

Saga of the Splintered Realm

Book 1: Core Rules

by Michael T. Desing

Based on work by Gygax, Arneson, Holmes, Moldvay, Mentzer, et al.



Revised Edition

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Introduction

The 1981 boxed edition of the basic rules for ‘the world’s greatest RPG’ has influenced me for a long time. This set was my entry into the world of dungeons, magic, dragons, and adventure. Eventually, I left this game behind, assuming that I could do it better, that I could plug the holes in the game, that I could develop a more intuitive, clever, and simple system. I got into the ballpark several times. I never could get there. There’s something elegant - and iconic - in these rules that defies any single mechanic or any one philosophy.

Last year, I returned to the original basic game almost on a whim, and found it even more charming, more flexible, and more enticing than I’d remembered. I also found many of the rules – particularly many of the sub-systems created to handle specific game situations – confusing, contradictory, and overly complex. I spent some time looking for a ‘retro-clone’ that would solve the problems of the core rules without adding any bloat. Many games – notably *Labyrinth Lord* and *Swords and Wizardry* – got close. These are great games. However, they kept elements that needlessly complicated play so as to honor the original work. I could begin with the closest game to my vision and begin house ruling. And I did. However, I eventually developed an entirely new sub-system that could unify the various systems driving the engine. I cobbled from here and borrowed from there. In short order, an entirely new vision of the core rules emerged that, to my mind, retained the spirit of the original 1981 purple box (and even earlier iterations of the game) while shedding many of the idiosyncrasies that caused confusion, yet didn’t significantly add to the flavor of the game experience.

The release of the newest edition of that game only stoked the fires more. While that game solves many of the problems of the original, it does so with a layer of complexity that strikes me as unnecessary. I like my games leaner.

Saga of the Splintered Realm is my attempt to build on the legacy of what the game’s founding fathers started. I’ll leave it for you to decide its merits.

Illustrations by Kevin Chenevert (pg. 14); Cory Gelnett (pgs. 80, 83, 93, 104); Andrew Hartmann (pg. 54); David Lewis Johnson (pgs. 53, 65, 97, 103); Todd McGowan (cover; pgs. 10, 20, 33, 40, 93); JE Shields (pg. 1); and Michael Desing (all other illustrations)

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Kickstarter Support

This game would not exist without the generous support of the Kickstarter backers who joined the quest to complete this new edition. Thanks to these backers, all of the content in this book is available for you to use as you will.

- **New content** created by me or paid for to develop this game (including all art and the locale of the Splintered Realm) are released under an **Attribution Share-Alike Creative Commons License**. You are free to take, re-mix, and re-use all original content herein, as long as you give credit back to the source.
- **The core game engine** and its mechanics are released under the *Open Game License* (see pages 142-143).

In short, the Splintered Realm is now your playground. Have fun in it!

Roll of Heroes

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Saga of the Splintered Realm, like the games that came before and inspired it, is a fantasy roleplaying game set in a fictional milieu of heroes and magic, monsters and myth. You assume a heroic persona in a world of sorcery and barbarism – a point of light in a vast sea of darkness. You join with other like-minded characters (but probably with different abilities), working together to stem the tide of chaos, plunder ancient tombs, and defeat fell monsters. This book contains the core rules needed for ongoing play. This book includes:

- **Part 1: Key Concepts** (page 8) explains general terms and game mechanics.
- **Part 2: Character Information** (page 10) explains how to create a character.
- **Part 3: Advanced Characters** (page 31) explores how characters grow and develop over time.
- **Part 4: Magic** (page 33) provides a listing of spells that characters may wield, organized by type and relative power.
- **Part 5: Encounters** (page 49) deals with game play, including combat.
- **Part 6: Monsters** (page 52) contains descriptions of ‘classic’ monsters the heroes are likely to encounter in their travels.
- **Part 7: The Game Master** (page 110) provides an overview of the process of running the game, and suggestions for ongoing play.
- **Part 8: Experience and Treasure** (page 115) explores the different types of treasures the heroes may recover and rewards they may earn during their adventures.
- **Appendices** (starting on page 132) provide expanded options.

This book contains everything you need for extended play, suggesting a generalized fantasy setting so that you can layer these rules over your existing game world with minimal modification. The elves in this game don’t behave in particular ways; the dwarves don’t abide by particular rules; the magic users are bound by only the most basic and flexible of strictures. Other volumes in *the Saga of the Splintered Realm* build upon these rules, fleshing out the specific campaign setting of the Splintered Realm, along with its unique cultures, archetypes, and applications of rules presented herein.

Who is Playing?

These rules assume that most of the players take on the roles of heroic characters that work together in a **fellowship** for mutual benefit. One player takes on the role of **Game Master** (GM). The GM decides on a scenario, plays the monsters or other characters, and adjudicates action. However, you can play with only one player and one GM (in fact, most of the play testing for this game happened that way!), or even solitaire (using a scenario that has been written for you to experience as a player). Turn to the next page to see how a session might go.

An Example of Actual Play

Mike is the GM, and the two players are Mary (playing Linwe, an elf champion 1) and Logan (playing Macheon, a human cleric 1). They are exploring a new section of dungeon...

Mike: You see a rough stone staircase descend into darkness before you.

Mary: How far does it go?

Mike: Pretty far. Your darkvision allows you to see that it goes beyond 30', your limit of vision.

Logan: What do I see?

Mike: Nothing! It's pretty dark.

Logan: Mind if I light a torch? As a human, I can't see too far without it...

Mary: No, that's a good idea.

Logan: I light a torch a look around.

Mike: Okay. Roll a *sense* FEAT.

Logan: Just me?

Mary: I want to look around, too. I look up and forward, down... I check all the way around before we descend.

Logan: Same here.

Mike: Okay. You can both roll *sense* FEATS.

Mary: I roll 12 on the die, +6 for my FEAT modifier, +2 to *sense* for being an elf... so I get a 20.

Logan: I roll 7 on the die, +5 for my FEAT modifier... that's only 12.

Mike: (secretly rolls dice for the spider slowly descending from overhead... he rolls 9 on the die, +6 for the *sneak*, so the spider gets 15). Linwe notices something moving up above. It's dropping quickly!

Mary: I tell Macheon and draw my sword. Can I hold my sword, shield and torch at the same time?

Mike: No... that's too much to handle at once.

Logan: I'll grab the torch so you can take out your shield.

Mike: You don't have time for that right now. You can drop the torch – it will continue to burn on the ground, and there's nothing here that will catch fire – but you don't have time to hand it off to Macheon.

Mary: Fine. I drop the torch and pull out my sword and shield.

Logan: I already have my shield and mace out.

Mike: You see a spider that's about the size of an end table dropping towards you from a web high overhead. Roll for initiative – that's a FEAT roll. The spider gets (rolls 13 on the die +6) ... a 19.

Mary: I rolled 3 on the die, +6 is only 9...

Logan: I roll a natural 20! That gives me a total result of 25.

Mike: Okay. Linwe struggles to get her shield out in time, and it takes an extra second to get situated as the spider drops between you. It sees this and makes a B-line for her, since she looks vulnerable. I'll say that, because the initiative roll was so good, even though you didn't get

surprise, I'll give Macheon +1 to his roll to hit. The spider didn't think you'd be ready to go as fast as you were! The order is Macheon, then the spider, then Linwe...

Logan: I swing my mace... (rolls dice)... I got 17 on the die, +2 on my roll to hit, +1 from the bonus you just gave me... that's a 20.

Mike: That hits easily (the spider has an armor class of 13, so this is a hit). Go ahead and roll for damage.

Logan: Let's see (rolls 1d6 for his weapon) that's a 5 on the die, +1 from my strength bonus, so 6 points of damage.

Mike: That's a good hit! You crush one of its legs, and it will probably never use that again! (the spider had only 8 hit points, so it is down to 2 remaining – this was a pretty serious wound; Mike does not tell the players exactly how many hit points remain, however). The spider bites Linwe... He rolls 15 on the die, +1 to his attack, so he gets 16. Mary, what's Linwe's armor class?

Mary: Drat. 16.

Mike: Wow. The spider narrowly winnows in under your shield and bites your forearm. Half a second earlier with that shield and he'd have missed... (rolls 1d4 for damage)... The spider does 2 points of damage, but you have to roll a FEAT to resist its poison.

Mary: (in pencil, marks that her hit points have dropped from 6 she started with to 4 for the moment). Okay... I'm not feeling good about this...

Mike: Oh, I almost forgot (looking at the monster description). You get +4 to the FEAT roll, because the poison is relatively weak...

Mary: Well that should help some... (rolls 1d20). Or not. I got a 5 on the die, plus my FEAT of +6, with the +4 you just gave me is still only 15...

Mike: Sorry, but that's not good enough – you needed a 20. You don't feel well. You know that you've been poisoned, and this is going to probably kill you (rolls 1d10 and gets 7, but he doesn't tell the players this – Linwe will be dead in 7 rounds). Linwe, it's your turn...

Mary: Well this stinks! I don't have an antidote with me...

Logan: I do! I'll get it out of my backpack for you next round.

Mary: If my character lives that long! Thanks, though. Okay, I'll attack then. I roll (rolls 1d20) 15, with my +2 to hit gives me a total result of 17... that's enough, right?

Mike: Yes. You land a solid hit (remembers that the spider has armor class 13); go ahead and roll damage.

Mary: (rolls 1d8 for her sword) Awesome! I got an 8. With my +1, that's a total damage of 9.

Mike: Oh, yeah. You drive your sword down through the spider's head. It is actually stuck in the spider, and it's going to take you a moment to pry it out! That spider is very dead.

Mary: I've got to deal with this poison first...

Logan: Right. I pull the antidote from my backpack and hand it to Linwe...

Mary: And I drink it right away!

Mike: No problem (checks his notes). It's only been 1 round since you were poisoned, so you manage to fight off the effects of the poison.

Logan: We look around... any other spiders up there?

Mike: No. If you hold the torch up as high as you can, you see that there's a large web up there, but you cannot make out too many details about it. It's right at the edge of the torch light...

Logan: I'm going to cast a *light* spell on the web.

Mike: Okay, that won't require a roll... you can just do that. That's one of your two spells for the day. You illuminate the ceiling with bright light, and you can see a large web up there. It looks like there's a bundle of something wrapped up in webs about 25' overhead.

Mary: Can we climb to it?

Mike: Hmm. That would be hard. I'll let you try, though...

Mary: What if we use rope and grapple to hook the bundle and pull it down?

Mike: That might work. Make a roll to hit with your grapple. I'll give you +4, since it's not terribly difficult to do.

Mary: If I fail, can I try again?

Mike: You can keep trying as long as you don't roll a natural 1. On a 1, I'm going to rule that your grapple gets stuck up there and you can't get it loose...

Mary: I'll take those chances... (rolls 1d20). It's not going to matter! I got a 19 on the die, +2 to hit, +4 bonus, so a 25. I pull it down.

Mike: That's going to require a Strength check. Roll 1d20 plus your Strength rating.

Logan: I'll help, too.

Mike: Fine. Add +4 to your Strength check because Macheon is helping to pull. Target 20.

Mary: Great. I roll 9 on the die, plus my strength of 9 plus Macheon is giving +4... that's 22.

Mike: After a few tugs at it, you pull the bundle down.

Mary: I stand back and carefully cut the bundle open with my sword... in case it's full of baby spiders!

Mike: It takes you a round or two to pull your sword out of the spider, but you're able to do that. (Mike decides to roll for a random encounter. He rolls 1d6 and gets 1). Hold up one minute (Mike checks the random encounter table for this level of the dungeon, and finds out that a hobgoblin guard is coming to investigate the sounds of battle, and is moving quietly). Okay. You cut the bundle open. Macheon, what are you doing while she examines the bundle?

Logan: I don't know... I guess I should probably stand on watch...

Mike: Okay. Macheon, roll a *sense* FEAT... Linwe, inside the bundle you find a dagger and a small gemstone.

Mary: I want to check out the dagger...

Mike: Well, we have to deal with Macheon's *sense* FEAT first...

Part 1: Key Concepts

The Player Character

As a player, you take on the role of a character in the game world, a player character (**PC**). The game assumes that your heroic persona is special, gifted, selected by fate, or otherwise destined for something beyond the common ilk.

‘Role Playing’ and ‘Roll Playing’

Play develops through two primary means: role playing and rolling dice.

Many situations will be resolved primarily through decisions you make while assuming the role of your character. In these instances, you *role play* the encounter. If you describe how carefully you search the room for a scroll, or if you act out your discussion with the local merchant, the GM may decide what happens, without using the dice. If you are especially careful in your search or are specific in your discussions with the merchant, then the result is clear, and play continues.

However, the GM will often require you to roll dice to determine the outcome of something you try to do (for example, whether or not you hit the monster with your sword), or to determine how successful something was (for example, how much damage your sword did). In these situations, you will roll one or more dice. These dice are polyhedrons, dice of various sizes. Throughout these rules, dice are abbreviated as **d** followed by the number of sides on the die (d4, d6, d8, d10, d12, d20). A number before the d indicates to roll and total several dice. For example, 3d6 means to roll 3 six-sided dice and add them together. Roll d100 (also called ‘percentile dice’) by rolling two d10s, using the first for the tens and the second for the ones. A result of [5, 7] is a result of 57 on d100. A result of [0, 0] is a result of 100.

In almost every circumstance, you want to roll high.

Attribute Scores

Range	Descriptor	Modifier
0-1	Impaired	-3
2-3	Poor	-2
4-5	Below Average	-1
6-7	Average	+0
8-9	Exceptional	+1
10-11	Heroic	+2
12-13	Superior	+3
14-15	Beyond Mortal	+4
16-17	Titanic	+5
18-19	Demi-godlike	+6
20	Supreme	+7

Your character’s definition emerges first from six primary **attributes** (three physical, three intellectual/social) that govern many aspects of play. You will begin character creation by randomly rolling your six attributes, ending up with scores between 2 and 12 in each attribute.

Attributes Explored

Attribute	This Attribute Measures	The Modifier Confers a Penalty or Bonus to...
Strength (STR)	Your physical might	- Attack rolls with melee weapons or with thrown weapons - Damage rolls with melee weapons
Intelligence (INT)	Your innate intellect and reason	- Total languages known - Bonus spells for magic users (see below)
Wisdom (WIS)	Your intuition and insight	- Bonus spells for clerics (see below)
Dexterity (DEX)	Your physical coordination	- Armor Class (limited by heavier armors) - Attack rolls with missile weapons
Constitution (CON)	Your physical toughness and fortitude	- Hit points rolled each level
Charisma (CHA)	Your appearance, leadership and likeability	- The number of henchman you may employ at one time

Sidebar: Archetypes - Race and Class

One of the key differences between iterations of this game over time is the distinction between class (your profession) and race (your stock). In some versions of the game, if you are an 'elf', that implies a variety of default assumptions about your powers and abilities. In other versions, being an elf only gives you a starting point, but you can be an elf fighter, an elf magic user, or an elf thief.

This game hybridizes the two approaches – each archetype is a unique combination of race and class. Therefore, a human fighter and a dwarf myrmidon are quite similar in many respects – however, there are subtle differences that set these two archetypes apart. Those included herein are not the only possible archetypes, only the most common.

The elf champion as presented in these rules is the most common sort of elf that goes on adventures; however, there are elf scouts, elf shield maidens, and elf enchanters who also take part in adventures. Future books will define other archetypes, although you are free to use these rules as a guide in developing your own unique race/class combinations.

Bonus Spells for Clerics and Magic Users

Human clerics and magic users (only) earn one bonus spell per day, per available spell sphere, up to the sphere equal to their WIS modifier (cleric) or INT modifier (magic user). For example, a cleric with WIS 12 (+3) receives 1 bonus spell per day of spheres 1, 2, and 3, as those spheres become available.

Part 2: Character Information

Whether you want to play a mighty warrior who strikes down foes with the sword, or a wily magician who throws terrible flame, a noble elf who protects his homeland, or a rugged dwarf who seeks fame and glory, this section provides a framework for your character.



Steps in Character Creation

1. Roll for **Attribute Scores**. Roll 3d6 and keep the best two results for each of your six attributes. (Alternately, roll 2d6 for each attribute, but re-roll 1s).

Example: For my first attribute, I roll [1, 2, 4], I drop the 1, and end up with a result of 6. Do this six times and record the results on scrap paper.

I roll 7, 9, 6, 5, 7, 8.

2. Select an **Archetype** (pages 21-25). Record this on your **Character Sheet** (page 13).

Example: I want to play a human cleric.

3. **Assign** the six scores to attributes as desired (based on the needs of your archetype).

Example: A human cleric needs high WIS, so I assign my scores as follows: STR 8; INT 7; WIS 9; DEX 5; CON 6; CHA 7.

4. **Balance your scores**, as needed. For every 2 points you give up, you get 1 point back. You cannot decrease an attribute score below 6 in this way, and you cannot increase an attribute score beyond 12. Record these scores, and the applicable **modifier** (page 8), on your character sheet.

Example: I improve WIS to 10, reducing INT and CHA. I end up with: STR 8 (+1); INT 6 (-); WIS 10 (+2); DEX 5 (-1); CON 6 (-); CHA 6 (-).

5. Roll 1d6 for **hit points**. Remember to modify this by your CON modifier. Re-roll any result of 3 or less. Record this on your character sheet next to **hits** (alternately, roll 1d4+2 for hit points every level, modified by your CON modifier).

Example: As a human cleric, I roll 1d6 and get a 1 (eek!) but fortunately I'm allowed to re-roll this. I roll again and get 5. I have no bonus from CON, so I begin with 5 hit points.

6. Determine your **FEAT modifier (FEAT)**. Take your base FEAT (for your level) and adjust this by your prime requisite modifier. Record this on your character sheet.

Example: I have a FEAT of 4 + level modifier + WIS modifier. I am level 1, and my WIS 10 gives me +2, bringing my total FEAT to +7.

7. Select **weapons and gear**. You begin with 3d6 x10 **silver pieces** (sp).

Example: I roll 3d6 and get 7, multiplying this by 10 to get 70 starting sp. Using the equipment list starting on page 29, I purchase:

- Leather armor (20 sp) and a shield (10 sp)
- A mace (5 sp), a sling (2 sp) and 30 sling stones (3 sp)
- A **starter pack** of basic provisions (20 sp)

This costs a total of 60 sp. I record the remaining 10 sp on my character sheet under **treasure**. I know right away that my next expenditure is going to be a holy symbol!

8. Determine your **Armor Class** (AC), based on any worn armor and modifiers for DEX. Add all modifiers to a base Armor Class of 10.

Example: with leather armor (+2), a shield (+2) and DEX 5 (-1 modifier) I have an AC of 13 (10 base +2 +2 -1).

9. Determine your weapon ratings, based on your archetype, level, attributes and purchased weapon.

Example: I have two weapons: a mace and a sling.

For the mace, I get to add my +1 Level Modifier and +1 from my STR modifier to hit rolls. For damage, I add my STR modifier to damage. Next to the mace in the weapons section, I write (+2 to hit; 1d6+1 damage)

For the sling, I get to add my +1 Level Modifier to the hit roll, but must subtract my -1 DEX modifier from it. These cancel each other out. I don't get to add any modifier to damage with missile weapons. Next to the sling in the weapons section, I write (+0 to hit; 1d4 damage).

Your **Level Modifier** (LM) is one half your level, rounded up. Your LM sets your base bonus to all attack rolls and your base modifier to FEATS. See the chart on page 17 for more information on Level Modifiers.

10. Note any **special abilities**, based on archetype. Record these on your character sheet.

Example: I can *compel undead*. I write this on my character sheet.

11. Decide on your **alignment**, and record this on your character sheet. See page 17 for alignments.

Example: I see my human cleric as a defender of his homeland, so I choose Lawful as my alignment.

12. Select a **purpose** and record this on your character sheet. See page 28.

Example: For my purpose, I decide that I want my character to "eradicate undead from the realm". I record this.



Name:	Purpose:
Archetype:	Alignment:

Level		<div>Weapons</div> <div>Gear</div> <div>Magic</div>
A.C.		
Hits		
FEAT		
<small>Rating</small> <small>Modifier</small>		
STR		
INT		
WIS		
DEX		
CON		
CHA		
Abilities		
Treasure		<div><div>— cp</div><div>— sp</div><div>— gp</div></div> <div>XP</div> <div></div>

Types of Rolls: Checks

A **check** is always a d20 roll (a high roll is better), **with a default target (goal) of 20**. Sometimes, you roll a check using your relevant attribute or ability. If your roll (on 1d20) + your applicable rating (+/- any bonuses or penalties) = 20 or more, you succeed. If I need to make an INT check (using my INT 12) to make sense of an ancient rune I find, I roll 1d20+12. If I roll an 8 or better on the die (for a total result of 20 or more), I succeed. Regardless of circumstance, a natural 20 always succeeds on a check, and a natural 1 always fails on a check.

You use your **ability rating**, not the **modifier**, when making a check. Your modifier only applies in certain situations (see page 9).

Penalties and Bonuses to Checks

Apply bonuses and penalties as modifiers to the roll. If I am trying to use my STR 10 to force open a door, but the door is very heavy (a -4 to the check), I roll 1d20 + 6 (10-4) to see if I succeed. I still need to get a final result of 20 to succeed (meaning I need to roll a 14 or better on the die).

Situational Modifiers

Modifier	Situation
+4	Easy. You should be able to do this!
+2	Advantage. You have some advantage in this situation.
-2	Disadvantage. You will probably struggle to do this.
-4	Difficult. You will struggle to do this.



Attribute Checks

Roll 1d20 + the Attribute Rating to...	
STR	<ul style="list-style-type: none"> Force a stuck or locked door. A standard door is target 20, while a barred or heavy door imposes -4 to the roll. Climb a wall, modified by the surface (an easy-to-climb surface is at +4, while a difficult surface is at -4).
INT	<ul style="list-style-type: none"> Remember lore about a magical item to determine how it works or to reveal its command words. Determine the nature of a potion without tasting it. Derive meaning from fragments of an unknown language. Decipher a spell on a spell scroll that you encounter. Add a new arcane spell to your repertoire. See page 23.
WIS	<ul style="list-style-type: none"> Discern how an animal might behave. Intuit direction in the wild. Interact with the natural world. Add a new faith spell to your repertoire. See page 23.
DEX	<ul style="list-style-type: none"> Perform a challenge requiring balance or coordination. Perform a challenge requiring manual dexterity.
CON	<ul style="list-style-type: none"> Survive petrification or resurrection. Hold your breath. You can hold your breath for a number of rounds equal to your CON rating. After this, you must make a CON check every round to keep from suffocating.
CHA	<ul style="list-style-type: none"> Bluff, lie, cheat, convince, manipulate, negotiate or coerce. Perform a song or tell a story to entertain others.

Result Rolls: Attacks and Damage

For **result rolls**, use the appropriate die based on the weapon or attack type.

An **attack (roll 'to hit')** is always a 1d20 roll. You roll to meet or exceed the **armor class (AC)** rating of your foe. Roll 1d20 + your level modifier (or **hit dice** for monsters), adjusted by attributes and/or magic. For example, as a human fighter 7 with STR 10 and a sword +3, you add +9 to hit rolls with your sword (+4 from level modifier; +2 from STR; +3 from your sword). Against a foe with AC 17, you will need a roll of 8 or better to hit (since $9+8=17$).

Damage is based on the weapon or spell used. A **critical hit** on an attack roll (a natural 20) allows you to double the die result from your following damage roll (before adding bonuses from abilities or magic). With the character above, if you roll 5 on the die for damage, you deal 10 points of damage (5 from the die, +2 from STR, +3 from the magic sword); on a natural 20, you deal 15 points of damage (5 from the die doubled, +2 from STR, +3 from the magic sword).

Regardless of circumstance or modifier, a natural 20 always hits, and a natural 1 always misses. If you must roll natural 20 to hit on an attack, you cannot score a critical hit on that attack.

Fumbles

On a natural attack roll of 1, you may **fumble**. Roll a FEAT; if you succeed, you continue normally. If you fail this FEAT, you lose your next action as you recover.

Contested Rolls

Instead of rolling against a static (fixed) target, you may make a **contested roll** against another creature's ability. For example, your success with a *pilfer* or *sneak* FEAT is based on how well the foe rolls a *sense* FEAT. For a contested roll, each party involved rolls, and the higher result wins. On a tie, roll again.

FEATs

A **FEAT** is a resistant or defensive roll to withstand a spell, fight off a poison, or endure a difficult circumstance; alternately, a FEAT may be an active roll to find, notice, or use a skill not governed by an attribute. A FEAT is always resolved as a check (1d20 roll) adding your FEAT rating (based on archetype, level and prime requisite modifiers). If your total result is equal to or more than 20, you succeed. For instance, a human fighter's prime requisite is STR; he uses strength to fight off enemy spells, push through a poison coursing through his veins, or withstand a dragon's breath. Conversely, a human thief (whose prime requisite is DEX), attempts to avert his gaze at the last minute, draw back his hand before the poison can fully set in, or evade the dragon's breath. The human thief also ties skills (i.e. *picking locks*, *foiling traps*) to his FEAT modifier.

FEATs may involve situational modifiers up to +4/-4. These modifiers will be noted in the description of the item, spell or creature. For example, a spider with a weak poison may allow those affected by it to roll the FEAT at +4, while a powerful magic item may impose a penalty of -2 to the FEAT vs. mind control.

Other FEATs: Sense and Morale

- Roll a **sense FEAT** to notice a passive environmental feature (a secret door, a hidden trap) or another creature using stealth against you. Roll 1d20 + your FEAT modifier, comparing this to the static environmental target (usually 20) or the result of the foe's *sneak* FEAT roll.
- Other creatures (including your enemies and allies controlled by the GM), may need to make a **morale FEAT**, a check that determines whether or not a monster or ally of the player characters will remain in combat. If the check fails, the creature turns and flees. Creatures check morale if they suffer the death of an ally or incapacitation of better than half of their forces. Player Characters never need to check morale; players decide whether or not their characters continue to fight. A follower takes a bonus based on the CHA modifier of his leader. For example, if you have CHA 12, your followers take +3 to morale FEATs. Henchmen always take +2 to morale (since they are more loyal); retainers always take -2 to morale (since they are less loyal). See page 31.

Alignment

Your alignment indicates your general ethos. The three alignments include:

- **Lawful.** You value fairness and honesty. You feel that life should be protected, and would consider sacrificing your life to defend others. You generally respect others, and expect them to respect you as well. Most people would perceive your ethos as ‘good’.
- **Neutral.** You try to deal in fairness and honesty, but you know that you cannot always trust others. You extend respect to those worthy of it.
- **Chaotic.** You feel that lying and cheating are acceptable in order to get what you want. You value your own life more than the lives of others. Most people would perceive your ethos as ‘evil’.

Languages

All characters are assumed to speak and understand the **trade tongue**, the common language of all civilized folk. Dwarves, elves and stoutlings also know the native language of their respective race.

- With INT 1-3, you can speak, but not read or write, the trade tongue.
- With INT 4-7, you can read, write and speak the trade (and racial) tongue.
- With exceptional INT (8+), you can read, write and speak a number of extra languages equal to your INT modifier. With INT 11, you know the trade tongue, any racial language, and 2 additional languages.
- Common languages include elf, dwarf, stoutling, goblinoid, dragon, or giant.

Character Progression

Level	XP Required	Hit Dice	Modifier	Spells Available by Sphere					
				1	2	3	4	5	6
1	0	1d6	+1	1	-	-	-	-	-
2	100	2d6	+1	2	-	-	-	-	-
3	250	3d6	+2	2	1	-	-	-	-
4	500	4d6	+2	2	2	-	-	-	-
5	1,000	5d6	+3	3	2	1	-	-	-
6	2,000	6d6	+3	3	2	2	-	-	-
7	3,500	7d6	+4	3	3	2	1	-	-
8	7,500	8d6	+4	4	3	2	2	-	-
9	15,000	9d6	+5	4	3	3	2	1	-
10	30,000	10d6	+5	4	4	3	2	2	-
11	50,000	11d6	+6	5	4	3	3	2	1
12	100,000	12d6	+6	5	4	4	3	2	2

New characters begin the game at level 1 with 0 experience points (XP). You earn XP from defeating foes, completing quests and earning treasure. When you earn 100 XP, you advance to level 2, earning the abilities of a level 2 character and increasing your hit points by +1d6.

Archetypes

These rules provide seven archetypes to select from. Each archetype defines your character’s basic abilities and scope, using the following qualities:

- **FEAT** gives the method for determining your FEAT modifier.
- **Armor** lists which armors (by type) that you have access to. If you wear heavier armor than you have access to, you take -4 to all action/ FEAT rolls while wearing this armor, and you cannot cast spells.
- **Shield** indicates whether or not you may carry a shield.
- **Weapons** lists which weapons (by type) you have access to. For dwarves, elves and stoutlings, the availability of weapons is based on their relative size compared to various weapon types.

Weapon and Armor Ratings by Type

Type	Armor (with AC modifier)	Weapons
Light	Padded (+1) or Leather (+2)	1d4 damage
Medium	Studded Leather (+3) or Chainmail (+4)	1d6 damage
Heavy	Scale Mail (+5) or Plate Mail (+6)	1d8 damage
Great	n/a	1d10 damage

Magic indicates if this archetype has access to **arcane magic** or **faith magic**.

You record spells in your spell book (for arcane magic) or prayer book (for faith magic). As a faith caster or an arcane caster, you add these spells to your spell book by finding them on spell scrolls or uncovering them through research; for both faith and arcane casters, scribing a spell in your spell book destroys the scroll from which it came.

When you want to cast a spell, you may choose from any spell in your spell book at that sphere; you can cast the same spell repeatedly, as needed, until your available allotment for that day has been used. Casting a spell takes one action. See page 33 for rules on magic and casting.

Talents lists the levels at which you earn a Talent, a specialized area of training or a special ability. Humans earn Talents at levels 3, 6, 9 and 12, while demi-humans earn Talents at levels 4, 8 and 12. See page 26 for a list of Talents.



Abilities include specialized areas of training or expertise, or innate abilities possessed by members of that archetype. Roll most ability attempts as a FEAT, typically against a target of 20. Abilities include:

- *Activate Magic* allows you to make an INT check (not a FEAT) to cast an arcane spell from a scroll or to use a ring, wand or staff intended for an arcane caster. If the check succeeds, you cast the spell or activate the device as a magic user at your level. Failure means that the scroll is ruined or a charge is lost. On a roll of 1, the scroll or device fails in spectacular fashion, affecting the character and/or his allies. Arcane casters never need to make this roll, since they automatically succeed with casting spells from scrolls or such devices.
- *Foil Traps* allows you to roll a FEAT to disarm a trap. Traps may be poorly made, granting a bonus of up to +4, or well crafted, imposing a penalty of up to -4. In general, a successful *sense* FEAT will be required to find a trap before attempting to *foil* it.
- *Pick Locks* allows you to roll a FEAT to pick locks. A poor lock may grant a bonus of up to +4, while an exceptional lock may impose a penalty of up to -4. If an effort to *pick locks* fails, that character may not try that lock again until a new level of experience has been earned.
- *Pilfer* allows you to roll a FEAT to pick the pocket of another creature, or to swipe small items unnoticed. Roll a *pilfer* FEAT as a **contested roll** against the foe's *sense* FEAT.
- *Sneak* allows you to roll a FEAT to move past or against another creature without being noticed. A human thief (only) who successfully uses *sneak* to move within melee range of a foe gets to make a **sneak attack** at +4 to hit. Depending on his level, the thief also gets to take a bonus to damage (page 24). All other characters who successfully surprise a foe take +2 to their subsequent attack. Roll a *sneak* FEAT as a **contested roll** against the foe's *sense* FEAT.
- *Darkvision* is a racial ability possessed by demi-human races. A creature can see in the dark up to 30' (for elves and stoutlings) or 60' (for dwarves). Darkvision is not as precise as normal sight; it allows the creature to see grainy images in black and white. A light source (for example, a torch or candle) will neutralize darkvision.
- *2-handed fighting* allows you to wield any melee weapon with two hands. When you do this, shift up to the next die when rolling for damage with that weapon. For example, a greatsword deals 1d10 damage; if you use a greatsword two-handed, you deal 1d12 damage with it. Even a simple weapon like a dagger (1d4 damage) can be used two-handed, dealing 1d6 damage. While using a weapon two-handed, you cannot also wield a shield or a second weapon.



Human Cleric

FEAT	4 + Level Modifier + WIS modifier
Armor	Medium
Shield	Yes
Weapons	Melee: Heavy (blunt only) Missile: sling only
Magic	Faith Magic
Talents	Levels 3, 6, 9, 12
Abilities	Compel Undead

As a **human cleric**, you are a defender of the faith, a stalwart keeper of the holy word. You carry the light of truth into a world in chaos, seeking out evil to destroy and sacred relics to restore. Alternately, you are a servitor of evil, casting your lot with dark forces of great power. As a human cleric, you must be either lawful or chaotic; there are no neutral clerics. You begin the game with a prayer book containing 1d4 sphere 1 spells. Every time you find a faith spell scroll, you may add it to your prayer book as a magic user does with arcane spells. See page 23.

Compel Undead

As a human cleric, you may attempt, once per turn, to *compel undead*. This unique ability allows you to employ your faith to affect undead creatures such as skeletons, zombies, ghouls and vampires. When you use one action to present your holy symbol and issue verbal commands, you may force one or more undead creatures within 60' to obey your commands. As a chaotic human cleric, you use your *compel undead* ability to control undead, forcing them to obey your commands for 1d6 turns.

You may affect a total number of HD of undead equal to your level x3. As a human cleric 5, you may compel up to 15 HD of undead at one time. Roll a contested FEAT against the undead target(s). If you succeed, you compel the creature(s). As a lawful cleric, you have two options when you *compel undead*:

1. You *force the undead creature(s) to turn and flee*. Affected creatures will flee from you for 1d6 turns, but may return after that.
2. You *hold the undead at bay* as long as you present your symbol, and as long as you do nothing else. In any round after you have compelled the undead, you may make a combat move (see page 49), forcing the undead to move in any direction you command, also as a combat move. You will continue to compel the undead until you decide to stop or until you or an ally takes some action against the creature (attacking, casting a spell upon it, etc.). You must make a new roll to compel undead each turn, if you attempt to hold the creature(s) at bay for more than 1 turn.

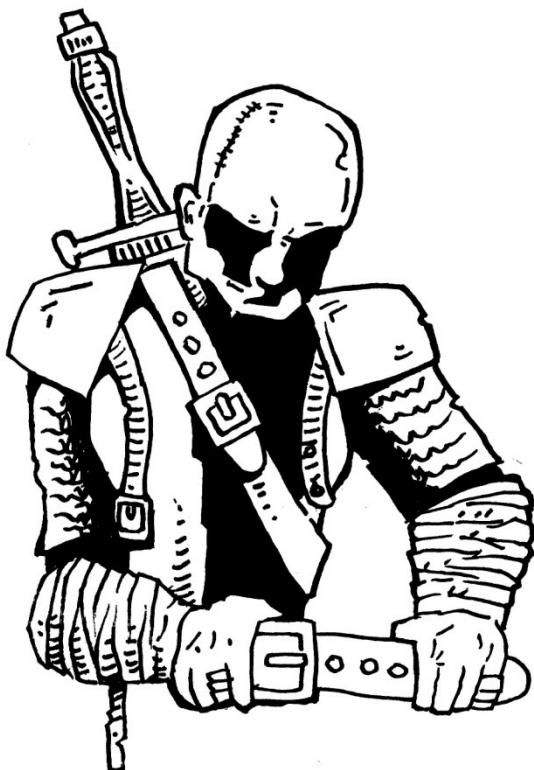
Human Fighter

FEAT	4 + Level Modifier + STR modifier
Armor	Heavy
Shield	Yes
Weapons	Great
Magic	None
Talents	Levels 3, 6, 9, 12
Abilities	Improved hit points Improved critical range 2-handed fighting

As a **human fighter**, you are a warrior of steel and strength. You seek monsters to slay, treasures to claim, and glory to win. Although you don't have a wide range of abilities or access to magic, your raw physical prowess and wide selection of weapons and armor make you a formidable foe.

Improved Hit Points: At level 1, you have +1d6 hit points. Do not add your CON bonus to this roll. As with other hit points, re-roll any result of 1-3.

Improved Critical Range: As a human fighter, you score critical successes more often than other characters; on a natural roll of 19 or 20, you score a critical hit, allowing you to double the subsequent damage die before adding other modifiers. For a human fighter, a roll of 19 or 20 always hits, but only scores a critical success if the 19 or 20 was not required to hit.



Human Magic User

FEAT	4 + Level Modifier + INT modifier
Armor	None
Shield	No
Weapons	Light or staff only
Magic	Arcane Magic
Talents	Levels 3, 6, 9, 12
Abilities	Cantrips (see below)

As a **human magic user**, you are a wielder of arcane energies. You use your magic and intellect to unearth secret lore of the past and to master powers that few can comprehend.

Arcane Magic Use

As a human magic user, you begin the game with 1d4+1 spell scrolls of sphere 1 spells (select spells or roll randomly). You must find additional spells in your adventures. Initially, you will carry your spells on scrolls that you study to prepare for the day. Later, you will be able to purchase a spell book, if you so desire.

A **spell book** (or prayer book for a human cleric) costs 25 sp as a base + 25 sp per spell sphere scribed into the book. You can copy spells directly from a scroll into your spell book, destroying the scroll in the process. For example, to scribe 3 spells of sphere 1 and 2 spells of sphere 2 into a new spell book costs 200 sp (25 sp base + 7 spell spheres at 25 sp each).

Learning New Spells

When you encounter a new spell, you must make an INT check to read the scroll on which it is written. When successful, you can either scribe that spell into your book (adding it to your repertoire) or cast the spell directly from the scroll. Either action destroys the scroll. If you fail this check, you will never be able to learn that particular spell, even if you find a new scroll with it. You will still be able to cast the spell from another scroll you find. (Note: human clerics make a WIS check for their prayer books in the same way).

Cantrips

Minor magical effects, **cantrips** are spells that you can cast any time (using 1 action to do so). You have mastered a number of cantrips equal to your INT modifier. With INT 11, you have 2 cantrips in your repertoire. See page 35 for a list of cantrips.

Human Thief

FEAT	4+ Level Modifier + DEX modifier
Armor	Light
Shield	No
Weapons	Medium
Magic	None
Talents	Levels 3, 6, 9, 12
Abilities	Activate Magic as an INT check Foil Traps; Pick Locks; Pilfer; Sneak Sneak Attack (see below)

As a **human thief**, you use your wits and skills to amass wealth and prestige, sometimes by any means necessary.

Your *sneak attack* ability allows you to take +4 to hit when making a melee attack against a foe who is not prepared for your attack, or who does not know you are nearby. The GM may require you to make a *sneak* roll to get in range to make this attack. You will increase the damage you deal, based on your level:

Thief Level	1-4	5-8	9-12
Damage Bonus	+1d6	+2d6	+3d6

Dwarf Myrmidon

FEAT	5 + Level Modifier + better of STR or CON modifier
Armor	Heavy
Shield	Yes
Weapons	Heavy
Magic	None
Talents	Levels 4, 8, 12
Abilities	Darkvision (60') 2-handed fighting +1 to AC +2 <i>sense</i> bonus while underground

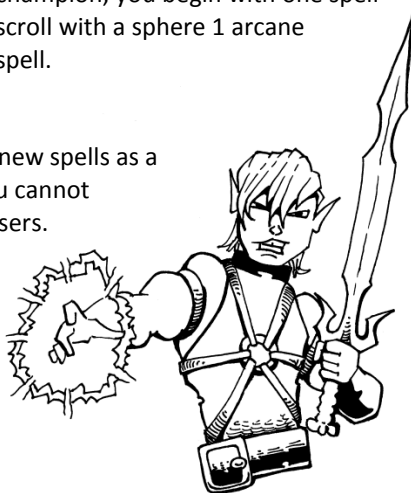


As a **dwarf myrmidon**, you are a stout protector of your kin and clan. You wield mighty weapons to fell your foes and seek to garner great treasures. Your exceptional hardiness gives you +1 to AC, and your affinity to tunneling and mining gives you +2 to *sense* FEATS while underground.

Elf Champion

FEAT	5 + Level Modifier + better of STR or INT modifier
Armor	Medium
Shield	Yes
Weapons	Heavy
Magic	Arcane Magic
Talents	Levels 4, 8, 12
Abilities	Darkvision (30') +2 to all <i>sense</i> FEATS 2-handed fighting

As an **elf champion**, you have taken on the role as a defender of your people, balancing the art of combat with mastery of arcane wizardry. You are equally effective with sword and spell. Your exceptional intuition gives you +2 to all *sense* FEATS. As an elf champion, you begin with one spell scroll with a sphere 1 arcane spell.



You may construct a spell book and learn new spells as a human magic user does (see page 23). You cannot learn cantrips available to human magic users.

Stoutling Explorer

FEAT	6 + Level Modifier + better of DEX or WIS modifier
Armor	Heavy
Shield	Yes
Weapons	Medium
Magic	None
Talents	Levels 4, 8, 12
Abilities	Darkvision (30') Immune to fear <i>Luck</i> (see below) <i>Sneak</i> (as a FEAT) 2-handed fighting

As a **stoutling explorer**, you have an adventurous, fearless spirit, and have taken to a dangerous life beyond the comforts of home. You are just as likely to overcome your foes with guile and wit as you are with the sword.

- **Immunity to Fear.** As a stoutling explorer, you are immune to the effects of fear, both magical and mundane.

- **Luck.** As a stoutling explorer, you are allowed to re-roll any roll (attack, check, FEAT or damage roll) of 1. You must take the result of the second roll.

Talents

As you achieve the thresholds for Talents (levels 3, 6, 9, 12 for humans; levels 4, 8, 12 for demi-humans), you earn a new talent. Select any of the talents from the options below.

1. **Armor Mastery.** Improve your armor availability by one rating (for example, a magic user may wear light armor; a cleric may wear heavy armor). Human fighters, dwarf myrmidons and stoutling explorers will not take this talent.
2. **Backstab.** Take +1d6 damage on surprise attacks in melee combat; this stacks with existing thief bonuses.
3. **Bardic Voice.** Tell stories or perform to win over an audience. When you have at least 1 turn to tell a story or perform, roll a contested FEAT against all thinking creatures within 60' that can understand you. Those who fail will consider you a friend and ally for a number of hours equal to your level, unless you seek to do harm to those targets.
4. **Elementalism.** Cast arcane spells of the selected elemental type as if you were one caster level higher.
5. **Enemy.** Take +1 to all rolls against one enemy type.
6. **Expertise.** Take +1 to one attribute (you may increase an attribute to 13, but may not increase the same attribute more than once).
7. **Focused.** Take +10% to all experience points you earn.
8. **Fortitude.** Take +5 hit points.
9. **Frenzy.** Once per day per Level Modifier, enter a rage for 1 turn as a free action; take + level to hit points, +1 to hit, +1 damage with melee weapons.
10. **Initiative.** Take +4 to initiative FEAT rolls.
11. **Improved Critical.** Increase your critical range to 19-20 (or to 18-20 as a human fighter).
12. **Leadership.** Take +2 to CHA for reaction rolls and morale of followers.
13. **Luck.** Re-roll any result of 1, as a stoutling explorer does. You must take the second roll. If you are a stoutling explorer, improve your existing luck: any time you re-roll using luck, add +2 to the second roll (a natural 1 on an attack may still fumble normally, and a natural 1 still fails a check).
14. **Mysticism.** You know one sphere 1 spell (either arcane or faith). You may cast this twice per day. As a caster, take 2 extra sphere 1 spell slots per day. Non-casters (or casters taking magic of another type) use their Level Modifier as caster level. A human fighter 6 taking *cure light wounds* can cast that spell twice per day, restoring 1d6+3 hit points each time.

15. **Night Sight.** Take darkvision 30', or increase existing darkvision range +30'.
16. **Parry.** Take +1 to AC when you have a melee weapon drawn; take +2 to AC when you wield two melee weapons.
17. **Perception.** Take +2 to *sense* FEATS.
18. **Quick Draw.** Take one extra missile weapon attack every round.
19. **Quick Spell.** Once per turn, cast two spells on your action in one round.
20. **Quick Strike.** Take one extra melee attack every round with your primary melee weapon.
21. **Running.** Increase your movement rate by +20.
22. **Second Wind.** Once per turn, recover 1d6 + your level modifier hit points as a free action. You may do this a number of times per day equal to your Level Modifier.
23. **Sharpshooting.** Take a +1 die shift to damage rolls with missile weapon attacks; ex: a short bow (1d6 damage) deals 1d8 damage in your hands.
24. **Shield Bearer.** Share your AC bonus from a shield with one ally within 5'. Both you and the ally receive the bonus from your shield. You must have *shield use* available to your archetype to take this Talent. Alternately, use this Talent to take a shield as part of an archetype that does not typically use a shield.
25. **Sundering.** Make a simultaneous melee attack against all targets within 5' with every attack you make with your primary melee weapon.
26. **Thievery.** Take +2 to any one thief ability (if you already have it) -or- take one thief ability as if you were a human thief of that level.
27. **Two-Handed Fighting.** As an archetype that does not have *two-handed* fighting, take this ability. As an archetype that has this ability, take an additional +2 to damage when fighting in melee two-handed.
28. **Two Weapons.** Attack with two weapons each round; your primary weapon attacks normally, while your second weapon strikes only once per round. Both weapons must be rated one rank below your available weapons; a dwarf myrmidon could wield two medium weapons, but not a heavy weapon and another weapon. You cannot use a shield as well.
29. **Undead Acumen.** As a cleric, take +4 to *compel undead*; as another archetype, *compel undead* as a cleric.
30. **Weapon Mastery.** Improve your weapon availability by one rating (ex: a human magic user may use medium weapons). Fighters cannot take this.



Purpose

Your character's purpose is his or her greater calling, mission, goal, objective or passion. The purpose is the thing that drives your character to undertake adventures and explore the world.

In any encounter where you take a step towards accomplishing your purpose, take 1 bonus experience point.

A Good Purpose:

- Provides a motivation for your character to keep adventuring and/or to join a fellowship.
- Is active; it makes you work to accomplish it. (starts with the word 'to')
- Is difficult to accomplish. You should spend your entire career trying to fulfill your purpose.
- Motivates role-playing opportunities. Your character's purpose largely shapes his actions and reactions in a variety of situations.

Sample Purposes

1. To amass the greatest treasure the world has ever seen.
2. To bring law over every corner of the realm.
3. To earn a reputation as the greatest ____ of all time (warrior, mage, etc.).
4. To eradicate/wipe out/destroy ____ (undead, goblins, dragons, magic).
5. To explore the far reaches of the realm.
6. To learn every tale and record these for posterity.
7. To reclaim/recover/restore a kingdom, title, item or object.
8. To slay or destroy a creature of great power and influence.
9. To wreak havoc and leave a swath of bodies in my wake.
10. To unlock every secret of the mystical world.

Armor

Type	Armor	AC	Cost	Max DEX Bonus	Penalty to Sneak
Light	Padded	+1 (AC 11)	10 sp	+3	None
	Leather	+2 (AC 12)	20 sp	+3	None
Medium	Studded	+3 (AC 13)	40 sp	+2	-2
	Chainmail	+4 (AC 14)	75 sp	+2	-2
Heavy	Scale Mail	+5 (AC 15)	150 sp	+1	-4
	Plate Mail	+6 (AC 16)	300 sp	+1	-4
	Shield*	+2 to AC	10 sp	N/A	N/A

* A shield may only be used while wielding a one-handed weapon.

Maximum DEX Bonus gives the maximum modifier to AC you can receive from exceptional DEX while wearing this armor.

Weapons, Melee

Type (dmg)	Weapons	Cost	Notes
Light (1d4)	Club	2 sp	blunt weapon
	Dagger	3 sp	10' range thrown
	Javelin	1 sp	20' range thrown
	Staff	2 sp	blunt weapon
Medium (1d6)	Hand Axe	4 sp	10' range thrown
	Mace	5 sp	blunt weapon
	Short Sword	7 sp	
	Spear	3 sp	20' range thrown
Heavy (1d8)	Battle Axe	7 sp	
	Longsword	10 sp	
	War Hammer	8 sp	blunt weapon; 20' range thrown
Great (1d10)	Greatsword	25 sp	
	Maul	20 sp	blunt weapon

Weapons, Missile

Type (dmg)	Weapon	Cost	Notes
Light (1d4)	Sling	2 sp	30' range
Medium (1d6)	Short Bow	25 sp	30' range; requires 2 hands
	Long Bow	40 sp	60' range; requires 2 hands
	Crossbow	30 sp	60' range; requires 2 hands
Heavy (1d8)	Hvy. Crossbow	50 sp	60' range; requires 2 hands

Ammunition: Bows require arrows; crossbows require bolts; slings require stones. Ammunition costs 1 sp per 10 pieces.

* See page 50 for an explanation of **range** and its impact on missile weapons.

Adventuring Gear

Item	Cost	Notes
Antidote	25 sp	Neutralizes all poisons affecting the drinker
Backpack	5 sp	Holds up to 2 tenweight of gear/treasure
Clothing, Common	3 sp	1 suit of normal clothes (all characters begin with one suit)
Clothing, Fine	3 gp	1 suit of fine, tailored clothing
Garlic, Blessed (1 clove)	5 sp	When presented, forces a vampire to roll a FEAT or stay at least 30' away for 1 turn
Grappling Hook	25 sp	Requires attack roll (vs. AC 20) to hook
Hammer (small)	2 sp	Not usable in combat
Holy Symbol	25 sp	Required to attempt to <i>compel undead</i>
Holy Water (vial)	25 sp	Deals 1d8 damage to undead on a hit (range 10')
Iron Spikes (12)	1 sp	Used to hold doors open or secure ropes
Lantern	10 sp	Burns for 24 hours with 1 flask of common oil
Mirror (small)	5 sp	
Oil, common (flask)	2 sp	Not usable in combat; fuels lantern 24 hours
Oil, flaming (flask)	20 sp	Deals 1d8 damage (5' radius) if used in combat (range 10')
Pole (10')	1 sp	Because it's better than stepping in it...
Potion of Healing	25 sp	Restores 1d6+2 hit points to the drinker
Rations, Iron	15 sp	Food for 1 week; lasts for up to 3 months
Rations, Standard	5 sp	Food for 1 week; lasts for up to 3 weeks
Rope (50')	1 sp	Will support up to 1000 lbs.
Sack, Small	1 sp	Holds up to 1 tenweight of gear/treasure
Sack, Large	2 sp	Holds up to 3 tenweight of gear/treasure
Stakes (3) + Mallet	3 sp	To secure ropes/tents to ground
Thief's Tools	25 sp	Required to attempt to <i>foil traps</i> or <i>pick locks</i>
Tinder Box	3 sp	Required to light fires
Torches (6)	1 sp	Each burns for 6 turns (1 hour)
Waterskin	1 sp	Holds 1 quart of fluid
Wine (1 quart)	1 sp	
Wolfsbane (1 bunch)	10 sp	When presented, forces a lycanthrope to roll a FEAT or stay 30' away for 1 turn

Starter Pack. Instead of purchasing individual gear, you can purchase a *starter pack* for 20 sp. This includes: a backpack, 50' of rope, standard rations, a small sack, 3 stakes and a mallet, a tinder box, 6 torches, and a waterskin.

Note: 10 copper pieces (cp) = 1 silver piece (sp) = 1/10 gold piece (gp)

Part 3: Advanced Characters

While many players will be happy to continue sending their heroes into wild lands and deep labyrinths in search of fame and treasure, others may decide to take their characters in other directions, or to expand their sphere of influence. This section includes some suggestions for ways to do this.

Note that there are few hard and fast rules for advanced characters. While most characters who establish strongholds and attract followers are level 9 or better, you are not required to wait until level 9 to take such action. A highly successful and exceptionally wealthy level 5 character could conceivably establish a stronghold and attract followers. However, at level 5 you may not be prepared for the many challenges you may face or powerful enough to overcome the rival armies that may seek to take over your new fortress...

Henchmen

Henchmen are close friends and allies of the Player Characters. They are loyal, faithful, and more reliable than retainers.

- A henchman may be a character with an archetype and level; however, the henchman must be lower level than the PC who takes the henchman on.
- A henchman is quite faithful. Any time a henchman must make a morale check, roll the FEAT (target 20) at +2 (also adding the PC's CHA modifier). If this check fails, the henchman flees for 1 turn, but will return if possible.
- A henchman is created and played by the player.
- A character may not employ more henchmen than his or her CHA modifier +1 at one time; with CHA 12, a character may have 4 henchmen at one time.
- Henchmen are not paid a wage; they expect a share of treasure and experience. A henchman expects half a share of treasure, and half a share of experience (so two henchmen count as one player character). Because they have exceptional skill and training, they are entitled to a larger reward for their services.

Retainers

Retainers are less committed – and also cheaper to maintain – than henchmen.

- A retainer is usually a level 0 man-at-arms (1d6 hit points, light armor, light weapons) who is looking for work.
- A retainer is less faithful. Any time a retainer must make a morale check, roll a FEAT (target 20) at -2 (also adding the PC's CHA modifier). If this check fails, the retainer flees for 1 turn, but may return (this is up to the GM).
- A retainer may not be entirely honest about his or her background, experiences, alignment, and motivations.
- A retainer is often willing to work for as little as 3 sp per day, although it is expected that the PC will provide weapons and gear for the retainer.

- A retainer will not do something that is clearly deadly or exceptionally dangerous. For example, a retainer might be willing to go first into an unknown room, but will probably not jump into a pit of flames to try and recover an item from within.
- A retainer is played by the GM.
- A character may employ no more retainers than his or her CHA rating. A character with CHA 9 may employ up to 9 retainers at once.

Strongholds and Fortifications

As heroes amass great wealth, they may decide to construct strongholds (such as a keep, castle, tower, fortress or other homestead) to provide a place of rest, to store valuables, and to serve as a base of operations.

Rarely is construction completed at one time. It may take several years of game time for a player character to generate sufficient funds to build his dream palace.

Once a character constructs a stronghold, he can support as many retainers as he can afford. In addition, the character will attract 2d6 + CHA modifier apprentices (characters of level 1 of the same archetype) who will come to learn from the character. These additional retainers and apprentices will not follow the character on adventures, and are controlled by the GM.

Stronghold Fortification Costs

Materials	Cost*	Notes
Building, Common	100 sp	Wooden walls; thatched roofs; windows have wooden shutters; common craftsmanship
Building, Good	250 sp	Primarily wood, with stone foundations/iron reinforcements; common craftsmanship
Building, Fine	500 sp	Primarily stone with some wood and iron; quality craftsmanship
Building, Exceptional	1,000 sp	Stone, iron, marble; quality craftsmanship; superior materials
Dungeons, Common	100 sp	Cut through stone and clay; common workmanship
Dungeons, Exceptional	250 sp	Carved through stone; excellent workmanship

* cost is per area (10’ cubic space) of construction.

For example, a gate house (30’ wide, 20’ deep, 20’ tall – so 12 areas) of fine materials will cost 6,000 sp to build. Digging a series of cellars beneath (cut into the clay) that fills 40 areas will cost an additional 4,000 sp. All told, you are looking at a 10,000 sp investment to get your gatehouse up and running!

A castle wall (10’ wide, 10’ tall, 250’ long – so 25 areas) of exceptional materials will cost 25,000 sp. This might be the next step in a huge fortress...

Part 4: Magic

Magic infuses all of creation, binding the realm together in myriad ways. Those who can tap into this power may ultimately shape it to their own purposes, mastering the primal forces of the realm.



Spell and Prayer Books

As a spell caster, you have access to a spell book (arcane magic) or prayer book (faith magic) that contains notes, command words and procedures for casting the various spells you have learned. Initially, you will carry scrolls that serve the same function. You study the book every morning when you wake, re-familiarizing yourself with the nuances of each spell before setting off for the day's adventuring. Thereafter, you can choose any spell from your book as needed, casting it from memory. You do not actually use the book as you cast. Because you need the book to prepare spells each day, you must carefully protect it. If you lose it, you will not be able to cast spells once you have used up those you have prepared. Casting a spell directly from your spell book or a scroll does not use an available slot, but destroys the scroll or the pages in your book in the process!

Prepared Spells and Spell Slots

You have a number of spells to cast each day based on your archetype. As a human magic user 3, you can cast 2 spells of sphere 1 and 1 spell of sphere 2 per day. If you have INT 9, you also have 1 extra spell of sphere 1 (from the +1 modifier), bringing you to 3 spells of sphere 1 and 1 spell of sphere 2 per day.

When you go to cast a spell, you can choose any spell that you have in your book for the available slots. For instance, if you have *arcane dart*, *charm person* and *sleep* in your book, you can elect to cast each of those spells once that day, any one of those spells three times, or any other combination until you have used up your three sphere 1 spell slots for that day.

Casting Spells

In order to cast a spell, you must be able to move your hands and speak. This means that if you are bound, silenced, held, unconscious, or underwater, you cannot cast spells. You cannot move while casting spells, or perform other actions such as drinking a potion or getting an item out of your backpack.

Reversed Spells

Some spells have a reversed version that operates in the opposite fashion. You can either learn the spell or its reverse; you cannot reverse a spell 'on the fly'. For example, you can learn either *light* or *darkness*; you would have to find and add both to your book separately in order to be able to use both.

More Powerful Magic

Creatures of great power have at times been able to access and control even more powerful magic that can move mountains, induce years of slumber, revive those dead for centuries, or alter reality itself. Such magic is exceedingly rare, far beyond the ken of a fellowship of mortal heroes.

Spell Lists

Spells are listed alphabetically by sphere. Arcane spells appear on pages 36 through 42, while faith spells appear on pages 43 through 48. A spell listing includes:

The Spell Name (the maximum range in feet). A description of how the spell works, how long it lasts, and any special restrictions or effects. A spell without a specific duration happens in the round it is cast and ends immediately. If a FEAT is allowed, modifiers to the FEAT, and how the FEAT changes the effectiveness of the spell will be listed as well.

Note that range operates differently for spells; a spell will be ineffective against a target beyond its listed range. Spell descriptions are left intentionally open-ended; players and GMs are encouraged to be creative in how and where spells are used. Throughout, CL stands for **Challenge Level**, the rating of a creature or monster. A character always has a CL equal to his level. Spells rarely require a roll to hit; most spells automatically succeed, striking the target or going off in the area desired.

Arcane Cantrips

As a human magic user, you have access to cantrips, minor magical spells that you learned as an apprentice. You have mastered a number of cantrips equal to your INT modifier. With INT 11, you have mastered 2 cantrips (but do not know any others). You can cast known cantrips as often as you like, with no restriction.

Arcane Aura (self). You surround yourself with a mystical aura. You can surround yourself with mist, make your eyes glow, make your robes seethe with dark energy, etc. This lasts for 1 turn, and gives you +1 to CHA reaction rolls during this time.

Elemental Spark (30'). You throw a spark of elemental energy at a target within range, dealing 1d4 + Level Modifier damage. A target who makes a FEAT takes no damage. You can cast this at will, as often as you desire. You must select the elemental type when you select this spell.

Glow (touch). Once per turn, cause an object you touch to glow for 1 turn, emitting light (comparable to torch light) of the color you select in a 15' radius.

Prestidigitation (touch). Once per turn, create a minor magical effect. Use this to repair a minor object, change the color of an object for 1 turn, start a simple fire, cause a puff of smoke, summon an insignificant item, clean or soil a small object, or create some other minor magical effect of limited scope or duration.

Arcane Spells by Sphere

Roll	Sphere 1	Sphere 2	Sphere 3
1	Arcane Armor	Arcane Lock	Aura of Invisibility
2	Arcane Dart	Darkvision	Aura of Warding
3	Charm Person	Detect Invisible	Clairvoyance
4	Detect Magic	ESP (Mindmask)	Dispel Magic
5	Light (Darkness)	Invisibility	Fireball
6	Portal	Levitate	Fly
7	Read Languages	Locate Object	Haste (Slow)
8	Sleep	Mirror Image	Hold Person (Free Action)
9	Ventriloquism	Phantasmal Force	Lightning Bolt
10	Warding	Web	Shield

Roll	Sphere 4	Sphere 5	Sphere 6
1	Arcane Eye	Animate Dead	Anti-Magic Shell
2	Charm Monster	Hold Monster	Conjure Elemental
3	Confusion	Passwall	Disintegrate
4	Dimension Door	Wall of Stone	Teleport
5	Elemental Wall		
6	Ice Storm		



Arcane Magic Sphere 1

Arcane Armor (touch). Increase the Armor Class of the target +3 for 6 turns. This spell will not work with a shield, worn armor, or any protection (like a *ring of protection*); the target may still receive a DEX bonus, however.

Arcane Dart (120'). Project a small burst of arcane energy at one target, dealing 1d6 + level damage. You automatically hit. The target may not roll a FEAT to resist. When you select this spell, you can elect an *eldritch dart* (of pure magical energy), or a dart composed of an element (i.e. *dart of frost*, *dart of shadow*).

Charm Person (120'). Cause one human-like creature to roll a FEAT or view you as a close friend, obeying reasonable commands. Based on their intelligence, creatures are allowed a new FEAT every hour (INT 13+), day (INT 10-12), week (INT 8-9), month (INT 6-7), or year (INT 5 or less). *Charm* drops if you attack the charmed creature. A creature who makes the FEAT is unaffected.

Detect Magic (60'). Cause all magical objects and creatures in range to glow faintly for 1 turn. This effect does not move with you.

Light (120'). Fill a 30' radius area with bright light for 12 turns. If you cast this at a creature's eyes, the target must roll a FEAT or be blinded for 12 turns, taking -4 to all actions. The reverse of this spell, *darkness*, fills the area with magical darkness. *Light* and *darkness* cancel each other.

Portal (10'). Open or seal a lock for 1 turn. Locks are target 20 + caster level to pick or force. No roll is required to open non-magical locks with this spell.

Read Languages (caster). Read (but not speak) any language or code, including treasure maps and secret symbols, for 1 turn.

Sleep (120') Force 2d6 + level modifier CL of creatures in a 20' radius to fall into a deep sleep for 6 turns (no FEAT roll allowed). Targets of CL 5 or better are unaffected. For example, at level 1 this could affect 6-26 goblins (CL ½ creatures) or 2-7 gnolls (CL 2 creatures). Sleeping creatures can be killed with 1 action (no roll required). A slap or kick will awaken a sleeping creature.

Ventriloquism (60') Throw your voice to sound like it's coming from an object or another creature within range for 1 turn.

Warding (caster). Take +1 to AC and all FEATS for 1 turn. Any 'enchanted' creature (a summoned or charmed creature) cannot attack you in melee, unless you attack first. This stacks with worn armor and other protection.

Arcane Magic Sphere 2

Arcane Lock (10'). Permanently seal a single lock or portal, setting a command word to bypass it. Such portals are target 20 + caster level to pick or force. You cannot simultaneously have more *arcane locks* active than your level.

Darkvision (touch). Imbue the creature touched with darkvision for 6 turns that allows the creature to see 120' in complete darkness.

Detect Invisible (30'). See all invisible creatures or objects within range for 1 turn. This effect moves with you.

ESP (60'). 'Hear' the thoughts of all living, intelligent creatures within range for 1 turn. Unwilling targets may roll a FEAT to prevent you from reading thoughts.

The reverse of this spell, *mindmask*, makes the target creature immune to ESP and other forms of mind reading for 1 turn.

Invisibility (120'). Make any one creature or object invisible. Invisibility affects a creature and all worn or carried items. An invisible object becomes visible when touched. An invisible creature remains invisible until he or she attacks or casts a spell. An invisible creature takes +12 to *sneak*; those attacking an invisible creature take -4 to hit rolls.

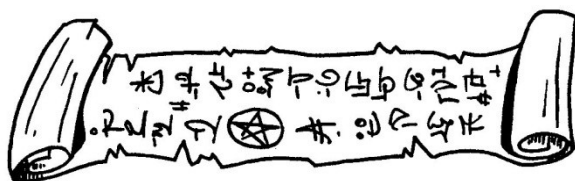
Levitate (touch). Make the target virtually weightless for 6 turns. Living creatures can move along walls and ceilings at half of their movement rate.

Locate Object (120'). Intuit the direction of a specific object within range.

Mirror Image (caster). Create illusory duplicates of yourself. All attacks against you automatically strike a duplicate first, unless the attacker rolls a critical hit. The spell creates 2 duplicates (levels 1-4), 3 duplicates (levels 5-8) or 4 duplicates (levels 9+).

Phantasmal Force (240'). Creates an illusory image of up to 20' long, tall, and/or wide. Targets may use 1 action to roll a FEAT to disbelieve the illusion. The illusion cannot deal actual damage. An illusion of a monster is AC 10 and will disappear if struck. An illusion of a spell will seem to deal damage, but will not actually have any effect. The spell lasts as long as the caster concentrates.

Web (30'). Fill a 10' cube with sticky, web-like strands. A creature will be trapped for 13 turns, less its STR. A creature with STR 7 breaks out in 6 turns, while a creature with STR 12 breaks out in 1 turn. A creature with STR 13 or better needs 1 round to break free. Flame will destroy a web in 1d4 rounds, dealing 1d6 damage per round to any creature stuck in the web.



Arcane Magic Sphere 3

Aura of Invisibility (caster). As *invisibility*, but affecting all allies within 10' of the caster. Those moving out of the radius lose this effect. Any creature within who initiates an attack causes invisibility for all to end.

Aura of Warding (caster). As *warding*, but affecting all allies within 10' of the caster. Those moving out of the radius lose this effect. This effect moves with the caster.

Clairvoyance (120'). See through the eyes of another creature within range, in the general direction you desire. This lasts for up to 1 turn. Unwilling targets roll a FEAT at -4 to avoid this effect.

Dispel Magic (120'). Cancel one spell or spell-like effect within range. You succeed against spells cast by others of your level or lower; spells cast by casters of a higher level roll a FEAT to resist (based on the FEAT for the original caster). Temporary spell effects (like a *charm* spell) are instantly canceled, while permanent effects (*arcane lock*) are neutralized for 1 turn. Permanent magical items and creatures are unaffected; while a *potion of healing* would be rendered inert, a *sword +1* would be unaffected by this spell.

Fireball (240'). Project a ball of flaming energy that explodes, affecting all creatures within a 10' radius of the blast. Deal 1d6 damage per caster level. Targets who roll a FEAT take half damage. Cold-using creatures roll this FEAT at -4 and take +1 damage per die; fire-using creatures are unaffected by this spell.

Fly (touch). Allow a creature to fly with move 60 for 1 turn.

Haste (120'). Allow all creatures within a 10' radius to move at double speed and take one extra action per round for 1 turn. Once affected, creatures may move out of the spell radius and continue to receive this benefit. This spell does not affect the speed of spell casting or of using magical devices such as wands and scrolls.

The reverse of this spell, *slow*, forces all creatures in the area of effect to roll a FEAT or move at half speed. Creatures affected by a *slow* spell attack at half speed (most creatures will attack once every two rounds while *slowed*).

Hold Person (120'). Paralyze a human or human-like creature of up to large size for 1 turn. This will not affect non-living creatures such as the undead. Each target must roll a FEAT or be paralyzed. It will affect up to 4 creatures (caster's choice). If more than one creature is targeted, creatures take a bonus to the FEAT equal to number of creatures targeted. If cast at 2 creatures, both get +2 to the FEAT; if cast at 3 creatures, both get +3, etc.

The reverse of this spell, *free action*, cancels or prevents the target from being bound or held by such effects as *hold person*, *web* or even ghoulish paralysis for the spell duration.

Lightning Bolt (120'). Call a bolt of lightning affecting all creatures in a line 60' long and 5' wide, dealing 1d6 damage per caster level. Creatures roll a FEAT for half damage. Creatures composed of or wielding lightning are unaffected.

Shield (caster). Make yourself completely immune to normal (non-magical) missile and thrown weapon attacks for 1 turn. Melee attacks affect the caster normally.



Arcane Magic Sphere 4

Arcane Eye (240'). Create a floating eye that travels up to spell range from you, and which you can see through, for up to 6 turns. The eye has darkvision 60', allows you to make *sense* FEATS at -4, and has move 30. It cannot move through solid objects. It is not a physical object, and cannot be attacked.

Charm Monster (120'). Cause one living creature to roll a FEAT or view you as a close friend, obeying reasonable commands. Based on their intelligence, creatures are allowed a new FEAT every hour (INT 13+), day (INT 10-12), week (INT 8-9), month (INT 6-7) or year (INT 5 or less). Charm drops if you attack the charmed creature.

Confusion (120'). Affect all living creatures in a 10' radius, forcing them to roll a FEAT or become confused for 1 turn. Confused creatures roll 1d4 to see how they behave:

Confusion Results

Roll	Action
1	Attack the caster's allies for 1d4 rounds, then roll again.
2	Attack the creature's own allies for 1d4 rounds, then roll again.
3	Do nothing for 1d4 rounds, then roll again.
4	Wander away for the rest of the turn.

Dimension Door (10'). Instantly transport yourself or 1 creature up to 240' in any direction you choose. Unwilling targets may roll a FEAT to resist. You cannot transport creatures into solid objects.

Elemental Wall (120'). Erect a wall of elemental energy (composed of either fire or ice) that lasts for 1 turn. The elemental wall is a thin barrier with a surface area of up to 1200 square feet, shaped as the caster desires (including a line, corner, or even a ring around a target or area). You cannot see through an elemental wall.

- Creatures touching a *wall of flame* suffer 2d6 damage (double for cold-using creatures), while those crossing through it suffer 4d6 damage (double for cold-using creatures).
- Creatures touching or striking a *wall of ice* with melee attacks suffer 1d6 damage (2d6 for fire-using creatures). It is AC 16 and has caster level x5 hit points.

Ice Storm (120') Call down an icy blast dealing 1d6 damage per caster level to all creatures in a 20' radius. Creatures who roll a FEAT take half damage. Fire-using creatures roll this FEAT at -4 and take +1 damage per die. Cold-using creatures are unaffected.

Arcane Magic Sphere 5

Animate Dead (60'). Create undead creatures (either skeletons or zombies) of total CL equal to your level. These will obey your commands until destroyed or another caster uses *dispel magic* to sever your connection to these undead. You may not have more than 2x your level in CL undead under your control at any one time.

Hold Monster (120'). Paralyze a living creature of any size for 1 turn. This will not affect non-living creatures such as the undead. Each victim must roll a FEAT or be paralyzed. It will affect up to 4 creatures (caster's choice). If more than one creature is targeted, creatures take a bonus to the FEAT equal to number of creatures affected. For example, if cast at 2 creatures, both take +2 to the FEAT.

Passwall (30'). Create up to a 20' deep, 5' wide hole in a solid object. This lasts for 1 turn. It does not weaken the structure through which the hole is created.

Wall of Stone (60'). Create a physical barrier of solid stone composed of up to 12 different 10'x10' squares (each 5' thick), arranged as you desire. Each such square is AC 20 and will sustain caster level x5 hit points before breaking. You can create a wall, bridge, or other object, but it cannot occupy the space of another solid object. The wall lasts for 1 turn.

Arcane Magic Sphere 6

Anti-Magic Shell (caster). Surround yourself with an invisible aura that cancels all magic and magical effects cast upon you for 1 turn. You cannot cast spells while this is active, and no spell can affect you. You can cancel this at will.

Conjure Elemental (caster) Summon one 16 HD elemental to serve you as long as you concentrate (you select the type of elemental). The elemental will obey your commands. An elemental may be sent back to its home realm with *dispel evil*, *dispel magic*, or by your command (as long as you control it). Any time you take damage, you must make an INT check (target 20) to maintain control. If you lose control unwillingly, the elemental turns and attacks you!

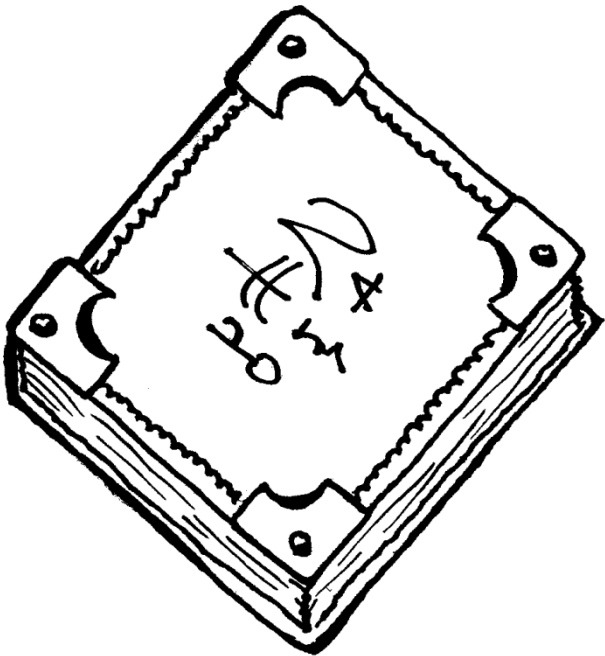
Disintegrate (60'). Completely obliterate one creature or non-magical object within range. Living creatures are allowed to roll a FEAT to resist.

Teleport (10'). Instantly transport yourself or a target within range to any known location in the same realm. If the location is unfamiliar to you, you must make an INT check (target 20) to successfully teleport. Otherwise, the target ends up somewhere else! An unwilling target may roll a FEAT to resist.

Faith Spells by Sphere

Roll	Sphere 1	Sphere 2	Sphere 3
1	Cure (Cause) Light Wounds	Augury	Aura of Warding
2	Detect Evil	Aura of Silence	Dispel Magic
3	Detect Magic	Bless (Blight)	Locate Object
4	Light (Darkness)	Cure (Cause) Malady	Remove Curse (Curse)
5	Purify (Putrefy) Food & Water	Find Traps	Speak with the Dead
6	Remove (Cause) Fear	Hold Person (Free Action)	Striking
7	Resist Elements	Know Alignment	
8	Warding	Spiritual Hammer	

Roll	Sphere 4	Sphere 5	Sphere 6
1	Animate Dead	Commune	Blade Barrier
2	Create Food and Water	Find the Path	Dispel Evil
3	Cure (Cause) Serious Wounds	Flame Strike	Mass Cure (Cause) Wounds
4	Neutralize (Create) Poison	Speak With Monsters	Raise the Dead



Faith Magic Sphere 1

Cure Light Wounds (touch). Restore 1d6 + level hit points to a living creature. The reverse of this spell, *cause light wounds*, deals 1d6 + level damage; no attack roll is required, and no FEAT is allowed to resist.

Detect Evil (60'). Cause evil creatures, objects and devices to glow faintly for 1 turn. Chaotic creatures are not necessarily evil, and dangers such as traps do not radiate evil. This effect does not move with you.

Detect Magic (60'). Cause all magical objects and creatures to glow faintly for 1 turn. This effect does not move with you.

Light (120'). Fill a 30' radius area with bright light for 12 turns. If you cast this at a creature's eyes, the target must roll a FEAT or be blinded for 12 turns, taking -4 to all actions. The reverse of this spell, *darkness*, fills the area with magical darkness. *Light* and *darkness* cancel each other.

Purify Food and Water (10'). Make spoiled or poisoned food and water safe and usable. You can affect food and drink for up to 2 people per caster level. The reverse of this spell, *putrefy food and water*, spoils the same quantity of food and water.

Remove Fear (30'). End a normal or magical fear that a creature suffers. If the fear was created by a creature of higher level than you, the target must roll a new FEAT before the fear will end; the target adds your level to the FEAT roll.

The reverse of this, *cause fear*, forces a living creature within range to roll a FEAT or turn and flee for 1 turn.

Resist Elements (30' around caster). Grants a bonus to all allies within range. Targets are unaffected by normal damage from the chosen element, take +2 to FEATS vs. magical damage from the element type, and take -1 damage per die from magical damage of the element type (minimum of 1 point per die). You must select the element type when cast.

Warding (caster). Take +1 to AC and all FEATS for 1 turn. Any 'enchanted' creature (a summoned or charmed creature) cannot attack you in melee, unless you attack first. This stacks with worn armor and other protection.

Faith Magic Sphere 2

Augury (caster). Ask one question of a supernatural force, determining whether a specific course of action will be for good or ill (or possibly neither; or possibly both). You will get no other information.

Aura of Silence (120'). Create a field of absolute silence with a radius of 15'. If cast at a creature, a FEAT is allowed to resist. A successful FEAT means the area is affected, but not the creature; otherwise, the effect moves with the creature. No spells may be cast by creatures within this field. An object thrown or fired out of the field will make noise, but nothing within the field will.

Bless (60'). Grant all allies in a 20'x20' area +1 to hit rolls, damage rolls, and morale for 1 turn. Once affected, creatures may move out of this area.

The reverse of this spell, *blight*, affects all foes in a 20'x20' area, imposing a penalty of -1 to attack rolls, damage rolls, and morale for 1 turn. A successful FEAT allows a creature to ignore this effect.

Cure Malady (30'). Cure one malady affecting a living target. This includes blindness, deafness, disease or another prolonged sickness.

The reverse of this spell, *cause malady*, forces the target to roll a FEAT or take -1 to STR and CON. The victim of *cause malady* heals half as quickly, and magical healing is only half as effective for this creature. This lasts for 2d6 days, or until cured.

Find Traps (60'). Cause all traps within range to glow faintly for 1 turn.

Hold Person (120'). Paralyze a human or human-like creature of up to large size for 1 turn. This will not affect non-living creatures such as the undead. Each target must roll a FEAT or be paralyzed. It will affect up to 4 creatures (caster's choice). If more than one creature is targeted, creatures take a bonus to the FEAT equal to number of creatures targeted. If cast at 2 creatures, both get +2 to the FEAT; if cast at 3 creatures, both get +3, etc.

The reverse of this spell, *free action*, cancels or prevents the target from being bound or held by such effects as *hold person*, *web* or even ghoulish paralysis for the spell duration.

Know Alignment (30'). Discern the alignment of one creature within range. No FEAT is allowed.

Spiritual Hammer (60'). Generate a weapon of pure spiritual energy that moves as you direct for 1 turn. On each of your actions, in addition to anything else you do, this weapon will strike a target (make a roll to hit at + your level), dealing 1d6 + level damage on successful hit. The hammer has move 30.

Faith Magic Sphere 3

Aura of Warding (caster). As *warding*, but affecting all allies within 10' of the caster. Those moving out of the radius lose this effect.

Dispel Magic (120'). Cancel one spell or spell-like effect within range. You succeed against spells cast by others of your level or lower; spells cast by casters of a higher level roll a FEAT to resist (based on the FEAT for the original caster). Temporary spell effects (like a *charm* spell) are instantly canceled, while permanent effects (*arcane lock*) are neutralized for 1 turn. Permanent magical items and creatures are unaffected; while a *potion of healing* would be rendered inert, a *sword +1* would be unaffected by this spell.

Locate Object (240'). Discern the general direction and distance to a specific item within spell range.

Remove Curse (touch). End one curse on a creature or object. More powerful curses (as determined by the GM) may not be removed by this spell. For example, the spell may neutralize a cursed ring long enough for the wearer to take it off, but will not permanently destroy the cursed nature of the item. This spell will temporarily end lycanthropy, but will not permanently remove the malady.

The opposite of this spell, *curse*, imposes a penalty of -2 to all rolls of the living target who fails a FEAT. This is permanent until removed via a *remove curse*, *dispel magic*, or *dispel evil* spell.

Speak with the Dead (10'). Call forth the spirit of a dead person, asking up to three questions. The creature will only know what it knew in life. A CHA check may be required. Failure means that the target speaks in riddles or is intentionally cryptic. This will not affect undead creatures. You must be within 10' of the remains of the creature to cast the spell.

Striking (30'). Imbue a weapon with holy or unholy energy, allowing it to deal +1d6 damage for 1 turn.

Faith Magic Sphere 4

Animate Dead (60'). Create undead creatures (either skeletons or zombies) of total CL equal to your level. These will obey your commands until destroyed or another caster uses *dispel magic* to sever your connection to these undead. You may not have more than 2x your level in CL undead under your control at any one time.

Create Food and Water (caster). Create sufficient food and water for 1 creature for 1 day per caster level. As a human cleric 10, you can use this spell to create food and water to sustain 10 people for 1 day.

Cure Serious Wounds (touch). Restore 3d6 + level hit points to a living creature. The reverse of this spell, *cause serious wounds*, deals 3d6 + level damage; no attack roll is required, and no FEAT is allowed to resist.

Neutralize Poison (touch). Immediately neutralize a poison (such as in a container) or end the effect of poison on a living creature. A creature who has died of poisoning within the last 6 turns will return to life.

The reverse of this spell, *create poison*, poisons a living creature touched, or turns a food or liquid into a poisonous substance. No attack roll is required. The target must roll a FEAT or die in 1d10 rounds from the powerful poison.

Faith Magic Sphere 5

Commune (caster only). Ask up to three yes/no type questions of natives of the upper (or lower) planes. You may only use this spell once per day.

Find the Path (caster only). Instantly know the best path to take to a desired location in the same realm. All knowledge needed to get to the location (passwords, locations of secret doors) will also be gleaned.

Flame Strike (60'). Call down a pillar of holy (or unholy) energy dealing 1d6 damage per caster level to all creatures in a 10' radius. Living targets may roll a FEAT for half damage, although undead and fiends always suffer full damage. Since this is holy or unholy flame, it will affect fire-using creatures normally.

Speak with Monsters (caster). For 1 turn, you may speak with any creature within 60' (living or non-living) of at least rudimentary intellect. Creatures within 60' will not immediately attack you, and must make a reaction roll before taking any action. Make reaction rolls for interactions with creatures of the type using your CHA +4 for the spell duration. If you or an ally attacks the monster(s), the spell ends.



Faith Magic Sphere 6

Blade Barrier (120'). Fill a number of 10' squares equal to your level (shaped as you desire) with swirling blades of holy or unholy energy. Creatures in the affected area suffer 1d6 damage per caster level each round. Targets roll a FEAT for half damage. As a human cleric 12, your blade barrier could fill an area 20' wide and 60' long, dealing 12d6 damage per round (half damage on a successful FEAT) to all creatures in the area of effect. Creatures can usually move out of the area of effect with one action.

Dispel Evil (30'). Force all undead, summoned and enchanted creatures within 30' of you to roll a FEAT or be destroyed. Effects like *charm*, *confusion* and curses affecting your allies end. Permanent curses (like from an item) are neutralized for 1 turn.

Mass Cure Wounds (60'). A number of friendly living creatures within 60' of you instantly recover 3d6 + your level hit points. You may affect a number of creatures equal to your level. The reverse of this spell, *mass cause wounds*, causes 3d6 + your level damage to a number of living creatures within 60' equal to your level. No FEAT is allowed to resist.

Raise the Dead (touch). Restore one dead creature to life at 1 hit point. The creature must have died within 1 hour per caster level. Most of the body must be present; a creature that was disintegrated or mutilated beyond recognition cannot be *raised*.

Part 5: Encounters

An **encounter** includes any meeting with an obstacle (such as a river to cross or a puzzle to solve) or a creature (whether friend or foe, predator or prey).

Measure time during encounters in **turns** of 10 minutes and **rounds** of 10 seconds. A sequence of combat may last one round or many rounds, but is always assumed to take at least 1 turn (including the time recovering from the battle, cleaning weapons, tending to wounds, etc.).

Movement

Your movement rate indicates how many feet you can travel in one round (10 seconds) while doing nothing else. It also indicates how many 10' square areas you can explore in 1 turn. You can travel **half** of your move rating (in feet) as a *combat move*. When you make a combat move, you take -2 to the simultaneous attack roll. You cannot make a combat move and cast spells at the same time, but you can *compel undead*, drink a potion, or make a check while taking a combat move.

- Humans and elves have a move of 40.
- Dwarves and stoutlings have a move of 30.
- Take -10 to move every time you surpass your encumbrance threshold (see page 51).

Time: Turns and Rounds

In **one turn** (10 minutes) you can:

- Explore an area equal to your movement rate (making a map of the area, rolling *sense* FEATS for traps and secret doors, and making notes of unique features of the area). Note: if using a grid where one square equals 10', you can explore a number of squares each turn equal to your movement rate.
- Make a check to foil a trap, pick a lock or search a small area (about 20' x 20') for secret doors and hidden objects.

In **one round** (10 seconds) you can:

- Drink a potion
- Cast a spell
- Activate a device
- Make one attack action
- Run your movement rate x2 (you can do this for a number of rounds equal to your CON, then you must rest for 1 turn). While running, you take -2 to all defensive rolls and abilities: Armor Class, FEATS, and resistant checks.
- Move up to your full movement rate (without exerting yourself).
- Move up to half of your movement rate and attack at -2.

Note: Exhausted characters take -2 to all rolls.

Beginning an Encounter

1. Determine if either side is **surprised**. The side gaining surprise takes +2 to their attack in the first round (a human thief takes +4 instead). A character who successfully uses *sneak* or who otherwise catches his opponent unawares typically gains surprise. For example, if the fellowship suspects that there may be creatures on the other side of a door, and they burst through the door suddenly, they should be allowed to gain surprise with no roll. If you have surprise, you automatically win **initiative**.
2. If no surprise takes place, all participants roll a FEAT to determine combat order (**initiative**). Alternately, make one representative FEAT roll for each side in the combat, using the leader or a representative creature (for example, most of the time you will make one roll for a group of five ghouls instead of rolling for each ghoul individually).
3. Follow this rotation throughout combat. The side that wins initiative goes first each round; the side that loses goes last each round. Any surprise modifier to attack rolls only counts in the first round.

Combat

- **Melee combat** with hand to hand weapons like axes and swords occurs between opponents within 5' of each other. Any melee attack allows the attacker to add his STR modifier to both attack and damage rolls.
- **Missile combat** with ranged and thrown weapons like crossbows, spears and bows occurs against opponents greater than 5' away. You cannot use a ranged weapon against a foe who is already using a melee weapon against you! Any ranged or thrown weapon attack allows the attacker to add his DEX modifier to the attack roll (but not the damage roll).

Damage, Death and Healing. At 0 hp you are unconscious; at the negative value of your CON, you die. You recover 1d4 + CON modifier hit points per hour of rest. Most monsters are assumed to be dead at 0 hp.

Weapon Types

- Some weapons, like spears, javelins, daggers, and hand axes, may be wielded in melee combat or thrown as ranged weapons.
- **Ranged Weapons** have a range increment. You can attack an opponent within this range normally. Each increment of this range imposes -2 to your attack roll. For example, a crossbow with a range of 60' can hit a target within 60' with no penalty, but hits at -2 from 61'-120', at -4 from 121-180', etc. A ranged weapon can reach up to 10x its base range; the maximum reach for the 60' range crossbow is 600', but this would force a penalty of -18 to the attack!
- **Thrown Weapons** operate as ranged weapons above, but the maximum reach is limited to 5 range increments. A spear (range 20') will not be effective against a target more than 100' away.

Other Combat Factors

- **Cover** forces a penalty to missile attack rolls of either -2 (moderate cover) or -4 (excellent cover). A character with complete cover (behind a wall) cannot be hit, but also cannot fire back!
- **Holy water** (kept in glass vials) deals 1d8 damage to undead creatures. Holy water is splashed on enemies as a thrown weapon (range 10').
- **Flaming Oil** will burn, dealing 1d8 damage. A vial of oil lit and thrown at a creature (range 10') deals 1d8 damage, and may set flammables on fire. A vial of oil will create a 10' wide pool that will burn for 1 turn.

Reactions

Reactions require a CHA check, typically against target 20. When you come across a creature and attempt to parlay with it, roll a CHA check. If you succeed, the target generally views you favorably; if you fail, the target generally views you unfavorably. A roll more than +4 /-4 from the target means that the reaction is stronger (above 24 = very favorable; below 16 = hostile).

Encumbrance

You can carry your strength score in **tenweight** units. A tenweight is a measure of about ten pounds. When determining encumbrance, use the following generalizations:

- A suit of *light armor* weighs 1 tenweight.
- A suit of *medium armor* weighs 2 tenweight.
- A suit of *heavy armor* weighs 3 tenweight.
- Your basic gear typically weighs 1 tenweight; if you carry an exceptional amount of gear, count it as 2 tenweight.
- Your weapons (including ammunition) have a combined weight equal to their total dice divided by 10 (rounded off normally). If you carry two daggers (1d4 each), a short bow (1d6) and a greatsword (1d10), you carry 24 dice of weapons; count this as 2 tenweight.
- For every 100 coins you carry, add +1 tenweight to your encumbrance (coins are fairly heavy).

Each time you surpass a multiple of your STR score in tenweight units, decrease your move by -10. With STR 7, you can bear chainmail armor (2 tenweight), basic gear (1 tenweight), a mace and sling w/20 sling stones (1 tenweight) and 300 coins (3 tenweight) without being encumbered (you are carrying 7 tenweight: your STR score). You can carry from 100 to 700 more coins (bringing your total encumbrance to from 8 to 14 tenweight) and take -10 to move. If your total encumbrance increases to anywhere from 15-21 (you start carrying around a chest with 1400 coins inside), take -20 to move. At 0 move, you can no longer travel, and must put something down.

Part 6: Monsters

Any creature that is not a player character is considered a monster. Monsters may be friendly or aggressive, wild or tame, mundane or fantastic. The GM chooses from these monsters the friends and foes of the Player Characters. Monsters appear in alphabetical order by type.

The monsters herein reflect the most common ‘generic’ sort of the creature for adaptability to the most games. GMs are free to develop their own versions or variations of the creatures outlined herein. Monsters take a bonus to attacks equal to their base HD. A creature with 4d4 HD or 4d12 HD takes +4 to attack rolls. Each monster listing includes:

- **Alignment, Size** (small, medium, large or huge), the **type of creature**, and the **challenge level (CL)**. **Alignment** tells whether the creature is *lawful*, *neutral* or *chaotic*. Most creatures that act on instinct are *neutral*; these creatures will obey their stomachs and instincts rather than any larger philosophies of good or evil. **Challenge level** indicates the creature’s relative level; a creature with only HD 6 may have abilities and powers that make it equivalent to a character of level 7, or even level 8.
- **Armor Class** considers all factors, including worn protection, inherent dexterity and thick hide or natural armor.
- **Hit Dice**. Indicates the level (HD) and die type for rolling hit points.
- **FEAT** modifier (with any special ability/talent ratings in parenthesis).
- **Move** lists all movement types for the creature.
- **Combat** includes all possible attacks that the monster may use. Some monsters take multiple attacks each round; other monsters must choose between attack forms each round. The description will elaborate, as needed. Each attack type lists (in parenthesis) the bonus the creature takes to hit; and the way damage is rolled on a successful hit.

About Monster Abilities

- **Petrification** forces the target to roll a FEAT or be turned to stone at the end of the round. This can be reversed with *dispel magic*, although killing the creature that caused Petrification also reverses the effect. A creature turning back from being petrified must make a CON check (target 20) or die. If a statue of a petrified creature is harmed (i.e. an arm is broken off), that wound carries over when the creature is changed back.
- **Poison** has an onset time. This onset time is the number of rounds before the poison takes effect. A poison that causes death with an onset time of 1d10 rounds, will kill the target 1d10 rounds after the poison has been injected. This is how long the character has to take an antidote before the poison takes full effect. Unless otherwise listed, poisons have an onset time of 1d10 rounds.
- **Spell-like abilities** are cast at the caster level of the creature’s CL.
- Unless otherwise noted, assume a monster has *darkvision* to 60’.

Aboleth

Chaotic Large Monstrosity; CL 8

Armor Class: 15

Hit Dice: 8d8

Feat: +10

Move: 20' (swim 60')

Combat: 4 tentacles (+6 to hit; 1d6 damage) + see below

A monstrous dweller of underground waters, the **aboleth** bears some resemblance to an octopus. A creature struck by an aboleth's tentacle must roll a FEAT or become an amphibious creature, able to breathe underwater, but suffering 1 point of damage per round out of water. Only *remove curse*, *dispel magic* or *dispel evil* will reverse this. An aboleth may cast each of the following once per turn: *charm*, *darkness*, and *phantasmal force*.

Adventurers

It is quite common for the heroes to run across other **adventurers**. The majority of these will be of low level (level 1d4). It is reasonable to expect that most attributes will be in the 6-7 range (+0), while the primary attributes will be 8-9 (+1). Such travelers include acolytes (human clerics 1), bandits or pickpockets (human thieves 1), mercenaries (human fighters 1) and mystics (human magic users 1). Additionally, dwarves, elves and stoutlings may be encountered in the lands where they live and travel. Most interactions will require a Charisma check for reactions, although some encounters (for example, with bandits) may result in conflict no matter what the PCs do!



Ant, Giant

Neutral Medium Insect; CL 4

Armor Class: 16

Hit Dice: 4d6

FEAT: +7

Move: 60' (burrow 30')

Combat: 1 bite (+2 to hit;
2d6 damage)

6' omnivores, **giant ants** devour anything edible in their path. Once engaged in combat, giant ants will fight to the death. There is a 2 in 6 chance that, in addition to standard treasure, their lair contains 4d6 gold nuggets (valued at 1 gp each), since these creatures sometimes mine gold.

An uncommon variety of giant ants known as **Ankhegs** (in addition to the abilities mentioned above) have 4d8 Hit Dice and may spit acid once per turn, dealing 4d6 damage to all creatures in a line 20' long. Targets may roll a FEAT for half damage. Ankhegs are CL 5.

Ape, Carnivorous

Neutral Medium Animal; CL 2

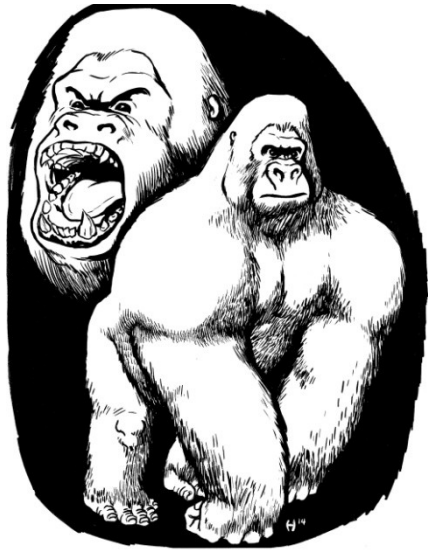
Armor Class: 13

Hit Dice: 2d6

FEAT: +6 (*sense* +8)

Move: 40'

Combat: 1 club (+2 to hit;
1d6 damage) or 1 bite
(+2 to hit; 1d3 damage)



Carnivorous Apes, larger and more aggressive cousins of common apes, have ferocious tempers. Their limited intelligence allows them to communicate in screams and yelps. They do not make tools, but pick up bones or branches to use as clubs.

Carnivorous apes form packs, each led by the dominant male in the region.

Arachling

Chaotic Large Monstrosity; CL 6

Armor Class: 16

Hit Dice: 6d8

Feat: +11

Move: 60'

Combat: by weapon (+6 to hit; 1d8 damage) or spell

A shadow elf that has been transformed by the power of the spider queen, the **arachling** has the upper body of an elf and the lower body of a spider. It will attack with a melee weapon or with a spell. The arachling coats melee weapons with its poisonous spittle; this forces targets suffering damage from such weapons to roll a FEAT at +2 or be paralyzed for 1 turn.

The arachling has the spell casting abilities of an elf champion 6, and typically knows *charm person*, *darkness*, *phantasmal force*, *hold person* and *web*.

An arachling is able to communicate with all spiders, and takes +4 to all reaction rolls when encountering spiders.

Archon

Lawful Medium Celestial Creature; CL 13

Armor Class: 20

Hit Dice: 12d6

FEAT: +12

Move: 40' (fly 120')

Combat: Flaming sword (+10 to hit; 2d8 damage) or spell

Powerful angelic creatures that once served as the direct servants of Yahalla herself, a small number of **Archons** survived the Great Reckoning, and have continued to serve Yahalla's purposes, guarding holy relics and assisting lawful creatures. Archons have the casting abilities of a human cleric 10, and are immune to normal weapons and all spells of up to and including sphere 3.

Banshee

Chaotic Medium Spirit; CL 7

Armor Class: 14

Hit Dice: 6d6

FEAT: +8

Move: 30'

Combat: 2 claws (+6 to hit; 1d8 damage)

The **banshee** is a wailing spirit of a fallen mortal, often a female elf.

Once per turn, a banshee may wail, causing all within 60' to roll a FEAT or die. Those who prepare for this wail (such as by covering their ears or putting wax in ahead of time) take +4 to the FEAT. The banshee is tied to a particular location, unable to travel more than 120' from where it died.

Only magic and magical weapons will harm a banshee.

Basilisk

Neutral Large Beast; CL 7

Armor Class: 15

Hit Dice: 6d8

FEAT: +9

Move: 40'

Combat: 1 bite (+6 to hit; 2d6 damage) or 1 gaze (see below)

The **basilisk**, a 10' long magical lizard, lives underground in caverns or among tangled wilds. Any creature within 30' that sees the basilisk must roll a FEAT or turn to stone. A character in combat with the basilisk will automatically meet its gaze unless intentionally avoiding it; avoiding the gaze imposes -4 to attack rolls. If viewing only the reflection of the basilisk, reduce the penalty to -2. A surprised character automatically meets the gaze.

Bats

Bats, nocturnal flying insectivores, live in caves and ruins. They have weak eyes, using sonar. *Aura of silence* 'blinds' a bat, forcing -4 to hit rolls.

Bat, Normal

Neutral Small Animal; CL ½

Armor Class: 12

Hit Dice: 1 hit point

FEAT: +5

Move: 3' (fly 40')

Combat: Disorientation (see below)

Normal bats do not attack, but may disorient foes by swarming around creatures, forcing creatures within a swarm of 10 or more bats to take -2 to all attack rolls and FEATS; those within a swarm cannot cast spells unless a successful FEAT is made (at -2). For every 10 bats, one 10' square is occupied.



Bat, Giant

Neutral Medium Animal; CL 2

Armor Class: 13

Hit Dice: 2d6

FEAT: +6

Move: 10' (fly 60')

Combat: 1 bite (+2 to hit; 1d4 damage)

Carnivorous **giant bats** are far more aggressive, routinely attacking mankind and his kin. There is a 1 in 10 chance that a giant bat is a **vampire bat**. Those bit by a giant vampire bat must roll a FEAT or fall unconscious for 1d10 rounds, during which time the bat drinks blood (at the rate of 1 hit point per round).

Bear

Bears pose a common threat to adventurers in the wild. If a bear (of any type) hits the same victim with both claws in one round of combat, the bear hugs its victim for 2d8 additional damage on a successful contested STR roll against the target. Bears have STR equal to their Hit Dice +8.

Bear, Black

Neutral Large Animal; CL 4

Armor Class: 13

Hit Dice: 4d8

FEAT: +8 (*sense* +10)

Move: 60'

Combat: 2 claws (+4 to hit; 1d4 damage) + 1 bite (+4 to hit; 2d4 damage)

Black bears stand about 6' tall. Omnivorous, they prefer roots and berries. They will not usually attack unless cornered, hungry, or protecting their young. They take +4 to morale when defending their young. They often raid camps.

Bear, Grizzly

Neutral Large Animal; CL 5

Armor Class: 13

Hit Dice: 5d8

FEAT: +9 (*sense* +11)

Move: 60'

Combat: 2 claws (+5 to hit; 1d6 damage) + 1 bite (+5 to hit; 2d4 damage)

Grizzly bears have silver-tipped brown or reddish-brown fur and stand 9' tall. They are fond of meat and are more aggressive than black bears. Though found in most climates, grizzlies are most common in mountains and forests.

Bear, Polar

Neutral Large Animal; CL 6

Armor Class: 13

Hit Dice: 6d8

FEAT: +9 (*sense* +11)

Move: 60'

Combat: 2 claws (+6 to hit; 1d6 damage) + 1 bite (+6 to hit; 2d6 damage)

Polar bears have white fur and stand about 11' tall. Dwellers in cold regions, these bears prefer fish, but will attack most living creatures. These huge bears are good swimmers, and take no movement penalties on snow or ice. They are immune to damage from cold.

Bear, Cave

Neutral Large Animal; CL 7

Armor Class: 14

Hit Dice: 7d10

FEAT: +10 (*sense* +12)

Move: 60'

Combat: 2 claws (+7 to hit; 1d8 damage) + 1 bite (+7 to hit; 2d8 damage)

Cave bears are a type of huge grizzlies found in the most distant wilds. Standing 15' tall, these massive bears (with poor eyesight) hunt prey aggressively using their keen sense of smell.

Bee, Giant

Neutral Small Insect; CL 1

Armor Class: 12

Hit Dice: 1d4

FEAT: +5

Move: Fly 50'

Combat: 1 sting (+1 to hit; 1d3 damage + poison)

Foot-long **giant bees** exhibit a nasty temper. They often attack on sight, and will always attack someone within 30' of their hive, usually found underground. If a giant bee stings, the bee dies and the victim must roll a FEAT or suffer 2d6 additional damage from the poison.

Hives will contain 1d6 elite bees (HD 2d4, 1d4 damage) and one queen (3d4 HD, 1d6 damage). The honey of a bee hive has restorative powers, acting as a minor potion of healing (restores 1d4 hp if 1 pint is consumed). A hive will yield 1d3 pints of this honey; it retains its healing properties for up to 1 week.

Beetles

Common in most climates, omnivorous giant beetles often appear as pests, destroying farms and encroaching upon settled lands.

Beetle, Fire

Neutral Small Insect; CL 2

Armor Class: 15

Hit Dice: 2d4

FEAT: +6

Move: 30'

Combat: 1 bite (+2 to hit; 2d4 damage)

Fire beetles (2 ½' long) dwell underground. Though nocturnal, they may be active at any time. The fire beetle has two glowing glands above its eyes, and one near the back of its abdomen. These glands give off light in a 10' radius, and will continue to glow for 1d6 days after they are removed.

Beetle, Spitting

Neutral Medium Insect; CL 3

Armor Class: 15

Hit Dice: 3d6

FEAT: +7

Move: 40'

Combat: 1 bite (+3 to hit; 1d8 damage) + spit (see below)

Spitting beetles (3' long) dwell above or below ground. They can squirt an oily fluid up to 10' (requiring an attack roll). A target hit by this oil must roll a FEAT or suffer -2 to attack rolls until healing magic (of any kind) is used, or until 24 hours pass. Spitting beetles also attack with their mandibles.

Beetle, Carnivorous

Neutral Medium Insect; CL 4

Armor Class: 16

Hit Dice: 4d6

FEAT: +7 (morale +11)

Move: 50'

Combat: 1 bite (+4 to hit; 2d6 damage)

Carnivorous beetles (4' long) have a striped carapace that resembles a tiger's skin. They are omnivores, and are always hungry. They have particular affinity for the taste of stoutlings, and will attack these before other creatures.

Black Pudding

Neutral Large Monstrosity; CL 11

Armor Class: 13

Hit Dice: 10d8

FEAT: +12

Move: 20'

Combat: 1 touch (+10 to hit; 3d8 damage)

A monstrous blob of deepest black measuring up to 10' across and 30' long, the **black pudding** slithers deep underground. Only fire can harm the black pudding, and a flaming weapon deals full damage against it. All other attacks cause part of it to break off, becoming a pudding of HD 2d8 and 1d8 damage. It can move through small openings and under doors.

Black Sphere

Unaligned Negative Force; No CL

Armor Class: can always be hit

Hit Dice: None (see below)

FEAT: +10 (see below)

Move: Fly 10'

Combat: Disintegrate (see below)

The **black sphere** is a being of pure anti-matter. This 3' globe of total darkness exists only to annihilate matter. Although lacking intelligence or purpose, it seems drawn to living creatures and tends to seek powerful lawful creatures before others. Anything that comes into contact with the sphere is instantly destroyed. No FEAT is allowed. It is completely immune to all magic, except for *teleport*, which will send it to another location if it fails its FEAT.

Blink Dog

Lawful Medium Beast; CL 4

Armor Class: 14

Hit Dice: 4d6

FEAT: +8 (*sense* +10)

Move: 60'

Combat: 1 bite (+4 to hit; 1d6 damage)

Blink dogs, good-natured creatures that are similar to dingoes, travel in packs. They display high intelligence, and have the magical ability to *blink* 3 times per turn. In one round, they can both attack and blink; if they have initiative, they will attack and then blink before the opponent gets to act. Each time they blink, they magically travel 1d6 x10' in a random direction (but never into a solid object).

Boar, Wild

Neutral Medium Animal; CL 3

Armor Class: 12

Hit Dice: 3d6

FEAT: +7

Move: 40'

Combat: 1 tusk (+3 to hit; 2d4 damage)

Wild boars prefer forested areas, although they can be found nearly anywhere. Their nasty dispositions and voracious hungers make them a common threat.

Bog Horror

Neutral Large Monstrosity; CL 9

Armor Class: 19

Hit Dice: 8d8

FEAT: +9

Move: 20'

Combat: 2 clubbing fists (+8 to hit; 2d6 damage each)

An omnivorous form of humanoid vegetation, the **bog horror** feeds upon the living. It suffers only half damage from all arcane and faith magic, but nature magic is fully effective against it. If both of its fists hit one foe in the same round, that foe must roll a STR check (target 20) or be bound to the horror, suffering 1d4 damage per round until either the target or the horror is killed.

Caecilia

Neutral Huge Worm; CL 6

Armor Class: 13

Hit Dice: 6d10

FEAT: +8

Move: 20' (burrow 20')

Combat: 1 bite (+6 to hit; 2d6 damage)

The **caecilian**, a monstrous grey worm-like creature measuring 30' long, attacks with a huge mouth and sharp teeth. A natural roll of 19 or 20 means that it has swallowed its prey whole, dealing 1d8 damage per round to a swallowed medium or smaller target. Swallowed targets attack at -4.

Cat, Great

Great cats tend to be cautious, avoiding fights with more powerful foes. They rarely delve deep into caves, preferring open spaces. All great cats can *sneak* (as a FEAT roll) and have *sense* +4, making them hard to surprise.

Mountain Lion

Neutral Medium Animal; CL 3

Armor Class: 13

Hit Dice: 3d6

FEAT: +7 (*sense* +9)

Move: 60'

Combat: 2 claws (+3 to hit; 1d3 damage) + 1 bite (+3 to hit; 1d6 damage)

Mountain lions inhabit mountainous regions, and sometimes wander deeper into dungeons or caves than the other great cats.

Panther

Neutral Medium Animal; CL 4

Armor Class: 15

Hit Dice: 4d6

FEAT: +7 (*sense* +9)

Move: 70'

Combat: 2 claws (+4 to hit; 1d4 damage) + 1 bite (+4 to hit; 1d8 damage)

Panthers dwell on plains or in forests. Their great quickness allows them to overtake most prey.

Lion

Neutral Large Animal; CL 5

Armor Class: 14

Hit Dice: 4d8

FEAT: +8 (*sense* +10)

Move: 60'

Combat: 2 claws (+4 to hit; 1d4 damage) + 1 bite (+4 to hit; 1d10 damage)

Lions dwell in warmer climates, preferring brush lands near deserts.

Tiger

Neutral Medium Animal; CL 5

Armor Class: 13

Hit Dice: 5d6

FEAT: +8 (*sense* +10)

Move: 60'

Combat: 2 claws (+5 to hit; 1d4 damage) + 1 bite (+5 to hit; 1d10 damage)

Tigers prefer cooler climates and wooded lands.

Sabre-Tooth Tiger

Neutral Large Animal; CL 7

Armor Class: 14

Hit Dice: 6d8

FEAT: +9 (*sense* +11)

Move: 60'

Combat: 2 claws (+6 to hit; 1d6 damage) + 1 bite (+6 to hit; 2d6 damage)

Sabre-Tooth Tigers dwell far from the lands of man, in the wildest locales.

Cat, Shifter

1 in 20 great cats is a **shifter**, able to magically displace itself. A shifter projects illusions, making it appear a few feet from its actual location, or causing it to partially phase between this realm and the ethereal. It possesses all attributes of its normal cousin, with the following additional abilities:

- +2 to AC due to its shifting and illusions
- +1 to its FEAT modifier due to its magical nature
- An additional +2 to *sneak* FEATS
- Shifters also possess barbed tentacles that protrude from its sides. The shifter may strike targets up to 10' away with these, attacking twice per round in addition to all other attacks. It attacks with these barbed tentacles at the normal hit bonus for the cat, dealing 1d6 damage with each tentacle.
- Add +1 to the CL of a shifter compared to its normal variation.

Centaur

Neutral Large Humanoid; CL 4

Armor Class: 14

Hit Dice: 4d8

FEAT: +8

Move: 60'

Combat: 1 great spear (+4 to hit; 1d8+1 damage)
+ 2 hooves (+4 to hit; 1d6 damage)

Centaurs, nomadic creatures with the bodies of horses but the torsos of men, live far from men in forests and meadows. They fight with heavy spears and lances. Centaurs form small tribes.

Centipede, Monstrous

Centipedes prefer dark, cool places. Monstrous centipedes move with absolute silence, having the ability to *sneak* as a FEAT roll. Their bite forces the target to roll a FEAT or suffer ill effects.

Centipede, Large

Neutral Small Insect; CL ½

Armor Class: 10

Hit Dice: 1d4

FEAT: +4

Move: 20'

Combat: 1 bite (+0 to hit; 1 point of damage + poison)

Large centipedes (1' long) force victims who fail the FEAT vs. their poison bite (at +4) to become ill for 1d6 days, taking -2 to attack rolls, checks and FEATS.

Centipede, Huge

Neutral Medium Insect; CL 2

Armor Class: 12

Hit Dice: 2d6

FEAT: +6

Move: 30'

Combat: 1 bite (+2 to hit;
1d6 damage + poison)

Huge centipedes (3' long) cause victims who fail the FEAT vs. their bite to die. Victims take +2 to this FEAT roll.

Centipede, Giant

Neutral Large Insect; CL 4

Armor Class: 14

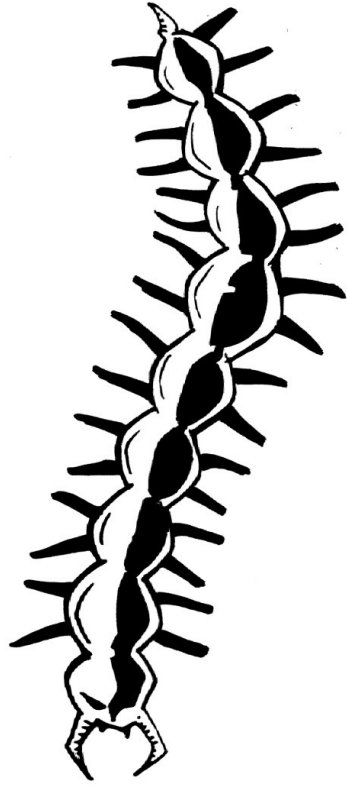
Hit Dice: 3d8

FEAT: +7

Move: 40'

Combat: 1 bite (+3 to hit;
2d6 damage + poison)

Giant centipedes (10' long) cause victims who fail the FEAT vs. their bite to die.



Chimera

Chaotic Large Beast; CL 10

Armor Class: 15

Hit Dice: 9d8

FEAT: +10

Move: 40' (fly 60')

Combat: 3 heads (+9 to hit; 2d4/1d10/2d6 damage)
+ 2 claws (+9 to hit; 1d3 damage); dragon breath (see below)

The **chimera**, a horrid combination of goat, lion and dragon, has the head of each creature, with the forebody of a lion, hindquarters of a goat, and wings/tail of a dragon. The goat's head butts (2d4), the lion's head bites (1d10), and the dragon's head can either bite (2d6) or breathe fire (a cone 50' long and 10' wide that deals up to 5d6 damage). This operates as a dragon's breath, with 10d6 total damage available each turn. The chimera dwells in wild hills and dungeons.

Cloaker

Neutral Large Beast; CL 6

Armor Class: 15

Hit Dice: 5d8

FEAT: +8

Move: 10' (fly 30')

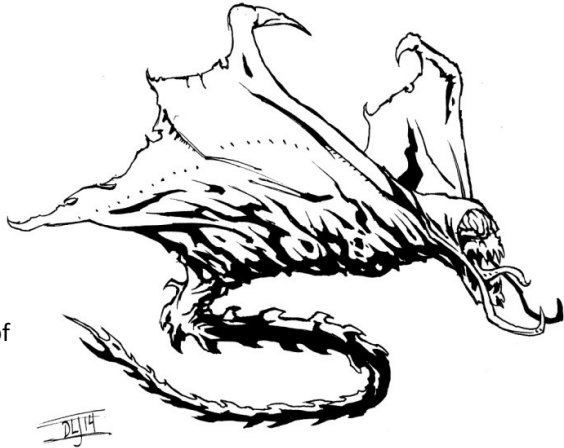
Combat: 1 bite

(+5 to hit; 1d8 damage)

+ 1 tail swipe (+5 to hit;

1d6 damage) -or- wail of

fear



The **cloaker**, a strange creature that resembles a normal cloak when at rest, exists for unknown fell purposes. While at rest, the cloaker takes +6 to *sneak* attempts.

In combat, the cloaker will *wail*, forcing all living targets within 60' who fail a FEAT to turn and flee in fear for 1 turn. On a natural attack roll of 19 or 20 that hits, the cloaker will engulf its foe, automatically landing with its bite attack each round thereafter, using its tail to ward off other attacks.

Cockatrice

Neutral Medium Beast; CL 5

Armor Class: 13

Hit Dice: 5d6

FEAT: +8

Move: 30' (fly 60')

Combat: 1 beak (+5 to hit; 1d6 damage + petrify)

The **cockatrice**, a small magical monster with the head, wings and body of a rooster but the tail of a snake, attacks with its beak. Any creature struck by the beak must roll a FEAT or be petrified. Cockatrices may be found anywhere.

Crab, Giant

Neutral Large Animal; CL 3

Armor Class: 17

Hit Dice: 3d8

FEAT: +7

Move: 20'

Combat: 2 pincers (+3 to hit; 2d6 damage)

Giant crabs, are 8' long non-intelligent creatures found in shallow waters; they cannot swim. These aggressive predators will attack anything that moves.

Crocodile

Crocodiles are common predators in marshes and rivers. They often dwell just under the surface (when so waiting, they may roll a FEAT to *sneak*). **Large crocodiles** reach 20' long, while the rare **giant crocodile** may measure 50' long.

Crocodile, Normal

Neutral Medium Animal; CL 2
Armor Class: 14
Hit Dice: 2d6
FEAT: +6
Move: 30' (swim 30')
Combat: 1 bite (+2 to hit;
1d8 damage)

Crocodile, Large

Neutral Large Animal; CL 6
Armor Class: 16
Hit Dice: 6d8
FEAT: +8
Move: 40' (swim 40')
Combat: 1 bite (+6 to hit;
2d8 damage)

Crocodile, Giant

Neutral Huge Animal; CL 12
Armor Class: 18
Hit Dice: 12d10
FEAT: +11
Move: 60' (swim 60')
Combat: 1 bite (+12 to hit;
3d8 damage)



Cyclops

Chaotic Large Humanoid; CL 13
Armor Class: 14
Hit Dice: 13d10
FEAT: +12 (*sense* +8)
Move: 50'
Combat: 1 club (+11 to hit;
3d10 damage);
1 rock (+11 to hit;
3d6 damage)

The **Cyclops**, a rare form of giant infamous for a single large eye in the center of its forehead, stands over 20' tall. Due to its poor depth perception, it attacks at +11. Although it usually fights with a club, it can throw rocks up to 200'. Because Cyclopes are known for their stupidity, a clever fellowship may be able to trick a Cyclops. Cyclopes hoard gold coins, keeping an extra 6d10 gp in addition to normal treasure.

Decapus

Chaotic Mythical Creature; CL 5

Armor Class: 14

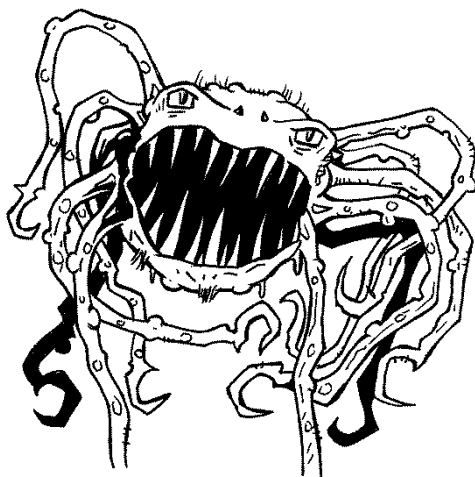
Hit Dice: 4d8

FEAT: +7

Move: 10' (30' in trees)

Combat: 8 tentacles (+4 to hit; 1d4 damage)

The horrid **decapus** is a monstrous creature that moves on 10 tentacles. While it always must use two tentacles to prop itself up, it will enter into melee combat with 8 others, striking up to 8 different foes in melee range each round. The decapus favors deep woodlands where it can move between trees and branches, but will adapt to underground environments as necessary.



Djinni (Lesser)

Neutral Large Elemental; CL 8

Armor Class: 15

Hit Dice: 7d8

FEAT: +10

Move: 40' (fly 120')

Combat: Fist (+7 to hit; 2d8 damage)

-or- whirlwind (+7 to hit; 2d6 damage + special)

Intelligent, free-willed beings from a realm of elemental air, **djinni** appear as human-like spirits hovering over whirlwinds. They may only be struck by magic or magical weapons.

In combat, djinni can strike with their fist, or become fully engulfed in a whirlwind, dealing 2d6 damage per round to all creatures in a 5' radius as they move (targets may roll a FEAT for half damage each round). Three times per day, a djinni may *conjure* items, food or objects of up to either 1,000 sp value or 10 tenweight. Conjured items remain for up to 1 hour. Once per turn, a djinni may become *invisible* and/or may cast *phantasmal force* as a human magic user 6.

Contrary to popular belief, a lesser djinni cannot grant wishes.

Doppelganger

Chaotic Medium Creature; CL 4

Armor Class: 14

Hit Dice: 4d6

FEAT: +8 (+10 vs. those attempting to see through its false appearance)

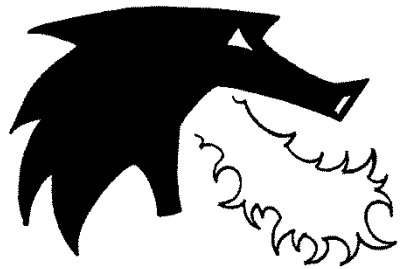
Move: 40'

Combat: 2 claws (+4 to hit; 1d6 damage)

The **doppelganger**, an intelligent shape shifter, assumes the exact form of any creature it sees (up to 7' tall). It prefers to kill its target, assuming the victim's place in society or a fellowship. A doppelganger is immune to *charm* and *sleep*. It does not take on any abilities/powers of the creature whose form it assumes.

Dragons

An ancient race of winged lizards, **dragons** live in isolated regions far from the lands of man. All dragons, regardless of species, hatch from eggs, eat meat, use a breath weapon, have a great love of treasure, and will do anything possible to save their own lives, including surrender.



While lawful dragons may seek companionship with exceptional mortals, neutral dragons tend to avoid mankind and his ilk, while chaotic dragons seek to enslave and devour humans and other lesser creatures. Because of their great pride and arrogance, any dragon is susceptible to flattery, and will parlay with one who speaks to it (all dragons have at least some familiarity with the trade tongue).

A successful CHA check (target 20) means that the dragon will listen to the character rather than attacking (assuming the character or his allies haven't already attacked!).

A dragon may use its breath weapon at will, but has a limited number of dice to invest in it. A dragon receives 2x its HD in damage (using d6) with its breath weapon per turn, but may not use more than its HD with any one breath; an 8 HD dragon has 16d6 in breath weapon damage each turn, but may only use 8d6 on any one breath; it could breathe two times that turn for 8d6 damage, four times that turn for 4d6 damage, or once for 8d6 and four times for 2d6. All creatures caught in the area of effect of a breath weapon must roll a FEAT or suffer damage; those who roll a FEAT take half damage. A dragon will always attack with its breath weapon first, and then with either the breath weapon or its claw/ claw/ bite attack (equal chances of either).

Dragons sleep for long periods of time, and there is a 25% chance that a dragon is slumbering when found by a fellowship (unless someone has intentionally awoken it).

Dragon, White

Neutral Huge Dragon; CL 8

Armor Class: 16

Hit Dice: 6d12

FEAT: +10 (*sense* +14)

Move: 40' (fly 90')

Combat: 2 claws (+6 to hit; 1d4 damage) + 1 bite (+6 to hit; 2d8 damage)
-or- breath weapon (12d6 per turn, up to 6d6 per breath)

White dragons dwell in cold regions. Their breath weapon is a cone of frost 60' long and 20' wide. White dragons speak 20% of the time, and those that speak have the casting abilities of a human magic user 2.

Dragon, Black

Chaotic Huge Dragon; CL 9

Armor Class: 17

Hit Dice: 7d12

FEAT: +11 (*sense* +15)

Move: 40' (fly 90')

Combat: 2 claws (+7 to hit; 1d6 damage) + 1 bite (+7 to hit; 2d10 damage)
-or- breath weapon (14d6 per turn, up to 7d6 per breath)

Black dragons dwell in swamps and marshlands. Their breath weapon is a stream of acid 60' long and 5' wide. Black dragons speak 30% of the time, and those that speak have the casting abilities of a human magic user 3.

Dragon, Green

Chaotic Huge Dragon; CL 10

Armor Class: 18

Hit Dice: 8d12

FEAT: +11 (*sense* +15)

Move: 40' (fly 90')

Combat: 2 claws (+8 to hit; 1d6 damage) + 1 bite (+8 to hit; 3d8 damage)
-or- breath weapon (16d6 per turn, up to 8d6 per breath)

Green dragons dwell in forests and wild lands. Their breath weapon is a cloud of chlorine gas 50' in diameter. Green dragons speak 40% of the time, and those that speak have the casting abilities of a human magic user 4.

Dragon, Blue

Neutral Huge Dragon; CL 11

Armor Class: 19

Hit Dice: 9d12

FEAT: +12 (*sense* +16)

Move: 40' (fly 90')

Combat: 2 claws (+9 to hit; 1d8 damage) + 1 bite (+9 to hit; 3d10 damage)
-or- breath weapon (18d6 per turn, up to 9d6 per breath)

Blue dragons dwell in deserts and dry lands. Their breath weapon is a burst of lightning 100' long and 5' wide. Blue dragons speak 50% of the time, and those that speak have the casting abilities of a human magic user 5.

Dragon, Red

Chaotic Huge Dragon; CL 12

Armor Class: 20

Hit Dice: 10d12

FEAT: +12 (*sense* +16)

Move: 40' (fly 90')

Combat: 2 claws (+10 to hit; 1d8 dmg.) + 1 bite (+10 to hit; 4d8 dmg.)
-or- breath weapon (20d6 per turn, up to 10d6 per breath)

Red dragons dwell in mountains and hills. Their breath weapon is a cone of flame 90' long and 30' wide. Red dragons speak 60% of the time, and those that speak have the casting abilities of a human magic user 6.

Dragon, Gold

Lawful Huge Dragon; CL 13

Armor Class: 21

Hit Dice: 11d12

FEAT: +13 (*sense* +17)

Move: 40' (fly 90')

Combat: 2 claws (+11 to hit; 2d4 dmg.) + 1 bite (+11 to hit; 6d6 dmg.)
-or- breath weapon (22d6 per turn, up to 11d6 per breath)

Gold dragons dwell in all regions traveled by men. Their breath weapon is either a cone of flame 90' long and 30' wide or a cloud of chlorine gas 50' in diameter. Gold dragons always speak, and all have the casting abilities of a human magic user 7. In addition, a gold dragon can polymorph at will into the form of an attractive human (CHA 10), keeping its magic user abilities.

Dragon Turtle

Neutral Huge Beast; CL 20

Armor Class: 21

Hit Dice: 20d12

FEAT: +15

Move: 30' (swim 90')

Combat: 1 bite (+15 to hit; 1d6x10 damage)
+ 2 claws (+15 to hit; 2d6 damage)

A magical crossbreed of a dragon and gigantic turtle, the **dragon turtle** is so massive that it may be mistaken for a small island, although it spends most of its time deep below the surface of the sea.

A dragon turtle may breath a blast of steam 60' long and 10' wide that has a pool of 20d6 per round, and deals up 10d6 damage per breath (as a dragon's breath), usable at will.

Dryad

Neutral Medium Faerie; CL 2

Armor Class: 14

Hit Dice: 2d6

Feat: +7

Move: 40'

Combat: Dagger (+2 to hit; 1d4 damage) and charm (see below)

A nature spirit, the **dryad** is connected to a tree, and will never travel more than 120' from it. A dryad forced to move more than 120' from her tree will die in 1d4 days. A dryad may, once per turn, attempt to *charm* a mortal male within 60'. The dryad can merge with her tree at will. Killing her tree kills the dryad.

Efreecti (Lesser)

Neutral Large Elemental; CL 11

Armor Class: 16

Hit Dice: 10d8

FEAT: +11

Move: 40' (fly 120')

Combat: Scimitar (+10 to hit; 2d8 damage)
+ flaming aura (2d6 damage + special)

Intelligent, free-willed spirits from a realm of elemental fire, **efreeti** appear as fiend-like humanoids consumed in flame. They may only be struck by magic or magical weapons.

In combat, an efreeti strikes with a scimitar while fully engulfed in flame, dealing 2d6 damage as they move each round to all creatures in a 5' radius (targets may roll a FEAT for half damage each round). Three times per day, an efreeti may *conjure* items, food or objects of up to either 1,000 sp value or 10 tenweight. Conjured items remain for up to 1 hour. Once per turn, an efreeti may cast *invisibility*, *phantasmal force*, and/or *wall of fire* as a caster 8.

Contrary to popular belief, lesser efreeti cannot grant wishes.

Elemental

Elementals, creatures of pure elemental energy, are summoned by a staff (8 HD), device (12 HD) or through powerful magic (16 HD).

Summoning an elemental requires a large amount of the element present. Once an elemental has been summoned, the caster must concentrate to maintain control of the elemental. A caster must roll a FEAT any time damage is suffered, in order to maintain control. A caster may not move more than half his movement rate while controlling an elemental. If concentration is broken, the elemental will turn and attack its summoner (or those in its way).

- ◆ A **summoned elemental** is called forth using an elemental staff.
- ◆ An **invoked elemental** is called forth with a device like a bowl or brazier.
- ◆ A **conjured elemental** is called via the arcane sphere 6 spell, *conjure elemental*.

Elemental Types

Type	Move	Notes
Air	120'	Targets struck must roll a FEAT or be thrown 1d4x10 feet, suffering 1d4 extra damage per 10' thrown.
Earth	20'	Deals +2 melee damage due to great strength.
Fire	30'	Deals 1d6 fire damage to any creature striking it in melee combat.
Ice	20'	Deals +2 melee damage due to great strength.
Water	30'	Ingests medium or smaller target on a critical hit; target suffers -4 to hit while within the elemental, and may drown (see page 9).

Elemental, Summoned

Neutral Medium Elemental; CL 8
Armor Class: 17
Hit Dice: 8d6
FEAT: +10
Move: See above
Combat: 1 strike
(+8 to hit; 2d6 damage)

Elemental, Invoked

Neutral Large Elemental; CL 12
Armor Class: 19
Hit Dice: 12d8
FEAT: +12
Move: See above
Combat: 1 strike
(+12 to hit; 3d6 damage)

Elemental, Conjured

Neutral Huge Elemental; CL 16

Armor Class: 21

Hit Dice: 16d10

FEAT: +14

Move: See previous page

Combat: 1 strike (+16 to hit; 4d6 damage)

Ettercap

Chaotic Medium Monstrosity; CL 5

Armor Class: 13

Hit Dice: 5d6

Feat: +7

Move: 30'

Combat: bite (+5 to hit; 1d6 damage) + 2 claws (+5 to hit; 1d4 damage)

The horrid **ettercap** was once human or demi-human, but infernal magic has transformed it into a monstrous creature with attributes of a spider. It gets along with spiders, but is subservient to driders and adherents of the spider queen. Its bite forces living targets to roll a FEAT at +2 or suffer +1d8 damage. The ettercap can move freely through webs and *web* spells.

Ferret, Giant

Neutral Medium Animal; CL 1

Armor Class: 14

Hit Dice: 1d6

FEAT: +6

Move: 50'

Combat: 1 bite (+1 to hit; 1d8 damage)

Giant ferrets resemble 3' long weasels. They hunt giant rats, and are sometimes bred for this purpose. Their unpredictable tempers often cause them to attack humans, sometimes even turning against their own trainers.

Fiend, Minor

Minor fiends act as servitors of more powerful fiends. A minor fiend can be destroyed in any realm. All minor fiends:

- Are immune to normal weapons; both silver and iron affect them normally.
- Take damage from holy water as undead.
- Can be *compelled* as undead, but are considered 2 levels higher.
- Regenerate 1 hit point per round.
- Are immune to *charm*, *hold* and *sleep* spells that affect the living.

Imp

Chaotic Small Minor Fiend; CL 3

Armor Class: 13

Hit Dice: 3d4

FEAT: +6

Move: 20' (fly 60')

Combat: 2 claws (+3 to hit; 1d4 damage) or spell

Imps are small (3' tall) winged fiends of malignant disposition. Each is associated with one element (cold, flame or lightning), and is able to cast *elemental spark* once per round, dealing 1d4+2 damage up to 30'.

Gargoyle

Chaotic Medium Minor Fiend; CL 5

Armor Class: 14

Hit Dice: 4d6

FEAT: +8

Move: 30' (fly 50')

Combat: 2 claws (+4 to hit; 1d3 damage) + 1 bite (+4 to hit; 1d6 damage)
+ 1 horn (+4 to hit; 1d4 damage)

The skin of the horned, clawed, fanged, winged, hideous **gargoyle** often resembles stone, and these creatures can easily be mistaken for statues. Although of low intelligence, they exhibit great cunning.

Hellhound

Chaotic Large Minor Fiend; CL 6

Armor Class: 15

Hit Dice: 5d8

FEAT: +9 (*sense* +15)

Move: 60'

Combat: 1 bite (+5 to hit; 2d4 damage) or fire breath (see below)

The fiendish **hellhound** is a massive dog summoned from the lower planes. It is immune to damage from flame. Its incredible attunement gives it a +6 modifier to its FEAT when attempting to *sense*.

A hellhound may breath a jet of flame 30' long and 5' wide that has a pool of 10d6 per round, and deals up 5d6 damage per breath (as a dragon's breath), usable at will.

Fiend, True

True fiends are independent entities, powerful enough to choose their allegiances and to work for their own purposes. They are dangerous foes, cunning and careful. True fiends can only be destroyed in their home realm; slaying them anywhere else merely banishes them to their home for a period of time. All true fiends share the following characteristics. All true fiends:

- Are immune to normal weapons, although both silver and iron affect them normally.
- Take damage from holy water as undead.
- Can be *compelled* as undead, but are considered 4 levels higher.
- Regenerate 2 hit points per round.
- Are immune to *charm*, *hold* and *sleep* spells that affect the living.
- May attempt to gate (summon) another fiend once per day, requiring a successful FEAT.

Bone Fiend

Chaotic Large True Fiend; CL 8

Armor Class: 20

Hit Dice: 7d8

FEAT: +9

Move: 40'

Combat: Bone hook (+7 to hit; 2d6 damage + see below)

These 8' tall fiends appear as monstrous skeletons. They attack with a great bone hook that, in addition to dealing damage, forces all living creatures struck by it to roll a FEAT or lose 1 point of STR for 1 turn. A target may suffer this effect multiple times. A target reduced to STR 0 dies.

Bone fiends can use either of the following spell abilities at will: *cause fear*; *invisibility*. Once per day, a bone fiend may roll a FEAT to attempt to gate a minor fiend (+4 to the attempt), another true fiend (no modifier), or an elder fiend (at -4 to the attempt).

A bone fiend regenerates 2 hit points per round.

Horned Fiend

Chaotic Large True Fiend; CL 9

Armor Class: 21

Hit Dice: 8d8

FEAT: +10

Move: 30' (fly 60')

Combat: 2 claws (+6 to hit; 1d4 damage) + 1 bite (+6 to hit; 1d6 damage)
+ tail swipe (+6 to hit; 1d4 damage + see below)
-or- flail (+6 to hit; 2d6 damage + see below)

These 9' tall fiends have monstrous features, reptilian wings, and huge horns. They attack either with a flurry of physical attacks or with a mighty flail that forces living targets to roll a FEAT or be paralyzed for 1d4 rounds. Their tail swipe causes living targets to roll a FEAT or suffer 1 point of damage per turn until magically healed.

Horned fiends can use either of the following spell abilities at will: *ESP*; *cause fear*. Once per day, a horned demon may roll a FEAT to attempt to gate a minor fiend (+4 to the attempt), another true fiend (no modifier), or an elder fiend (at -4 to the attempt).

A horned fiend regenerates 2 hit points per round.

Succubus

Chaotic Medium True Fiend; CL 7

Armor Class: 19

Hit Dice: 6d6

FEAT: +9

Move: 40' (fly 90')

Combat: 2 claws (+6 to hit; 1d4 damage)

The **succubus** appears as an attractive female with bat-like wings. She attacks with formidable claws, although prefers to *charm* foes and use them as pawns. Her charm is only effective against males. She can attempt to charm a mortal male within 60' once per turn (requiring a successful FEAT to resist), although by kissing a male she can attempt to charm at will, forcing the target to take -4 to the FEAT to resist.

Once per day, a succubus may roll a FEAT to attempt to gate a minor fiend (+4 to the attempt), another true fiend (no modifier), or an elder fiend (at -4 to the attempt).

A succubus regenerates 2 hit points per round.

Fiend, Elder

Elder fiends are creatures of terrible power, entities that may pre-date mankind. They can only be destroyed in their own realm, and that often proves quite difficult, as they surround themselves with exceptional protection, hiding in the darkest pits. All elder fiends:

- May only be struck by magical weapons; silver and iron have no effect upon them.
- Take damage from holy water as undead.
- Cannot be *compelled* as undead.
- Regenerate 3 hit points per round.
- Are immune to *charm*, *hold* and *sleep* spells that affect the living.
- May attempt to gate (summon) another fiend three times per day, requiring a successful FEAT each time.

Eye Tyrant

Chaotic Large Elder Fiend; CL 13

Armor Class: 19

Hit Dice: 11d8

FEAT: +12

Move: Fly 30'

Combat: 1 bite (+11 to hit; 2d8 damage) + special

The fearsome **eye tyrant** appears as a monstrous globe 6' in diameter, with a massive central eye and gaping maw. Atop its head protrude four eyes attached to tentacles.

The central eye projects a beam of *anti-magic* in a line 60' in front of it. This renders all magical items and devices inert while viewed by the eye, and makes spell casting impossible in front of the tyrant. This also cancels effects from the other eyes (see below) that would affect targets in front of the tyrant. Each eye has a different function:

1. Casts a *charm* that will affect any living creature, usable once per round.
2. Casts *cause moderate wounds*, usable once per round.
3. Casts *slow*, usable once per round.
4. Casts *disintegrate*, usable once per turn.

Any critical hit scored upon the eye tyrant with a melee weapon will sever one of the smaller eyes. Roll randomly to see which eye is affected. As all elder fiends do, an eye tyrant regenerates 3 hit points per round.

Three times per day, an eye tyrant may attempt to gate another fiend, either a true fiend (at +4 to the FEAT) or another elder fiend (requiring a normal FEAT).

Lamia

Chaotic Large Elder Fiend; CL 12

Armor Class: 20

Hit Dice: 10d8

FEAT: +11

Move: 30'

Combat: 4 swords (+10 to hit; 2d4 damage)
+ 1 tail (+10 to hit; 1d10 damage)

These monstrous female fiends have the upper bodies of mortal women but the lower bodies of snakes. **Lamia** have four arms, and wield huge scimitars in each hand, attacking with all four each round. Their tails constrict foes on a successful hit. A victim must make a STR check (target 20) to break free of the tail. Targets bound by the tail take damage every round until they break free or the lamia dies. Attempting to break free requires the constricted character to use an action. Those bound by a lamia's tail take -4 to hit rolls while so bound.

A lamia may cast any of the follow spells, once per turn: *charm person*; *darkness*; *detect invisible*.

Three times per day, a lamia may attempt to gate another fiend, either a true fiend (at +4 to the FEAT) or another elder fiend (requiring a normal FEAT).

Pit Fiend

Chaotic Huge Elder Fiend; CL 15

Armor Class: 22

Hit Dice: 13d10

FEAT: +13

Move: 60' (fly 120')

Combat: 2 swords (+13 to hit; 2d6 damage)
+ 1 tail (+13 to hit; 2d4 damage)

A 12' tall horror with huge bat-like wings and scaly red skin, the **pit fiend** is the embodiment of nightmares. These terrible fiends wield two swords and also lash out with a whip-like tail. Their tail swipe causes living targets to roll a FEAT or suffer 1 point of damage per round until magically healed.

Pit fiends regenerate 3 hit points per round.

The pit fiend may cast any of the following spells, once per turn: *detect magic*; *detect invisible*; *hold person*; *wall of flame*.

Three times per day, a pit fiend may attempt to gate another fiend, either a true fiend (at +4 to the FEAT) or another elder fiend (requiring a normal FEAT).



Fish, Huge Piranha

Neutral Medium Animal, CL 3

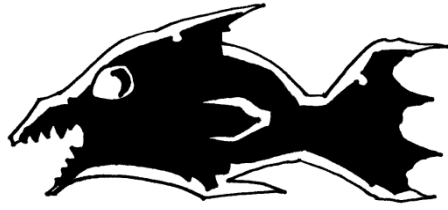
Armor Class: 13

Hit Dice: 3d6

FEAT: +7

Move: Swim 60'

Combat: 1 bite
(+3 to hit; 1d6 damage)



The 4' long **huge piranha** dwells in warm waters. These voracious eaters travel in schools of as many as 100 fish.

Fish, Giant Sturgeon

Neutral Large Animal, CL 8

Armor Class: 16

Hit Dice: 8d8

FEAT: +9

Move: Swim 60'

Combat: 1 bite (+8 to hit; 3d6 damage)

The 10' long **giant sturgeon** dwells in deep fresh waters, rolling a FEAT to *sneak* when moving along the muddy bottoms of lakes and deeper streams.

Gelatinous Cube

Neutral Large Monstrosity; CL 4

Armor Class: 11

Hit Dice: 4d8

FEAT: +8

Move: 30'

Combat: 1 tendril (+4 to hit; 2d4 damage + see below)

The gelatinous cube, a monster composed of a clear jelly, often appears as a 10'x10'x10' cube. It is hard to see, rolling a FEAT to *sneak*. A gelatinous cube eats decaying organic material, and sweeps through dungeons to collect such matter. The cube will also gather up coins, gems and other inorganic matter by accident. A successful hit paralyzes a living creature (that fails its FEAT) for 1 turn; paralyzed creatures suffer automatic damage every round thereafter.

A gelatinous cube may be harmed by fire and weapons, but cold and lightning actually heal it (do not roll a FEAT to attempt to resist; convert damage dealt to hit points restored). The cube destroys organic treasures (bags, rope, leather armor, wooden weapons).

Giants

Giants are huge, man-like monsters. They are intelligent and will negotiate or parlay rather than fighting when faced with formidable enemies. All giants can hurl large rocks as thrown weapons, dealing 3d6 damage.

Hill Giant

Chaotic Huge Humanoid; CL 8

Armor Class: 15

Hit Dice: 8d10

FEAT: +9

Move: 50'

Combat: 1 weapon (+8 to hit; 2d6 damage)

Hill giants (12' tall) live in hills and wild lands. Primitive and stupid, they wear animal skins and wield rudimentary weapons. Their range is 30' with rocks.

Stone Giant

Neutral Huge Humanoid; CL 9

Armor Class: 16

Hit Dice: 9d10

FEAT: +10

Move: 50'

Combat: 1 weapon (+9 to hit; 3d6 damage)

Stone giants (14' tall) live in mountains. They have naturally hard skin, and wield stone clubs in combat. They often take cave bears as pets. Their range is 60' with rocks.

Frost Giant

Chaotic Huge Humanoid; CL 10

Armor Class: 16

Hit Dice: 10d10

FEAT: +10

Move: 50'

Combat: 1 weapon (+10 to hit;
4d6 damage)

Frost giants (16' tall), living in cold climates, are immune to cold-based attacks. They often take winter wolves and polar bears as pets. Their range with rocks is 90'.



Fire Giant

Chaotic Huge Humanoid; CL 11

Armor Class: 17

Hit Dice: 11d10

FEAT: +11

Move: 50'

Combat: 1 weapon (+11 to hit; 5d6 damage)

Fire giants (18' tall) live in exceptionally hot climates like volcanoes, and are immune to fire-based attacks. They often take hydras or hellhounds as pets. Their range with rocks is 120'.

Cloud Giant

Neutral Huge Humanoid; CL 13

Armor Class: 17

Hit Dice: 13d10

FEAT: +12 (*sense* +14)

Move: 60'

Combat: 1 weapon (+13 to hit; 6d6 damage)

Cloud giants (20' tall) live at the peaks of mountains or within cloud fortresses. They have exceptional senses. They often take hippogriffs as pets. Their range with rocks is 150'.

Storm Giant

Lawful Huge Humanoid; CL 15

Armor Class: 18

Hit Dice: 15d10

FEAT: +13

Move: 60'

Combat: 1 weapon (+15 to hit; 7d6 damage)

Storm giants (22' tall) dwell in cloud fortresses or at the bottom of great seas. They love thunderstorms, and during such storms they can throw lightning bolts as level 10 human magic users, once every five rounds. They are immune to lightning. They often take gryphons (cloud castles) or giant crabs (underwater) as pets. Their range with rocks is 180'.

Gibbering Mouther

Neutral Large Monstrosity; CL 5

Armor Class: 18

Hit Dice: 4d8

FEAT: +8

Move: 10'

Combat: 6 bites (+4 to hit; 1 point per round) + see below

The horrid **gibbering mouther** is a 10' wide gelatinous amoeba with dozens of eyes and hungry mouths. Its constant gibbering forces all living creatures within 60' to roll a FEAT or suffer *confusion* for 1 turn. It can bite up to 6 times per round against any target in melee range. A successful bite latches to the target, dealing 1 hp per round until either the victim or mouther is dead.

Ghost

Lawful, Neutral or Chaotic Medium Spirit; CL 10

Armor Class: 19

Hit Dice: 10d6

FEAT: +11

Move: 30'

Combat: 1 touch (+10 to hit; 2d4 damage) + possession

A **ghost** is the spirit of a mortal that has been left behind, consigned to the realm of the living due to some curse. A ghost can travel through solid objects at will. A ghost can only be affected by magic and magical items.

In addition to dealing damage, its touch forces the target to roll a FEAT or age 1d4 x10 years. Once per turn, a ghost may attempt to possess a living creature within 60'. If the target fails its FEAT, the ghost takes possession of the living creature, controlling its body and assuming all of its abilities, including spell casting. The ghost will be cast out of the host's body when it reaches 0 hit points. *Raise the dead* forces the ghost to roll a FEAT or be cast out. Ghosts are immune to *charm*, *hold* and *sleep* spells affecting the living.

Gnoll

Chaotic Large Humanoid; CL 2

Armor Class: 14

Hit Dice: 2d8

FEAT: +6

Move: 30'

Combat: 1 weapon (+2 to hit; 1d6+1 damage)

Gnolls, 7' tall humanoid creatures with the heads of hyenas, have great strength but low intellect, leading them to bully weaker creatures.

Goblinoids

A degenerate humanoid race, the various goblin species are a common blight upon the lands of law and order. All goblinoids have *darkvision* to 90'.

Common Goblin

Chaotic Medium Humanoid; CL ½

Armor Class: 13

Hit Dice: 1d6

FEAT: +4

Move: 20'

Combat: 1 weapon (+1 to hit; 1d6 damage)

Common goblins, earthy, degenerate creatures averaging 3' tall, live underground in crude tunnel systems. They wear rudimentary hide armor and wield short swords and short bows. In full daylight they take a -1 penalty to attack rolls. They sometimes take dire wolves as steeds. If in the presence of their king (a goblin of 3d6 HD or more), goblins take +4 to *morale* FEATS.

Hobgoblin

Chaotic Medium Humanoid; CL 2

Armor Class: 13

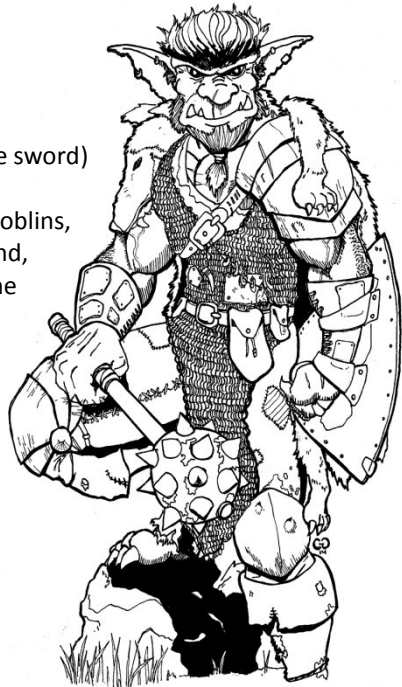
Hit Dice: 2d6

FEAT: +6

Move: 30'

Combat: 1 weapon (+2 to hit;
1d6 damage bow/1d8 damage sword)

Hobgoblins are larger, meaner relatives of goblins, averaging 6' tall. They also dwell underground, but take no penalties in daylight. When in the presence of their king (a hobgoblin of 5d6 HD or more), hobgoblins take +4 to *morale* FEATS.



Bugbear

Chaotic Large Humanoid; CL 3

Armor Class: 14

Hit Dice: 3d8

FEAT: +7

Move: 40'

Combat: 1 weapon (+3 to hit;
1d8+1 great club or 1d6+1 spear)

Bugbears, 7' tall, hairy goblins, dwell underground and in ruins. In spite of their great size, they move quite silently, able to *sneak* as a FEAT roll. Their great strength gives them a bonus to melee damage.

Golems

Animated through lost magic, golems are powerful creatures that do not eat, sleep or breathe; they obey simple commands of their makers without question.

Golem, Wood

Neutral Medium Construct; CL 2

Armor Class: 12

Hit Dice: 2d6

FEAT: +7

Move: 30'

Combat: 1 fist (+2 to hit; 1d6 damage)

Wood Golems are crude man-like figures averaging 3' tall. They take -2 to FEATS vs. fire, but are immune to cold.

Golem, Flesh

Neutral Large Construct; CL 6

Armor Class: 15

Hit Dice: 6d8

FEAT: +9

Move: 30'

Combat: 2 fists (+6 to hit; 2d4 damage)

Flesh Golems are patchwork creations of multiple corpses. They take -2 to FEATS vs. fire. They are afraid of fire, and tend to resent the living.



Golem, Stone

Neutral Large Construct; CL 10

Armor Class: 18

Hit Dice: 10d8

FEAT: +11

Move: 40'

Combat: 2 fists (+10 to hit; 2d6 damage)

Stone Golems are animated statues of man-like figures averaging 10' tall. They are immune to non-magical weapons and attacks. Once per turn, the stone golem will breathe a gas forcing all living creatures in a 30' cloud in front of the golem to roll a FEAT or be *slowed* (as the spell) for 1 turn.

Golem, Iron

Neutral Huge Construct; CL 14

Armor Class: 21

Hit Dice: 14D10

FEAT: +13

Move: 40'

Combat: 2 fists (+14 to hit; 3d6 damage)

Iron Golems appear as mighty 12' tall humanoid statues of cast iron. They are immune to non-magical weapons and attacks. Once per turn, the iron golem will breathe a gas forcing all living creatures in a 30' wide cloud in front of the golem to roll a FEAT or die from the noxious poison.

Gorgon

Chaotic Large Beast; CL 9

Armor Class: 12

Hit Dice: 8d8

FEAT: +10

Move: 40'

Combat: 1 gore (+8 to hit; 2d6 damage) + petrification

The **gorgon**, a magical, armor-plated, bull-like creature, dwells in hills and grasslands. It will charge with its horns or breathe a cloud of vapor 60' long and 10' wide. Creatures caught in the breath of the gorgon must roll a FEAT or be petrified.

Grab Grass

Neutral Medium Monstrosity; CL 1

Armor Class: 10

Hit Dice: 1d6 (per 5' square)

FEAT: +4

Move: None

Combat: See below

Grab grass is an enchanted form of long grass that seeks to hold and confine any living creature that moves through it. Any creature moving through grab grass must make a STR check (target 20) or be stuck and unable to move until a successful check is made. A new check may be attempted every round, but that is the only action allowed that round. Those bound by grab grass suffer 1 point of damage per round, and take -2 to all actions while so bound.

Gray Ooze

Neutral Large Monstrosity; CL 3

Armor Class: 11

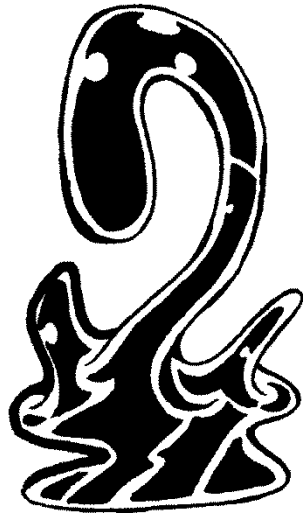
Hit Dice: 3d8

FEAT: +8

Move: 10'

Combat: 1 tendril (+3 to hit; 2d8 damage)

The **gray ooze** is a seeping horror that appears as wet stone, able to move stealthily (*sneak* +12) when in dungeons and other underground locales. It secretes an acid that deals 2d8 damage if it touches bare skin. This acid will dissolve normal weapons and armor in 1 round, and magic items after 1 turn of contact. After the first hit, the ooze sticks to its victim, beginning to eat through armor, and dealing 2d8 damage per round automatically. Gray ooze cannot be harmed by cold or fire, but can be harmed by weapons and lightning. Any treasure it has will consist entirely of gemstones or items made of stone; all other items will have been destroyed by the ooze.



Green Slime

Neutral Large Monstrosity; CL 2

Armor Class: 10

Hit Dice: 2d8

FEAT: +7

Move: 3'

Combat: 1 drip or touch (+2 to hit; 1d8 damage)

Green slime cannot be harmed by any attack except for fire or cold. It dissolves cloth or leather instantly, wood and metal in 6 rounds, but cannot dissolve stone. Green slime often clings to walls and ceilings attempting to surprise foes (rolling to *sneak* as a FEAT). Once it successfully attacks, green slime sticks to its target, dealing damage every round. It cannot be scraped off, but must be burned off; a *cure malady* spell destroys it immediately. A creature killed by green slime will (in 1d6 turns) be reborn as a green slime. Burning the slime while it is on a victim deals the same damage to both the slime and the victim.

Gryphon

Neutral Large Beast; CL 7

Armor Class: 14

Hit Dice: 7d8

FEAT: +9

Move: 40' (fly 90')

Combat: 2 claws (+7 to hit; 1d4 damage) + 1 bite (+7 to hit; 2d8 damage)

The **gryphon**, a large monster with the foreparts of an eagle and body of lion, dwells in mountains and hills. They favor the taste of horseflesh, and are strong enough to carry off a horse to their nests high amid rocky crags.

Hag

Chaotic Medium Humanoid; CL 11

Armor Class: 16

Hit Dice: 10d6

FEAT: +11

Move: 30'

Combat: 2 claws (+10 to hit; 2d4 damage) + spells

Hags appear as ugly human females, but are in fact monstrous foes. Hags have the spell casting abilities of both a cleric 10 and a magic user 10, but will only use spells that cause harm or inflict suffering. In addition, they are able to *compel undead* as a human cleric 10. Hags are immune to the powers of undead. Some hags may breathe underwater, living at the bottoms of desolate bogs. Hags are immune to *charm*, *hold* and *sleep* spells that affect the living.

Harpy

Chaotic Medium Beast; CL 3

Armor Class: 12

Hit Dice: 3d6

FEAT: +7

Move: 20' (fly 50')

Combat: 2 claws (+3 to hit; 1d4 damage) + 1 club (+3 to hit; 1d6 damage)

The hideous **harpy** has the upper torso of a woman but the body of a huge vulture. Its song forces any living listener (within 60') to roll a FEAT or suffer the effects of a *charm person* spell. A successful FEAT resists the charm for 1 turn.

Herd Animal

Neutral Small to Large Animals; CL 1-4

Armor Class: 12

Hit Dice: 1d4 to 4d8

FEAT: +5 (HD 1-2) to +6 (HD 3-4)

Move: 40' (typical)

Combat: Various (+1 to +4 to hit; 1d4 to 1d8 damage)

Herd animals represent the range of common grazing animals: deer, elk, etc.

Hippogriff

Neutral Large Beast; CL 3

Armor Class: 14

Hit Dice: 3d8

FEAT: +8

Move: 40' (fly 120')

Combat: 2 claws (+3 to hit; 1d4 damage) + 1 bite (+3 to hit; 1d10 damage)

The **hippogriff**, a large monster with the foreparts of an eagle and body of a horse, dwells in mountains and hills. It has natural enmity with pegasi.

Horse, Draft or Riding

Neutral Large Animal; CL 2

Armor Class: 12

Hit Dice: 2d8

FEAT: +6

Move: 60'

Combat: 2 hooves (+2 to hit; 1d4 damage each)

These common varieties of **horses** may be used for all manner of domestic tasks; they will not engage in combat willingly. Such horses cost 50 sp.

Horse, War

Neutral Large Animal; CL 3

Armor Class: 12

Hit Dice: 3d8

FEAT: +7

Move: 60'

Combat: 2 hooves (+3 to hit; 1d6 damage each)

Unlike other horses, **war horses** will engage in combat. A war horse can wear barding (cost 250 silver) that improves its AC to 15. A war horse costs 250 sp.

Hydra

Neutral Huge Beast; CL 6 to 13

Armor Class: 14

Hit Dice: 5d10 to 12d10

FEAT: +8 to +11 (5 + ½ HD, rounded up)

Move: 40'

Combat: 1 bite per head (+5 to +12 to hit; 1d10 damage each)

The **hydra**, a fearsome serpent with many heads, dwells in ruins and dark lands. For every 10 points of damage the hydra takes, one of its heads ceases attacking. Varieties of hydra have been encountered that breathe fire or cold (as a dragon's breath), that have poisonous bites, that swim (40'), that fly with bat-like wings (fly 60'), or that regenerate 3 points per round, re-growing heads that are severed (unless fire is applied to the neck).

Insect Swarm

Neutral Insects; CL 1 to 4

Armor Class: 12

Hit Dice: 1d6 to 4d6

FEAT: +5

Move: 30' (fly 60')

Combat: 1 point of damage per round, per hit die

An **insect swarm** is a community of biting, stinging tiny pests that work together. They often fill an area up to 10'x30', dealing damage automatically to all creatures within the swarm. They are unaffected by normal weapons, but a torch swung at the swarm deals 1 point of damage, and area of effect spells (including *sleep*) affect the entire swarm and deal full damage. Smoke will force the swarm to roll a FEAT or flee. A character can try to run out of a swarm or dive underwater (suffering damage for 1 more round thereafter).

A swarm deals its HD in damage each round: a swarm of HD 4d6 deals 4 points of damage per round to all living creatures within it.

Kobold

Chaotic Small Humanoid; CL ½

Armor Class: 12

Hit Dice: 1d4

FEAT: +4

Move: 20'

Combat: 1 weapon (+0 to hit; 1d4 damage)

Small, evil, dog-like humanoids, **kobolds** dwell in tunnels and caverns. They fight with crude swords or small javelins. Their leaders may be as powerful as 3d4 hit dice. All kobolds can *sneak* as a FEAT.

Lair Lurker

Neutral Large Monstrosity; CL 10

Armor Class: 14

Hit Dice: 10d10

Feat: +10

Move: 10'

Combat: See below

The **lair lurker** is a large, flat carnivore that resembles stone, stretching to fill an area almost 20' wide. It dwells underground in dungeons, affixing itself to floors, walls and ceilings.

It will attempt to surprise living creatures, rolling a *sneak* FEAT. If successful, it attacks at +2, targeting all creatures in a 10' radius. Those struck are wrapped inside of the lurker, suffering 1d6 damage per round. Creatures inside take -4 to all attack and action rolls due to the powerful grip of the creature. Attacks upon the lair lurker from outside have a 3 in 6 chance of also dealing half damage to 1 or more of the victims within, depending on the attack form. For example, a *fireball* cast upon a lair lurker will affect those inside 50% of the time, dealing half damage (or ¼ damage on a successful FEAT).

Lycanthrope

Lycanthropes are humans who can assume the form of beasts. They do not wear armor. Any lycanthrope can summon 1d4 normal creatures of its type once per turn; these allies arrive in 1d4 rounds. A lycanthrope presented with wolfsbane must roll a FEAT or flee for 1 turn. When killed, a lycanthrope resumes its human form.

Any character who suffers more than half of its hit points in damage from a lycanthrope's physical attacks (claw, bite, tusk) must roll a FEAT or suffer the curse of lycanthropy, becoming a lycanthrope of the appropriate type at the next full moon.

Wererat

Chaotic Medium Lycanthrope; CL 3

Armor Class: 12

Hit Dice: 3d6

FEAT: +8

Move: 40'

Combat: 1 bite (+3 to hit; 1d4 dmg.) or 1 weapon (+3 to hit; 1d6 dmg.)

Wererats often appear in a hybrid man/rat form, wielding weapons. They may roll a FEAT to *sneak*. Wererats often dwell in the sewers of larger cities.

Werewolf

Chaotic Medium Lycanthrope; CL 4

Armor Class: 14

Hit Dice: 4d6

FEAT: +8

Move: 60'

Combat: 2 claws (+4 to hit; 1d4 damage) + 1 bite (+4 to hit; 2d4 damage)

Werewolves tend to hunt in packs, often traveling with normal wolves in wild lands.

Wereboar

Chaotic Medium Lycanthrope; CL 5

Armor Class: 15

Hit Dice: 5d6

FEAT: +9

Move: 40'

Combat: 1 tusk (+5 to hit; 2d6 damage)

Wereboars tend to be anti-social, dwelling in isolation in remote lands.

Werebear

Neutral Large Lycanthrope; CL 6

Armor Class: 16

Hit Dice: 6d8

FEAT: +9

Move: 60'

Combat: 2 claws (+6 to hit; 2d4 damage) + 1 bite (+6 to hit; 2d8 damage)

Werebears prefer the company of other bears, but may be friendly if approached carefully.

Manscorpion

Chaotic Large Humanoid; CL 7

Armor Class: 18

Hit Dice: 6d8

FEAT: +8

Move: 40'

Combat: 1 weapon (+6 to hit; 2d6 damage)
+ tail sting (+6 to hit; 1d8 damage + poison)

The **manscorpion** is a horrid combination with the torso of a brutish human and the lower body of a scorpion. The creature attacks with a huge spear and also with its poisonous tail stinger. Living creatures struck by the tail must roll a FEAT or die from the virulent poison.

Medusa

Chaotic Medium Beast; CL 5

Armor Class: 11

Hit Dice: 4d6

FEAT: +8

Move: 40'

Combat: 1 bite or 1 weapon (+4 to hit; 1d6 damage) + special

The **medusa**, a monstrous female with live snakes growing from her head, forces victims who look at her to roll a FEAT or be petrified. If she sees her own reflection, a medusa must roll a FEAT or be turned to stone. A character in combat with a medusa will automatically meet its gaze unless intentionally avoiding it; avoiding the gaze imposes -4 to attack rolls. If viewing only the reflection of the medusa, reduce the penalty to -2. A surprised character automatically meets the gaze.



A medusa will often carry a short bow, coating it with a weak poison from her venomous hair that forces those suffering damage from its arrows to roll a FEAT (at +2) or die.



Minotaur

Chaotic Large Beast; CL 6

Armor Class: 13

Hit Dice: 6d8

FEAT: +8

Move: 40'

Combat: 1 gore (+6 to hit;
1d6 damage) + 1 bite
(+6 to hit; 1d6 damage)
-or- 1 weapon (+6 to hit;
1d8+2 damage)

The **minotaur**, a large humanoid with a bull's head, eats humans. It will attack any creature it perceives as weaker, and will not relent. They prefer to wield axes and great spears, dealing 1d8+2 damage. All minotaur dwell in tunnels or mazes, and have perfect senses of direction.

Naga, Dark

Chaotic Large Beast; CL 10

Armor Class: 15

Hit Dice: 9d8

FEAT: +11

Move: 40'

Combat: 1 bite (+9 to hit;
2d6 damage + poison)

The **dark naga**, a cruel foe with the body of a serpent and head of a human, plots against mortals. Its bite forces targets to roll a FEAT or die. In addition to its poison bite, the dark naga has the spell casting abilities of a human magic user 7, and will always have *charm person* and *hold person* prepared.



Ochre Jelly

Neutral Large Monstrosity; CL 5

Armor Class: 11

Hit Dice: 5d8

FEAT: +9

Move: 10'

Combat: 1 tendril (+5 to hit; 2d6 damage)

The **ochre jelly**, a giant amoeba, can only be harmed by fire or cold. It can seep through small cracks, destroying wood, leather, and cloth in 1 round. It cannot affect metal or stone. Weapons and spells (dealing damage types other than flame or cold) used against it only split the ochre jelly into 2 smaller creatures, each of 2d6 HD that deals 1d6 damage.

Ogre

Chaotic Large Humanoid; CL 4

Armor Class: 14

Hit Dice: 4d8

FEAT: +7

Move: 40'

Combat: 1 great club (+4 to hit; 1d8+3 damage)

Ogres, fearsome giant-kin, average 8-10' tall. They wear animal skins for clothes and often live in caves. In addition to possessing standard treasure in their lair, each ogre carries 3d6 gold coins at all times.

Ogre Mage

Chaotic Large Humanoid; CL 6

Armor Class: 14

Hit Dice: 5d8

FEAT: +9

Move: 40'

Combat: 1 sword (+5 to hit; 1d10 damage) or spell

A mystical creature native to another realm, the **ogre mage** bears a passing resemblance to the normal ogre, but has little else in common. It is clever and careful, in addition to wielding great strength and magical powers. The ogre mage may use each of the following spells once per day: *charm person*, *darkness*, *fly*, *ice storm*, *invisibility*, *phantasmal force*, *sleep*.

Ore Eater

Neutral Medium Beast; CL 5

Armor Class: 17

Hit Dice: 5d6

FEAT: +8

Move: 40'

Combat: 1 bite (+5 to hit; 1d6 damage + special)

The armadillo-like **ore eater** consumes iron ore that has rusted. On a successful attack, it will cause metal to turn to rust immediately. Magical items are allowed to roll a FEAT to resist, at its magical rating +2; a sword +2 takes +4.

Ork

Chaotic Medium Humanoid; CL 1

Armor Class: 13

Hit Dice: 1d6

FEAT: +5

Move: 30'

Combat: 1 weapon (+1 to hit; 1d8 damage)

A militant and violent race of humanoids, **orks** form large armies and mighty empires, seeking military power over, and enslavement of, all other creatures.

Owl Bear

Neutral Large Beast; CL 5

Armor Class: 14

Hit Dice: 5d8

FEAT: +8

Move: 40'

Combat: 2 claws (+5 to hit; 1d6 damage) + 1 bite (+5 to hit; 1d8 damage)

An **owl bear** is a huge bear-like creature with the head of an owl. If it hits with both claws against a foe, it will hug for 2d8 damage each round thereafter.

Pegasus

Lawful Large Beast; CL 3

Armor Class: 13

Hit Dice: 3d8

FEAT: +8

Move: 60' (fly 120')

Combat: 2 hooves (+3 to hit; 1d6 damage each)

The **pegasus** is a noble winged horse that is exceptionally difficult to tame.

Pocket Dragon

Neutral Small Beast; CL 2
Armor Class: 16
Hit Dice: 2d4
FEAT: +6
Move: 20' (fly 60')
Combat: 1 bite (+2 to hit; 1d6 damage)
or breath weapon



A 3' long cousin of a true dragon, the **pocket dragon** has a breath weapon that can deal up to 4d6 damage per turn, no more than 2d6 with one breath. This is a stream of elemental energy 20' long. Pocket dragons of flame, frost and lightning have been encountered.

Rat, Dire

Neutral Small Animal; CL ½
Armor Class: 12
Hit Dice: 1d4
FEAT: +4 (*sense* +6)
Move: 20' (swim 20')
Combat: 1 bite (+0 to hit; 1d3 damage + disease)

2' **dire rats** are a common nuisance in all lands inhabited by man and his ilk. Those bit by a dire rat must roll a FEAT or fall sick for 1d6 days, taking -1 to CON.

Remorhaz

Chaotic Huge Beast; CL 8
Armor Class: 18
Hit Dice: 7d10
FEAT: +9 (*sense* +13)
Move: 60' (burrow 30')
Combat: 1 bite (+7 to hit; 2d8 damage) + see below

The mighty **remorhaz**, an aggressive polar predator, burrows through snow and ice. While hiding in snow, the remorhaz may roll a FEAT to *sneak*.

In combat, the remorhaz will emit exceptional heat, dealing 1d6 damage to all targets engaged in melee combat, and forcing all foes to roll a FEAT or have non-magical weapons destroyed against the hide of the creature. On a successful attack roll of 19 or 20, the remorhaz swallows a medium or smaller creature whole, dealing 2d4 damage each round thereafter to the swallowed victim. Swallowed targets attack the remorhaz at -2.



Rot Creeper

Neutral Medium Insect; CL 3

Armor Class: 12

Hit Dice: 3d6

FEAT: +7

Move: 30'

Combat: 1 bite (+3 to hit; 1d4 damage + paralysis)

The dread **rot creeper** is a long, fat worm with many legs. Although its bite is relatively weak, its maw is surrounded by 2' tentacles that force any living creature it bites to roll a FEAT or be paralyzed for 1 turn.

Shadow

Chaotic Medium Fiend; CL 3

Armor Class: 13

Hit Dice: 2d6

FEAT: +7

Move: 30'

Combat: 1 claw (+2 to hit; 1d4 damage + special)



Shadows, non-corporeal spirits, exhibit great cunning. They can only be harmed by magical weapons. Their dark, shadowy form grants +9 to *sneak* rolls. On a successful strike, a shadow drains 1 point of strength unless the target makes a FEAT; lost strength returns at a rate of 1 point per turn. Any living creature reduced to STR 0 becomes a shadow in 1d4 days. They are unaffected by *sleep* and *charm* spells, but are not undead, and cannot be *compelled* by clerics.

Shrew, Giant

Neutral Medium Animal; CL 1

Armor Class: 15

Hit Dice: 1d6

FEAT: +6

Move: 60'

Combat: 2 bites (+1 to hit; 1d4 damage)

Giant shrews look like brown-furred rats with large snouts, able to burrow, climb or jump (up to 5'). They dwell underground. Their weak eyes are unaffected by light in any way; they travel using bat-like sonar, able to 'see' up to 60' in all directions. An *aura of silence* spell will 'blind' a shrew, forcing it to take -2 to AC and -4 to attack rolls. Their quickness grants them +4 to initiative. The attack of a giant shrew is so ferocious that its first strike will *cause fear* as the spell against any foe in melee combat with it (targets take +2 to the FEAT).

Shrieker

Neutral Small Fungus; CL 2

Armor Class: 12

Hit Dice: 2d4

FEAT: +5

Move: 3'

Combat: None (see below)

A magical form of mushroom that grows underground, **shriekers** average between 1' and 3' tall. When a creature passes within 10', the shrieker emits a piercing shriek that lasts for 1d4 rounds. Those who make a *sneak* FEAT (target 20) may move by a shrieker unnoticed. A shrieker is often indistinguishable from other common underground fungi, and can only be identified on a successful *sense* FEAT at -4.

Living targets within 30' of its wail must roll a FEAT or take -2 to all actions for 1 turn due to disorientation from the loud shriek. Some underground creatures savor the taste of shriekers, and will be drawn by the sound they emit.

Snakes

Snakes are common predators, adapting themselves to a wide range of climates. Snakes appear in two varieties: constrictors and poisonous snakes.

A **constrictor** will wrap itself around a victim, dealing automatic squeeze damage every round thereafter. A victim must make a STR check (target 20) to break free. Targets bound by a constrictor take damage every round (based on the size of the snake) until they break free or the snake dies. Attempting to break free requires the constricted character to use an action. Those bound by a constrictor take -4 to hit rolls while so bound.

Poisonous snakes inject a poison with their bite that forces a FEAT roll. Those who fail the FEAT die in 1d10 rounds.

A poisonous snake has a 1 in 6 chance of being a **spitting snake**. In addition to the deadly bite of a standard poisonous snake, it can also spit up to 10'; this spit (requiring a successful attack roll) forces the target to roll a FEAT (based on size, as above) or be blinded. This blindness can be healed with *cure malady*.

Snake, Normal

Neutral Medium Animal; CL 1

Armor Class: 12

Hit Dice: 1d8

FEAT: +6

Move: 30'

Combat: 1 bite (+1 to hit; 1d4 damage); constrictor squeeze 1d6

Normal snakes average 6' long. The normal poisonous snake allows targets to roll a FEAT at +4; the normal constrictor allows the target to take +4 to the STR check to break free.

Snake, Large

Neutral Large Animal; CL 3

Armor Class: 13

Hit Dice: 3d8

FEAT: +7

Move: 30'

Combat: 1 bite (+3 to hit; 1d6 damage);
constrictor squeeze 1d8

Large snakes average 12' long. The large poisonous snake allows targets to roll a FEAT at +2; the large constrictor allows the target to take +2 to the STR check to break free.



Snake, Huge

Neutral Large Animal; CL 5

Armor Class: 14

Hit Dice: 5d8

FEAT: +8

Move: 40'

Combat: 1 bite (+5 to hit; 1d8 damage); constrictor squeeze 1d10

Huge snakes average 20' long. The huge poisonous snake forces a normal FEAT; the huge constrictor forces a normal STR check to break free.

Snake, Gargantuan

Neutral Huge Animal; CL 8

Armor Class: 15

Hit Dice: 7d10

FEAT: +9

Move: 40'

Combat: 1 bite (+7 to hit; 1d10 damage); constrictor squeeze 2d6

Gargantuan snakes average 30' long. The gargantuan poisonous snake forces targets to roll a FEAT at -2; the gargantuan constrictor forces the target to take -2 to the STR check to break free.

Sphinx

Lawful, Neutral or Chaotic Huge Beast; CL 11

Armor Class: 19

Hit Dice: 10d10

FEAT: +11

Move: 60' (fly 120')

Combat: 2 claws (+10 to hit; 2d6 damage)
+ 1 bite (+10 to hit; 3d6 damage)

A large, winged creature possessing the body of a lion, the wings of an eagle, and the head of a giant, the **sphinx** is terrible to behold. The sphinx has the casting abilities of a cleric 10 (if female) or a magic user 10 (if male). In addition to spells and its physical attacks, a sphinx may roar once per turn (its only action that round), forcing all living creatures within 60' to roll a FEAT or flee for 1d6 turns.

Although a sphinx may be of any alignment, and despite a preference for the flesh of humans and their ilk, all sphinx have an affinity for riddles, and will trade in riddles with adventurers in preference to attacking.

Spider, Monstrous

Monstrous spiders are common threat in all areas. All monstrous spiders are web builders. Their webs affect those trapped within as a *web* spell. They are immune to this effect, and can move through webs at normal movement.

All monstrous spiders have the ability to *sneak* as a FEAT roll, and will try to surprise their prey.

A living creature bit by a monstrous spider must roll a FEAT or be paralyzed for 1d4 turns. The poison of a small spider (2' long) is especially weak, granting +4 to the FEAT; the medium (4' long) spider's poison grants +2 to the FEAT; the large (6' long) spider's poison grants no bonus to the FEAT. The huge (8' long) spider forces the victim to roll this FEAT at -2.

1 in 20 monstrous spiders is a **phase spider**, able to *blink* up to 60' in a single round. This ability is usable three times per turn; a spider can blink and attack in the same round, taking -2 to its subsequent attack roll.



Spider, Small

Neutral Medium Insect; CL 1
Armor Class: 12
Hit Dice: 1d6
FEAT: +6
Move: 40'
Combat: 1 bite (+1 to hit;
1d6 damage + poison)

Spider, Large

Neutral Medium Insect; CL 3
Armor Class: 14
Hit Dice: 3d6
FEAT: +7
Move: 40'
Combat: 1 bite (+3 to hit;
1d10 damage + poison)

Spider, Medium

Neutral Medium Insect; CL 2
Armor Class: 13
Hit Dice: 2d6
FEAT: +6
Move: 40'
Combat: 1 bite (+2 to hit;
1d8 damage + poison)

Spider, Huge

Neutral Large Insect; CL 4
Armor Class: 15
Hit Dice: 4d8
FEAT: +7
Move: 40'
Combat: 1 bite (+4 to hit;
1d12 damage + poison)

Sprite

Neutral Small Faerie; CL 1
Armor Class: 12
Hit Dice: 1d4
FEAT: +6
Move: 20' (fly 40')
Combat: 1 dagger (+1 to hit; 1d4 damage)

Sprites, small winged people averaging 1' tall, are cousins to elves and pixies. They exhibit great curiosity and a sense of humor.

Five or more sprites working together can cast a *curse* spell (the reverse of *remove curse*). Sprites are mischievous but not particularly aggressive, and will flee rather than fight if hard pressed.

Stirge

Neutral Small Beast; CL ½

Armor Class: 12

Hit Dice: 1d4

FEAT: +5

Move: 10' (fly 60')

Combat: 1 bite (+0 to hit; 1d3 damage + see below)

The **stirge**, a birdlike creature with a long beak, feeds on the blood of its victims. A stirge that successfully hits deals 1 hp per round thereafter as it sucks blood until either it or its victim is dead. A flying stirge takes +2 to its first attack from a speedy dive.

Troglodyte

Chaotic Medium Humanoid; CL 2

Armor Class: 14

Hit Dice: 2d6

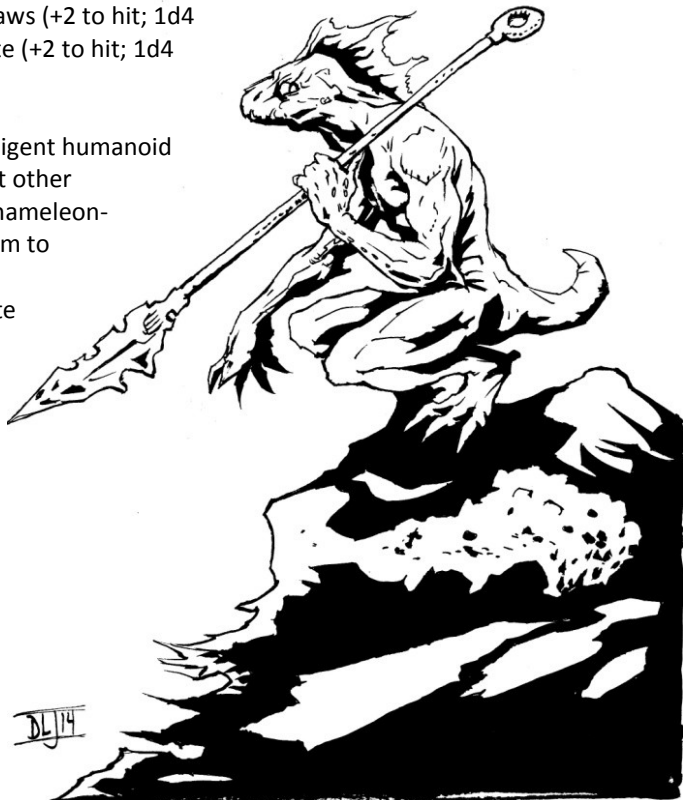
FEAT: +6 (*sneak* +8)

Move: 40' (swim 40')

Combat: 2 claws (+2 to hit; 1d4 damage) + 1 bite (+2 to hit; 1d4 damage)

Troglodytes, intelligent humanoid reptiles, hate most other creatures. Their chameleon-like powers all them to *sneak* at +8.

Troglodytes secrete an oil that forces those within 10' to roll a FEAT or take -2 to attack rolls while in hand-to-hand combat with a troglodyte due to severe nausea.



Troll

Chaotic Large Humanoid; CL 7

Armor Class: 15

Hit Dice: 6d8

FEAT: +8

Move: 40'

Combat: 2 claws (+6 to hit; 1d6 damage) + 1 bite (+6 to hit; 1d10 damage)

Loathsome, thin and rubbery, **trolls** stand 8' tall. They dwell in wild lands, feasting on the flesh of other living creatures.

A troll has the power to regenerate. At the beginning of every round, a troll regenerates 3 hit points; even a dead troll will return to life once it reaches 1 or more hit points. Trolls will even re-grow lost appendages. Trolls cannot regenerate damage from flame or acid, and a troll killed with flame or acid will remain dead.

The Undead

Undead are the remains of the deceased infused with unholy power. All undead are immune to *sleep*, *charm* and *hold* spells that target the living. They cannot be poisoned and do not breathe. The lesser undead retain none of the powers or abilities they had in life, and may only have dim memories of their time as mortals. Undead never check morale.

Some of the more powerful undead inflict an *energy drain* which causes a creature struck by the undead to lose experience points equal to 10 x the HD of the undead. A successful FEAT negates this effect.

Skeleton

Chaotic Medium Undead; CL 1

Armor Class: 12

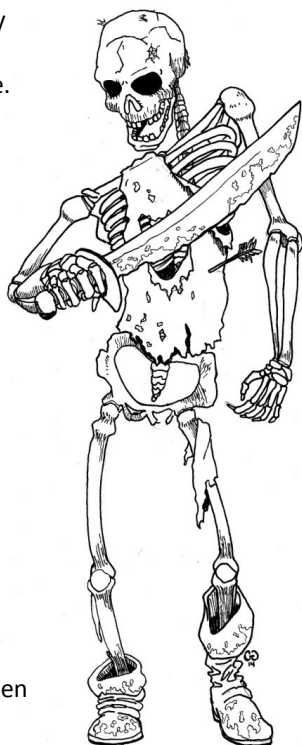
Hit Dice: 1d6

FEAT: +6

Move: 20'

Combat: 1 claw (+1 to hit;
1d4 dmg.) -or- weapon
(+1 to hit; 1d6 dmg.)

Animated **Skeletons** often lurk near graveyards, dungeons and other deserted places. They are often used as guards by chaotic clerics and magic users.



Zombie

Chaotic Medium Undead; CL 2

Armor Class: 11

Hit Dice: 2d6

FEAT: +6

Move: 20'

Combat: 1 claw (+2 to hit; 1d6 damage)

Zombies, as mindless animated corpses of humans, demi-humans and humanoids, are often placed to guard treasures or used to perform mundane tasks. They can follow simple directions. Zombies always lose initiative.

Ghoul

Chaotic Medium Undead; CL 3

Armor Class: 13

Hit Dice: 3d6

FEAT: +8

Move: 40'

Combat: 2 claws (+3 to hit; 1d6 damage)

Ghouls, dwelling in crypts and tombs, hunger for the brains of the living. A living creature struck by a ghoul must roll a FEAT or be paralyzed for 2d4 rounds; elves are immune to this effect.

Wight

Chaotic Medium Undead; CL 5

Armor Class: 14

Hit Dice: 4d6

FEAT: +8

Move: 40'

Combat: 2 claws (+4 to hit; 1d6 damage)

Wights, undead spirits indwelling human, demi-human or humanoid corpses, can only be hit by magic or magical weapons. Wights retain fragments of memories from their mortal lives, albeit warped and twisted by darkness. A wight may continue to possess abilities it possessed in life as well (arcane magic, thief skills, etc.). Wights will have the hit dice they had in life, if better than 4d6.

Wraith

Chaotic Medium Undead; CL 6

Armor Class: 16

Hit Dice: 5d6

FEAT: +9

Move: 40'

Combat: 2 claws (+5 to hit; 1d8 damage)

Wraiths are semi-corporeal spirits that can move through solid objects. They can only be struck by magic or magical weapons. A wraith causes an *energy drain* on a successful hit, draining 50 xp unless the target makes a FEAT roll.

Mummy

Chaotic Medium Undead; CL 7

Armor Class: 16

Hit Dice: 6d6

FEAT: +10

Move: 40'

Combat: 1 touch (+6 to hit; 2d4 damage + disease)

Mummies are the preserved remains of powerful creatures. Their touch forces the target to roll a FEAT or suffer a terrible disease called *mummy rot* that makes magical healing impossible. *Remove curse* will neutralize this.

Vampire

Chaotic Medium Undead; CL 8

Armor Class: 17

Hit Dice: 7d6

FEAT: +11 (*sense* +13)

Move: 40' (fly 60')

Combat: 2 claws (+7 to hit; 2d6 damage + energy drain)

Vampires are powerful undead under a terrible curse. They can only be struck by magic or magical weapons. A vampire regenerates 3 hp per round. It causes an *energy drain* on a successful hit, draining 70 xp unless the target rolls a FEAT.

At will, a vampire can change form to a dire wolf, a giant bat, or a gaseous cloud. In this last form, it moves at 60' and cannot be harmed. It often uses its gaseous form to return to its crypt and recover. A vampire can summon 10d6 hit points of rats, normal bats, or normal wolves once per turn.

Vampires often retain the memories and abilities from their mortal lives (including magic use and thief abilities), although these have been twisted by darkness. Creatures of better than 7d6 HD will have the HD they had in life.

A vampire can only be destroyed if its coffin is destroyed.

Skull Warden

Chaotic Medium Undead; CL 10

Armor Class: 20

Hit Dice: 9d6

FEAT: +10

Move: 30'

Combat: 1 sword (+9 to hit; 1d10+2 damage)

The remains of a fallen paladin, the **skull warden** is a vengeful spirit, a skeleton clad in ruined armor wielding a cruel blade. Wounds dealt by the blade of a skull warden cannot be healed through magic or normal means; a *dispel evil* spell is first required to remove the powerful curse that prevents healing.

A skull warden can cast *fear* once per turn. Skull wardens regenerate 2 hit points per round.

Lich

Chaotic Medium Undead; CL 14

Armor Class: 19

Hit Dice: 13d6

FEAT: +13

Move: 30'

Combat: 1 touch (+13 to hit; 1d10 damage + special) or spell

The **lich** is the undead remains of a powerful magic user from before the Great Reckoning. These casters possessed, and continue to possess, magical abilities beyond those available to mortals.

The very sight of a lich forces all creatures below level 6 to flee in fear, and all creatures of level 6 or better must roll a FEAT (at +2) to even move within 60' of a lich.

In addition to dealing damage, the touch of a lich forces living creatures to roll a FEAT or be paralyzed for 1d10 days.

Liches have the casting abilities of a magic user 12; in addition to the listed spells available to magic users, a lich will know a special spell, a *word of power*, usable once per day. A *word of power* may affect a target up to 60' away, and takes effect immediately. No FEAT is allowed to resist a *word of power*. The lich will know one of the following three *words of power*:

- *Blind*. This forces a living target to be blinded for 1d6 hours.
- *Sleep*. This forces a living target to fall into a deep magical sleep for 1d6 hours. Nothing will wake the sleeping character.
- *Stun*. This forces a living target to be stunned, completely unable to act for 1d6 turns.

Unicorn

Lawful Large Beast; CL 5

Armor Class: 17

Hit Dice: 4d8

FEAT: +8

Move: 60'

Combat: 2 hooves (+4 to hit; 1d8 dmg.) + 1 horn (+4 to hit; 2d4 dmg.)

A **unicorn** appears as a slender white horse with a single horn protruding from its forehead. Only a pure maiden can ride this shy but wild creature. Once per day, a unicorn may *teleport* itself and its rider to any location in the same realm.

Wolf, Normal

Neutral Medium Animal; CL 2

Armor Class: 13

Hit Dice: 2d6

FEAT: +6 (*sense* +10)

Move: 60'

Combat: 1 bite (+2 to hit; 1d6 damage)

Wolves are carnivorous that hunt in packs. Though they prefer the wilderness, they may be found in caves. If 3 or fewer wolves are encountered, or if more than half their pack is defeated, *morale* decreases to +4. Wolf cubs may be trained, although this will often prove difficult.

Wolf, Dire

Chaotic Large Animal; CL 4

Armor Class: 13

Hit Dice: 4d8

FEAT: +7 (*sense* +11)

Move: 60'

Combat: 1 bite (+4 to hit; 2d4 damage)

Larger and more ferocious, **dire wolves** display great cunning, and hunt in the wilderness, caves and mountains. Goblins sometimes train dire wolves as mounts. Dire wolf cubs may be trained by others, although this often proves exceptionally difficult.

Wolf, Winter

Neutral Large Animal; CL 4

Armor Class: 13

Hit Dice: 3d8

FEAT: +8 (*sense* +12)

Move: 60'

Combat: 1 bite (+3 to hit; 1d8 damage) or breath weapon (see below)

Winter wolves are large, white wolves that are attuned to cold, taking no damage from cold-based attacks. They may breathe a jet of cold 30' long and 5' wide that has a pool of 6d6 per turn and deals up 3d6 damage per breath (as a dragon's breath weapon).

Wyvern

Chaotic Huge Beast; CL 8

Armor Class: 17

Hit Dice: 7d10

FEAT: +9

Move: 30' (fly 90')

Combat: 1 bite (+7 to hit; 2d8 damage)

+ 1 tail sting (+7 to hit; 1d6 damage + poison)

A two-legged wyrm resembling a dragon, the **wyvern** swoops down with bat-like wings, swiping at foes with its poisoned tail spike while delivering a terrible bite. Those stung by the tail must roll a FEAT or die. Although they prefer rocky spires and tangled woods, wyverns may be found anywhere.

Yellow Mold

Neutral Medium Fungus; CL 2

Armor Class: Can always be hit

Hit Dice: 2d6

FEAT: +7

Move: 0

Combat: Spores (1d6 + special)

Each patch of **yellow mold**, a deadly fungus, covers an area of 10 square feet, though many may be found together. Yellow mold can only be killed by fire; a torch deals 1d4 damage to it each round. It can eat through wood and leather but has no effect on stone, metal or glass. It does not attack, but if touched (even with a torch) it has a 50% chance of emitting a 10'x10'x10' cloud of spores. This deals 1d6 damage and forces targets to roll a FEAT at +2. Those who fail choke to death in 1d6 rounds unless some form of magical healing is used; any magical healing ends this effect immediately.

Part 7: The Game Master

As the **Game Master** (GM), you have the most challenging (and most rewarding) role in the game. As the GM, your responsibilities include:

- Describing the scene
- Playing the roles of the ‘other creatures’ of the game world
- Adjudicating the action

However, no matter what, your primary job is to facilitate fun! As long as everyone had a good time (even if characters died), it was a successful game.

Describing the Scene

As the GM, it falls to you to establish the environment, and to explain to the PCs what they experience, depending on their actions. In general, less is more. Aim for a few descriptive words and key details, and allow the players to ask questions to better define the situation. It is tempting to provide a great deal of detail, but by keeping your descriptions simple and direct, you can keep the game moving and keep the players engaged.

Sometimes, you will find it helpful to use a variety of props (such as miniatures or maps) to activate the imaginations of players and help everyone visualize the action.

Playing the Other Characters

As the GM, you are the shop keep who barter for the magical sword, the goblins who guard the tunnel, and the dragon lairing at the end. For each of the roles you take on, you should always consider the motivation for the various personalities you assume. What does this character or creature want? What’s important to it? What is it willing to give up? What will it defend? An excellent GM will have different creatures react in different ways, and will vary the motivations and tactics (and maybe even the voices!) of the various creatures the fellowship encounters.

Reactions

Many encounters begin with the speaker making a Charisma check. A result of 15 or less implies a very hostile reaction, 20 is a success, and 25 or better is a very positive reaction. This means that the shop keep either refuses to make an offer on the sword the PC tries to sell (roll of 15 or less), he low-balls the offer (a roll of 16 to 19), he offers what the player hoped (roll of 20 to 24), or he offers more than what was expected (a roll of 25 or better). Most intelligent creatures will talk before fighting, and will allow a PC to at least try to talk before drawing arms.

Adjudicating the Action

As the GM, you are the arbitrator as to whether or not a character succeeded at an action. While no two GMs will rule in the same way every time, a good GM will always be consistent and fair. If you are a ‘soft’ GM who tends to let players take big risks and who always provides a way out, you are going to be seen as capricious or mean-spirited if suddenly the fellowship encounters a death trap with no escape. In general, a middle ground is best. If the players feel that they can’t possibly win – or if they feel that victory is inevitable, and they can’t possibly lose – the game loses much of its dramatic heart. Every adventure should have a real possibility of success, and the genuine threat of meaningful loss.

Record Keeping

During play, you should keep track of a wide range of information. You can keep a formal journal, work on a laptop, or simply scribble on scrap paper. With practice, you will find a method that best works for you. In play, keep track of:

- Hit points of various creatures involved
- Time for ongoing effects
- Experience points and treasure awarded
- Enemies defeated
- Locations, characters, creatures and items that may be important later on.

If you improvise the name of the captain of the guard, award the players a treasure map, or reveal a snippet of lore about a historical event, you should write this down for future reference.

About Preparation

A successful GM is prepared, meaning that you have familiarized yourself with the scenario and the rules. You know ahead of time how you are going to resolve the most common situations. However, not every situation can be prepared for, and the players will try things you didn’t expect. These rules remain intentionally open-ended so that you have flexibility to allow for a wide range of possible outcomes. When you don’t know, assign a modifier and roll:

+4 (Target 16). This should be pretty easy for the characters to do.

No modifier (Target 20). This poses a genuine challenge for the characters.

-4 (Target 20). This should be quite difficult for the characters to do.

If you can’t decide between two options (for example, the wall the PCs try to climb is not easy, but it’s not quite a target 20 task), then assign a modifier of +2 or -2 instead. Whenever possible, err on the side of ‘winging it’ rather than stopping play to look up a rule or consider your options. As you gain experience as a GM, it will become easier for you to make these decisions, and you’ll learn to trust your instincts.

Balancing the Game

Only minimal effort has been made to 'balance' this game. Sometimes, what should be a minor threat turns out to exhaust the resources of the fellowship, and sometimes a seemingly impossible task ends up being quite easy because of the cleverness of a player or a few lucky dice rolls. That is the nature of the game. However, you can use the experience table (page 116) to get a general feeling for how difficult an encounter might be. Add up the XP value of the members of the fellowship (counting their level as their CL), and compare this to the total CL of the encounter you are preparing.

For instance, a fellowship of four heroes each of level 3 (xp value 10 each) has a total XP value of 40 – this puts them around CL 5 as a group. It is reasonable to expect them to be able to challenge a CL 5 creature, and they might want to try their hand against a CL 6 creature, but a CL 7 creature is probably going to test them severely. A CL 5 encounter might be against one creature of CL 5, or against 7-10 creatures of CL 2.

There is no reason that you should feel compelled to balance every encounter to match the fellowship! Some encounters will be easy for them, and some may force them to run away, re-group, and come back later – or simply to avoid them altogether! An easier encounter can give the characters a chance to show off, while a more difficult one can really test them. Variety will keep the game more interesting.

Remember too (and remind the players) that you can get by a creature with your wits or with stealth as often as you can with the sword!



House Rules

The game that inspired this one has a long history of house rules – personalized adaptations of the rules that apply during games you run. You are encouraged to develop house rules that modify these rules in order to tailor the game to the tastes of your group. Some of the house rules that I use in my own game include:

- Arcane magic use requires an INT 6 + the spell sphere you want to use. To cast sphere 4 arcane spells, you need INT 10+.
- Faith magic use requires a WIS 6 + the spell sphere you want to use. To use sphere 6 faith spells, you need WIS 12+.
- I tend to drop encumbrance rules (even the simple ones here), only applying them when it's obvious that the character would have trouble carrying that much weight.
- If more than 2 players are at the table, I drop individual initiative and always roll group initiative. I don't apply modifiers – it's a straight up contested 1d20 roll between me as GM and the leader of the fellowship. If one side has some reason for an advantage going in, I give +4 to one side. Either all the monsters or all members of the fellowship go first. We go around the table clockwise from me (if I win) or from the person to my left (if the fellowship wins).
- I tend to allow characters to discover the function of magical items with relative ease. Unless the player botches an INT check, they will probably be able to figure out something about the workings and nature of a device with minimal effort.
- Auto-level. Sometimes, I feel like the players have been at a certain level for too long, that progress is going a little slowly, or I'd like to up the level of the challenge. Sometimes, we reach the end of a huge quest or massive adventure, and it feels like everyone should have a sense of accomplishment. In these cases, I round everyone up to the next level (or even drop them into the middle of the next level) and we pick up XP from there. This is uncommon, but I have done it from time to time.

Even when you make some changes to the rules, you are still playing the game right! The only warning is this: make sure you have played the game and have a sense of how it works before you start tinkering too much. While it might seem like a good idea to allow characters to take +1 to attack rolls every level (instead of every other level, as the rules now set up), this will be fun at levels 2-3, but when the fellowship hits level 10, you might find out that they automatically hit everything they fight!

Common Situations

Some other common situations, and suggestions for how to resolve them, are listed below:

Chasing

Generally, a faster creature will be able to outrun a slower creature. However, you can resolve chases using $1d20 + \text{the move of the creature}$. A creature with move 30' attempting to run down a creature with move 40' rolls $1d20+30$, and the other creature rolls $1d20+40$. It's going to be difficult for a slower creature to chase down a quicker one, but it's possible. A movement difference of 20 or more makes this unlikely, unless one of the creatures rolls a natural 1, in which case a FEAT is required or the creature trips and falls down.

Climbing

Climbing requires a STR check. Generally, a new check is required every 30'. If a character is trying to climb a 90' cliff face, he may be required to make 3 consecutive STR checks.

Darkness/Vision

A character who cannot see takes -4 to all action rolls; your roll to hit is at -4 while in total darkness, but you roll damage normally if you should strike.

Falling

A creature suffers 1d6 damage per 10' fallen, up to a maximum of 10d6.

Leaping and Jumping

A creature can automatically leap its height horizontally, or half of its height vertically. On a successful DEX check (target 20), the creature can leap up to twice its height horizontally, or its full height vertically.

Swimming

All characters are assumed to at least know the fundamentals of swimming. Swimming in normal water is done at -10 to move, while rapids or dangerous waters may force a STR check to keep from being overcome by the water. A character in medium or heavy armor cannot swim, and will automatically sink. Light armor should impose a -4 penalty to STR checks to swim while wearing it.

Travel

You can travel your movement rate in miles in one day (about ten hours) of overland travel on good roads. Travel through wilderness or over rough terrain may cut this in half, while traveling through thick overgrowth will cut this to only 25% of your movement rate. A character with move 30' can travel 30 miles per day on a good road, 15 miles per day through wild lands, and about 8 miles per day through thick overgrowth or very difficult terrain.

Part 8: Experience and Treasure

As the GM, it falls to you to award **Experience Points (XP)**, typically at the end of the game session. In general, half of a character's XP will come from defeating monsters, while half will come from the treasure he finds. This is NOT a hard and fast rule; a fellowship of woodsmen who defend the forest from wild beasts will likely derive the majority of their experience from beasts, while a group of thieves that cases and burglarizes locales in a major city will earn the majority of their XP from the treasure they discover. A group that explores a dungeon complex to defeat its denizens and plunder their treasures will probably come close to a 50/50 split over the course of their careers.

When determining treasure, roll 1d20 + the creature's CL against the targets listed below for any creature defeated in its lair. Roll separately for both monetary and magical treasure. Remember also that some creatures have specific notes about treasure that they may have (or not have) in their lair, or which they carry.

Dividing Treasure and XP

While XP is generally distributed at the end of the game session, treasure is probably divided up as it is found. The players should determine how treasure is awarded: a character who takes a magic sword may willingly give up some of the gold found, for instance. However, XP is always divided evenly. If the encounter was worth 50 XP and there were four PCs in the fellowship, each PC earns 13 XP (50/4, rounded up). Remember too that if a PC did something during that encounter that ties to his **purpose** (page 28), that PC earns +1 XP.

Monetary Treasure

Roll 1d20 + CL, target 15. If successful, the creature has monetary treasure (a result of 1 always fails a check for treasure). For the value of the treasure, roll 1d10 and multiply the result by the multiplier (see below). Convert this to a value in gold coins. **For every 1 gp of treasure recovered, award 1 XP (rounding up) to the group.**

Sample Monetary Treasure

The fellowship defeats an ogre (CL 4) in its lair, and the GM checks for treasure. He rolls 1d20+4, target 15. On a roll of 11 or better, the ogre has treasure worth 1d10 x5 gp. If the GM rolls 7 on 1d10, the ogre has a treasure valued at 35 gp: this could be 1800 cp, 140 sp, and a gemstone worth 3 gp. Since the total value of this treasure is 35 gp, the GM awards 35 XP to the fellowship for this treasure; this XP will be divided evenly among all members. Since it is an ogre, the creature has an additional 3d6 gold coins as well; the fellowship gets both the additional coins and XP for that treasure as well.

Experience and Treasure by Monster Challenge Level

CL	XP Value	Monetary Value	CL	XP Value	Monetary Value
0	1	1d10 sp	11	250	1d10 x 50 gp
1	2	1d10 gp	12	300	1d10 x 60 gp
2	5	1d10 x2 gp	13	350	1d10 x 70 gp
3	10	1d10 x3 gp	14	400	1d10 x 80 gp
4	20	1d10 x5 gp	15	450	1d10 x 90 gp
5	35	1d10 x7 gp	16	500	1d10 x 100 gp
6	50	1d10 x10 gp	17	550	1d10 x 110 gp
7	75	1d10 x15 gp	18	600	1d10 x 120 gp
8	100	1d10 x20 gp	19	650	1d10 x 130 gp
9	150	1d10 x30 gp	20	700	1d10 x 140 gp
10	200	1d10 x40 gp	21+	(+50 per)	(+10 gp per)

Determining Magical Treasure

To see if a creature has magical treasure in its lair, roll a check (1d20 + CL, target 20). If successful, the creature has 1d4-1 pieces of magical treasure in its lair (minimum of 1 piece). Depending on the challenge level (CL), roll the applicable die to see the level for each magical treasure found. Then, roll on the appropriate tables below.

Die Type by CL

CL	Die Type
1-3	1d4
4-6	1d6
7-9	1d8
10-12	1d10
13+	1d12



For example, the fellowship defeats a mummy (CL 7) in his lair, looting his treasury. Since he is a CL 7 creature, the GM rolls a check, 1d20+7 against a target 20, getting 16+7=23. The mummy has magical treasure. The GM rolls 1d4-1 and gets 4-1=3. The mummy has 3 items in his treasury. Since this is a CL 7 creature, the GM rolls 1d8 for the level of each item. He rolls 1d8 three times, getting [3, 5, 2].

- For the first treasure, the GM rolls on the table for Level 3 Treasure, and gets 5 (a *potion of extra healing*).
- For the second treasure, the GM rolls on the table for Level 5 Treasure, and gets 3 (a suit of *heavy armor +1*); the GM decides this is a suit of *scale mail +1*.
- For the third treasure, the GM rolls on the table for Level 2 Treasure, and gets 8 (a *shield +1*).

Magical Treasure Notes

- **Magical armor** or a **magical shield** grants a bonus to AC. For magical armor or shields, roll a check (1d20 roll, target 20) to see if the armor has a **special property** (see page 123). Add the magical bonus to this check. A suit of armor +3 rolls the check at 1d20+3. Magical armor will re-size itself to fit any medium-sized creature (including all PCs).
- **Magical weapons** grant a bonus to attack rolls and to damage. For magical weapons, roll a check (1d20 roll, target 20) to see if the item has a **special property** (see page 124). Add the magical bonus to this check. A sword +2 rolls the check using 1d20+2.
- All **magical throwing weapons** automatically return to the thrower’s hand before the next round.
- **Magical missile weapons** confer magical properties upon the ammunition.
- **Scrolls** contain either an arcane spell (1-4 on 1d6) or faith spell (5-6 on 1d6). The spell may either be copied into the spell/prayer book, or read directly from the scroll. Either action destroys the scroll completely. When cast from a scroll, a spell defaults to the lowest caster level for that spell; a sphere 3 *fireball* cast from a scroll deals 5d6 damage (since a sphere 3 spell requires a minimum caster level 5), regardless of the level of the bearer.
- **Wands** grant access to one spell of the appropriate sphere, to cast that spell once per day at the minimum caster level for that spell (as scrolls above). Only characters with access to this magic type may use wands; only faith-magic wielders (like clerics) can use a *wand of curing wounds*. Roll 1d6 to see the type of magic a wand uses: 1-4 = arcane magic; 5-6 = faith magic.
- *Protection* grants a bonus to armor class. A *ring of protection* +2 grants +2 to AC. Protection will not stack with other magical bonuses to armor class; only the better bonus applies.
- *Resistance* grants +4 to FEATS against the attack type, and the wielder automatically takes half damage from attacks of this type.

Objects

Objects include a wide range of common devices upon which enchantments may be laid. While nearly anything can become an enchanted object, the most common objects include:

Roll	Object
1	Belt or Girdle
2	Boots
3	Bracers, Gauntlets or Gloves
4	Cloak or Robes
5	Gemstone or Jewelry
6	Ring

Multiple Magical Bonuses

Magical bonuses will stack with non-magical abilities, but multiple magical effects will default to the best available bonus. For example, a human thief has *sneak* +6. He puts on a pair of *elfin boots*, granting an additional +8, for a total *sneak* of +14. He then drinks a *potion of invisibility*, granting *sneak* +12. This +12 is better than the +8 from the boots, changing his total bonus to +18.

Identifying Magical Items

Identifying the function and abilities of an item takes experimentation. You can make an INT check (target 20) to see if you can gather some clues about the possible uses or functions of the item, but in most cases you will have to sip the potion, swing the sword, or put on the armor to find out what it does – or suffer its effects if it is cursed!

Cursed Items

All items have a 1 in 20 chance of being *cursed*. The GM should roll this secretly, and not tell the players until the cursed item has been activated. A cursed item will appear as the item of the type listed, but will actually impart a harmful effect upon the character. See sample curses table (page 124). A cursed weapon or suit of armor always imposes a -1 penalty. A



character cannot willingly discard a cursed item; only a caster using *remove curse* whose level is equal to or higher than the level of the item may remove the curse. For example, a level 3 treasure is a magical *long sword* +1. However, the GM rolls 1 on 1d20, and determines that it is cursed. The PC picks up the sword, not realizing it is cursed. He now takes -1 to hit and damage. However, the character (but surely not the player!) may love this new sword, and doesn't want to part with it. Or, he tries to set it aside, but every time he goes to draw a different weapon, the cursed blade ends up in his hand instead.

Cursed Potions may either be potions of *delusion* (the drinker believes that the effect has taken place, even though it has not) or *poison* (the drinker must roll a FEAT or die). A poison requires a FEAT target 15 + poison level. A level 3 poison requires a FEAT (target 18) or the drinker dies in 1d10 rounds.

Level 1 Treasures (Roll 1d8)

Roll	Item
1	2d6 pieces of <i>ammunition</i> +1 (roll 1d6: 1-2 = arrows; 3-4 = sling bullets; 5-6 = crossbow bolts)
2	<i>Everburning torch</i> . This torch never burns out. Although the flame is produced magically, it is normal flame in all respects. A command word activates and deactivates this torch.
3	<i>Map</i> . Of a secret area, a section of dungeon, or to a treasure.
4	<i>Potion of ESP</i> . Grants <i>ESP</i> (as the spell) for 1 turn.
5	<i>Potion of healing</i> . Restores 1d6+2 hp to the drinker.
6	<i>Potion of levitation</i> . Grants <i>levitation</i> (as the spell) for 1 turn.
7	<i>Potion of perception</i> . Grants +2 to <i>sense</i> for 6 hours.
8	<i>Potion of attractiveness</i> . Grants +2 to CHA for 6 hours.

Level 2 Treasures (Roll 1d8)

Roll	Item
1	<i>Light weapon</i> +1
2	<i>Potion of antidote</i> . Neutralizes any poisons affecting the drinker.
3	<i>Potion of elemental resistance</i> (as the spell; select one element type)
4	<i>Potion of flying</i> (as the spell) for 1 turn.
5	<i>Object of water walking</i> . Wearer walks on liquids as if on ground.
6	<i>Rope of climbing</i> . This 50' rope will move and knot itself to the bearer's commands. It cannot be used in combat.
7	<i>Scroll</i> with 1 spell of sphere 1
8	<i>Shield</i> +1

Level 3 Treasures (Roll 1d8)

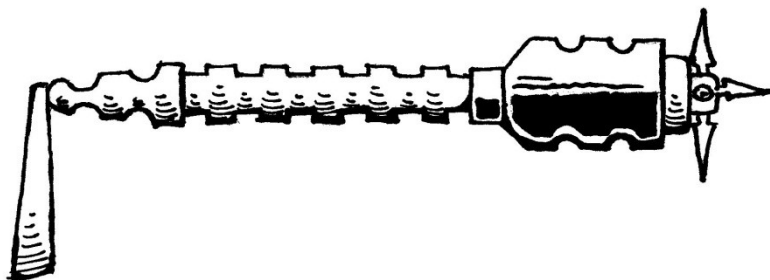
Roll	Item
1	<i>Light armor</i> +1
2	<i>Medium weapon</i> +1
3	<i>Object of animal friendship</i> (can communicate with any normal animal, taking +4 to CHA when interacting with animals)
4	<i>Potion of gaseous form</i> . Allows the drinker (and all gear) to assume gaseous form at will for 1 turn. Changing forms takes 1 round. While gaseous, the drinker has move 20' and cannot be attacked.
5	<i>Potion of extra healing</i> . Restores 2d6+4 hp to the drinker.
6	<i>Potion of invulnerability</i> . Grants +2 to AC for 1 turn.
7	<i>Potion of speed</i> (double movement rate and +1 attack per round for 1 turn; does not double spell casting)
8	<i>Wand</i> with 1 spell of sphere 1 (effects as caster 1)

Level 4 Treasures (Roll 1d10)

Roll	Item
1	<i>Heavy weapon</i> +1
2	<i>Medium armor</i> +1
3	<i>Item of acuity</i> +1. Grants +1 to FEATS.
4	<i>Object of elfkind</i> . Grants +8 to <i>sneak</i> .
5	<i>Item of protection</i> +1. Grants +1 to AC. Does not stack with magical armor bonuses.
6	<i>Object of telepathy</i> . Allows the bearer to speak mentally with one creature within 60' for 1 turn, 3x per day. Unwilling targets roll a FEAT to resist.
7	<i>Potion of control</i> . Affects one type of creature as a <i>charm</i> spell; roll on enemy types table for creature types affected.
8	<i>Potion of giant strength</i> (roll 1d3+13 for STR granted for 1 turn)
9	<i>Potion of heroism</i> . Drinker takes +1 to hit; +1d6 to hit points; +1 to FEATS for 1 turn.
10	<i>Scroll</i> with 1 spell of sphere 2

Level 5 Treasures (Roll 1d10)

Roll	Item
1	2d6 pieces of <i>ammunition</i> +2 (roll 1d6: 1-2 = arrows; 3-4 = sling bullets; 5-6 = crossbow bolts)
2	<i>Great weapon</i> +1
3	<i>Heavy armor</i> +1
4	<i>Potion of greater healing</i> . Restores 3d6+6 hp to the drinker.
5	<i>Object of elemental resistance</i> (roll for elemental type).
6	<i>Object of leaping</i> . Allows the bearer to double leaping results.
7	<i>Object of flight</i> . Allows the bearer to fly as the arcane spell, 3x per day.
8	<i>Object of ogre power</i> . Increases the wearer's STR to 13.
9	<i>Scroll of lesser protection</i> (roll for type page 121). Lasts 1 hour.
10	<i>Wand</i> with 1 spell of sphere 2 (effects as caster 3)



Level 6 Treasures (Roll 1d8)

Roll	Item
1	<i>Bag of holding.</i> Holds up to 10 tenweight of objects, but weighs only 1 tenweight when full. Living creatures cannot be placed inside.
2	<i>Light weapon +2</i>
3	<i>Object of ESP.</i> Wearer can cast ESP (as the spell) 3x per day.
4	<i>Object of lesser regeneration.</i> Wearer recovers 1 hp per turn.
5	<i>Object of levitation.</i> Wearer can levitate (as the spell) 3x per day.
6	<i>Object of spell storing</i> (holds 4 spheres of spells). As part of your daily spell preparation, add a total of 4 spheres of spells from your spell book into the ring (ex: 4 sphere 1 spells, 1 sphere 4 spell)
7	<i>Shield +2</i>
8	<i>Scroll with 1 spell of sphere 3</i>

Level 7 Treasures (Roll 1d8)

Roll	Item
1	<i>Crystal ball.</i> Allows you to cast <i>clairvoyance</i> anywhere within the realm once per day for 1 turn.
2	<i>Light armor +2</i>
3	<i>Medium weapon +2</i>
4	<i>Object of displacement.</i> On any individual attack that hits you, the attacker must roll again. If the second roll is successful, you have been hit. Only consider individual attacks; areas of effect target you normally.
5	<i>Object of invisibility.</i> Usable 3x per day, as the spell.
6	<i>Object of speed.</i> Add +30' to movement rate.
7	<i>Scroll of greater protection.</i> Grants complete immunity to one attack type for 1 turn. Roll for protection types below.
8	<i>Wand of 1 spell of sphere 3</i> (effects as caster 5)

Protection Types (Roll 1d6)

Roll	Protection From
1	<i>Petrification.</i> Take bonus vs. petrification.
2	<i>Control.</i> Take bonus vs. charm, hold and sleep effects.
3	<i>Elements.</i> Take bonus vs. one element type.
4	<i>Undead.</i> Take bonus vs. undead powers such as rot, energy drain and paralysis.
5	<i>Poison.</i> Take bonus vs. poison.
6	<i>Magic.</i> Take bonus vs. magic (both harmful and beneficial).

Level 8 Treasures (Roll 1d8)

Roll	Item
1	<i>Heavy weapon</i> +2
2	<i>Medium armor</i> +2
3	<i>Object of acuity</i> +2. Grants +2 to FEATS.
4	<i>Object of protection</i> +2. Grants +2 to AC. Does not stack with magical armor bonuses.
5	<i>Object of spell turning</i> . For every harmful spell cast against you, there is a 1 in 6 chance the spell turns back upon the caster.
6	<i>Object of teleportation</i> . Wearer can <i>teleport</i> (as the spell) once per day.
7	<i>Scroll</i> with 1 spell of sphere 4
8	<i>Staff of elements</i> . Roll for elemental type. Grants +1 to caster level when casting spells of the elemental type. Wielder may summon an elemental (8 HD) once per day, of the appropriate type, controlling it as with a <i>conjure elemental</i> spell.

Level 9 Treasures (Roll 1d6)

Roll	Item
1	2d6 pieces of <i>ammunition</i> +3 (roll 1d6: 1-2 = arrows; 3-4 = sling bullets; 5-6 = crossbow bolts)
2	<i>Great weapon</i> +2
3	<i>Heavy armor</i> +2
4	<i>Object of health</i> (+10 to hit points while worn; recover +1 hp per die rolled from all healing magic)
5	<i>Object of regeneration</i> (wearer recovers 1 hp per round)
6	<i>Wand</i> with 1 spell of sphere 4 (effects as caster 7)

Level 10 Treasures (Roll 1d6)

Roll	Item
1	<i>Light weapon</i> +3
2	<i>Object of giant strength</i> . Increases STR of the wearer as long as worn (roll 1d3+13 for STR granted)
3	<i>Object of true seeing</i> . 3x per day, reveal all things as they truly are up to 60' away: all illusions are dispelled for you, and all traps are identified. Each use of the object lasts 1 turn.
4	<i>Shield</i> +3
5	<i>Staff of power</i> . Effectively increases caster level +1 for all arcane spell effects. No additional spells are granted.
6	<i>Scroll</i> with 1 spell of sphere 5

Level 11 Treasures (Roll 1d6)

Roll	Item
1	<i>Arrow of slaying.</i> This magical arrow is enchanted to kill one type of creature. When the creature is successfully struck with the arrow, he or she dies immediately. No FEAT is allowed to resist.
2	<i>Elemental summoning device.</i> See page 72.
3	<i>Horn of blasting.</i> 3x per day (but no more than 1x per turn), the wielder may use 1 round to blow the horn, dealing 10d6 damage in a cone 60' long that ends 30' wide. Targets may roll a FEAT for half damage.
4	<i>Light armor</i> +3
5	<i>Medium weapon</i> +3
6	<i>Wand with 1 spell of sphere 5</i> (effects as a caster 9)

Level 12 Treasures (Roll 1d6)

Roll	Item
1	<i>Heavy weapon</i> +3
2	<i>Medium armor</i> +3
3	<i>Object of acuity</i> +3. Grants +3 to FEATS.
4	<i>Object of protection</i> +3. Grants +3 to AC. Does not stack with other magical bonuses.
5	<i>Scroll with 1 spell of sphere 6</i>
6	<i>Staff of wizardry.</i> Effectively increases caster level +2 for all arcane spell effects. No additional spells are granted.

Enemy Types (Roll 1d6)

Roll	Enemy Type
1	Arcane creatures (those using arcane magic)
2	Dragons
3	Elementals
4	Giants
5	Lycanthropes
6	Undead

Armor Special Properties (Roll 1d4)

Roll	Property
1	Reflective damage. Those striking you in melee combat suffer 1d6 elemental damage (roll for elemental type)
2	+1 bonus to one attribute
3	+1 bonus to FEATS
4	+4 to FEATS vs. one element; automatic half damage vs. element

Weapon Special Properties (Roll 1d10)

Roll	Property
1	+1 bonus to hit and damage vs. one enemy type (roll on enemies table)
2	Acts as a wand; casts a spell of sphere 1d4; may be used by any wielder (need not have access to arcane magic); usable once per day.
3	<i>Detects magic</i> (as the spell). Affects only items touched by the weapon.
4	<i>Elemental weapon</i> : deals +1d4 elemental damage; deals +1d8 damage (instead) against opposing elemental type (ex: a flaming sword +2 deals +1d4 damage usually, +1d8 damage vs. cold-using creatures)
5	Glow when within 30' of an enemy type (roll on enemies table)
6	Grants +2 to <i>sense</i> while drawn
7	<i>Holy</i> . Automatically scores critical damage against undead creatures, and against creatures summoned from the lower planes (i.e. fiends).
8	<i>Life Stealing</i> . Reduces a living target by 1 HD on each successful strike against which the target fails a Feat. This effect lasts 1 turn.
9	<i>Quick</i> . Allows 1 bonus attack per round.
10	<i>Unholy</i> . Automatically scores critical damage against lawful creatures using faith magic, including lawful clerics and holy creatures.

Elemental Types (Roll 1d8)

Roll	Elemental Type
1	Air (opposes lightning)
2	Cold (opposes flame)
3	Darkness (opposes light)
4	Earth (opposes water)
5	Flame (opposes cold)
6	Light (opposes darkness)
7	Lightning (opposes air)
8	Water (opposes earth)

Curses (Roll 1d8)

Roll	Curse
1	Changes your alignment
2	Changes your gender
3	-2 to one attribute (roll randomly)
4	-2 to FEATS
5	-1 to hit rolls
6	-1 to damage rolls
7	-1 to Armor Class
8	Polymorphs you into a small level 0 creature (1d4 hit points)

Intelligent Weapons

A magical weapon may also be intelligent. Make a check (vs. target 20), rolling 1d20 + the bonus of the weapon, +1 if the weapon has a special ability. For example, a *short sword* +3 that casts *light* once per day makes the check at +4.

If the weapon is intelligent, roll 2d6 for its INT rating. Make an INT check (target 20) for the weapon. If the weapon does not make the check, it will communicate empathically with its wielder. If the weapon makes the check, it will speak, typically in the trade tongue. Roll also for the alignment of the weapon (roll 1d6: 1-2 = lawful; 3-4 = neutral; 5-6 = chaotic).

Determine the weapon's **EGO**. Its EGO is the sum of:
(magical bonus x2), +2 for a special ability, +2 if it speaks, + INT rating

An intelligent weapon will have a **purpose** (see page 28) that may or may not come into conflict with the wielder. Resolve EGO conflicts as a WIS check.

For example, *short sword* +3 that casts *light* once per day, that communicates via speech, and that has INT 12 has EGO 22. The GM may roll randomly for its alignment and purpose, determining that it is a Lawful sword, and that its purpose is to destroy undead.

EGO comes into play whenever the purposes of the item conflict with the purposes of the bearer. For example, the bearer attempts to flee from a large group of undead creatures. In this case, the bearer must make a WIS check, with a target equal to the EGO of the item. If the check succeeds, the character masters the weapon for 24 hours, and will not have to check again during that time. If the check fails, the item takes over the character, driving his actions for at least 1d6 hours. Every 1d6 hours, the bearer is allowed to make another WIS check. The item maintains control until the check succeeds. A character under the control of a weapon becomes a pawn of the Game Master, and his actions are no longer controlled by the player for the duration of the EGO's hold.

Artifacts and Relics

Exceptionally rare and wonderful, artifacts and relics are items imbued with incredible power. Relics and artifacts:

- Are typically +4 items.
- Are level 15 items (relics) or level 20 items (artifacts)
- Often have the abilities of several other magical items and devices.
- Often require the completion of a quest or task in order to activate the artifact or relic so a mortal character may wield it.
- Are never randomly found in treasure hoards, but are instead the prized possessions of the most powerful creatures in existence, often locked away in the deepest reaches of creation.

Introductory Adventure: The Ruins of Beacon Tower

Note: Only the GM should read this section. This introductory adventure can stand alone, or can serve as an introduction both to Fort Morovar and to the dungeon complex called the Vault of the Goblin; these are both detailed in Book 2. This introductory scenario is designed for 3-5 characters of level 1.

Introduction

Beacon Tower has long stood on the western precipice opposite Fort Morovar, about three miles distance as the crow flies. While Fort Morovar sits in a strong defensive position at the eastern edge of the wood, the adjoining hills make line of sight difficult into the western woodlands, and the residents of Morovar have sometimes found themselves surprised by large numbers of enemies that have moved through the wood without their notice. As a result, the Lord Mayor established a tower on a nearby peak. From here, Beacon Tower can keep watch over threats from the west, and quickly alert the keep (via signal fire) of possible threats.

In the last ten years, the tower has fallen into disrepair. Up until a decade ago, the tower was abandoned during the cold season, since it had been deemed nearly impossible for any large force to traverse the woods in the harsh winters. However, with spring came a desire to again inhabit the tower, re-establishing its role in defending the keep for another year. This process ended a decade ago, when the goblin tribes were defeated and their kind driven out of the wood, seemingly forever.

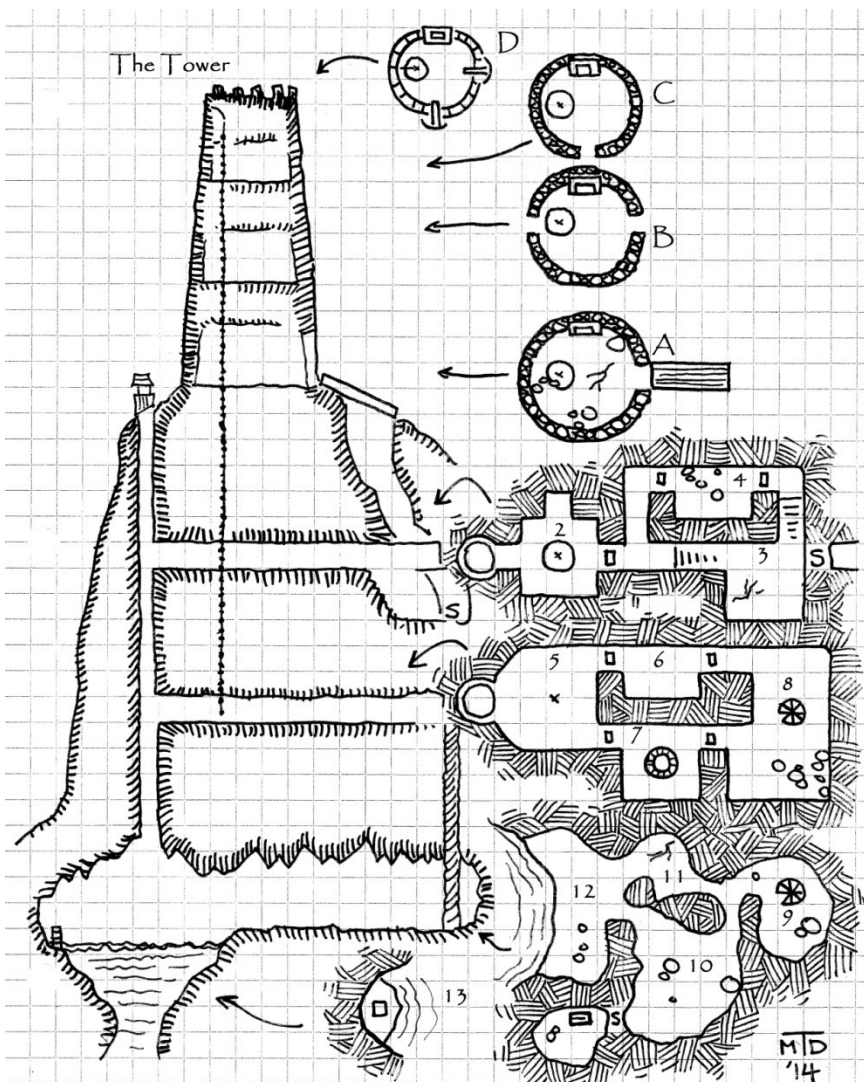
However, this winter, signs of activity have come from the tower, and rumors are starting to circulate that the tower may again be occupied. A palpable sense of uneasiness has come over Fort Morovar, and some are starting to whisper that it is time to re-claim the tower, and for a renewed vigilance to keep ahead of emerging threats from the west.

Rumors About the Tower

1. Smoke was seen rising from the tower several times this winter.
2. Strange things have been flying in the sky towards the tower for the last few weeks. These are larger than common birds.
3. There is some debate about what to do about the tower, since it appears to be inhabited – Fort Morovar doesn't have a sufficient army to march upon the tower and clear it if needed.
4. A gruff human stranger was seen purchasing a large number of provisions last week, and he left Fort Morovar, headed in the direction of the tower.

How to get the Fellowship involved:

1. They hear a rumor about the tower, and decide to explore it first!
2. They are hired by the town to investigate the tower and report back.
3. One of the Player Characters is approached by a bandit who tells him that there is work for capable individuals, and that he should inquire at the tower, asking for Bergan.
4. An enterprising innkeeper hires the PCs to explore the tower, offering a total of 100 silver pieces up front and 50% of any treasure on the back end.



Beacon Tower

Moving Through the Tower

Access up and down throughout the tower is accomplished via a knotted rope (over 200' long) that is secured to an iron ring on the roof (Area 1D) and that descends to the second dungeon level (Area 5). Climbing this rope is considered an automatic success, unless the character is under duress. In this case, a STR check (target 20) may be required to hold on to the rope. The rope is exceptionally thick, with an AC 12 and 25 hit points of damage with a sharp weapon required to sever it.

About the Bandits

The bandits are after easy money. Weeks ago, they claimed this tower with relative ease, and began exploring the Vault of the Goblin through the secret door in dungeon area 3. Recently, their leader (Bergan) has been captured by the troglodytes, throwing the bandits into some confusion. They are generally nervous and jittery, and are in considerable disagreement about what to do – whether to try and rescue their leader or abandon this operation altogether.

1. The Tower

A. Main Entry. The drawbridge is always down, as the chains have broken and the bandits have not bothered to fix them. **2 bandits** stand guard, and they have **2 dire jackals** as pets. They will set the jackals on attackers, and open fire with bows.

This area was once a common room that has fallen into ruin. The fireplace in the north wall has been used recently, although the bandits do not live here; they reside in the dungeons now.

B. Abandoned Barracks. This was once quarters for the six men assigned to the tower. It has been rummaged through and picked over. However, a loose stone in the floor (requires a DT 20 *sense* check to find) has a small pouch with 15 sp inside.

C. The Nest. This entire chamber has been turned into a nest for a **huge owl**. The owl is always here during the day, but is always out hunting at night. During the day, the owl will be easy to surprise, and all attempts to *sneak* up on the owl are made at +4. Its nest covers almost the whole chamber, even crossing the hole for the rope with a series of thin branches that are relatively easy to push through. In the nest are 5 eggs, each valued at 10 sp if taken to market.

D. The Roof. A pair of light ballistae are mounted here (range 120'; 2d6 damage). There was once a wooden structure that held a signal fire, but it has been broken, pieces of rotted wood cast about the roof.

Below the Well

On the western face of the tower's precipice is a large well that descends to the lake far below. Areas 2 and 5 connect to this tunnel. Just about halfway between areas 2 and 5, a **medium spider** dwells in a thick web that spans the entire shaft. In its web it has 3 gemstones each valued at 10 sp.

The Dungeons

The dungeons are a relatively new addition to the keep, and were built in stages. Originally, the humans constructed only a cellar (area 2) for storage, unaware of the natural caves inhabited by troglodytes nearly 150' below. Eventually, goblins found their way into this area, building dungeons that connected the two areas. They also constructed a secret door (area 3) that leads into the Vault of the Goblin.

2. Wine Cellar. This rough chamber was used as a cellar for the soldiers of the keep. There are remnants of old kegs (all now broken) and bags of foodstuffs (long since spoiled). The door to the east is clearly of superior construction to this cellar, and the stonework around the door is obviously of different craftsmanship. A dwarf can tell immediately that the cellar was dug by humans, but the door and area beyond were built more recently by goblins. The hole in the floor is also a newer addition, descending to area 5.

3. Common Room. This common room now houses **5 bandits**. They are skittish and worried, debating whether or not to try and rescue their leader from area 10. They know about the secret door; they await word from the bandits in area 6 about the fate of their leader. The secret door is very well hidden (DT 24 to find) and leads into a long, narrow passage (3 miles long) that leads into the Vault of the Goblin, ending in area 10 of the first level of that dungeon.

4. Ruined Store Room. The bandits know to avoid this chamber. Among the ruined stone and broken weapons littering the room, a **rot creeper** dwells in the cracks of the broken stone floor. It has been eating the body of a dead bandit that carries **7 arrows +1** in its quiver.

5. Arrival. A massive iron ring (3' across) is buried into the stonework of the floor. The rope is tied to it. Nothing else is in this room.

6. Barracks. **4 bandits** wait here. They are discussing what to do about the loss of their leader, and are preparing to scout the troglodyte caves below.

7. Summoning Circle. This elemental device was once used by goblins to call forth a **minor earth elemental**. A successful INT check (target 24) will reveal how to use the circle to summon such an elemental (see page 72).

8. Fight Scene. The troglodytes and bandits had a big fight here; the rotting bodies of two bandits and a troglodyte are in the chamber, as well as quite a bit of blood and some broken weapons. In this battle, Bergan was captured and both sides eventually retreated. That was three days ago.

9. Troglodyte Guards. 2 troglodytes stand guard here, on alert from a recent skirmish with some bandits who came down the stairs.

10. Troglodyte Hall. 2 troglodytes and their leader, a stronger troglodyte (extra +1 to hit and damage, 14 hp) reside here. They have **Bergan Battlescar** in chains, and have been torturing him. The leader of the troglodytes speaks a halting form of the trade tongue, and has been able to interrogate Bergan with little success. Bergan will cooperate with the Player Characters if he is freed – at least for a little while. He is hesitant to reveal too much of what he knows, especially about the secret door in area 3.

The secret door at the western edge of the cave leads into a treasury that only the leader knows about. He keeps a key to the secret door on a piece of twine around his neck. The door is DT 20 to find, and DT 20 to pick the lock of without the key. Inside, the troglodytes have two bags: the first has 370 cp; the second has 270 cp, two *potions of healing*, and a *ring of water walking*.

11. Rudimentary Shrine. A 7' tall rough stone effigy of a creature like a monstrous octopus is erected here. Several valuables have been left at the foot of this rudimentary statue: 112 cp, 33 sp, 3 gp and 2 gems each valued at 20 sp. The statue has no power, but does radiate evil.

12. Shoreline. The cave opens into a wide cavern, leading to a small underground lake. On the shore are a small wooden rowboat (large enough for four medium-sized creatures) and the rotted carcass of some massive creature that appears to be some kind of monstrous octopus. A successful INT check (target 24) reveals that this is the remains of an **aboleth**.

About the Lake

Although only 60' across and about 100' wide, the small lake is exceptionally deep – its waters reach nearly a half mile underground, where they meet up with a darker water that joins with similar lakes in the Vault of the Goblin. At one time, one of the elder aboleth resided here, but its carcass on the eastern shore (area 12) is all that remains of it.

13. The Obelisk. Across the small lake, a tiny island rises from the dark waters. Here, a solid black obelisk of only 3' tall sits wedged into the rock. Any creature touching this obelisk is instantly teleported into a location deep within the Vault of the Goblin (or to another location of the GM's choice). No FEAT is allowed to resist. The obelisk radiates both evil and magic.

Creatures In This Adventure

Bandit, Common

AC 12; HD 1d6 (hp 3); FEAT +5; Move 30'; sword or bow (+1/1d6)

Common bandits are a threat in many regions near man. Each carries 1d6 silver coins.

Bergan Battlescar, the Bandit Baron

AC 15; HD 3d6 (hp 14); FEAT +7; Move 30'; sword (+3/1d6+2) or bow (+2/1d6)

Although mostly human, Bergan has a hint of goblin blood – and it is this blood that has been calling to him. The re-awakening of the Vault of the Goblin has called goblin from throughout the realm home, and Bergan is no different, feeling compelled to seek the Vaults.

Dire Jackal

AC 13; HD 1d6 (hp 3); FEAT +5 (*sense* +7); Move 30'; bite (+1/1d4)

Packs of dire jackals are common in scrublands and wastes.

Earth Elemental, Minor

AC 14; HD 4d6 (hp 16); FEAT +7; Move 20'; 1 fist (+4/1d6+2)

A minor elemental is called forth using a minor elemental device.

Owl, Giant

AC 14; HD 3d8 (hp 19); FEAT +7; Move 20' (fly 60'); bite (+3/1d8)

Giant owls hunt at night and rest during the day.

Rot Creeper

AC 12; HD 3d6 (hp 12); FEAT +7; Move 30'; bite (+3/1d4 + paralysis)

The rot creeper forces any creature it bites to roll a FEAT or be paralyzed for 1 turn.

Spider, Medium

AC 13; HD 2d6 (hp 10); FEAT +6; Move 40'; bite (+2/1d8 + poison)

Those bit by the spider must roll a FEAT at +2 or die in 1d10 rounds.

Troglodyte

AC 14; HD 2d6 (hp 7); FEAT +6 (*sneak* +8); Move 40' (swim 40'); 2 claws (+2/1d4) + 1 bite (+2/1d4)

Troglodytes may roll a FEAT to *sneak*, and force all within 10' to roll a FEAT or take -2 to hit due to nausea. Each troglodyte carries 2d6 silver coins.

Appendix A: Mass Combat Rules

Sometimes, the heroes of the fellowship may not be the only, or even primary, figures involved on one side of a combat. Instead, they may be pulled into a larger conflict, or such a battle may erupt on the periphery of the adventure; regardless, determining its outcome will be important for the ongoing campaign. This appendix provides guidelines for determining the outcome of mass combat between opposing forces.

Time

Mass combat is measured in *phases*, the length of each phase depending on the size of the combat:

Size	Number of Troops	Phase Duration
Skirmish	At least 25 per side (no more than 100 total)	1d6 hours
Conflict	At least 100 per side (no more than 500 total)	2d6 hours
Battle	Over 100 per side, and over 500 total troops	3d6 hours

Steps to Resolve Mass Combat

1. Determine the size of the total combat. How many total troops are involved on each side? Determine if this makes the combat a *skirmish*, *conflict* or *battle*.
2. Determine the leader for each side. Each side will make a roll each phase of combat based on the CHA of its leader.
3. Determine total levels. Add up the total CLs of every participant in the combat, counting a zero-level creature as half a level. Divide this by 10 for a modifier to the roll (round off normally).
4. Grant a **general bonus** to one side or the other (see below) based on:
 - **Field position.** Does one side have a superior position to grant a tactical advantage?
 - **Preparation.** Did one side gather more intelligence or prepare better for combat?
 - **Fatigue or Rest.** Is one side more rested than the other?
 - **Motivation.** Is one side more motivated than the other?
5. Determine the actions of the fellowship of heroes, and the impact this has on the larger battle.
6. Roll CHA vs. CHA and determine the difference between the results. Reference *Comparative CHA Roll Results* and re-figure from beginning (if necessary).

Mass Combat General Bonuses

Bonus	One side is...	Modifier	Actions of the Fellowship
+6	Vastly superior to the other	+6/-6	Succeed or fail at a vital mission
+4	Clearly superior to the other	+4/-4	Succeed or fail at an important mission
+2	Slightly stronger than the other	+2/-2	Succeed or fail at a minor mission
+0	Relatively equal to the other	+0	Are not involved

The following events can also impact a phase of mass combat:

- **Reinforcements Arrive!** After a predetermined number of phases, reinforcements arrive for one side or the other; if victory is not assured before then, one side will become much stronger.
- **Weather!** A sudden change in weather provides a decided tactical advantage to one side (usually the side holding its ground) of up to +3.
- **The Environment Changes!** A bridge falls into the river, a major fire erupts, the side of a mountain collapses in a major rockslide. This can grant a temporary situational advantage to one side of up to +6.

Comparative CHA rolls results

Difference	Combat Phase Result
31 + points	Rout! You defeat the enemy force convincingly, losing a few allies while slaying 90% of the enemy, driving off or capturing those you do not slay.
21 to 30 points	Victory. You lose 10% of your force, but destroy 75% of the enemy force; the rest of the enemy force turns and flees. The combat is over.
11 to 20 points	Strong Advantage. Your force loses 10% of its ranks, and the opposing force loses 50% of its ranks. Re-figure and continue on to next phase.
1 to 10 points	Advantage. Your force loses 30% of its ranks, and the opposing force loses 50% of its ranks. Re-figure and continue on to the next phase.

In Play: A combined army of dwarves and stoutlings attempts to hold a mountain pass against a goblin troop coming through the mountains. They choose this bottleneck to hopefully destroy or at least turn back the goblins. The forces include:

- A dwarf myrmidon 5 with CHA 8 leading: 50 dwarf myrmidons 2; 65 stoutling explorers 1; and 10 stoutling explorers 2 (126 total troops; 190 total levels, a +19 modifier).
- A goblin of CL 4 with CHA 6 leading: 300 goblins (CL ½); 25 hobgoblins (CL 2); 5 bugbears (CL 3) (331 total troops; 219 total levels, a +22 modifier).

Factors:

- **Field position.** The dwarf/stoutling force attempts to hold a bottleneck, and has set this location for its superior tactical placement. +4 to the dwarf/stoutling force.
- **Preparation.** The fellowship spent the last evening sneaking into the goblin stronghold and gathering information on their forces, weapons, tactics and plans. +4 to the dwarf/stoutling force.
- **Fatigue or Rest.** Neither side has been granted much rest compared to the other. +0.
- **Motivation.** While the dwarf and stoutling force is motivated, the goblin leader has managed to rile his troops into a frenzy, and they get the tactical advantage here of +2.

Thus far, the dwarf/gnome force will roll D20+36 (+8 CHA; +19 levels; +8 factors), and the goblins will roll D20+31 (+7 CHA; +22 levels; +2 factors). However, the fellowship undertakes a mission behind the lines of the goblin force to kill the leader. They succeed, also killing 3 of the hobgoblins and 5 of the goblins in the combat. This is a vital accomplishment, giving the dwarf and stoutling force an additional +6. The two sides roll, with the dwarf/stoutling force getting 13+42=55, and the goblin force getting 10+38=48; however, the GM rules that the CHA bonus no longer applies for the goblins (since the leader fell at the start of the phase, and another has not yet taken his role), giving the goblins a total result of 42. This is a difference of 13 points in favor of the dwarves and stoutlings. They lose 10% of their force (10 stoutling archers were acting together from an overhanging cliff, and goblin slingers concentrated fire there), while the goblin force loses 50% of its strength – in addition to their leader, they lose 230 of their 300 foot soldiers, down to only 70 of those remaining. This phase lasted 2d6 hours (for 471 total troops); the GM rolls 2d6 and gets 7; they battled for 7 hours during the first phase.

For the next phase, the total CLs of the groups are 170 for the dwarf/gnome group (+17), and 100 for the goblins (+10). With a successful mission on behalf of the heroes, and considering the lack of leadership on the side of the goblins, things look pretty good for the dwarves and stoutlings to drive back this menace and secure the pass.

Appendix B: Minor Archetypes

In addition to the core archetypes presented in these rules, creatures of the Splintered Realm often take on any number of minor archetypes. While the creatures presented earlier in the rules represent ‘common’ varieties of the species, minor archetypes are assumed by exceptional specimens who rise above the common ilk. Two sample minor archetypes are included, to get you rolling on designing your own. Creatures within a minor archetype may end up different from the more common monsters of the sort, since those creatures build in considerations for exceptional ability scores (for instance) into such statistics as armor class, FEATS, and attack/damage ratings.

Minor Archetype Progression

Level	Hit Dice	Modifier	Spells Available by Sphere					
			1	2	3	4	5	6
Base	Base	Base	1	-	-	-	-	-
+1	+1d	Base	2	-	-	-	-	-
+2	+2d	+1	2	1	-	-	-	-
+3	+3d	+1	2	2	-	-	-	-
+4	+4d	+2	3	2	1	-	-	-
+5	+5d	+2	3	2	2	-	-	-

Goblin Shaman

Base Level: 1
Base Hit Dice: 1d6
Base Modifier: +1
Base FEAT: +5
Armor: Medium
Weapons: Medium
Abilities: Faith magic use



Minotaur Savage (Large creature)

Base Level: 5
Base Hit Dice: 5d8
Base Modifier: +3
Base FEAT: +8
Armor: Medium
Weapons: Heavy
Abilities: Starting Armor Class of 13; 40’ move;
bonus attack each round (gore) deals 1d6 damage;
perfect sense of direction

Appendix C: Callings

Callings are add-ons to your existing archetype, specialized fields of expertise within the archetype. You must select a calling at character creation. By taking a calling, you **take a 30% penalty to all experience points you earn**; if you finish an adventure and earn 40 XP, you lose 12 XP (30%), and earn 28 for that adventure. List your calling in parenthesis after your archetype; for example, as a human fighter 4 with the warden calling, you are a *human fighter (warden) 4*.

Each calling is listed with its **availability** (listing which archetypes may take this calling), **requirements** (minimum abilities needed to take this calling) **limitations** (any restrictions to the primary archetype) and **benefits** (unique abilities) of taking this calling.

Minor Magic Access

A calling that grants minor magic access allows the character to wield magic of the type, using his or her Level Modifier in place of the caster level for all intents and purposes. For example, a human thief (bard) 7 is a level 7 character; however, his Level Modifier is 4. This means that he has the same casting abilities as an arcane caster 4; he may wield up to sphere 2 spells, and whenever a spell is affected by his level, he uses 4 as the modifier instead of 7. He does not get unique archetype features of a human magic user, such as access to cantrips.

The Bard

As a bard, you are a storyteller and entertainer who has learned a smattering of arcane magic.

Availability:

- Human fighter; human thief; dwarf myrmidon; stoutling explorer

Requirements: As a bard, you must...

- Have INT and CHA of 8 or better.

Limitations: None

Benefits: As a bard, you...

- Have minor access to arcane magic.
- Receive the *bardic voice* talent automatically at level 1. If you purchase this talent again, those who hear your tales take -4 to the FEAT roll to resist.

The Druid

As a druid, you are a keeper of the woods and a protector of the natural world.

Availability:

- Human cleric, human magic user, elf champion

Requirements: As a druid, you must...

- Have a WIS of 8 or better.
- Be neutral (human clerics who take the druid subclass must be neutral, and cannot be lawful or chaotic).

Limitations: As a druid, you...

- Must remain neutral.
- Cannot wield metal weapons; most weapons will be of wood or stone.

Benefits: As a druid, you...

- May use nature magic (see Appendix D) in addition to your normal spell selection. You do not gain additional spells, but have a wider selection of spells to choose from.
- Have a *natural companion* that follows you and obeys your commands. This companion has a CL equal to your LM, and always advances when your LM increases. It is unquestioningly loyal to you. If your companion dies, it will be replaced in 1d6 days. Common examples include huge eagles, wolves, bears and great cats.

The Paladin

As a paladin, you are a champion of justice.

Availability:

- Human fighter; dwarf myrmidon; stoutling explorer

Requirements: As a paladin, you must...

- Have CHA of 10 or better.
- Be lawful, and always remain lawful.
- Always maintain the highest standards of honor and integrity.

Benefits: As a paladin, you...

- Take +1 to your FEAT modifier.
- Have minor access to faith magic.
- Can *compel undead* as a cleric does, using your LM instead of your level. If you take the *undead acumen* talent, you compel undead at your level +2.
- May summon a special mount once you reach level 4. This mount is a unique creature that will serve you only. The GM will decide what sort of mount you get: an exceptional horse of the finest breeding, or even a magical mount such as a hippogriff or pegasus.

The Warden

As a warden, you are a guardian of the natural world, seeking out those who would cause it harm.

Availability:

- Human fighter; human thief; dwarf myrmidon; stoutling explorer

Requirements: As a warden, you must...

- Have a WIS of 8 or better.

Limitations: As a warden, you ...

- Cannot be chaotic.

Benefits: As a warden, you...

- Have minor access to nature magic (see Appendix D)
- Are able to *track* foes. Use 1 turn to roll a FEAT to attempt to track a foe.

Take up to -4 to the roll for difficult circumstances (for example, tracking stealthy foes or those who have walked across stone) or take up to +4 to the roll for favorable circumstances (for example, tracking through snow or tracking large numbers of adversaries).

The Warlock (or Witch)

As a warlock (or witch) you are a wielder of dark magics, drawing upon ancient, and often malign, powers.

Availability:

- Human magic user

Requirements: As a warlock or witch, you must...

- Have both INT 8 and WIS 8.

Limitations: As a warlock or witch, you...

- Cannot be lawful.
- Have enmity with fiends (see below).

Benefits: As a warlock or witch, you...

- Have full access to both arcane and faith magic (but may only cast the reversals of faith spells that can be reversed).

Enmity with Fiends

As a warlock or witch, you call upon the names and powers of dark creatures to power your magic. Whenever you cast a spell of the highest sphere you have access to, you must roll a FEAT (target 20). If you fail, a fiend takes notice of you, and will actively work against you. For a sphere 1 or 2 spell, you attract the notice of a *minor fiend*; for a sphere 3 or 4 spell, you attract the notice of a *true fiend*. For a sphere 5 or 6 spell, you attract the notice of an *elder fiend*. This creature might attack outright, or may be drawn to the realm by your power, and work against you in secret. For example, as a magic user 7 (warlock), your most powerful spells are sphere 4. Any time you cast a sphere 4 spell, you must roll a FEAT (target 20) or attract a true fiend, drawing it into the realm.

Appendix D: Nature Magic

The purview of druids and their ilk, nature magic draws upon the inherent magical qualities of the land itself, bending these to the caster’s purposes. These optional spells are included for characters using the minor classes and callings outlined in the appendices.

Nature Spells by Sphere

Roll	Sphere 1	Sphere 2	Sphere 3
1	Faerie Fire	Heat Metal	Poison Cloud
2	Pass Without Trace	Minor Regeneration	Protection from Poison
3	Predict Weather	Speak With Animals	Summon Ally III
4	Summon Ally I	Summon Ally II	Water Breathing

Roll	Sphere 4	Sphere 5	Sphere 6
1	Call Lightning	Nature’s Ward	Control Weather
2	Improved Regeneration	Pass Plant	Greater Regeneration
3	Summon Ally IV	Summon Ally V	Summon Ally VI

Nature Magic Sphere 1

Faerie Fire (60’). Outline a foe within range with an aura that grants others +2 to hit that target for 1 round per caster level. No FEAT is allowed to resist.

Pass Without Trace (1 target per level within 60’). Those you designate can move through natural surroundings without leaving any noticeable track or trail of any kind. This lasts for 1 hour per level.

Predict Weather (self). You can predict the weather for the next 12 hours, within a 1 mile radius per level.

Summon Ally I. You call a natural animal as an ally for 1 turn. This creature will obey your commands. It has a CL equal to your level, up to CL 2.

Nature Magic Sphere 2

Heat Metal (30’). You cause a metal item to gradually get hotter. The item deals 1 point of damage in the first round, +1 cumulative damage per round thereafter (2 points in round 2, 3 points in round 3, etc.). The heat increases for a number of rounds equal to your LM. The object takes as long to cool as it did to heat up, and deals the same damage as it cools (in the reverse order).

For example, *heat metal* cast by a caster 5 deals 1 point in round 1, 2 points in round 2, 3 points in rounds 3 and 4, 2 points in round 5, and 1 point in round 6. Any flammable objects touching the metal will burst into flame after round 3. Creatures immune to flame are unaffected.

Minor Regeneration (30'). Grant a creature the ability to regenerate 1 hit point per round, for a number of rounds equal to 1d6 + your level.

Speak with Animals (caster). For 1 turn, speak with all natural creatures of the type you specify as you cast the spell (for instance, 'bears' or 'wolves'). Make reaction rolls with creatures of the type using your CHA +4 for the duration.

Summon Ally II. You call a natural animal as an ally for 1 turn. This creature will obey your commands. It has a CL equal to your level, up to CL 4.

Nature Magic Sphere 3

Poison Cloud (60'). You summon a cloud of noxious vapors filling an area with a 20' radius, lasting for 1 round per level. All living creatures within this cloud must roll a FEAT or become sick and nauseous, taking -4 to all actions for 1 turn.

Protection from Poison (touch). You grant the target complete immunity to all poisons and poison-like effects for 1 turn per level.

Summon Ally III. You call a natural animal as an ally for 1 turn. This creature will obey your commands. It has a CL equal to your level, up to CL 6.

Water Breathing (touch). The target is able to breathe underwater for 6 turns.

Nature Magic Sphere 4

Call Lightning (360'). Call down lightning once per turn, for a number of turns equal to your level. Each bolt you call down deals 1d8 per level damage in a 20' radius. You must be near storm clouds to call lightning down. Creatures in the area of effect may roll a FEAT for half damage.

Improved Regeneration (30'). Grant a living creature the ability to regenerate 2 hit points per round, for a number of rounds equal to 1d6 + your level.

Summon Ally IV. You call a natural animal as an ally for 1 turn. This creature will obey your commands. It has a CL equal to your level, up to CL 8.



Nature Magic Sphere 5

Nature's Ward (10' radius around caster). You and all allies within 10' become completely immune to attacks from all natural creatures for 1 turn per caster level.

Pass Plant (10' radius around caster). You and all allies within 10' may move through any natural surroundings at your full normal movement rate. This lasts for 1 hour per level.

Summon Ally V. You call a natural animal as an ally for 1 turn. This creature will obey your commands. It has a CL equal to your level, up to CL 10.

Nature Magic Sphere 6

Control Weather (360' radius). You control all weather in a 360' radius for 1 turn per level. This effect moves with you. Some examples of ways to control weather include:

- *Clear* cancels any adverse weather effect.
- *Fog* reduces visibility to 20'.
- *Heat* cuts movement in half, causes -2 to all action rolls
- *Tornado* effectively gives the caster control of a 12 HD air elemental.

Greater Regeneration (30'). Grant a living creature the ability to regenerate 3 hit points per round, for a number of rounds equal to 1d6 + your level.

Summon Ally VI. You call a natural animal as an ally for 1 turn. This creature will obey your commands. It has a CL equal to your level, up to CL 12.

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