base Hit Bonus: +12

Hit Dice: 12

Attacks: Bite (1d6)

Special: Spits acid (2d6)

Move: 6

HDE/XP: 13/2,300

These tremendously large masses of slimy, rubbery flesh are completely immune to blunt weapons. In addition to their powerful bite, giant slugs can spit their acidic saliva (one target at a time). The base range for spitting is 60 feet, and within this range the slug's spittle will be 50% likely "to-hit" (no "to-hit" roll required). For every additional 10 feet of range, the chance "to-hit" decreases by 10%. On its first spitting attack, the slug only has a 10% chance "to-hit" within 60 feet, and no chance of hitting beyond that range. Some giant slugs might have more or less virulent acidity (thus changing the damage inflicted).

SPECTER

Armor Class: 4 [15]

Reduction Value: 0

Base Hit Bonus: +6

Hit Dice: 6

Attacks: Touch (See below)

Special: Drains 2 levels per hit

Move: 15/30 (when flying)

HDE/XP: 9/1,100

Specters are wraith-like undead creatures without corporeal bodies. When a specter hits an opponent, either with hand or weapon, the touch drains two levels from the victim. Only magical weapons can damage a specter. In some cases, these terrifying creatures may be mounted upon living beasts, if the beasts have been trained to tolerate proximity to the undead. Any being killed (or drained below level 0) by a specter becomes a specter himself—a pitiful thrall to its creator.

SPIDER, GIANT

Armor Class: 6 [13]

Reduction Value: 1

Base Hit Bonus: +2

Hit Dice: 2+2

Attacks: Bite (1d6+Poison)

Special: See below

Move: 18

HDE/XP: 5/240

Giant spiders are aggressive hunters. Only the greater giant spiders are web builders. Giant spider webs require a saving throw to avoid becoming stuck. Those who make their saving throw can fight and move (5 feet per round) in the webs. Giant spiders surprise on a roll of 1–5, being able + to hide well in shadows. A giant spider's bite is very poisonous. Those bitten must make a saving throw or be instantly slain by this vicious poison.

STIRGE

Armor Class: 5 [14]

Reduction Value: 0

Base Hit Bonus: +0

Hit Dice: 1–4

Attacks: Sting (1d6–1)

Special: Suck Blood

Move: 15 while flying

HDE/XP: 1/15

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These tiny birds have needle-like beaks which they use to impale their victims and then drain them of blood. Whenever a stirge makes a successful melee attack they remain attached to their target and automatically inflict 1d6–1 points of damage each round as they drink the victim's blood.

TREANT

Armor Class: 9 [10]

Reduction Value: 5

Base Hit Bonus: +7 (7 HD), +8 (8 HD), +9 (9 HD), +10 (10 HD), +11 (11 HD), or +12 (12 HD)

Hit Dice: 7–12

Attacks: Strike (7–8 HD 2d6, 9–10 HD 3d6, 11–12 HD 4d6)

Special: Control trees

Move: 6

HDE/XP: 7/600; 8/800; 9/1,100; 10/1,400; 11/1,700; 12/2,000

Treants are tree-like protectors and “shepherds” of forest trees. Depending upon their size, they have different hit dice and damage; treants of 7 to 8 hit dice inflict 2d6 points of damage with each strike of their branch-like hands, treants of 9–10 hit dice inflict 3d6 points, and treants of 11–12 hit dice inflict 4d6 points. All treants can “awaken” trees within 60 feet, allowing them to walk at a rate of 3, and possibly to attack (no more than two trees at a time can be awake at the behest of a single treant).

TROLL

Armor Class: 9 [10]

Reduction Value: 2

Base Hit Bonus: +6

Hit Dice: 6+3

Attacks: Claw (2d6)

Special: Regeneration

Move: 12

HDE/XP: 8/800

Trolls are as tall as ogres and just as strong. Unlike ogres, however, they attack with claws and teeth instead of weapons. Trolls regenerate, which is to say that any damage inflicted upon them heals within minutes (3 hit points per round). The only way to utterly kill a troll is to submerge it in acid or burn it. Trolls can even re-grow lopped-off heads and limbs.



UNICORN

Armor Class: 9 [10]

Reduction Value: 3

Base Hit Bonus: +4

Hit Dice: 4

Attacks: Hoof or horn (1d6)

Special: See below

Move: 24

HDE/XP: 5/240

Unicorns are generally shy and benevolent creatures, who will only allow a chaste maiden to approach them. They can teleport once per day to a distance of 360 feet, with a rider. When they charge, their horn can deal double damage. Unicorns are 25% resistant to magic. The unicorn's horn has healing properties according to legend (the details of this, if any, are left to the Referee). There is considerable room to create variants of sorts: evil or flying unicorns, etc.

VAMPIRE

Armor Class: 6 [13]

Reduction Value: 3

Base Hit Bonus: +7 (7 HD), +8 (8 HD), or +9 (9 HD)

Hit Dice: 7–9

Attacks: Bite (See below)

Special: See below

Move: 12/18 (when flying)

HDE/XP: 9/1,100; 10/1,400; 11/1,700

Vampires are some of the most powerful undead creatures. They can only be hit with magic weapons and when “killed” in this way they change into a gaseous form, returning to their coffins.

They regenerate at a rate of 3 hit points per round, can turn into gaseous form or into a giant bat at will, and can summon a horde of bats or 3d6 wolves out from the night. Looking into a vampire's eyes necessitates a saving throw at –2, or the character is charmed (as per the spell *Charm Person*). Most terrifyingly, a vampire's bite drains two levels from the victim and inflicts 1d6 points of damage.

Fortunately, vampires have some weaknesses. They can be killed (these are the only known methods) by immersing them in running water, exposing them to sunlight, or driving a wooden stake through the heart. They retreat from the smell of



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garlic, the sight of a mirror, or the sight of “good” holy symbols. Any human killed by a vampire becomes a vampire under the control of its creator. This description will be recognized easily as the “Dracula” type of vampire.

Many other possibilities for vampires exist in folklore: Chinese vampires, for instance, are blood-drinkers more feral than intelligent. Plus, other cultural templates with different attributes could be created—how about an ancient Egyptian mummified vampire, or an Aztec vampire?

WATER WEIRD

Armor Class: 5 [14]

Reduction Value: 2

Base Hit Bonus: +4

Hit Dice: 4+4

Attacks: Slam (1d6)

Special: Drown

Move: 12

HDE/XP: 4/400

Water Weirds are corrupted elementals that attack by slamming into their victim and then entering their lungs in an attempt to drown them. Once they have successfully attacked, they slide down a target's mouth and into their lungs, even if the attack does not inflict damage. Each round the target suffers 1d6 points of damage regardless of the target's Reduction Value and must make a saving throw or drown to death. Water weirds hide in pools of water where they are undetectable until they strike.

WIGHT

Armor Class: 8 [11]

Reduction Value: 2

Base Hit Bonus: +3

Hit Dice: 3

Attacks: Claw (See below)

Special: See below

Move: 9

HDE/XP: 5/240

Wights live in tombs, graveyards, and burial mounds (barrows). They are undead, and thus not affected by *Sleep* or *Charm* spells. Wights are immune to all non-magical weapons, with the exception of silver weapons. The attack of a Wight drains one level per successful attack. Any character who is drained of their levels (i.e. reduced to zero level) by such attacks rises as a Wight under their creator's control.



WOLF

Armor Class: 7 [12]

Reduction Value: 1

Base Hit Bonus: +1

Hit Dice: 1+1

Attacks: Bite (1d6)

Special: None

Move: 18

HDE/XP: 1/20

These canine predators travel in packs and attack in groups. They usually avoid combat against larger foes unless starving or protecting their young.

WORG

Armor Class: 7 [12]

Reduction Value: 2

Base Hit Bonus: +4

Hit Dice: 4

Attacks: Bite (1d6)

Special: None

Move: 18

HDE/XP: 4/120

Worgs are large, intelligent, and evil wolves of Chaos. They are sometimes ridden by orcs. They may have supernatural origins and legends say some are even capable of speech.

WRAITH

Armor Class: 8 [11]

Reduction Value: 4

Base Hit Bonus: +4

Hit Dice: 4

Attacks: Touch (See below)

Special: See below

Move: 24

HDE/XP: 6/400

Wraiths are powerful wights, immune to all non-magical weapons other than silver ones (which inflict only half damage). Arrows are particularly ineffective against them, for even magical and silver arrows inflict only one hit point of damage per hit. They drain one level per successful attack and any character reduced to zero level rises as a Wraith one round later under their creator's control. Wraiths can be found riding well-trained battle steeds or more unusual mounts that will tolerate their presence.

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WYVERN

Armor Class: 5 [14]

Reduction Value: 3

Base Hit Bonus: +7

Hit Dice: 7

Attacks: Bite or sting (1d6)

Special: Flight, poison sting

Move: 6/24 (when flying)

HDE/XP: 9/1,100

A Wyvern is the two-legged form of dragon, and these creatures are smaller and less intelligent than true four-legged dragons, not to mention that they do not have a breath weapon. Wyverns have a poisonous stinger at the end of their tails, but they are not coordinated enough to attack with both bite and sting in a single round. In any given round, the Wyvern is 60% likely to use its tail, which can lash out to the creature's front even farther than its head can reach. Those struck by a Wyvern's poison tail must make a saving throw or be instantly slain

YELLOW MOLD

Armor Class: N/A

Reduction Value: 0

Base Hit Bonus: N/A

Hit Dice: N/A

Attacks: See below

Special: Poisonous spores

Move: 0

HDE/XP: 3/60

Yellow mold is a subterranean fungus; it neither moves nor attacks. However, if it is poked or struck, it may (50% chance) release a cloud of poisonous spores, roughly 10 feet in diameter. Failing a saving throw against the spores means that the character dies a rather horrible death. Touching yellow mold causes 1d6 points of acid damage. These growths can be destroyed with fire.

ZOMBIE

Armor Class: 9 [10] or 7 [12] w/ shield

Reduction Value: 1

Base Hit Bonus: +1

Hit Dice: 1

Attacks: Strike (1d6) or Weapon (1d6)

Special: Immune to sleep, charm

Move: 6

HDE/XP: 2/30

Zombies are mindless creatures, the walking dead. These are merely animated corpses, not carriers of any sort of undead contagion as ghouls are. If their undeath is contagious, they should be worth a few more experience points than described here, and if a single hit from a zombie causes contagion or any other sort of disease they should be worth considerably more experience. However, the standard zombie is simply a corpse animated to do its creator's bidding.



TOUGHER MONSTERS

There is really no limit as to how high monsters can go, and often it's fun to surprise your players by taking a familiar monster and giving it an increased level of power—goblin chieftains, spell-casting rocs, and undead kobolds are just a few examples. The Referee should feel free to adjust AC, HD, Reduction Value, or other factors to make monsters more challenging and fresh.

MONSTER LEVELS

You may notice that while suggested character levels are capped, monster levels are not. The reasons for this are simple:

1. Players run in packs and big monsters need levels to overcome a disadvantage in numbers.
2. Players tend to be creative while many Referees allow monsters to “play stupid.”

The Referee has the option of allowing characters to continue to advance, or to put a cap on monster levels as he or she sees fit.

CREATING MONSTERS

Monsters are not Player Characters, and their abilities are not at all determined by the rules for PCs—not even the stats for races that can have player characters, such as Dwarves. A monster's abilities are determined by the Referee, not by any rules! Feel free to add wings, breath weapons, extra hit dice, wounded versions, or whatever suits your adventure and your campaign. Toggle and tweak, imagine and invent! You are responsible for the quality of the swords and sorcery in your game, not the rules. So don't try to create monsters according to any sort of power formula. Create monsters based on how they feel and play at the gaming table. Create challenges for the players, not headaches for yourself. Your job is to imagine and create, not to slave at rulebooks finding out what you're “allowed” to do.

8 ♦ MONSTERS

TABLE 8-3: MONSTER CREATION

HIT DICE	BASE "TO-HIT" BONUS	SAVING THROW	XP AWARDED
<1	+0	19	10
1	+1	18	15
2	+2	17	30
3	+3	16	60
4	+4	15	120
5	+5	14	240
6	+6	13	400
7	+7	12	600
8	+8	11	800
9	+9	10	1100
10	+10	9	1400
11	+11	8	1700
12	+12	7	2000
13	+13	6	2300
14	+14	5	2600
15	+15	4	3000

WANDERING MONSTERS

The Hero's Journey does not use the traditional "random encounter" system found in many other fantasy roleplaying games. When a referee is running a session of Hero's Journey they are telling a larger story and random encounters can often feel jarring or out of place in a themed narrative. That's not to say that wilderness or dungeon encounters shouldn't occur or that there isn't a chance that the characters might stumble upon a strange creature here and there—but these encounters should be used to add tension and theme to an adventure and not an arbitrary or seemingly out of place combat.

If the referee wants to determine whether or not the characters encounter wandering monsters, they should decide how often such rolls are made, and what roll constitutes an appearance based on the density of monsters in the area.

For example, if the referee is running an adventure where the players are traveling through goblin infested woodlands and a wandering monster is encountered, it should be goblins since this shows that the woods are, in fact, goblin-infested in a real and active way at the table.

The table to the right provides a general idea of how often a wandering monster should be encountered based on the location type. The referee should roll 1d6 after the listed amount of time has passed. If a 1–2 is rolled, then a wandering monster is encountered. “Monster” can also include other travelers in the area—just select whatever suits your individual gaming group.

TABLE 8-4: WANDERING MONSTERS

LOCATION	ROLL FOR WANDERING MONSTER EVERY...
Rural	Three Days
Explored Wilderness	Twenty Four Hours
Wilderness	Eight Hours
Abandoned Location	Six Hours
Dangerous Location	Four Hours
Cursed Location	Two Hours

RURAL: This includes land which is tended and watched over, such as large scale farmland, forests watched over by elves or Druids and other types of “protected” wilderness

EXPLORED WILDERNESS: Traveling on known roads, through forests which are under the protection of a nobleman or other lands which are regularly traversed by travelers.

WILDERNESS: These are the untamed places of the world on the edge of the map. The forest that no one really goes into because it is overgrown or the mountain peaks which are too difficult to traverse. Few travel here and the wild things of the world often live in these areas.

ABANDONED LOCATION: This includes ancient cities from an era long passed that have crumbled to ruin or dungeons now invaded by vile monsters and evil creatures. Most traditional “dungeons” fall into this category.

DANGEROUS LOCATIONS: These areas are known to be inhabited and control by evil creatures. Tunnels infested by kobolds or goblins, a dragon’s hidden mountain cave, or long steppes ruled by barbarian orcs are all examples of dangerous locations.

CURSED LOCATION: These areas are the very heart of evil, infested with atrocity and tainted by dark sorcery. The castle of a powerful necromancer or a temple of primordial evil where the worship of vile deities still occurs are examples of a cursed location.



9 ♦ TREASURE & MAGIC ITEMS



TREASURE & MAGIC ITEMS

Riches uncounted and arcane artifacts with power beyond imagination lay waiting for heroes and fortune seekers brave (or foolhardy) enough to travel into the dangerous places of the world. Treasure is non-magical coinage, jewels and other valuables. Monsters often hoard treasure in their lairs or carry valuables with them—typically spoils taken during raids.

Monsters have usually accumulated an equivalent of 10 gold pieces per hit die. This is not necessarily a literal “ten gold pieces,” but is usually a combination of coins, valuable items, jewels and other items of some worth. Most monsters carry 25% of their accumulated wealth on their person and stash the rest away in a lair of one sort or another—whether a keep they’ve taken over, the largest cave in a network of caverns, or a hillside burrow where they can hide from the light of the sun. Often times these hoards are hidden behind secret or concealed doors and particularly clever monsters may set traps to protect their hoard.

For every 100 gold pieces of treasure encountered there is a cumulative 5% chance that the players will discover 1d6–2 (minimum 1) consumable magic items. Consumable magic items are typically scrolls or potions, but other examples include arrows, sling stones, or other ammunition. To determine which type of consumable magic item the players discover, use *Table 9–1: Consumable Magic Item Type*, on the next page.

For every 1,000 gold pieces of treasure encountered there is a cumulative 5% chance of 1d6–2 (minimum 1) permanent magic items being present. This could be a wand, weapon, miscellaneous magic item or anything that is not a potion, scroll or ammunition. To determine which type of consumable magic item the players discover, use *Table 9–2: Permanent Magic Item Type*, on the next page.

Consult the random magic item tables located throughout this chapter to randomly determine which particular magic items are present, or the referee can select them to suit their individual campaigns. These tables are located near the description of the magic item type. For example, *Table 9-9: Random Greater Rings* is located on page 174 next to the descriptions of greater rings

In the case of particularly powerful monsters or those that hoard large amounts of treasure, there may be more magic items present. The actual amount is left to the discretion of the referee, and should be based on the difficulty of monster defeated, and the type of campaign that the referee is running

TABLE 9-1: CONSUMABLE MAGIC ITEM TYPE

ROLL (1D6)	TYPE
1–3	Potion
4	Spell Scroll
5	Protection Scroll
6	Ammunition

TABLE 9-2: PERMANENT MAGIC ITEM TYPE

ROLL (3D6)	PERMANENT MAGIC ITEMS
3–5	Armor
6–10	Miscellaneous Magic Items
11	Rings, Greater
12–13	Rings, Lesser
14	Staff
15–16	Wands
17–18	Weapons

CRAFTING MAGIC ITEMS

Creating magical items is extraordinarily difficult, even for the most powerful spell-caster. The details of how to create each type of magic item is described below. Some powerful magic items cannot be crafted by even the most powerful arcane masters.

MYTH POINTS

Magical weapons, armor and shields gain power not by being forged, but by being part of a hero's legendary story. They accumulate Myth Points based on the wielder's actions, which eventually lead to permanent enchantment. The details of how these Myth Points are earned and what effects they have are detailed below. Player characters encountering magic weapons, armor, and shields will be unaware of that item's current number of Myth Points. That is left up to the referee, based on the item's current level of power and the nature of the campaign. In some cases, the referee may even rule that the legends surrounding an item are so strong that the character's actions cannot increase the Myth Points of an item in order to grant it more powerful enchantments.

9 ♦ TREASURE & MAGIC ITEMS

POTIONS

Potions are alchemical concoctions infused with secret magic spells. Drinking a potion can be done in a single combat round and with the exception of healing potions and poisons, a potions effects last for one hour. Any character can use a potion.

Potions can be brewed by Wizards and Clerics of 8th level or higher, but it takes one week of time to brew a single potion and each potion requires components unique to its properties. The only exception to this is Poisons, which can be brewed by Thieves of at least 4th level, if they can find the components and have the resources required to make such deadly salves. Healing potions may require blessed herbs, while Extra-Healing potions might require a Seraph's feather. A potion of Dragon Control might require the tongue, eye and scale of a dragon of the type to be controlled. Once the components have been gathered, the character must make a saving throw and spend one week brewing the potion. If the saving throw is successful, the potion has been brewed. The referee is encouraged to determine a gold piece cost for ancillary components necessary to brew potions, often ranging from 100 gold pieces to upwards of 5,000 gold pieces in the case of powerful brews.

ANIMAL CONTROL: This potion functions as if the imbiber had cast *Charm Animal* at the moment of consumption.

AWARENESS: This potion grants the drinker all the benefits of a *Crystal Ball* spell for one hour after being drunk.

BOULDER HURLING: The character can throw boulders as a fire giant. These boulders do 2d6 points of damage. Consuming the potion does not cause boulders to appear, nor does it confer any increase in strength beyond a prodigious ability to throw objects long distances.

DARKSIGHT: Character can see perfectly in both normal and magical darkness for the duration of this potion's effect.

DIMINUTION: The drinker shrinks to a mere six inches tall for one hour.

DRAGON CONTROL: One dragon regards the drinker as if the dragon was under the influence of a *Charm Monster* spell for one hour.

DRAGON FIRE: Character can breath a line of fire thirty feet long instead of attacking for the duration of this potions effect. This inflicts 2d6 points of damage.

ETHEREALITY: The character can walk through solid objects for one hour, and all their equipment passes with them. During this time they cannot be the target of physical attacks, nor can they inflict physical damage.

EXTRA HEALING: Drinking this potion restores 3d6+3 hit points.

FIRE RESISTANCE: This potion grants the character immunity to all damage from fire, both magical and mundane, for one hour.

FLYING: The character can *Fly* (per the Wizard spell) for one hour.

GASEOUS FORM: The character's body turns to mist and they can fly at a movement of 6 for one hour, passing through any spaces which are not air tight. They cannot speak, attack or cast spells—but they also cannot suffer damage from physical attacks. Unfortunately their equipment does not transform with them and is deposited on the ground where they drank the potion.

GIANT STRENGTH: The character gains extraordinary strength for one hour, far beyond mortal limits. All melee attacks inflict double damage and they receive a +2 to all “to-hit” rolls in melee combat.

GROWTH: The character grows to 30 feet tall for one hour. They gain a Reduction Value of 3, but their Armor Class becomes 9 [10]. They gain all the benefits of a Potion of Giant Strength as well, and are capable of performing amazing feats related to their size.

HEALING: This potion restores 1d6+1 points of damage when consumed.

HEROISM: The consumer gains +1 to their Reduction Value and +2 to all “to-hit” and damage rolls for one hour.

INVISIBILITY: The character is *Invisible*, per the spell, for up to one hour.

INVULNERABILITY: The character gains a Reduction Value of 15 for one hour.

LEVITATION: The character gains the benefits of a *Levitation* spell for one hour.

LYCANTHROPY: The character immediately turns into a werewolf upon consuming this potion, gaining all of its abilities. Unlike a normal werewolf, the consumer of the potion has full control and recollection of their time as a werewolf.

MAGIC RESISTANCE: +5 to all saving throws vs. magic spells and magical effects.

TABLE 9-3: RANDOM POTIONS

ROLL (6D6)	TYPE
6	Animal Control
7	Awareness
8	Darksight
9	Diminution
10	Dragon Control
11	Dragon Fire
12	Ethereality
13	Extra Healing
14	Fire Resistance
15	Flying
16	Gaseous Form
17	Giant Strength
18	Growth
19–21	Healing
22	Heroism
23	Invisibility
24	Invulnerability
25	Levitation
26	Lycantropy
27	Magic Resistance
28	Plant Control
29	Polygot
30	Regeneration
31	Slipperiness
32	Telepathy
33	Treasure Finding
34	Undead Control
35	Vampirism
36	Water Breathing

9 ♦ TREASURE & MAGIC ITEMS

PLANT CONTROL: For one hour the character will not be attacked by plant-like monsters like Shambling Mounds or Treants. In addition, if the character encounters these creatures they will regard him as if they were under the influence of a *Charm Monster* spell.

POLYGLOT: For the duration of this potion, the character can speak and understand (but not read) all known languages.

POISON: This deadly poison instantly slays any who drink it unless they succeed in a saving throw.

REGENERATION: Character heals one hit point each round, for the duration of this potion.

SLIPPERINESS: For one hour the character becomes virtually frictionless making them difficult to grab or attack, granting a -5 [+5] bonus to their Armor Class against melee attacks.

TELEPATHY: Character can project his thoughts into the mind of any target within 120 feet. They may also “hear” the surface thoughts of any target within 120 feet, if they concentrate. Targets of this ability may make a saving throw to resist the effects.

TREASURE FINDING: The drinker automatically detects any valuables worth more than one gold piece within 120 feet for one hour.

UNDEAD CONTROL: For one hour all undead the character encounters regard him as an ally as if they were under the effects of a *Charm Monster* spell. Intelligent undead such as Vampires and Liches may make a saving throw to resist this effect.

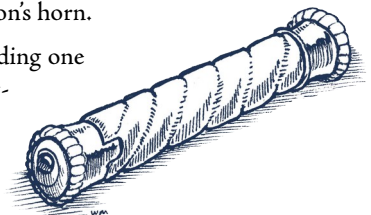
VAMPIRISM: For the duration of this potion, the imbiber’s touch drains one level from any victim unless the target succeeds in a saving throw. The imbiber does not gain any benefits from the level drain.

WATER BREATHING: Character can breath water for one hour after drinking this potion.

PROTECTION SCROLLS

Protection Scrolls may only be scribed by Clerics of 10th level. They require specialized components directly related to the type of protection provided. A scroll which protects from fire might require an ember once burnt by dragon fire or one that protects from demons might require the tip of a demon’s horn.

A Cleric can attempt to make a protection scroll by spending one week performing the necessary rituals and spending anywhere between 100 to 1,000 gold pieces on ancillary components. They must then make a saving throw. This saving throw may be penalized in cases of partic-



ularly powerful scrolls, such as those that protect from the aforementioned demons and dragons, at the referee's discretion. If the saving throw is successful, the scroll is created. If the saving throw fails, the components are wasted and the Cleric must start over again.

Protection Scrolls grant the reader immunity or near-immunity to the named creature or creature type. They can be used by any class, except Barbarians. Their duration is listed in their individual descriptions.

DEMONS: Everyone within a 10 foot radius around the reader are protected from the attacks of 1 demon per round for a period of 40 minutes.

DISEASE: The reader is immune to diseases, both magical and mundane, for one hour. Any diseases in his system are immediately cleansed.

DRAGON BREATH: All within a ten-foot radius around the reader are immune to the effects of all types of dragon breath for 40 minutes.

DROWNING: Everyone within a 10 foot radius of the reader gain the ability to breathe underwater for 1 full day.

ELEMENTALS: This scroll protects against a single elemental, and lasts for a duration of 40 minutes.

GOBLINOIDS: Bugbears, goblins, and hobgoblins are unable to inflict damage on the reader, whether by weapons or magical means, for one hour.

ILLUSIONS: The reader automatically succeeds any saving throw made to resist Charm Monster, Charm Person and identifies Hallucinatory Terrain, Mass-morph, and Phantasmal Force as falsehoods for one hour. In addition, the reader can see all invisible foes for one hour.

LYCANTHROPES: All within a 10 foot radius around the reader, for a duration of one hour, are protected from lycanthropes.

MAGIC: Anti-magic shell surrounds and moves with the reader for 1 hour, having a radius of 10 feet. Spells cannot pass in or out of the shell.

TABLE 9-4: RANDOM PROTECTION SCROLLS

ROLL (4D6)	TYPE
4	Demons
5	Disease
6–7	Dragon Breath
8	Drowning
9	Elementals
10	Goblinoids
11	Illusions
12	Lycanthropes
13–14	Magic
15	Magical Weapons
16	Mundane Weapons
17–18	Negative Energy
19	Petrification
20	Poison
21	Positive Energy
22–23	Undead
24	Vermin

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MAGICAL WEAPONS: The reader is immune to damage from magical weapons (but not mundane weapons) for one hour.

MUNDANE WEAPONS: The reader is immune to damage from mundane weapons (but not magical weapons) for one hour.

NEGATIVE ENERGY: The reader is immune to the level-draining effects of wights, vampires and other undead as well as a banshee's shriek for one hour.

PETRIFICATION: The reader is immune to the petrifying breath of the gorgon, the gaze of a medusa and the effects of a cockatrice bite for 40 minutes.

POISON: Poison cannot harm the reader for a period of 6 hours, and any poison in his system is removed.

POSITIVE ENERGY: The reader is immune to Cure Light Wounds, Cure Serious Wounds and cannot be turned by a Cleric's Banish Undead ability for one hour.

UNDEAD: All within a 10 foot radius of the reader are protected against undead, but only to a limited degree. In any given round, 4d6 undead with HD fewer than 4, and 2d6 undead with hit dice 4–5, and 1d6 undead with hit dice of 6+ are foiled by the protection of the scroll. Thus, the scroll is effective against all but a true horde of undead.

VERMIN: All insects and vermin will ignore the reader for one hour. This includes mundane insects and arachnids, giant fire beetles, giant centipedes, giant rats, giant slugs, and giant spiders. For the duration the reader is also unaffected by the *Insect Plague* spell.

TABLE 9–5: RANDOM SPELL SCROLLS

ROLL (1D6)	SCROLL TYPE
1–4	Cleric
5–6	Wizard

TABLE 9–6: SPELL SCROLL LEVEL

ROLL (2D6)	SPELL LEVEL
2–4	1st Level Spell
5–8	2nd Level Spell
9	3rd Level Spell
10	4th Level Spell
11	5th Level Spell
12	6th Level Spell (Wizard only)

SPELL SCROLLS

Spell Scrolls are scribed Cleric or Wizard spells. These spells can be cast directly from the scrolls by certain classes, depending on the scroll and the class or (in the case of Wizard Spell Scrolls) can be scribed into a spellbook for the caster to later study and memorize on a regular basis. Transferring a spell from a scroll to a spellbook takes one hour of time per level of the spell.

Bards, Wizards and Clerics may scribe magic spells onto scrolls, but it is not easy. The scribe can only make scrolls of spells they know and are able to cast. Making a scroll takes one day per level of the spell being scribed and costs 100 gold pieces per level of the spell. The scribe then makes a saving throw, suffering a –1 penalty for every level of the spell being

scribed. If the save is successful, they have successfully scribed the scroll. If the roll is failed the scribing also fails and the gold pieces are lost.

WANDS

Wands are small rods, often made of wood, enchanted with powerful magic. They expel magical effects, typically expending charges to do so. They can be used by any class, except Barbarians. The number of charges in each wand is listed in its description.

Crafting wands can only be done by Wizards. It requires the Wizard to have knowledge of similar magic. So a Wizard trying to make a Wand of Detection (evil) must know the *Detect Evil* spell or a Wizard making a Wand of the Tomb Robber must know the *Polymorph* spell. If the wand does not mimic a specific spell, the referee should decide what conditions are appropriate, if any. The Wizard then cast that spell once per day for the next one hundred days in a ritualized fashion that takes one hour. At the end of days, they may make a saving throw. If the save is successful, the wand has been created. If not, the creation has failed and the Wizard must start all over again.

Only a Wizard of 10th level may craft a wand and it typically requires around 1,000 gold pieces in components, which are lost if the creation saving throw fails.

TABLE 9-7: RANDOM WANDS	
ROLL (4D6)	TYPE
4	Cold
5	Detection, Enemies
6-7	Detection, Evil
8	Detection, Invisible
9-12	Detection, Magic
13	Detection, Metal
14	Detection, Traps
15	Fear
16	Incineration
17	Light
18	Paralyzing
19	Polymorph
20	Radiant Blade
21	Restoration
22	Storage
23	Tomb Robber
24	Truth

WAND OF COLD: Casts a cone of cold 60 feet to a base 30 feet across. Creatures in the cone take 6d6 damage (saving throw for half damage). Holds 25 charges and cannot be recharged.

WAND OF DETECTION (ENEMIES): Detects enemies in a radius of 60 feet, provided that the enemies are actually thinking hostile thoughts. Always active when held, does not use charges.

WAND OF DETECTION (EVIL): Detects evil creatures at a range of 20 feet. This includes characters of Evil/Chaotic alignment, demons, and the undead. Always active when held, does not use charges.

WAND OF DETECTION (INVISIBLE): Allows the wielder to detect invisible objects and creatures at a range of 20 feet. Always active when held, does not use charges.

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WAND OF DETECTION (MAGIC): Functions as a *Detect Magic* spell with a range of 20 feet. The wand's user gets a vague sense of what sort of magic is being detected. Always active when held, does not use charges.

WAND OF DETECTION (METAL): Detects large caches of metal, with a range of 20 feet. The wand's user also gets a vague sense of the metal's type. Always active when held, does not use charges.

WAND OF DETECTION (TRAPS AND SECRET DOORS): Detects traps and secret doors with a range of 20 feet. Always active when held, does not use charges.

WAND OF FEAR: Causes creatures in a cone-shaped path to flee (saving throw). There is a 60% chance that they will drop whatever they are holding. The cone extends 60 feet to a base 30 feet across. Holds 25 charges and cannot be recharged.

WAND OF INCINERATION: On command this wand launches a ray of searing fire that unerringly strikes a single target within 30 feet, inflicting 4d6 points of fire damage. They may attempt a saving throw to reduce the damage by half. Carries 10 charges.

WAND OF LIGHT: This wand radiates light exactly as the *Light* spell. Always active when held, does not use charges.

WAND OF PARALYZING: Casts a cone of paralysis 60 feet to a base 30 feet across. Creatures in the cone are paralyzed for 3d6 turns. Holds 25 charges and cannot be recharged.

WAND OF POLYMORPH: Casts either *Polymorph* (self) or *Polymorph* (other), and carries 10 charges.

WAND OF RESTORATION: With a touch (and by expending one charge) this wand can restore any lost levels to a character bitten by a vampire, struck by a wight, or who has similarly suffered a level-draining effect. Carries 10 charges.

WAND OF THE RADIANT BLADE: When activated, a beam of energy three feet in length springs from the tip of this wand for one turn, or until willed away by the wielder. It can be wielded by the carrier as a Sword+3 which radiates light with a 10 foot radius. Carries 10 charges.

WAND OF STORAGE: This wand may be touched to any single non-living object weighing up one-hundred pounds. That object vanishes from existence, only to reappear at the wielder's command. Each time an object reappears, one charge is expended. Carries 10 charges.

WAND OF THE TOMB ROBBER: This wand can transform into a crowbar, ten-foot pole, or shovel for up to six hours at the cost of one charge. Carries 25 charges.

WAND OF TRUTH: This wand flares with a red light whenever an intelligent creature knowingly speaks a falsehood within 20'. Always active when held, does not use charges.

LESSER RINGS

Rings are small metal bands enchanted with powerful magic. The wearer gains the benefit of each ring for as long as it is worn, unless otherwise noted in the item's description.

Only Wizards of at least 10th level can make Lesser Rings. Doing so requires six months of work and an investment of no less than 5000 gold pieces. At the end of that time, the Wizard must make a saving throw. If the saving throw succeeds, the item is crafted. If it fails, both the item and its components are lost.

Optionally, referees may allow dwarves and elves who are not Wizards to craft specific lesser rings, regardless of class. However, attempting to do so requires six months of time and an investment of 5000 gold pieces. At the end of the six months, they must make a saving throw at a -5 penalty. If the saving throw is failed, the components and the gold are lost.



ARCHERY: Wearer receives a +1 bonus to all attack and damage rolls made when wielding a ranged weapon.

COLD RESISTANCE: Wearer has a +5 to saving throws versus magical cold and is immune to normal cold.

DARK SIGHT: Wearer can see perfectly in darkness, and is even able to see through magical darkness.

FIRE RESISTANCE: +5 to saving throws vs. magical fire and grants immunity to normal fire.

INVISIBILITY: Turns wearer invisible per the spell of the same name. Once the wearer is revealed, they cannot turn invisible again for three rounds.

LANGUAGES: While wearing this ring, the wearer can understand and speak (though not read) any non-magical languages.

LIGHTNING REFLEXES: Wearer always acts first in a combat round, going outside of the normal initiative.

MAMMAL CONTROL: The wearer controls 1d6 mammals at a range of up to 60 feet. Control does not extend to humans or giant animals.

TABLE 9-8: RANDOM LESSER RINGS

ROLL (3D6)	ITEM
3	Archery
4	Cold Resistance
5	Dark Sight
6	Fire Resistance
7	Invisibility
8	Languages
9	Lightning Reflexes
10	Mammal Control
11	Plenty
12	Poison Resistance
13-15	Protection+1
16	Swordsmanship
17	Vitality
18	Water Breathing

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PLENTY: As long as this ring is worn the wearer does not need food or water to survive.

POISON RESISTANCE: +5 to saving throws vs. poison.

PROTECTION: Grants bonus to armor class and saving throws equal to the modifier of the ring.

SWORDSMANSHIP: Wearer receives +1 bonus to all attack and damage rolls made when wielding a short sword, long sword, two-handed sword or dagger.

VITALITY: Wearer receives +5 hit points, even if this increases their hit point total above its normal maximum. These hit points heal at the normal rate and are immediately lost if the ring is removed.

WATER BREATHING: While wearing this ring, the wearer is able to breath water and cannot drown.

GREATER RINGS

Among the most powerful magical items known to the world, Greater Rings function like Lesser Rings but have more powerful effects. They cannot be crafted or created.

DJINNI SUMMONING: The wearer of this ring can summon a djinni to do his bidding for 1d6+1 rounds, once per day.

HUMAN CONTROL: Allows the wearer to cast *Charm Person* once per day and maintain the charm on up to 3 individuals at a time.

PRAYER: The ring contains 1d6 Cleric spells. Roll 1d6 for each spell to determine their spell levels. The wearer (if a Cleric, Druid, Ranger, or Paladin only) can cast these spells as if they were his own memorized and prepared spells. Once the spell is cast, it cannot be cast a second time until the caster rests for 8 hours.

REGENERATION: The wearer regenerates 1 HP/round and is unlikely to die unless the ring is removed or the body burned.

SHOOTING STARS: Once per day, this ring can summon 1d6 flaming meteors from the depths of space. Each meteor can target a separate enemy and deals 3d6 damage. If used indoors or underground, the meteors will strike whatever is directly above the target. No “to-hit” roll is necessary.

TABLE 9-9: RANDOM GREATER RINGS

ROLL (3D6)	ITEM
3	Djinn Summoning
4	Human Control
5	Prayer
6–7	Protection+2
8	Protection+3
9	Regeneration
10	Shooting Stars
11	Spell Turning
12	Telekinesis
13	Three Wishes
14	Timelessness
15	Truth
16	Weapon Mastery
17	X-ray Vision
18	Wizardry

SPELL TURNING: Any spell (other than from a wand, etc.) directly aimed at the wearer of this ring is partially reflected back at the caster. Roll a d100 to determine how much of the spell's power bounces back; the exact determination of what happens is up to the referee.

TELEKINESIS: The wearer can mentally lift and move up to 200 pounds of weight at a range of 120 feet.

THREE WISHES: Grants the wearer 3 wishes; outrageous wishes often backfire.

TIMELESSNESS: While wearing this ring the target is immune to aging, both natural and magical. They are also immune to any effects which drain levels, such as a vampire's bite or wight's touch.

TRUTH: The wearer automatically senses when anyone within 120 feet knowingly tells a lie. He also automatically identifies Hallucinatory Terrain, Massmorph, and Phantasmal Force as falsehoods and is able to see the invisible.

WEAPON MASTERY: The wearer of this ring may wield any weapon and receives a +2 bonus to all "to-hit" rolls.

X-RAY VISION: The wearer has x-ray vision at a range of 40 feet. The maximum distance through which the character can see through solid rock is just over 10 feet, though solid metals is 1 foot, and through lead is 1 inch.

WIZARDRY: The ring contains 1d6 Wizard spells. Roll 1d6 for each spell to determine their spell levels. The wearer (if a Bard, Jester, Ranger, Wizard only) can cast these spells as if they were his own memorized and prepared spells. Once the spell is cast, it cannot be cast a second time until the caster rests for 8 hours.

STAVES

Quarterstaves may be enchanted with a powerful magic, these items typically have 4d6+6 charges when discovered. Unless otherwise stated, when wielded as a melee weapon they inflict only 1d6 points of damage. The magical knowledge to craft staves has been lost to the mythic era; player characters cannot craft them.

ABSORPTION: Absorbs spells cast directly at the wielder and allows the wielder to cast a spell from his own memory using that power (and thus not losing the spell from memory). Once the staff has absorbed 50 levels of spells (whether or not the power has been cast back out again), it no longer absorbs spells.

BEGUILING: Casts *Charm Person* in a radius of 20 feet from the wielder (uses one charge). The duration of the charm is 1 hour.

BLESSING: This staff casts *Bless* at the cost of one charge.

BOW: Upon command (at the cost of one charge), this staff transforms into a longbow and twenty arrows appear. The wielder of the staff can use the bow, regardless of their class.

9 ♦ TREASURE & MAGIC ITEMS

TABLE 9-10: RANDOM STAVES

ROLL (5D6)	ITEM
5	Absorption
6	Beguiling
7	Blessing
8	Bow
9	Command
10	Ethereal
11	Fire
12–14	Healing
15	Lordly Might
16	Plants
17	Poison
18	Power
19–20	Protection
21	Security
22	Shadows
23	Snakes
24	Spiders
25–26	Striking
27	Teleportation
28	Water
29	Withering
30	Wizardry

COMMAND: A charge can be used to control humans (as per *Charm Person*), plants, or animals.

ETHEREAL: At the cost of one charge, the staff bearer can *Passwall*, like the spell for one turn.

FIRE: The wielder can cast *Fireball* (1 charge, 5d6 damage) or *Wall of Fire* (2 charges)

HEALING: Cures 1d6+1 hit points of damage per charge.

LORDLY MIGHT: These staves only carry 10 charges, but a charge may be used to cast *Raise Dead*.

PLANTS: The wielder can cast *Sticks to Snakes* (1 charge) or *Speak with Plants* (2 charges).

POISON: This staff can create the effects of a *Cloudkill* spell (2 charges) or *Neutralize Poison* (1 charge).

POWER: Casts *Light* (no charge used), casts *Fireball* (4d6 damage), cold as a Wand of Cold, *Lightning Bolt* (4d6 damage), acts as a ring of Telekinesis (costs one charge) and hits for 2d6 damage (no charge used).

PROTECTION: This staff can cast *Protection from Chaos* (1 charge), *Protection from Chaos*, 20 foot radius (2 charges), grant its carrier a -4 [+4] bonus to Armor Class or Reduction Value (3 charges) for one turn, or imbue the wielder with

a +5 bonus to all saving throws (5 charges) for one turn.

SECURITY: The staff-bearer can cast *Knock* or *Wizard Lock* at the cost of one charge.

SHADOWS: This staff allows the carrier to cast *Light* (Dark only) for one charge, *Continual Light* (Dark only) for two charges, and *Dark Vision* for two charges.

SNAKES: When wielded in melee they function as a Staff+1, but when commanded (by using a charge) the staff coils around the target with a successful hit and pins the victim for 1d4 × 10 minutes. The victim must be about the size of a human or smaller to use this power. The staff will slither back to its owner afterward at a speed of 24. Only Druids and Rangers can employ a Staff of Snakes.

SPIDERS: This staff allows the wielder to summon 1d6+1 giant spiders to serve him for one turn, at the cost of one charge.

STRIKING: Inflicts 2d6 points of damage with a successful hit (does not use charges). One charge can be spent before a “to-hit” roll is made to increase this damage by 1d6 or three charges may be spent to increase it by 2d6.

TELEPORTATION: By spending one charge, the wielder of this staff may cast the *Teleport* spell.

WATER: This staff enables the user to cast *Water Breathing* (1 charge) or to walk on water for one hour (2 charges).

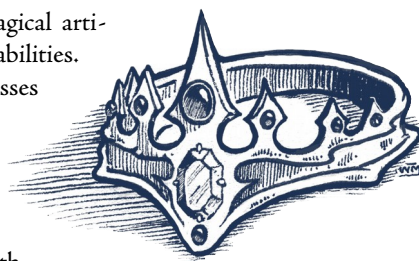
WITHERING: This Staff+1 ages the victim by ten years with a successful hit, though this expends one charge.

WIZARDRY: The most powerful of staves. It is a staff of power with additional abilities. At the cost of one charge, it allows *Invisibility*, *Summoning Elementals* (calling 1d4 at a time), *Hold Person*, a *Wall of Fire*, *Passwall*, a *Web* spell, or *Fly*.

MISCELLANEOUS MAGIC ITEMS

This category covers a myriad of other magical artifacts and trinkets, each unique in their abilities. Some are only able to be used by specific classes or races.

Miscellaneous Magic Items are much more difficult to craft, the knowledge of their creation lost to the age of legend. Generally speaking, only characters of tenth level should be able to craft such items and even then this should require special components, dangerous quests and a long term investment of time and resources. The exact nature of this process is determined by the referee.



AMULET AGAINST SCRYING: Protects the wearer from all scrying, such as *Detect Thoughts* or being viewed through a crystal ball. *Usable by:* All Classes.

AMULET OF DARK VISION: While wearing this amulet a character can see perfectly, even in complete darkness. *Usable by:* All classes.

AMULET OF DEMON CONTROL: Functions as a *Protection from Chaos* spell, and allows the wearer to attempt to cast *Charm Monster* upon a demon. Success means that the demon is enslaved for 1d6 weeks, whereupon it becomes free. *Usable by:* Wizards and Clerics.

AMULET OF WELLNESS: While wearing this amulet an individual is immune to all diseases and poisons. *Usable by:* All classes.

9 ♦ TREASURE & MAGIC ITEMS

TABLE 9-II: RANDOM MISCELLANEOUS MAGIC ITEMS

(D%)	ITEM	(D%)	ITEM
1	Amulet against Scrying	51	Gauntlets of Ogre Power
2	Amulet of Dark Vision	52	Gauntlets of Swimming and Climbing
3	Amulet of Demon Control	53	Gem of Seeing
4	Amulet of Wellness	54	Girdle of Giant Strength
5	Arrow of Direction	55	Glasses of Language
6	Arrow of Trap Detection	56	Helm of the Fearsome Warrior
7	Bands of the Swift Fist	57	Helm of Fiery Brilliance
8	Bag of Acorns	58	Helm of Reading Magic and Languages
9–10	Bag of Holding	59	Hole, Portable
11	Beaker of Potions	60	Horn of Ally Summoning
12	Boots of Elvenkind	61	Horn of Blasting
13	Boots of the Featherfoot	62	Horn of Valhalla, Bronze
14	Boots of Leaping	63	Horn of Valhalla, Iron
15	Boots of Levitation	64	Horn of Valhalla, Silver
16	Boots of Speed	65	Horseshoes of Speed
17	Bracers of Defense, AC 2 [17]	66	Jug of Alchemy
18	Bracers of Defense, AC 4 [15]	67	Manual of Demon Summoning, Baalroch
19	Bracers of Defense AC 6 [13]	68	Mask of Disguise
20	Carpet of Flying	69	Lenses of Charming
21	Censer of Air Elemental Control	70	Libram, magical (level gain)
22	Bowl of Water Elemental	71	Luckstone
23	Brazier of Fire Elemental Control	72	Manual of Beneficial Exercise
24	Stone of Earth Elemental Control	73	Manual of Constitution
24	Chime of Opening	74	Manual of Golems
26	Circlet of Teleportation	75	Manual of Intelligence
27	Cloak of Displacement	76	Manual of Quickness
28	Cloak of Elvenkind	77	Manual of Swordsmanship
29	Cloak of Flying	78	Manual of Willpower
30	Cloak of Pockets	79	Medallion of Detect Thoughts (ESP)
31–32	Cloak of Protection +1	80	Mirror of Mental Scrying
33	Cloak of Protection +2	81	Necklace of Fireballs
34	Cloak of Protection +3	82	Pipes of Charming
35	Crystal Ball	83	Pipes of the Sewers
36	Decanter of Endless Water	84	Rabbit's Foot
37	Decanter of Holy Water	85	Robe of Blending
38	Deck of Many Things	86	Robe of Eyes
39	Dust of Appearance	87	Robe of Infinite Wardrobes
40	Dust of Disappearance	88	Robe of Wizardry
41	Dust of Explosions	89	Rope of Climbing
42	Dust of Sneezing and Choking	90	Rope of Entanglement
43	Efreetti Bottle	91	Sand of Timelessness
44	Figurine of the Arcane Feline	92–93	Scabbard of Protection
45	Figurine of the Golden Lions	94–95	Spade of Excavation
46	Figurine of the Onyx Dog	96	Symbol— Divine Blasting
47	Fool's Motley	97	Symbol— Scarab of Insanity
48	Fur of the Winter Wind	98	Symbol— Terror
49	Gauntlets of Dexterity	99	Roll Twice
50	Gauntlets of the Clever Locksmith	100	Roll Three Times

ARROW OF DIRECTION: Points the direction of whatever the owner requests. Cannot be used more than 7 times in a single week. *Usable by:* All Classes.

ARROW OF TRAP DETECTION: When set on a flat surface this arrow will spin to point in the direction of the nearest trap within 120 feet. *Usable by:* All classes.

BAG OF ACORNS: This small animal skin pouch contains 3d6 acorns. When an acorn is tossed on the grass or earthen ground a full-grown oak tree immediately springs into being. *Usable by:* Druids and rangers.

BAG OF HOLDING: The inside of this bag is larger than the outside. The inside dimensions are roughly 10 × 5 × 3 feet, but the bag cannot carry more than 1,000 pounds of weight. If it is not empty, the bag weighs 50 pounds, no matter how much weight it actually contains. *Usable by:* All Classes.

BANDS OF THE SWIFT FIST: These simple cloth hand wraps allow the wearer to make one additional unarmed melee attack each round. *Usable by:* Monks only.

BEAKER OF POTIONS: This small jug fills itself with the requested potion, out of the 1d4+1 potions it is able to produce. The jug can be used as many times per week as it can create potions. *Usable by:* All Classes.

BOOTS OF ELVENKIND: The wearer moves with complete silence. *Usable by:* All Classes.

BOOTS OF THE FEATHERFOOT: These boots grant the wearer an extraordinarily light footstep. He leaves no footprints, can walk on water, and his passage will not set off pressure sensitive traps, like pressure plates. *Usable by:* Jesters and thieves.

BOOTS OF LEAPING: These boots allow the wearer to make prodigious leaps 10 feet high and up to 30 feet horizontally. These boots also double movement rates, but outdoors only. *Usable by:* All classes.

BOOTS OF LEVITATION: These boots allow the wearer to *Levitate* (as per the spell) with unlimited duration. *Usable by:* All Classes.

BOOTS OF SPEED: Boots of Speed double the wearer's movement rate when worn. They also grant a +2 bonus to personal initiative. *Usable by:* All Classes.

BRACERS OF DEFENSE, AC 2 [I7]: These bracers improve the wearer's armor class to the stated level in addition to any bonuses from a shield or other magical defenses.. *Usable by:* All Classes.

BRACERS OF DEFENSE, AC 4 [I5]: These bracers improve the wearer's armor class to the stated level in addition to any bonuses from a shield or other magical defenses.. *Usable by:* All Classes.

BRACERS OF DEFENSE, AC 6 [I3]: These bracers improve the wearer's armor class to the stated level in addition to any bonuses from a shield or other magical defenses.. *Usable by:* All Classes.

9 ♦ TREASURE & MAGIC ITEMS

CARPET OF FLYING: The carpet can carry as many as three people, and travels at a speed of 18 when it has more than one passenger. With only one rider, the carpet moves at a rate of 30. *Usable by:* All Classes.

CENSER, BOWL, BRAZIER, OR STONE OF CONTROLLING ELEMENTALS: Censers control air elementals, bowls (when filled) control water elementals, braziers control fire elementals, and Stones control earth elementals. These items can be used to summon a 12 HD elemental of the appropriate type. Generally, it takes 10 minutes to prepare the object for use. *Usable by:* Wizards.

CHIME OF OPENING: Sounding this small chime opens any door, even if the door is barred or Wizard Locked. *Usable by:* All Classes.

CIRCLE OF TELEPORTATION: When the wearer casts a *Teleportation* spell on himself, while wearing the circlet, he may teleport himself without error, anywhere he desires. The circlet does not permit the casting of a *Teleportation* spell on anyone other than the wearer. *Usable by:* Wizards only.

CLOAK OF DISPLACEMENT: The wearer appears to be in a slightly different location than he really is. His AC improves by 4, and he gains a +2 saving throw against any targeted attack upon him that would be easier to avoid due to displacement, such as dragon breath. *Usable by:* All Classes.

CLOAK OF ELVENKIND: The wearer is almost, but not quite, invisible while wearing this cloak. Attacking or casting a spell reveals them immediately. *Usable by:* All Classes.

CLOAK OF FLYING: This cloak allows the wearer to cast *Fly* three times per day on themselves. *Usable by:* All classes.

CLOAK OF POCKETS: This cloak contains a dozen small pockets sewn into its inner lining. Each of these magical pockets can store up to twenty pounds in a tiny extra-dimensional space to be drawn out later. Stored objects are weightless. *Usable by:* All classes.

CLOAK OF PROTECTION +1: This cloak improves the wearer's Reduction Value by 1, and grants a bonus of +1 on saving throws. *Usable by:* All classes.

CLOAK OF PROTECTION +2: This cloak improves the wearer's Reduction Value by 2, and grants a bonus of +2 on saving throws. *Usable by:* All classes.

CLOAK OF PROTECTION +3: This cloak improves the wearer's Reduction Value by 3, and grants a bonus of +3 on saving throws. *Usable by:* All classes.

CRYSTAL BALL: Allows the user to see what he desires to see, over a considerable distance. A crystal ball may not be used more than thrice per day, or the user will be driven mad (no saving throw). Certain spells and other precautions may be used to prevent being seen through a crystal ball. Some crystal balls communicate sound or even thoughts from the area being scryed, although these are rare. *Usable by:* Wizards only.

DECANTER OF ENDLESS WATER: This jug pours out one gallon of water per minute when unstopped. *Usable by:* All Classes.

DECANTER OF HOLY WATER: This container fills with holy water each day, up to the equivalent of three small vials. *Usable by:* Cleric or Paladin only.

DECK OF MANY THINGS: An ordinary-seeming deck of hand-painted cards, this item bears tremendous and varied enchantments, one per card in the deck. The deck contains all the aces and face cards, plus one Joker (the Fool). A character may draw as many cards as he likes (with the deck re-shuffled each time), but once he stops drawing cards, the deck disappears in a sound of faintly malevolent laughter. The results are as follows:

The Hearts (♥)

Ace: Gain 50,000 xp.

King: Gain a magic item from the Misc. Magic Items table.

Queen: Gain 1d3 wishes.

Jack: Gain the ability to summon an 8 HD warrior with +3 sword, shield, to serve for a total of 1 hour.

The Clubs (♣)

Ace: The character receives a dangerous *Quest* (per the spell).

King: The character's most powerful magic item is sucked into the void and disappears.

Queen: The character is instantly turned to stone, a look of great surprise upon his face.

Jack: The character loses one point from his highest attribute.

The Spades (♠)

Ace: Lose a level of experience.

King: A warrior with 9 HD, a +4 weapon, +4 shield, and +4 armor appears and attacks. When he is killed, his body and all his possessions disappear again.

Queen: The character dies instantly.

Jack: A random monster, with 1d4+6 HD, attacks the adventurers. The monster gains one round of surprise, for it appears from thin air.

The Diamonds (♦)

Ace: Gain a map to a very significant treasure.

King: Gain 5d6 items of jewelry.

Queen: Gain a scroll of seven spells, all 2nd level or higher.

Jack: Add one point to a single attribute of the player's choice.

The Joker

Gain 25,000 XP or choose to draw two more cards.

9 ♦ TREASURE & MAGIC ITEMS

DUST OF APPEARANCE: Dust of Appearance is tossed in a radius of 10 feet around the user, and makes any invisible, astral, displaced, out-of-phase, or dimensional thing completely visible. The dust generally comes in a pouch, with enough for 20–30 uses. *Usable by:* All classes.

DUST OF DISAPPEARANCE: This item works in the opposite way to Dust of Appearance. When it is sprinkled in a 10 foot radius, everything therein becomes invisible for 5d6 turns. Normal means of detecting invisibility (such as a *Detect Invisibility* spell) are not strong enough to work against the dust's powerful enchantment. *Usable by:* All Classes.

DUST OF EXPLOSIONS: This dust can be tossed up to ten feet at a target. The target can then be easily ignited by a torch, *Fireball* spell or other flame. The dust goes up in a ball of fire, inflicting 3d6 points of damage on the target. *Usable by:* All Classes.

DUST OF SNEEZING AND CHOKING: Pouches containing this dust ordinarily contain only enough for one "dose." When scattered in a radius of 10 feet, the dust causes all in the area to make a saving throw or die. If the nature of the dust is identified before it is experimented with, it can be used as a devastating thrown weapon. *Usable by:* All Classes.

EFREETI BOTTLE: The efreeti of the bottle will serve the bottle's owner for a year and a day unless it is accidentally released from servitude. *Usable by:* All Classes.

FIGURINE OF THE ARCANE FELINE: This crystal figure transforms into what appears to be an ordinary house cat. It is highly sensitive to magic and will cry out whenever it is within 120' of any form of magic whether it be a magical item, a spell, or even a magical trap. *Usable by:* All classes.

FIGURINE OF THE GOLDEN LIONS: A small stone figurine that transforms into a lion when the command word is spoken, fighting at the owner's orders. If they are slain, they turn back into figurines, but may be used again. The figurine may be used once per week, and no more. *Usable by:* All Classes.

FIGURINE OF THE ONYX DOG: This stone figure transforms into a living hound of stone when its command word is spoken. It will seek whatever the owner tells it to find, without stopping until it succeeds or is killed. It has a 75% chance to detect objects that are invisible or hidden (and of course its sense of smell detects invisible and hidden creatures with almost perfect success). For purposes of defense and attack, the stone dog is treated as a wolf. It may be used twelve times before the statuette becomes non-magical. *Usable by:* All Classes.

FOOL'S MOTLEY: This outrageous outfit is a patchwork of bright colors with curled shoes and covered in bells. The wearer receives a –2 [+2] bonus to their Armor Class and may re-roll any failed saving throw once per day. *Usable by:* Acrobat, Bard, Jester or Thief only.

FUR OF THE WINTER WIND: This fur mantle makes its wearer immune to all cold damage, both mundane and magical. *Usable by:* All Classes.

GAUNTLETS OF DEXTERITY: When worn, these gloves grant a bonus of +2 to the wearer's Dexterity (to a maximum of 18). *Usable by:* All Classes.

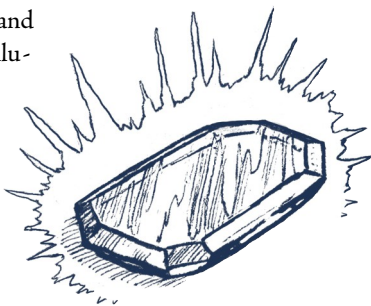
GAUNTLETS OF THE CLEVER LOCKSMITH: These gauntlets allow the wearer to automatically pick any lock he finds, provided he has the proper tools. *Usable by:* Acrobat, bard, jester, and thief only.

GAUNTLETS OF OGRE POWER: These gauntlets raise the wearer's strength to that of an ogre. Hit probability is not increased above normal, but damage bonuses from strength are increased to +4 (not cumulative with the wearer's existing strength bonus, if any). *Usable by:* All but Wizards.

GAUNTLETS OF SWIMMING AND CLIMBING: These gloves permit the wearer to swim at a rate of 18, and climb sheer walls with a 95% chance of success per ten feet of climbing. *Usable by:* All Classes.

GEM OF SEEING: A gem of seeing is used as a lens, and shows the truth of what it sees, cutting through illusions of all kinds, even very powerful ones. *Usable by:* All Classes.

GIRDLE OF GIANT STRENGTH: This wide belt grants the wearer the strength of a powerful giant (+8 strength damage, not cumulative with any existing strength bonuses). It does not increase "to-hit" probability. *Usable by:* All Classes.



GLASSES OF LANGUAGE: While wearing these glasses one can read all mundane languages. *Usable by:* All Classes.

HELM OF THE FEARSOME WARRIOR: When the wearer of this fearsome metal helm rolls a natural, unmodified 20 when making a to-hit roll, the foe they have struck must roll a saving throw or flee the battlefield in fear. *Usable by:* Barbarian, cavalier and fighter only.

HELM OF FIERY BRILLIANCE: This prodigiously powerful helm grants many benefits to the wearer. Acrobats, Monks, and Thieves wearing the helmet take no damage from fire-based attacks or extreme heat—they can even walk unscathed through lava. Barbarians, Cavaliers, Duelists, Fighters, Paladins and Rangers wearing the helm may command a weapon in hand to flame (+1d6 damage). Bards, Jesters, and Wizards wearing the helm can add +1 to each die of damage inflicted by a *Fireball* spell. Druids and Clerics wearing the helm can ignite objects within 30 feet at will, and may cast two *Light* or *Continual Light* spells for each one actually prepared. The wearer of this helm is likely to be attacked by any air elemental creatures, but fire elemental types (such as efreet or salamanders) will be favorably disposed toward the wearer. *Usable by:* All Classes.

9 ♦ TREASURE & MAGIC ITEMS

HELM OF READING MAGIC AND LANGUAGES: The wearer can read all languages, including magic script, though this does not mean they are necessarily able to cast spells from magical scrolls. *Usable by:* All Classes.

HOLE, PORTABLE: A piece of dark cloth about five feet in diameter. It is actually the mouth of an inter-dimensional hole 10 feet deep—items and people can fall through it or climb down into it once it is placed on the ground. The piece of cloth can actually be pulled in from the inside to close the hole off entirely, although there is no source of fresh air within, and staying inside will asphyxiate the inhabitant in a short time. The piece of cloth can be picked up and carried off whenever desired—hence the name “portable.” *Usable by:* All Classes.

HORN OF ALLY SUMMONING: Before blowing this horn, the user may name any individual whom they regard as an ally. Once the horn is blown, that ally hears the call and is immediately teleported to the horn-blower's side. If the ally does not wish to be teleported, the horn does not work. *Usable by:* All classes.

HORN OF BLASTING: This horn, when blown, has the same effect on structures as a catapult, and causes 2d6 points of damage to creatures, deafening them for 10 minutes as well. The cone of sound is 100 feet long, and widens to a base of 20 feet (the “point” of the cone, at the horn's mouth, is 10 feet wide). *Usable by:* All Classes.

HORN OF VALHALLA, BRONZE: Summons 2d4 berserk warriors (3 HD) to assist the one who winded the horn. *Usable by:* Barbarians, cavaliers, duelists, fighters, paladins and rangers only.

HORN OF VALHALLA, IRON: Summons 2d4 berserk warriors (4 HD) to assist the one who winded the horn. *Usable by:* Barbarians only.

HORN OF VALHALLA, SILVER: Summons 2d4 berserk warriors (2 HD) to assist the one who winded the horn. *Usable by:* All Classes.

HORSESHOES OF SPEED: Double a horse's movement rate. *Usable by:* Horses.

JUG OF ALCHEMY: This jug produces whatever liquid is desired, in a commonly used large quantity (e.g., 10 gallons of water, but only five gallons of wine). It may be used no more than 7 times per day, and will only produce the liquid first requested in that day. It does not produce magical liquids. *Usable by:* All Classes.

MANUAL OF DEMON SUMMONING, BAALROCH: This foul tome can be used to summon a Baalroch, who is bound by the ritual to perform one deed for the reader before returning to its own plane of existence. *Usable by:* Clerics and Wizards only.

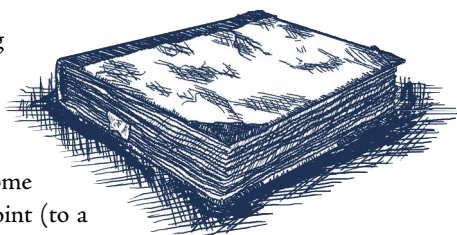
MASK OF DISGUISE: While wearing this mask, an individual cannot be identified by magical divination. Those who see him will also have trouble recalling or remembering what he looks like. *Usable by:* All classes.

LENSES OF CHARMING: These lenses, when placed over the eyes, give the wearer the ability to charm those who look into his eyes (as per a *Charm Person* spell) up to three times per day. The saving throw against the power of the lenses is made at -2. *Usable by:* Bard, Jester and Thief only.

LIBRAM, MAGICAL (LEVEL GAIN): Magical librams grant a level of experience to the reader. *Usable by:* All Classes.

LUCKSTONE: This stone grants +1 to saving throws and “to-hit” rolls. *Usable by:* All Classes.

MANUAL OF BENEFICIAL EXERCISE: Reading this tome increases the reader's Strength by 1 point (to a maximum of 18). *Usable by:* All Classes.



MANUAL OF CONSTITUTION: Reading this tome increases the reader's Constitution by 1 point (to a maximum of 18). *Usable by:* All Classes.

MANUAL OF GOLEMS: This book contains the basic instructions and formulae for creating a single type of golem. The process is expensive, and the creator must have achieved a certain level of magical expertise in order to use the book, but these are priceless repositories of forgotten lore. Such books are often warded, by the original owner, from the touch of anyone not of the Wizard class, enchanted to inflict damage or even the loss of a level. *Usable by:* Wizards only.

MANUAL OF INTELLIGENCE: Reading this tome increases the reader's Intelligence by 1 point (to a maximum of 18). *Usable by:* All Classes.

MANUAL OF QUICKNESS: Reading this tome increases the reader's Dexterity by 1 point (to a maximum of 18). *Usable by:* All Classes.

MANUAL OF SWORDSMANSHIP: Reading this tome grants the character the ability to wield short swords, long swords or two-handed swords without penalty. If the character is already able to wield the associated weapon, they instead gain a permanent +1 to all “to-hit” rolls when wielding it. When a Manual of Swordsmanship is discovered the referee should roll 1d6. On a 1–2 the manual teaches the short sword, on 3–5 it teaches the long sword and on a 6 it teaches the two-handed sword. *Usable by:* All Classes

MANUAL OF WILLPOWER: Reading this tome increases the reader's Willpower by 1 point (to a maximum of 18). *Usable by:* All Classes.

MEDALLION OF DETECT THOUGHTS (ESP): Functions as a *Detect Thoughts* (ESP) spell within 30 feet (75%) or 90 feet (25%). *Usable by:* All Classes.

9 ♦ TREASURE & MAGIC ITEMS

MIRROR OF MENTAL SCRYING: This hand-mirror (it might also be found as a smaller mirror on a necklace) allows the user to cast *Crystal Ball* and *Detect Thoughts* (ESP), with the normal range, but for an unlimited time. The mirror will also answer a question about what it portrays (the answer is likely to be quite cryptic), but only one question per week is possible. *Usable by:* All Classes.

NECKLACE OF FIREBALLS: This necklace is hung with 3d4 little baubles. When thrown, the baubles explode into 6d6 fireballs (per the spell). *Usable by:* All Classes.

PIPES OF CHARMING: When played, all individuals within thirty feet of the performer must make a saving throw or fall under the effects of a *Charm Person* spell for one day. *Usable by:* All classes.

PIPES OF THE SEWERS: These pipes summon 10d6 giant rats. The piper does not need to concentrate once the rats arrive (which takes 1d4 × 10 minutes), but it is wise to do so. When the rats arrive, there is a 5% chance that they will not obey him, and if he ceases to concentrate on his tune there is a 10% chance that he will lose control of them. Every subsequent round in which he fails to concentrate there is another chance to lose control, and the chance increases by 10% each time it is made (first round, 10%, second round 20%, etc.). *Usable by:* All Classes.

RABBIT'S FOOT: This small trinket increases the wearer's Luck attribute to 18 as long as they are wearing it. *Usable by:* Jester only.

ROBE OF BLENDING: These robes make the wearer appear to be a part of his surroundings, including the ability to appear as another one of a group of nearby creatures. He will appear to be a small tree when in forest surroundings, a sand formation in the desert, etc. Creatures with 10+ hit dice (or levels of experience) have a 10% chance per level (or HD) above 9th to perceive the wearer as a robed figure rather than a part of the surroundings. *Usable by:* All Classes.

ROBE OF EYES: Hundreds of eyes are woven and embroidered into the fabric of these magical robes, granting the wearer tremendous powers of supernatural perception. In a radius of 240 feet, anything he looks upon is seen for what it is: he sees invisible creatures, he perceives illusions, and his sight even extends into the astral plane. He cannot be ambushed or otherwise taken by surprise, and he can follow the trail of anything that has passed by within the last day. *Usable by:* Wizards only.

ROBE OF INFINITE WARDROBES: This robe can, at the wearer's command, change its appearance to match any non-magical raiment that is not armor. *Usable by:* All Classes.

ROBE OF WIZARDRY: This robe grants the wearer the ability to cast *Charm*, *Polymorph*, and *Hold Person*, each once per day. The robes may be tied to specific alignments. *Usable by:* Wizards only.

ROPE OF CLIMBING: A 50 foot length of rope that leaps magically upward and can tie and untie itself upon command. *Usable by:* All Classes.

ROPE OF ENTANGLEMENT: This rope, on command, twines itself around as many as $2d4+1$ human-sized foes. The rope cannot be hit except with a natural roll of 20 (unmodified) on a to-hit roll, and can sustain 20 hit points of damage before fraying and becoming useless. Those entangled cannot move more than ten feet per combat round and may only attack once every other turn. *Usable by:* All Classes.

SAND OF TIMELESSNESS: When a dose of this sand is blown into the air, all individuals in a 30' radius around the user are frozen in place for 1d4 rounds, unable to act. *Usable by:* All Classes.

SCABBARD OF PROTECTION: Any weapon stored in this scabbard remains razor sharp and cannot be broken for one day. *Usable by:* All Classes.

SPADE OF EXCAVATION: This ordinary-looking spade digs by itself when commanded, shoveling out 1 cubic yard (27 cubic feet) per ten minutes. *Usable by:* All Classes.

SYMBOL—DIVINE BLASTING: This powerful holy symbol can be commanded once per day to expel a burst of energy that does 3d6 points of damage to all undead creatures within thirty feet. *Usable by:* Cleric and Paladin only.

SYMBOL—SCARAB OF INSANITY: This is a carving of a scarab-beetle, or perhaps the petrified remains of a real one. When the scarab is displayed, all creatures with 9 or fewer hit dice, within a radius of 30 feet, fall into temporary insanity lasting for 2 hours. Creatures with 10+ hit dice still do receive a saving throw, but at a -4 penalty to overcome the scarab's insidious influence. The scarab may be used 12 times, after which it crumbles to dust. *Usable by:* All Classes.

SYMBOL—TERROR: When presented forcefully towards a single individual, that target must make a saving throw or flee in terror from the sight of both the wielder and the symbol. *Usable by:* Cleric only.

MAGIC WEAPONS

All magic weapons begin as mundane tools of warfare. But if a hero is able to perform amazing feats of valor on the battlefield and still live to tell the tale, magic may be born in that moment. Whenever a player character succeeds in rolling an unmodified ("natural") 20 on a "to-hit" roll, that weapon *gains* a Myth Point.

When a weapon accumulates five Myth Points it ceases to be a mundane weapon and becomes a +1 magical weapon. If any of those Myth Points were earned achieving the killing blow on a monster, the weapon becomes a "bane" to that type of creature. This could mean goblin-bane, dragon-bane, spider-bane, or any other type of appropriate creature. The



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TABLE 9-12: RANDOM MAGIC WEAPONS

ROLL (D%)	ITEM	ROLL (D%)	ITEM
1–3	Battle Axe+1	51	Mace+3
4–5	Battle Axe+2	52–54	Morning Star+1
6	Battle Axe+3	55–56	Morning Star+2
7–9	Club+1	57	Morning Star+3
10–11	Club+2	58–60	Polearm+1
12	Club+3	61–62	Polearm+2
13–15	Dagger+1	63	Polearm+3
16–17	Dagger+2	64–66	Quarterstaff+1
18	Dagger+3	67–68	Quarterstaff+2
19–21	Flail+1	69	Quarterstaff+3
22–23	Flail+2	70	Short Bow+1
24	Flail+3	71–73	Short Sword+1
25–27	Hand Axe+1	74–75	Short Sword+2
28–29	Hand Axe+2	76	Short Sword+3
30	Hand Axe+3	77	Sling+1
31	Heavy Crossbow+1	78–80	Spear+1
32–34	Lance+1	81–82	Spear+2
35–36	Lance+2	83	Spear+3
37	Lance+3	84–86	Two-Handed Sword+1
38	Light Crossbow+1	87–88	Two-Handed Sword+2
39	Long Bow+1	89	Two-Handed Sword+3
40–42	Long Sword+1	90–92	War Hammer+1
43–44	Long Sword+2	93–94	War Hammer+2
45	Long Sword+3	95	War Hammer+3
46–48	Mace+1	96–100	Roll on Table 9–13
49–50	Mace+2		

referee has the final say over whether the creature type is appropriate to the weapon or not. Weapons with the Bane quality ignore the Reduction Value against that type of creature. At the referee's discretion a different enchantment may be substituted instead of the "bane" effect.

If a weapon earns five additional Myth Points it becomes a +2 weapon and gains a minor magical ability. This is typically the ability to detect a specific kind of creature within 120 feet or allow the wielder to cast a 1st level Wizard or Cleric spell once per day.

TABLE 9-13: RANDOM SPECIAL MAGIC WEAPONS

ITEM (5D6)	ITEM
5	Battle Axe of Mindlessness
6	Club of the Treant
7	Dagger of the Assassin
8	Flail of Threshing
9–10	Flaming Blade
11	Fool's Blade
12	Frozen Needle
13	Halberd of Dedication
14–15	Hand Axe of Climbing
16	Heavy Crossbow of the Siege
17–18	Light Crossbow of Distance
19	Long Sword, Holy Avenger
20–21	Mace of Piety
22–23	Morning Star of the Rising Sun
24	Short Bow of Concealment
25	Short Sword of the Halfling
26	Sling of the Meek
27	Spear of the Hunter
28	Staff of the Peasant
29	Two-Handed Sword of Decapitation
30	Warhammer of the Jotun

TABLE 9-14: RANDOM MAGIC AMMUNITION

ROLL (1D6)	ITEM (NUMBER FOUND)
1–3	Arrows+1 (3d6)
4–5	Bolts+1 (3d6)
6	Stones+1 (2d6)

Finally, if a weapon manages to earn a total of fifteen Myth Points it becomes a +3 weapon and gains an additional quality, depending on the race or class of the wielder. This can include exceptionally powerful abilities like extra attacks in a combat round, an increase to Reduction Value or improvement to Armor Class, immunity to both magical and mundane fire or a bonus to Saving Throws against broad effects like “magic spells.”

The referee is encouraged to develop specific abilities based on the events of their individual campaign and the personality of the wielder. Examples might include a Barbarian's axe that provides an additional attack each combat rounds on the condition that he has already struck a killing blow that round or a Thief's dagger that triples damage when performing a backstab. Perhaps a halfling has a sling that can ricochet stones, allowing them to ignore a target's armor class bonus provided by a shield or a dwarf whose war hammer automatically returns to their hand when thrown—the possibilities are endless and should be tailored to both the character and the campaign.

All weapons must be given a name by their wielder upon becoming +1 weapons—by this name they will be recalled in song and deed for all time.

Ammunition cannot earn Myth Points, though under specific circumstances a single arrow, bolt or sling stone might be empowered to instantly slay a specific type of creature—an arrow of dragon slaying, for example. To empower a single projectile in this fashion, the character must spend one round concentrating and swearing to

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slay such a beast, praying to their god or swearing an oath of some sort related to their current circumstances. They then make a saving throw—if successful the arrow, bolt or stone is enchanted with the slaying property. This may only be attempted ONCE in the career of an adventurer.

Any magical properties gained through Myth Points remain present forever—even if a new wielder takes up arms with the weapon. These blades and bows are a part of legend, now and forever. Listed below are several magic items that represent such legendary items. The referee is encouraged to give these items names and backgrounds when introducing them to player characters. A “Heavy Crossbow of the Siege” shouldn’t simply be “just another” magical crossbow. It is “Stonepiercer, wielded by General Glazar of the Silver Regiment, who lead a charge of one hundred men and took the Castle Arthan from the forces of Parnax the Black and his Legion of the Damned.”

BATTLE AXE OF MINDLESSNESS: The wielder of this Battle Axe+1 is overcome by a single-minded rage when in combat. They are immune to all fear effects and charm spells while in battle.

CLUB OF THE TREANT: This simple cudgel normally functions like a Club+2, but upon command it can transform into a 7 Hit Dice Treant for one turn. After one turn has passed, the treant reverts back and cannot transform again for one week.

DAGGER OF THE ASSASSIN: This Dagger+2 inflicts double damage when a successful attack is made against an unaware foe.

FLAIL OF THRESHING: This Flail+1 is barbed with long, wicked spikes that force anyone struck by it to make a saving throw or suffer an additional point of damage for the next 1d6 rounds as their wounds bleed profusely.

FLAMING BLADE: This magical Long Sword+1 inflicts an extra 1d6 points of damage due to the blade being wreathed in flame. The wielder also suffers no damage from fire-based attacks (magical and non-magical) while holding the weapon.

FOOL'S BLADE: A seemingly blunt short sword, it functions as a Short Sword+3 in the hands of a jester and can even animate for 1d6+1 rounds at the owner's command and fight independently of its wielder with a +3 Base Hit Bonus once per day. It is invulnerable to damage while fighting independently.

FROZEN NEEDLE: This Dagger+2 is ice-cold to the touch. It can freeze any small bodies of water it touches with a mental command from the wielder, once per day. This body of water is typically no larger than a pond or small lake.

HALBERD OF DEDICATION: This Polearm+1 grants its wielder and all allies within 30 feet of him a +1 bonus to all saving throws.

HAND AXE OF CLIMBING: Upon command this Hand Axe+1 sprouts a 50 foot length of rope from its handle and may be thrown and secured like a grappling hook.

HEAVY CROSSBOW OF THE SIEGE: This Heavy Crossbow+2 destroys any wooden or stone door it is fired at with a single bolt.

LIGHT CROSSBOW OF DISTANCE: This Light Crossbow+1 has a range of 120 feet.

LONG BOW OF INFINITE ARROWS: When the string of this Long Bow+1 is drawn an arrow immediately appears on the string, ready to fire.

LONG SWORD, HOLY AVENGER: When wielded by a Good/Lawful character who is dedicated to a religious order or noble ideal the Holy Avenger functions as a Long Sword+3 and grants the wielder a +5 bonus to all saving throws made to resist magic. In the hands of others, it is considered to be a Sword –1, though it can be put down without the aid of a *Remove Curse* spell.

MACE OF PIETY: A Mace+1 allowing a wielding Cleric to cast *Bless* once per day.

MORNING STAR OF THE RISING SUN: As long as this Morning Star+1 is being held in-hand, the wielder cannot be blinded. It radiates light at a radius of 5 feet.

SHORT BOW OF CONCEALMENT: This Short Bow+1 can be folded over several times until it is merely six inches in length and can then be easily concealed.

SHORT SWORD OF THE HALFLING: This functions as a Short Sword+1 when wielded by anyone other than a halfling. In the hands of a halfling it is considered a Short Sword+3 and the wielder is able to *Detect Evil* as the Cleric spell. It radiates light at a radius of five feet when it detects evil.

SLING OF THE MEEK: This weapons functions as a Sling+3 when wielded by unarmored combatant. In addition, if the unarmored wielder rolls a natural, unmodified 20 on their attack roll the target must make a saving throw or be immediately slain.

SPEAR OF THE HUNTER: This Spear+1 inflicts double damage against all natural animals in combat.

STAFF OF THE PEASANT: Most of the time, this item functions as a mundane staff. When the wielder is carrying 50 gold pieces or less in coins and jewelry it functions as a Staff+3.

TWO-HANDED SWORD OF DECAPITATION: This Two-Handed Sword+3 decapitates a foe when a natural, unmodified 20 is rolled when the wielder makes an attack, instantly causing death to any foe whose anatomy would be effected by the loss of their head.

WARHAMMER OF THE JOTUN: Normally, this weapon functions as a Warhammer+2, but when it strikes a giant that creature must make a saving throw or be instantly slain.

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MAGIC ARMOR AND SHIELDS

Just like magic weapons, armor must gain Myth Points in order to improve in power. Any time the Reduction Value of the character's armor means the difference between life and death, that suit of armor gains a Myth Point. That is to say if the character would have been reduced to zero or fewer hit points before the application of an armor's Reduction Value, a single Myth Point is gained. When five Myth Points have been gained, the suit of armor gains a +1 bonus. If another five Myth Points are gained the armor's bonus increases to +2 and it gains a minor magical ability. This can be an extraordinary lightness or to once per day provide the wielder with a minor magical enchantment (akin to a first or second level spell), for example. After accumulating a total of fifteen Myth Points, the armor's enchantment increases to +3 and it gains an extraordinary magical quality determined by the referee, based on the actions of the wearer.

Armor is *enchanted* with a +1, +2, or +3 bonus. This adds to the armor's Reduction Value. So a suit of Leather Armor+1 would have a Reduction Value of 2.

Shields gain Myth Points whenever an attack made against the shield bearer misses by a one point on the "to-hit" roll, meaning the shield provided just enough protection to keep the wearer alive. Shields do not normally gain a +1 bonus like weapons or armor. Instead, when they reach 10 Myth Points a single unique property can be applied to them, determined by the referee and based on the actions of the character.

BEAR-SKIN: This magical suit of Leather Armor+1 allows the wearer to transform into a bear once per day for up to ten combat rounds. While in bear form their Reduction Value becomes 5 and they may attack three times per round with their massive claws and dangerous bite. These attacks inflict 1d6 points of damage.

BONE MAIL: A bizarre set of Half-Plate+1 which is made from plates of bone, Bone Mail grants its wearer the ability to Banish Undead once per day, even if they are not a Cleric. However,

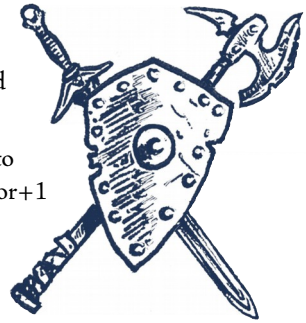


TABLE 9-15: RANDOM MAGIC ARMOR

ROLL (6D6)	ITEM
6-8	Leather Armor+1
9-10	Leather Armor+2
11	Leather Armor+3
12-14	Ring Mail+1
15-16	Ring Mail+2
17	Ring Mail+3
18-20	Chain Mail+1
21-23	Chain Mail+2
24	Chain Mail+3
25-27	Half-Plate+1
28-29	Half-Plate+2
30	Half-Plate+3
31-33	Full Plate+1
34	Full Plate+2
35	Full Plate+3
36	Roll on Table 9-16

these undead which are successfully turned are brought to heel as if the wearer of the Bone Mail were of Chaotic alignment. Each time this ability is used, the player must roll 1d100. If the result is 5 or less, the wearer of the armor becomes Chaotic in alignment. If alignments are not used, the character will find themselves bound under a powerful *Quest* spell of the referee's design.

CARAPACE PLATE: Crafted from the shell of a giant ant or similar monstrous insect, the wearer of this Half-Plate+1 will never be attacked by insects unless he attacks them first. This includes giant fire beetles, giant centipedes, and even giant spiders.

DRAGON SCALE MAIL: This set of Half-Plate+2 is crafted from dragon hide. It is extraordinarily rare and requires an expert armorer to craft, but only weighs 15 lbs and can be worn by any class which can wear ring mail or heavier armor.

DWARF-FORGED PLATE: Dwarf-forged steel is incredibly strong and very light. Dwarf-forged plate functions as Plate Mail+2 and weighs only 30 lbs. Suits are normally crafted only to fit dwarves.

ELVEN CHAIN MAIL: Elven smiths craft this armor from silver which has been kissed by starlight. It functions like chain mail, but weighs only 5 lbs. It can be worn by any character able to wear leather armor and elf Wizards who are also able to cast spells while wearing elven chain mail. Almost all elven chain mail is sized for elves, though suits made to fit other races are crafted on rare occasions.

FLESH-STITCHED LEATHER: This macabre armor is crafted from human flesh which has been stitched together and enchanted with dark magic. It grants the same protection as normal leather armor. Damage inflicted by lightning heals the wear instead of harming them, and he is slowed by fire and cold spells—reducing movement by half. No other type of spell other than lightning, fire, or cold affects a wearer of fleshstitched mail. Finally, only +1 or better magic weapons can harm the wearer while they are clad in this foul raiment.

HOLY ARMOR: This shining plate mail functions as if it were Plate Mail+3 (providing a Reduction Value of 8) and radiates light at a radius of five feet when

TABLE 9-16: RANDOM SPECIAL MAGIC ARMOR

ROLL (3D6)	SPECIAL ARMOR
3	Bear-Skin
4	Bone Mail
5	Carapace Plate
6	Dragon Scale Mail
7-8	Dwarf-forged Plate
9-10	Elven Chain Mail
11	Flesh-Stitched Leather
12	Holy Armor
13	Ice Mail
14	Leaf Walker Armor
15	Ring Mail of Arrow Deflection
16	Shadow Leather
17	Shield of Medusa
18	Throwing Shield

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worn by a character of Lawful alignment. In addition, any undead creatures who come within thirty feet of a Lawful are immediately subject to a Banish Undead affect, as if they were facing a 5th level Cleric. Once they have resisted this effect, they are not subject to it again for one day. Holy armor functions as simple non-magical Plate Mail for characters who are not Lawful alignment.

ICE MAIL: This set of perpetually frozen chain mail armor protects its wearer from all forms of fire damage, both magical and mundane, while it is worn. Fireballs sizzle and are snuffed out around him and lava cools and hardens under his footfall. Otherwise it functions as normal chain mail armor.

LEAF WALKER ARMOR: Woven of bark and leaves then enchanted by mysterious fey magic, the wearer of this Leather Armor+1 (Reduction Value 2) leaves no trace of their passage when traveling in wild environments. They cannot be tracked by magical or mundane means as long as they are outside of man-made places, such as cities and villages. What exactly constitutes a man-made place is up to the referee.

RING MAIL OF ARROW DEFLECTION: Normally, this armor functions as Ring Mail+1, but increases to Ring Mail+3 when the character is hit by arrows, bolts or sling stones.

SHADOW LEATHER: This black *Leather Armor*+2 (Reduction Value 3) has been enchanted with illusory magic. It can turn the wearer invisible for up to once hour each day, per the *Invisibility* spell.

SHIELD OF MEDUSA: This powerful small shield (−4 [+4] to Armor Class) is forever etched with the image of a terrible medusa. Once per day, the shield bearer can command its eyes open, petrifying a single foe of their choosing who can see the shield as the *Transform Flesh to Stone* spell.

THROWING SHIELD: This magical small shield (−4 [+4] to Armor Class) may be thrown as a missile weapon with a range of thirty feet. It inflicts 1d6+2 points of damage and returns to its wielder. Any round in which the shield is thrown the wielder does not receive the armor class bonus it normally grants.

CURSED ITEMS

Cursed items come in many shapes and forms—most likely they are ancient magical items whose magic has deteriorated or changed with age, although some of them were clearly fashioned to serve as traps for the unwary (or for the maker's enemies, perhaps). Note that cursed items cannot usually be dropped or removed without the assistance of a *Remove Curse* spell. Although the referee is encouraged to create his own cursed items, the samples on the following page should prove useful guidance.

There is a 1% chance of a cursed item being present whenever a permanent magic item appears in a treasure horde.

BAG OF DEVOURING: Functions as a bag of holding, but devours any item placed into it within 1d4+1 hours.

CENSER OF HOSTILE ELEMENTALS: A censer (or brazier, bowl, or stone) that summons elementals—but the elementals are hostile instead of under the summoner's control.

CLOAK OF POISON: Upon donning this cloak, the wearer's body is suffused with magical poisons of many kinds, and dies instantly, without the chance of a saving throw.

CRYSTAL BALL OF SUGGESTION: Does not function as a crystal ball, but implants a suggestion in the viewer's mind. Powerful versions of this item might even implant a Quest.

DANCING BOOTS: These boots function as boots of Elvenkind or speed, until the wearer is in combat or fleeing. Suddenly at that point he will begin to dance a jig, or perhaps a stately waltz.

FLASK OF STOPPERED CURSES: This flask releases a curse of some kind when its seal is broken.

HORN OF COLLAPSE: When sounded, this horn causes a blast of destruction straight upwards, destroying any ceiling overhead and causing it to collapse.

MEDALLION OF PROJECTING THOUGHTS: The wearer's thoughts can be "heard" by all nearby.

MIRROR OF OPPOSITION: All persons looking into this mirror are attacked by evil versions of themselves, exact duplicates including spells and magic items. When the mirror-opposites are slain, their bodies and equipment disappear into mist, and return to the mirror.

ROBE OF FEEBLEMINDEDNESS: Anyone donning this cloak has his intelligence reduced to that of a garden snail.

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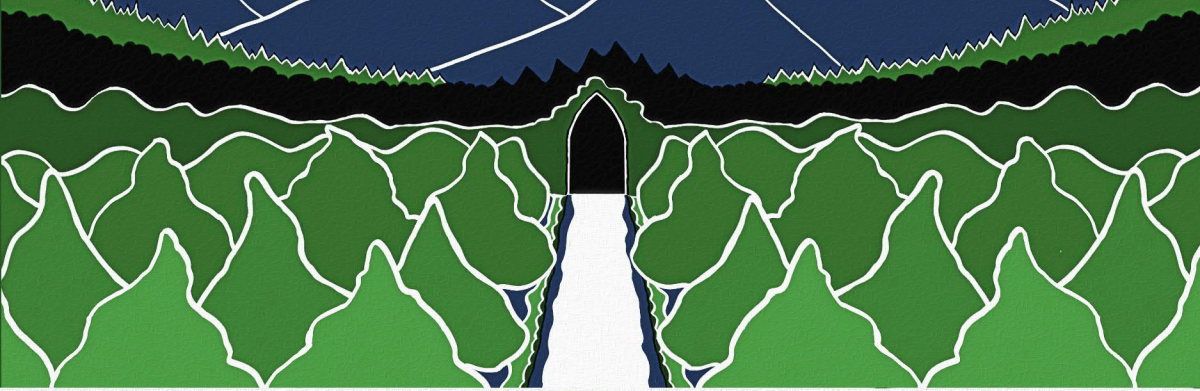
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