

Designed for
OSRIC™

Updated **2nd** Edition

Includes new creatures, new magic, and new player and GM options.



James D. Kramer



featuring art by
Peter Szmer & Hugh Vogt

Usherwood Adventures Expansion for OSRIC

Requires use of the OSRIC™ source reference document. Also compatible with First Edition fantasy-roleplaying game systems.

Designed for OSRIC™

Updated 2nd Edition

USHERWOOD ADVENTURES

EXPANSION FOR OSRIC™

James D. Kramer

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FOREWORD

My immediate reaction, when I saw a draft of this work for the purpose of creating a foreword, was to reply to Jim Kramer saying, “This is exactly what I had in mind for OSRIC supplements!” Reading it again in more detail, I feel that even more strongly.

This book says it is “not endorsed by the creators of the OSRIC rules”, and that’s true. But even though I never endorse third party publications—I can’t play favourites!—I do wish I’d written it. And I’m certain that some of the options presented here will, after I’ve adapted them to my campaign, find themselves in use around my own gaming table.

The new monsters and magic items are, of course, easily slotted in. To me, the new races and the interestingly musical, poetic character classes seem to lend themselves to a separate mini-campaign wherein the characters are a roving troupe of players or a peripatetic musical ensemble. And the psionics can readily be incorporated by groups enjoying such things. In fact, although the material herein is nominally set in the author’s home campaign of Vermé, it strikes me that all of it can easily be re-used out of context.

I hope you enjoy this book as much as I did, and I hope you get as much use out of it as I will!

—Stuart Marshall



Throughout this book, you will find articles accompanied by the icon illustrated here. This icon indicates content that is new to this publication, although the content may have appeared in other Usherwood Publishing products.

INTRODUCTION

A few years back, I had the good fortune to be able to trade emails with the father of modern role-playing; Gary E. Gygax. I forget now what prompted the exchange, but, when I asked Gary if he had any advice for the aspiring game designer, he literally replied, "Don't quit your day job, kid."

So, what did this 'kid' do? He quit his day job. Well, not to be a full-time game designer. I am a graphic designer by stock and trade. However, I am still an aspiring game writer and designer, and I have fully embraced the OSRIC SRD for the creation of my modules and game aids. It is the most First Edition-like system in the whole Old-School Revolution movement that I have seen, and that is where my gaming interests remain true.

This book is the culmination of several projects now available as POD and PDF downloads. There is also allot of new, never before published content here, particularly, my take on the psionics rules set. There's also several new monsters, character races and character classes that have never appeared in print or on the web.

For this presentation, it has been the goal to divorce the material from the Usherwood Adventures campaign setting as much as possible. So the new races, classes, monsters, magic, and abilities are easily applicable to your campaign. Also, the reader will note that the materials presented here are not

alternative means of handling any particular OSRIC rule already set forth. Rather, this is a true expansion of additional materials to be added to the GM's repertoire of creative tools. Which are also completely compatible with First Edition rules.

The content of this book is not endorsed by the creators of the OSRIC rules, nor should the information provided herein be construed in anyway to be 'official' campaign setting options.

Errata and updates to this document will be posted to the Usherwood Adventure website at www.usherwoodadventures.com. As always, use the bits you like, dump the ones you don't... although I hope you use more than you dump.

Visit the Usherwood Adventures for additional Usherwood Adventures campaign setting information.

All this said, I really am a man of few words, and the creative process of writing is really very taxing for me. So, without further ado...I present the *Usherwood Adventures Expansion for OSRIC!*

Good gaming!

KRAMER

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I am thankful to Stuart, Matt, Black Blade Publishing, and all the other OSRIC publishers, contributors, and bulletin board hangers-on for keeping the OSR train chugging along, and giving me a medium for my gaming outlet. I would especially like to thank all the good folks at Knights-n-Knaves.com for keeping me inspired.

To Steve, Rog, Rob, and all the Usherwood PBeM'ers; thanks for the inspirations!

CHAPTER 1

CHARACTER OPTIONS FOR OSRIC

CHARACTER RACE OPTIONS

DRAGON HORDLING

Dragon hordlings are extremely rare. They were originally created by magics employed by evil dragons during the dragons' continuous struggles against mortal races. The hordlings were first used as slave labor and shock-troops. Through the use of enchanted medallions, the dragon lords transformed humans and demi-humans alike into this twisted form of life.

Dragon hordlings come in all the varieties of evil dragon-kind; black, blue, green, red, and white, as well as brass and copper individuals. Each has unique powers and personalities according to the originating dragon species.

Full-blooded hordlings are not playable as player characters (see **CHAPTER II: MONSTERS**), though they may be playable as NPC's. All hordling PC's will be half-blooded individuals (as with half-elves, and half-orcs).

All hordlings have wing 'buds' sprouting from their back. Hordlings who have combined strength and dexterity attributes of at least 32 will have a 35% chance of having wings large enough to allow limited flight. Those hordlings capable of flight do so at 90-ft per turn, in aerial agility Level III, for a maximum of 3 rounds before requiring rest for an additional 6 rounds. Hordlings wearing armor of any sort (excluding the use of rings, bracers, capes, and similar protection devices) may not engage in flight. Similarly, a hordling carrying more than 25% of its body weight in equipment may not engage in flight. Land-based movement is the same as that of humans.

Hordlings may be of any alignment, except where alignments are diametrically opposed to the originating dragon species (i.e., a black dragon hordling may not be of lawful good alignment, a blue dragon hordling may not be of chaotic good alignment, etc.)

All hordlings, in addition to weapons, may attack with a two-clawed routine, inflicting 1-3 hit points damage with each successful attack. In addition, all hordlings may also attack by use of a minor breath weapon, twice per day.

The scaled hide of all hordlings provides the PC with a natural armor class of 8. This protection is not in addition to protections provided by the wearing of armor. For example, a black hordling wearing chain mail, is still at armor class 5. However, the hordling PC does benefit from the use of shield.

All hordlings have a natural resistance to the breath weapon of their hereditary dragon parentage, making their saving throws vs.

breath weapon against such foes at +2. Note that this resistance does not extend to creatures having similar attack forms. For example, and red hordling PC does not gain any save bonus vs. the breath weapon of a chimæra.

Description: Hordlings have partially-developed wings and a short tail up to 1-ft in length. 60% of the hordling's body will be covered in scales which are the color of their parental dragon species with the remaining 40% of their body having thick, callused flesh of their human parentage. The mottled mixture of human flesh and dragon scales are as unique to each hordling as a zebra's stripes. Those hordlings having a high charisma (12-14) will show little of the draconic heritage in their face, and may (1-2 on d6 per encounter) be able to disguise their true race, and pass themselves off as human. Their eyes will take the coloration of the hereditary dragon species with cat-like pupils.

HORDLING SUB-RACES

Originally, the dragons were able to convert any human, or demi-human race (elf, dwarf, halfling, gnome, orc, et. al.) into full hordlings. However, only the human strains were able to reproduce successfully, and thus perpetuate the species.

Black Hordlings; these creatures prefer to scratch out a living in areas which lie near swamps, marshes, and brackish waters. For this reason, they are typically found living in and near cities and villages which lie at the confluence of rivers and streams, or such waters that empty into salt water seas and oceans. They detest dry climates, and therefore will only travel to desert and tundra climates under great threat by a more powerful being, or where great reward is expected.

The breath weapon of the black hordling is a stream of acidic spittle $\frac{3}{4}$ -ft wide and extending 10-ft in a straight line, and inflicts 1d4 points of damage if the victim fails a saving throw. A successful saving throw halves the damage inflicted.

Black hordlings have an innate resistance to acid-based attacks, making their required saving throws at +1.

Blue Hordlings; these creatures prefer dry and arid climes, and will not reside for long periods of time in regions that receive more than 8 inches of precipitation annually. They do not like traveling by boat, and will avoid swimming whenever possible.

The breath weapon of the blue hordling is a bolt of electricity (lightning) $\frac{3}{4}$ -ft wide and extending 10-ft in a straight line, and scores 1d4 damage if the victim fails a saving throw. A successful saving throw halves the damage inflicted.



Blue hordlings have an innate resistance to electrical-based attacks, making their required saving throws at +1.

Brass Hordlings; these creatures crave hot dry regions, and cannot abide cold or wet conditions. They will not travel into areas with mean temperatures less than 60° Fahrenheit for long periods of time. They tend to be boorish, officious, and talkative, instilling their opinion, asked for or not, in all situations, and among any company. Save for their brass-like metallic skin, a brass hordling with a charisma of 15 or higher can nearly pass themselves off as a half-elf (1–4 on d6 per encounter).

The breath weapon of the brass hordling is a cloud of sleeping gas $\frac{3}{4}$ -ft wide at its terminus and extending 10-ft in a straight line. Victims failing a save vs. breath weapon will fall into a deep sleep for 2d4 turns. A successful saving throw avoids the effects of the sleep gas.

Brass hordlings have an innate resistance to sleep- and fear-based attacks, making their required saving throws at +1.

Copper Hordlings; these are the rarest variety of hordling. They crave warm rocky regions, and generally live lonely, solitary lives. They can be selfish, thinking about what serves themselves and their cause (if they have one) before all other considerations.

The breath weapon of the copper hordling is a bolt of electricity (lightning) $\frac{3}{4}$ -ft wide and extending 10-ft in a straight line, and scores 1d4 damage if the victim fails a saving throw. A successful saving throw halves the damage inflicted.

Copper hordlings have an innate resistance to electrical- and slow-based attacks, making their required saving throws at +1.

Green Hordlings; these creatures favor forested areas, or regions near densely wooded lands. They tend to have quick tempers, and can have great difficulty controlling it.

The breath weapon of the green hordling is a cloud of chlorine gas 10-ft long, $\frac{3}{4}$ -ft wide, $\frac{3}{4}$ -ft high in a straight line, and

scores 1d4 damage. A successful saving throw halves the damage inflicted.

Green hordlings have an innate resistance to poison, making their required saving throws at +1.

Red Hordlings; these are the most numerous hordlings. They prefer to dwell in hilly and mountainous regions overlooking large established cities. They are the most prone to flaunt their powers, and will always (save in very unique individuals) quickly establish their own superiority above other hordlings and demi-humans. They tend to be mean and vicious to all other life forms (save in rare individuals). However, they will bow to superior human strength when it is presented forcefully.

The breath weapon of the red hordling is a cone of fire, 10 ft-long, and $\frac{3}{4}$ -ft wide in a straight line, and scores 1d8 damage on a failed a saving throw. A successful saving throw halves the damage inflicted.

Red hordlings have an innate resistance to fire-based attacks, making their required saving throws at +1.

White Hordlings; white hordlings prefer living in cold, arid regions, and cannot tolerate warmer lands (with temperatures exceeding 80° Fahrenheit) for more than a few weeks at a time. Save for their nearly pure white skin, a white hordling with a charisma of 15 or higher can nearly pass themselves off as an elf (1–4 on d6 per encounter).

The breath weapon of the white hordling is a cone of cold, 10-ft long, and $\frac{3}{4}$ -ft wide in a straight line, and scores 1d4 damage on a failed a saving throw. A successful saving throw halves the damage inflicted.

White hordlings have an innate resistance to cold-based attacks, making their required saving throws at +1.

SUMMARY OF DRAGON HORDLING RACIAL ABILITIES:

- +1 dexterity, +1 constitution, -1 intelligence, -1 charisma
- possible limited flight
- breath weapon
- natural armor
- weaponless combat

Languages: the common tongue, the appropriate alignment tongue, and the language of the hereditary dragon species. Hordlings will be able to learn up to 4 additional languages, if allowed by intelligence.

Infra-vision: 60-ft

Multi-class restrictions: The more restrictive of any two class requirements apply to multi-classed hordling characters for the use of class abilities.

Permitted class options: Assassin, Cleric, Fighter, Thief, Vermean Monk, Cleric/Fighter, Fighter/Thief, Fighter/Assassin.

DRAGON HORDLING STARTING AGE:

- Assassin 45 + 2d8
- Cleric 50 + 2d8
- Fighter 30 + 2d4
- Thief 30 + 2d4
- Verméan Monk 40 + 2d4

DRAGON HORDLING AGE AND AGING

MATURITY	AGE RANGE
Young Adult	51-100
Mature	101-140
Middle Aged	141-180
Old	181-210
Venerable	211-250
Ancient	251-275

DRAGON HORDLING RACIAL LIMITATIONS:

Minimum/Maximum ability scores (after adjustment for race); if the ability scores rolled do not fall within these limits, then the race of dragon hordling is not a valid choice for the character:

- Strength 9/18 (3/16 in white PCs)
- Dexterity 6/18
- Constitution 9/18
- Intelligence 3/13
- Wisdom 3/16
- Charisma 3/14 (3/16 in brass and white PCs)

DRAGON HORDLING LEVEL LIMITATIONS:

- | | |
|-------------------|---------------------------|
| • Assassin 5 | • Verméan Monk 8 |
| • Cleric 5 | • Racaraide Bard N/A |
| • Druid N/A | • Lorist Priest N/A |
| • Fighter 9 | • Lorist Ovate N/A |
| • Illusionist N/A | • Lyryst Veteran N/A |
| • Magic User N/A | • Sonneteer Magician N/A |
| • Paladin N/A | • Sonneteer Trickster N/A |
| • Ranger N/A | • Jongleur Magsman N/A |
| • Thief 9 | • Jack-of-All-Trades N/A |

HALF-ORC; GOBLINESQUE

Goblinsque half-orcs are short of stature, topping out at a maximum of 5-ft tall (considered 'giants' among their kind). As with other half-breed orcs, goblinsque half-orcs are generally the result of a male goblinsque orc raping a female human.

A goblinsque half-orc child is generally hated by human communities. However, within a tribe of goblinsque orcs, a half-orc would quickly gain stature and respect in the

community due to its higher intellect, wisdom, and charisma which it would invariably have over others in the community.

Goblinsque half-orcs (even those with a high charisma attribute) tend to be warty, covered in patches of bristly hair, have chronic skin disorders such as lupus and psoriasis (they are prone to developing skin cancers at early ages as well), and are frequently stoop-shouldered and club footed.

SUMMARY OF GOBLINESQUE RACIAL ABILITIES:

- -1 strength, +1 intelligence
- +1 to hit against dwarves and gnomes

Languages: orc, goblin, kobold, the common tongue and the appropriate alignment tongue. Goblinsque half-orcs are incapable of learning more than two additional languages, regardless of intelligence.

Infra-vision: 60-ft

Multi-class restrictions: The more restrictive of any two class requirements apply to multi-classed goblinsque characters for the use of class abilities.

Permitted class options: Assassin, Cleric, Fighter, Magic-User, Thief, Verméan Bard, Fighter/Thief, Cleric/Thief, Fighter/Assassin.

Movement Rate: 90 ft

GOBLINESQUE STARTING AGE:

- Assassin 25 + 1d4
- Cleric 20 + 1d4
- Fighter 15 + 1d4
- Magic-User 40 + 1d8
- Thief 20 + 1d4
- Verméan Bard 30 + 1d6

GOBLINESQUE AGE AND AGING

MATURITY	AGE RANGE
Young Adult	14-17
Mature	18-25
Middle Aged	26-40
Old	41-60
Venerable	61-90
Ancient	91-115

GOBLINESQUE RACIAL LIMITATIONS:

Minimum/Maximum ability scores (after adjustment for race); if the ability scores rolled do not fall within these limits, then the race of goblinsque is not a valid choice for the character:

- Strength 5/16
- Dexterity 3/18
- Constitution 3/18

- Intelligence 3/18
- Wisdom 3/17
- Charisma 3/12

GOBLINESQUE LEVEL LIMITATIONS:

- | | | | |
|---------------|-----|-----------------------|-----|
| • Assassin | 10 | • Verméan Monk | N/A |
| • Cleric | 6 | • Racaraide Bard | N/A |
| • Druid | N/A | • Lorist Priest | 4 |
| • Fighter | 6 | • Lorist Ovate | N/A |
| • Illusionist | N/A | • Lyrlist Veteran | 6 |
| • Magic User | 4 | • Sonneteer Magician | 4 |
| • Paladin | N/A | • Sonneteer Trickster | N/A |
| • Ranger | N/A | • Jongleur Magsman | 10 |
| • Thief | 10 | • Jack-of-All-Trades | N/A |

HALF-ORC; ORGRE

Orgre half-orcs are tall, standing at a minimum of 6-ft tall and topping out at a maximum of 7½-ft tall. An orgre half-orc child is generally subject to one of two fates; either they are ridiculed and bullied as a parasite by the human community, or, they are slain and consumed in a cannibaistic orgy by the orgre community. Therefore, any non-evil orgre half-orc is an extra-ordinarily rare thing as a result of this hellish upbringing.

Orgre half-orcs behave much like human berserkers, and have a serious inability to control their rage. This trait is especially beneficial in combat where the orgre half-orc player character may opt for either a +2 'to hit' attack or two attacks per round. Against other orcs (of any breed), it is 65% likely that the orgre half-orc character will be unable to control itself (at the start of a given encounter), and charge into melee at first sight of the enemy, shouting at the top of its lungs in a battle rage. Against non-orc creatures, the likelihood of this uncontrolled rage drops to 45%. The battle rage will last 2d4 rounds, during which time the character will attack anything within range, even going so far as to attack allies if no enemy is within sight. During the period of the battle rage, the player character attacks with an additional +1 'to hit' and +1 damage on all rolls. Therefore, a battle raging orgre half-orc could strike an enemy once at +3 'to hit' and +1 to damage, or it may strike twice at +1 'to hit' and +1 to damage. This is in addition to other combat modifiers. But the orgre half-orc may conduct a save against this rage (in effect, the creature comes to its senses, and represses the desire to kill the object of its anger). The save required is a roll of 3d6 versus the wisdom attribute, adjusted by the player character's level. Therefore, a 5th level orgre half-orc fighter with a wisdom score of 10 encounters a common orc. It flies into a battle rage (throwing under 65% against its battle rage occurrence probability). However, as the rage comes over the fighter's mind, 3d6 are rolled with a result of 5, adjusted upwards by 5 due to the

character's experience level, for an end result of 10. As the save equates (or is less than) the character's wisdom attribute, they overcome their desire to kill the object of their hatred in favor of a more thoughtful strategy.

The fighting style of the orgre half-orc is based more on brute strength and mindless physicality than it is based upon any intellectual thought process of strategy.

SUMMARY OF ORGRE RACIAL ABILITIES:

- +2 strength, -2 intelligence, -1 wisdom -2 charisma
- berserking attacks for multiple attacks or extra damage.

Languages: orc, the common tongue (requires 6 intelligence attribute) and the appropriate alignment tongue (requires 8 intelligence attribute). Orgre half-orcs are incapable of learning more than 1 additional language, regardless of intelligence.

Infra-vision: 90-ft

Multi-class restrictions: The more restrictive of any two class requirements apply to multi-classed orgre characters for the use of class abilities.

Permitted class options: Assassin, Fighter, Thief, Fighter/Thief, Fighter/Assassin.

Movement Rate: 90 ft

ORGRE STARTING AGE:

- Assassin 16 + 1d4
- Fighter 13 + 1d4
- Thief 13 + 1d4

ORGRE AGE AND AGING

MATURITY	AGE RANGE
Young Adult	12-17
Mature	18-23
Middle Aged	24-30
Old	31-40
Venerable	41-50
Ancient	51-60

ORGRE RACIAL LIMITATIONS:

Minimum/Maximum ability scores (after adjustment for race); if the ability scores rolled do not fall within these limits, then the race of orgre is not a valid choice for the character:

- Strength 12/19
- Dexterity 3/14
- Constitution 14/19
- Intelligence 3/12
- Wisdom 3/12
- Charisma 3/9

ORGRE LEVEL LIMITATIONS:

• Assassin	5	• Verméan Monk	N/A
• Cleric	N/A	• Racaraide Bard	N/A
• Druid	N/A	• Lorist Priest	N/A
• Fighter	8	• Lorist Ovate	N/A
• Illusionist	N/A	• Lyrist Veteran	N/A
• Magic User	N/A	• Sonneteer Magician	N/A
• Paladin	N/A	• Sonneteer Trickster	N/A
• Ranger	N/A	• Jongleur Magsman	N/A
• Thief	8	• Jack-of-All-Trades	N/A

SARNGOCH

The sarngoch peoples are imbued with magical essence from the day of their birth. Each individual is unique in the nature of their magic, and the magic's relative strength. Due to the magic inherent to the race, sarngoch magic-users are not permitted as PC's. However, GM's may opt to allow such personalities as NPC's.

Sarngoch appear as tall, European-type humans (averaging 6-ft to 7-ft tall in adults — roll 1d12, and add the result to a 6-ft basis, i.e., 6-ft + 1 on d12 equals 6-ft 1-in, 2 on d12 equals 6-ft 2-in, etc.). Sarngoch are long-lived, reaching ages over 200 in exceptional individuals.

SUMMARY OF SARNGOCH RACIAL ABILITIES:

- -1 strength, +1 intelligence, +1 wisdom, +2 charisma
- +1 'to hit' against goblins, half-orcs, hobgoblins, and orcs
- innate spell casting abilities (see hereafter)

SARNGOCH SPELL SELECTIONS

INTELLIGENCE + CONSTITUTION	NO. OF SPELLS	MAGIC-USER CASTE	ILLUSIONIST CASTE
≤ 29	2	any first-level	any first-level spell
30–32	2	any first-level, or select from; <i>audible glamour</i> , <i>detect evil</i> , <i>ESP</i> , <i>forget</i> , <i>invisibility</i> , <i>pyrotechnics</i> , <i>rope trick</i> , and <i>wizard lock</i>	any first-level spell, or select from; <i>blindness</i> , <i>detect magic</i> , <i>fog cloud</i> , <i>invisibility</i> , <i>mirror image</i> , and <i>ventriloquism</i>
33–34	3	any first- or second-level, or select from; <i>blink</i> , <i>dispel magic</i> , <i>fly</i> , <i>hold person</i> , and <i>tongues</i>	any first- or second-level, or select from; <i>continual darkness</i> , <i>continual light</i> , <i>rope trick</i> , and <i>suggestion</i>
35	3+1	any first-, second-, or third-level spell, or select from; <i>fire charm</i> , <i>fumble</i> , <i>polymorph self</i> , and <i>wizard eye</i> . The PC may also select one first-level illusionist spell.	any first-, second-, or third-level spell, or select from; <i>confusion</i> , <i>emotion</i> , <i>massmorph</i> , and <i>shadow monsters</i> . The PC may also select one first-level magic-user spell.
36	3+2	any first-, second-, or third-level spell, or select from; <i>fire charm</i> , <i>fumble</i> , <i>minor globe of invulnerability</i> , <i>monster summoning II</i> , <i>polymorph self</i> , and <i>wizard eye</i> . The PC may also select two first-level illusionist spells.	any first-, second-, or third-level spell, or select from; <i>confusion</i> , <i>emotion</i> , <i>massmorph</i> , <i>phantasmal killer</i> , and <i>shadow monsters</i> . The PC may also select two first-level magic-user spells.

- *detect magic* at will
- penalty to save vs. magic determined by a combination of intelligence and constitution ability scores

Languages: Sarngoch, the common tongue and the appropriate alignment tongue. Sarngoch will also know at least two additional languages of demi-human or humanoid races that prescribe to the PC's alignment. Further, the sarngoch PC may learn more languages as allowed by their intelligence ability.

Infra-vision: 30-ft

Sarngoch must always be lawfully aligned, though they may be good, neutral, or evil.

Due to their connection to magic, much as a dwarf has a magical resistance due to their non-magical nature, the sarngoch are extraordinarily sensitive to magic, and harbor within them an innate ability to cast minor spells or illusions.

Also, all sarngoch may *detect magic* at will in object they can touch.

There are two types (castes) of sarngoch magic; magic-user and illusionist. The player must select the caste of magic their PC will draw upon. Spell selection may not be changed once determined. GM's may choose to determine the spell selection randomly. Each spell may be cast once per day, or the PC may choose to cast the spell twice per day at 50% the duration, the range, the area of effect, and damage inflicted (where applicable). Each time the sarngoch casts a spell, they temporarily lose 1 point of constitution for each spell level. Constitution is restored at the rate of 1 point for each 1 full hour of undisturbed rest.

All sarngoch are able to cast at least two spells of their selected caste per day. This ability is adjusted per combined intelligence and constitution abilities as follows;



As these spells are innate talents, the spells need not be memorized, and do not require a spell book, nor do they require spell components. However, the character must meditate on the scientific principals underlying the casting of the magic, and devote them to short-term memory during a full period of quiet meditation. However, the sarngoch must be able to manipulate verbal and somatic components where required.

However, the sarngoch's sensitivity to magic is a double-edged sword. Being at-one with the magic that surrounds them at a molecular level, their biology also absorbs the damaging effects of magical attacks made against them. All sarngoch suffer a base -1 save versus all magic-user and illusionist spell attacks. As with their innate powers, the detrimental effects of a magical attack made against a sarngoch are elevated depending upon the combined intelligence and constitution attribute scores as follows;

SARNGOCH SAVING THROW ADJUSTMENTS

INTELLIGENCE + CONSTITUTION	SAVE VS. MAGIC-USER/ ILLUSIONIST SPELL	SAVE VS. AIMED MAGIC ITEM
≤ 29	-3	-2
30–32	-3	-2
33–34	-2	-1
35	-1	-1
36	-1	—

Multi-class restrictions: The more restrictive of any two class requirements apply to multi-classed sarngoch characters for the use of class abilities.

Permitted class options: Assassin, Cleric, Fighter, Thief, Cleric/Assassin, Cleric/Fighter, Cleric/Thief, Fighter/Thief, Fighter/Assassin

Movement Rate: 120 ft

SARNGOCH STARTING AGE:

- Assassin 30 + 2d4
- Cleric 30 + 2d4
- Fighter 20 + 2d4
- Thief 25 + 2d4

SARNGOCH AGE AND AGING

MATURITY	AGE RANGE
Young Adult	18-30
Mature	31-80
Middle Aged	81-130
Old	131-170
Venerable	171-200
Ancient	201-250

SARNGOCH RACIAL LIMITATIONS:

Minimum/Maximum ability scores (after adjustment for race); if the ability scores rolled do not fall within these limits, then the race of sarngoch is not a valid choice for the character:

- Strength 3/17
- Dexterity 5/18
- Constitution 5/18
- Intelligence 9/18
- Wisdom 9/18
- Charisma 10/19

SARNGOCH LEVEL LIMITATIONS:

- | | |
|---------------------|---------------------------|
| • Assassin 10 | • Verméan Monk N/A |
| • Cleric 8 | • Racaraide Bard N/A |
| • Druid N/A | • Lorist Priest N/A |
| • Fighter Unlimited | • Lorist Ovate N/A |
| • Illusionist N/A | • Lyrist Veteran N/A |
| • Magic User N/A | • Sonneteer Magician N/A |
| • Paladin N/A | • Sonneteer Trickster N/A |
| • Ranger N/A | • Jongleur Magsman N/A |
| • Thief Unlimited | • Jack-of-All-Trades N/A |

RACIAL PREFERENCES

Use the following table to establish general guidelines for racial preferences;

RACE	BASIC ACCEPTABILITY OF RACIAL TYPE										
	DWARVES	DRAGON HORDLINGS	ELVES	GNOMES	HALFLINGS	HALF-ELVES	HALF-ORCS	HALF-ORCS; GOBLINESQUE	HALF-ORCS; ORGRE	HUMANS	SARNGOCH
Dwarves	P	H	A	G	G*	N	H	H	H	N	A
Dragon Hordlings	H	T	A	A	N	N	A	A	A	N	A
Elves	A	H	P	T	T	G	A	H	H	N	N
Gnomes	G	A	T	P	G	T	A	H	H	N	N
Halflings	G†	A	G‡	T	P	N	N	N	A	N	T
Half-Elves	N	A	P	T	N	P	A	A	A	T	T
Half-Orcs	H	H	A	H	N	A	P	T	A	T	H
Half-Orcs; Goblinsque	H	H	A	H	N	A	A	G	A	T	H
Half-Orcs; Orgre	H	H	A	H	A	H	A	N	T**	A	H
Human	N	N	N	N	N	T	N	N	N	P	N
Sarngoch	A	A	T	N	T	T	H	H	H	N	P

* Only with regards to those strains of halflings known as *Talfellows* and *Stouts*. All other halfling races are regarded with tolerance (T).

† Only *Stouts* regard dwarves with goodwill, other halflings regard the dwarvish races with tolerance (T).

‡ Only *Talfellows* regard elves with goodwill, other halflings regard the elvish races with tolerance (T).

** Members within a given tribe will always be greeted with goodwill (G) to preferred (P). Members of other tribes will be greeted with tolerance (T).

Key: P = preferred, G = good will, T = tolerated, N = neutrality, A = antipathy, H = hatred

CHARACTER CLASS OPTIONS

JACK-OF-ALL-TRADES (JoAT)

Throughout the history of fantasy roleplaying games, there have existed the archetypical characters classes. Most familiarly, these have been the cleric, druid, fighter, paladin, ranger, magic-user, illusionist, thief, assassin, monk, and the occasional bard. While this author fully supports the clear delineation of these archetypes within the constructs of game mechanics, I sympathize with those who desire to develop a sophisticated character—a personality unique among the “ordinary” mortals that populate the adventuring world. The skill set of these characters is as unique as their persona, and just as carefully nurtured by the player over the course of a lifetime—both in-game and out-of-game.

This type of individual prides himself on his insatiable thirst for knowledge in all aspects of his life. It is this ceaseless quest of knowledge, unending curiosity, and questioning of the status-quo that motivates him. Altruistic missions for the better good of society play a secondary role to that of the exploration of the world about him.

To qualify, the character must have the minimum attribute scores to meet each of the classes desired to be within the individual’s expansive skill set (referred to as his *portfolio*). When the character begins his career as a Jack-of-All-Trades (JoAT), he

must declare a minimum of three professions (player character classes) within the portfolio. Additional professions may be added to the portfolio at any time the character advances to the next experience level. All alignment restrictions as defined by individual player character classes apply to the JoAT’s portfolio.

For example, a character who has declared paladin as one of the classes within his portfolio, cannot include druid, thief, or assassin as the alignment requirements for these classes will act in opposition to the tenants of the lawful good alignment required of the paladin class. Therefore, the following class combination restrictions must apply at all times;

CLASS	MAY NOT INCLUDE ABILITIES FROM...*
Druid	Paladin
Paladin	Assassin, Druid, Thief
Ranger	Assassin, Thief
Thief	Paladin, Ranger
Assassin	Paladin, Ranger

* Due to the highly specialized education, devotion, and training in other classes, the JoAT portfolio may not include abilities for any type of bard PC classes.



The JoAT allows the player to develop a character with the option to include those skills and special talents from each of the following classes; assassin, cleric, druid, fighter, illusionist, paladin, ranger, and thief. Talents from the Verméan Monk (detailed hereafter) have also been included.

The JoAT character does not attract a body of followers. However, upon attaining the 9th level of experience, the JoAT character will attract a single apprentice. This NPC can be of any single class appearing within the character's portfolio (excluding; druid, paladin, monk, and JoAT), and will always be human. The apprentice will have an experience of 1d4+2. This

apprentice will be supremely dedicated to the JoAT, and will serve for life, even without compensation. However, any act of betrayal—real or perceived—will cause the apprentice to leave the JoAT's employ, and the JoAT will never again attract another. Similarly, the JoAT will not attract another apprentice upon the original apprentice's death

The Jack-of-All-Trades character must be human. This is due to a human's unique desire for expansive knowledge, as well as a general inability to focus his attentions on a single passion or interest over the course of a lifetime.

THE JACK-OF-ALL-TRADES CHARACTER

- Minimum Scores:** Int 16 plus all minimum ability scores for each class to be in the portfolio
- Hit Die Type:** d8 (max 10)
- Alignment:** Any except where limited otherwise by the portfolio classes
- Experience bonus:** None
- Armor/Shield Permitted:** Any except where limited otherwise by the portfolio classes
- Weapons Permitted:** Any except where limited otherwise by the portfolio classes
- Weapon Proficiencies:** According to the portfolio classes
- Penalty to hit for non-proficiency:** -3
- Weapon Specialization:** According to the portfolio classes

JACK-OF-ALL-TRADES ADVANCED ABILITIES:

Ability to mix multiple standard PC class abilities.

ADVANCED ABILITIES:

Engineer; at the 15th level of experience, the Jack-of-All-Trades may construct a monstrous construction (see Chapter II: Monsters for details).

JACK-OF-ALL-TRADES LEVEL ADVANCEMENT

LEVEL	BASE EXPERIENCE POINTS REQUIRED	HIT DICE (D8)	NOTES	CLASS ABILITIES BY LEVEL								
				1	2	3	4	5	6	7	8	
1	0	1	Apprentice Tradesman	1	-	-	-	-	-	-	-	-
2	2,550	2		2	-	-	-	-	-	-	-	-
3	5,500	3		2	1	-	-	-	-	-	-	-
4	12,500	4		2	2	-	-	-	-	-	-	-
5	25,000	5		2	2	1	-	-	-	-	-	-
6	45,000	6		3	2	2	-	-	-	-	-	-
7	95,000	7		3	3	2	1	-	-	-	-	-
8	175,000	8		4	3	3	1	-	-	-	-	-
9	325,000	9	Tradesman; may attract an apprentice	4	4	3	2	1	-	-	-	-
10	600,000	10		4	4	3	3	1	-	-	-	-
11	1,000,000	10+2*	Master Tradesman	5	4	4	3	2	1	-	-	-
12	1,350,000	10+4*		5	4	4	3	3	1	-	-	-
13	1,700,000	10+6*		5	5	4	4	3	2	1	-	-

LEVEL	BASE EXPERIENCE POINTS REQUIRED	HIT DICE (D8)	NOTES	CLASS ABILITIES BY LEVEL							
				1	2	3	4	5	6	7	8
14	2,050,000	10+8*		5	5	4	4	3	3	1	-
15	2,400,000	10+10*	Jack-of-All-Trades ; the JoAT may build a monstrous construction	5	5	5	4	4	3	2	1
16	2,750,000	10+12*		5	5	5	4	4	3	3	1
17	3,100,000	10+14*		5	5	5	5	4	4	3	2
18	3,450,000	10+16*		5	5	5	5	4	4	3	3
19	3,800,000	10+18*		5	5	5	5	5	4	4	3
20	4,150,000	10+20*		5	5	5	5	5	5	4	4

* Each level gained hereafter requires 350,000 experience points and grants +2 hit points.

JACK-OF-ALL-TRADES SAVING THROW TABLE

LEVEL	TYPE OF SAVING THROW				
	AIMED MAGIC ITEMS (E.G., ROD, STAFF, WAND)	BREATH WEAPONS	DEATH, PARALYSIS, POISON	PETRIFICATION, POLYMORPH	SPELLS FOR UNLISTED CATEGORIES
1-4	14	16	13	12	15
5-8	12	15	12	11	13
9-12	10	14	11	10	11
13-15	8	13	10	9	9

JACK-OF-ALL-TRADES TO HIT TABLE

LEVEL	ROLL REQUIRED TO HIT ARMOR CLASS																				
	-10	-9	-8	-7	-6	-5	-4	-3	-2	-1	0	1	2	3	4	5	6	7	8	9	10
1-3	25	24	23	22	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10
4-6	23	22	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8
7-9	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6
10-12	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4
13-15	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2
16-18	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
19+	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1

JACK-OF-ALL-TRADES ABILITIES BY LEVEL

LEVEL ONE		LEVEL TWO		LEVEL THREE	
1	Cleric Spells I * (Cleric)	1	Alert Against Surprise (Ranger)	1	Backstab Multiplier I (Thief)
2	Detect Evil (Paladin)	2	Cleric Spells II (Cleric)	2	Cleric Spells III (Cleric)
3	Druid Spells I * (Druid)	3	Don Disguise (Assassin)	3	Climb Walls (Thief)
4	Hide in Shadows (Thief)	4	Druid Spells II (Druid)	4	Cure Disease (Paladin)
5	Illusionist Spells I * (Illusionist)	5	Find/Remove Traps (Thief)	5	Druid Spells III (Druid)
6	Learn Alignment Tongue (Assassin)	6	Hear Noise (Thief)	6	Druid's Knowledge (Druid)
7	Magic-User Spells I * (Magic-User)	7	Illusionist Spells II (Illusionist)	7	Fighting the Unskilled (Fighter)
8	Move Quietly (Thief)	8	Improved Saving Throws (Paladin)	8	Humanoid Damage Bonus (Ranger)
9	Open Locks (Thief)	9	Lay on Hands (Paladin)	9	Illusionist Spells III (Illusionist)
10	Pick Pockets (Thief)	10	Magic-User Spells II (Magic-User)	10	Magic-User Spells III (Magic-User)
11	Tracking (Ranger)	11	Thieve's Cant (Thief)	11	Protection from Evil (Paladin)
12	Weapon Specialization I (Fighter)	12	Turn Undead I (Cleric)	12	Turn Undead II (Cleric)

LEVEL FOUR			LEVEL FIVE			LEVEL SIX		
1	Backstab Multiplier II	(Thief)	1	Backstab Multiplier III	(Thief)	1	Backstab Multiplier IV	(Thief)
2	Cleric Spells IV	(Cleric)	2	Cleric Spells V	(Cleric)	2	Bonus Attacks I	(Fighter)
3	Druid Spells IV	(Druid)	3	Deflect Normal Missiles	(Monk)	3	Cleric Spells VI	(Cleric)
4	Illusionist Spells IV	(Illusionist)	4	Druid Spells V	(Druid)	4	Druid Spells VI	(Druid)
5	Magic-User Spells IV	(Magic-User)	5	Illusionist Spells V	(Illusionist)	5	Fast Movement	(Monk)
6	Read Languages	(Thief)	6	Magic-User Spells V	(Magic-User)	6	Feign Death	(Monk)
7	Turn Undead III	(Cleric)	7	Quick Healing	(Monk)	7	Illusionist Spells VI	(Illusionist)
8	Unarmed Combat	(Monk)	8	Summon Warhorse	(Paladin)	8	Magic-User Spells VI	(Magic-User)
9	Weapon Specialization II	(Fighter)	9	Turn Undead IV	(Cleric)	9	Turn Undead V	(Cleric)
10	Wilderness movement	(Druid)						

LEVEL SEVEN			LEVEL EIGHT		
1	Bonus Attacks II	(Fighter)	1	Assassination	(Assassin)
2	Cleric Spells VII	(Cleric)	2	Body Disruption	(Monk)
3	Eldritch Craft	(Magic-User)	3	Bonus Attacks III	(Fighter)
4	Immunity to Fey Charm	(Druid)	4	Eldritch Power	(Magic-User)
5	Magic-User Spells VII	(Magic-User)	5	Shapeshift	(Druid)
6	Quiet Mind	(Monk)	6	Turn Undead VII	(Cleric)
7	Scrying Device Use	(Ranger)			
8	Turn Undead VI	(Cleric)			

*** Note on use of spells;** regardless of level, or any other considerations, the JoAT is incapable of learning more than a combined total of 4 spells across all disciplines.

JACK-OF-ALL-TRADES ABILITY DESCRIPTIONS

Player characters should make a note on their character sheet of what level a particular class ability was acquired, as this may affect the ability's strength and advancement.

SPELL USE

When spell use is selected as part of the portfolio, the JoAT PC is bound by the same requirements as would normal single-classed spell-casters (i.e., cleric, druid, illusionist, magic user). Therefore, daily prayer for divine spells, and nightly study for arcane spells will be required.



ALERT AGAINST SURPRISE

Level: 2
Portfolio Class: Ranger
Prerequisite: Str 13, Dex 6, Con 14, Wis 14, Cha 6
Advancement: N/A

The JoAT is less likely to be surprised (only on a 1 on 1d6), and more likely to surprise others (1-3 on 1d6) than other character classes.

ASSASSINATION

Level: 8
Portfolio Class: Assassin
Prerequisite: Str 12, Dex 12, Con 6, Wis 6, any evil alignment
Advancement: N/A

Execute an assassination as the assassin character class.

BACKSTAB MULTIPLIER I

Level: 3
Portfolio Class: Thief
Prerequisite: Str 6, Dex 9, Con 6, Cha 6, any non-good alignment
Advancement: N/A

If the JoAT can approach his or her target unobserved and strike with a melee weapon, the attack is made at +4 to hit. Damage from a successful backstab is doubled.

BACKSTAB MULTIPLIER II

Level: 4
Portfolio Class: Thief
Prerequisite: Backstab multiplier II
Advancement: N/A

If the JoAT can approach his or her target unobserved and strike with a melee weapon, the attack is made at +4 to hit. Damage from a successful backstab is trebled.

BACKSTAB MULTIPLIER III

Level: 5
Portfolio Class: Thief
Prerequisite: Backstab multiplier II
Advancement: N/A

If the JoAT can approach his or her target unobserved and strike with a melee weapon, the attack is made at +4 to hit. Damage from a successful backstab is quadrupled.

BACKSTAB MULTIPLIER IV

Level: 6
Portfolio Class: Thief
Prerequisite: Backstab multiplier III

Advancement: N/A

If the JoAT can approach his or her target unobserved and strike with a melee weapon, the attack is made at +4 to hit. Damage from a successful backstab is quintupled.

BODY DISRUPTION

Level: 8
Portfolio Class: Monk
Prerequisite: Unarmed combat
Advancement: N/A

Use unarmed combat to stun or slay an opponent.

BONUS ATTACKS I

Level: 6
Portfolio Class: Fighter
Prerequisite: Str 9, Dex 6, Con 7, Wis 6, Cha 6
Advancement: N/A

Attack three times every two rounds, attacking twice every second round.

BONUS ATTACKS II

Level: 7
Portfolio Class: Fighter
Prerequisite: Bonus attacks I
Advancement: N/A

Attack twice every round.

BONUS ATTACKS III

Level: 8
Portfolio Class: Fighter
Prerequisite: Bonus attacks II
Advancement: N/A

Attack five times every two rounds, attacking twice every first round and thrice every second round.

CLERIC SPELLS I

Level: 1
Portfolio Class: Cleric
Prerequisite: Str 6, Dex 3, Con 6, Wis 9, Cha 6
Advancement: 1 spell per level of experience advancement after ability acquisition

Allows the casting of one first level spell as a cleric of the same level of experience.

CLERIC SPELLS II

Level: 2
Portfolio Class: Cleric
Prerequisite: Cleric spells I

Advancement: 1 spell per level of experience
advancement after ability acquisition

Allows the casting of one second level spell as a cleric of the same level of experience.

CLERIC SPELLS III

Level: 3
Portfolio Class: Cleric
Prerequisite: Cleric spells II
Advancement: 1 spell per level of experience
advancement after ability acquisition

Allows the casting of one third level spell as a cleric of the same level of experience.

CLERIC SPELLS IV

Level: 4
Portfolio Class: Cleric
Prerequisite: Cleric spells III
Advancement: 1 spell per level of experience
advancement after ability acquisition

Allows the casting of one fourth level spell as a cleric of the same level of experience.

CLERIC SPELLS V

Level: 5
Portfolio Class: Cleric
Prerequisite: Cleric spells IV
Advancement: 1 spell per level of experience
advancement after ability acquisition

Allows the casting of one fifth level spell as a cleric of the same level of experience.

CLERIC SPELLS VI

Level: 6
Portfolio Class: Cleric
Prerequisite: Cleric spells V
Advancement: 1 spell per level of experience
advancement after ability acquisition

Allows the casting of one sixth level spell as a cleric of the same level of experience.

CLERIC SPELLS VII

Level: 7
Portfolio Class: Cleric
Prerequisite: Cleric spells VI
Advancement: 1 spell per level of experience
advancement after ability acquisition

Allows the casting of one seventh level spell as a cleric of the same level of experience.

CLIMB WALLS

Level: 3
Portfolio Class: Thief
Prerequisite: Str 6, Dex 9, Con 6, Cha 6
Advancement: 1 thief level per experience advancement
after ability acquisition

Climb walls as a first level thief.

CURE DISEASE

Level: 3
Portfolio Class: Paladin
Prerequisite: Lay on Hands
Advancement: See below

Cure disease as the clerical spell of the same name once per week. Five experience levels after acquiring *cure disease*, the JoAT may perform the skill two times per week.

DEFLECT NORMAL MISSILES

Level: 5
Portfolio Class: Monk
Prerequisite: Unarmed combat
Advancement: N/A

Deflect normal, non-magical missiles from striking her body. To employ this skill, the JoAT must have at least one free hand. Upon a successful 'to hit', the JoAT rolls their skill check as a monk of the same level. Multiple attempts on a single missile cannot be attempted.

DETECT EVIL

Level: 1
Portfolio Class: Paladin
Prerequisite: Str 12, Dex 6, Con 9, Wis 13, Cha 17 any
good alignment
Advancement: N/A

Detect evil at any range up to 60-ft at will, provided he or she concentrates on doing so.

DON DISGUISE

Level: 2
Portfolio Class: Assassin
Prerequisite: Str 12, Dex 12, Con 6, Wis 6
Advancement: N/A

Disguise one's self as the assassin character class.

DRUID'S KNOWLEDGE

Level: 3
Portfolio Class: Druid
Prerequisite: Str 6, Dex 6, Con 6, Wis 12, Cha 15,
neutral alignment
Advancement: N/A

The ability to identify plant and animal types, and determine when water is pure and safe to drink.

DRUID SPELLS I

Level: 1
Portfolio Class: Druid
Prerequisite: Str 6, Dex 6, Con 6, Wis 12, Cha 15, neutral alignment
Advancement: 1 spell per level experience advancement after ability acquisition

Allows the casting of one first level spell as a druid of the same level of experience.

DRUID SPELLS II

Level: 2
Portfolio Class: Druid
Prerequisite: Druid spells I
Advancement: 1 spell per level of experience advancement after ability acquisition

Allows the casting of one second level spell as a druid of the same level of experience.

DRUID SPELLS III

Level: 3
Portfolio Class: Druid
Prerequisite: Druid spells II
Advancement: 1 spell per level of experience advancement after ability acquisition

Allows the casting of one third level spell as a druid of the same level of experience.

DRUID SPELLS IV

Level: 4
Portfolio Class: Druid
Prerequisite: Druid spells III
Advancement: 1 spell per level of experience advancement after ability acquisition

Allows the casting of one fourth level spell as a druid of the same level of experience.

DRUID SPELLS V

Level: 5
Portfolio Class: Druid
Prerequisite: Druid spells IV
Advancement: 1 spell per level of experience advancement after ability acquisition

Allows the casting of one fifth level spell as a druid of the same level of experience.

DRUID SPELLS VI

Level: 6
Portfolio Class: Druid
Prerequisite: Druid spells V
Advancement: 1 spell per level of experience advancement after ability acquisition

Allows the casting of one sixth level spell as a druid of the same level of experience.

ELDRITCH CRAFT

Level: 7
Portfolio Class: Magic-User
Prerequisite: Magic-User spells IV
Advancement: N/A

Create magical potions, scribe arcane scrolls (of spells that he or she already knows) and recharge magical rods, staves and wands as a magic-user.

ELDRITCH POWER

Level: 8
Portfolio Class: Magic-User
Prerequisite: Eldritch craft
Advancement: N/A

Create magical items as a magic-user.

FAST MOVEMENT

Level: 6
Portfolio Class: Monk
Prerequisite: Str 9, Dex 12, Con 12, Wis 12, Cha 6
Advancement: 5-ft per round for each level following ability acquisition

The JoAT gains the ability of fast movement, and his movement rate increases beyond that normally allowed to other members of his race. Beginning with an additional 20-ft per round movement, speed increase 5-ft additional with every advancement in experience level.

FEIGN DEATH

Level: 6
Portfolio Class: Monk
Prerequisite: Quick healing
Advancement: 1 round for each level following ability acquisition

The JoAT can achieve such control over his body that he can lower his vital bodily functions such as to appear dead. The JoAT can maintain this state for a number of rounds equal to his experience level.

FIGHTING THE UNSKILLED

Level: 3
Portfolio Class: Fighter
Prerequisite: Str 9, Dex 6, Con 7, Wis 6, Cha 6
Advancement: M/A

When attacking creatures with less than a full hit die (i.e. less than 1d8 hit points), the JoAT receives one attack for each of his or her levels of experience, e.g. a 4th-level JoAT attacking goblins would receive 4 attacks per round.

FIND/REMOVE TRAPS

Level: 2
Portfolio Class: Thief
Prerequisite: Str 6, Dex 9, Con 6, Cha 6
Advancement: 1 thief level per experience advancement after ability acquisition

Find and disarm traps as a first level thief.

HEAR NOISE

Level: 2
Portfolio Class: Thief
Prerequisite: Str 6, Dex 9, Con 6, Cha 6
Advancement: 1 thief level per experience advancement after ability acquisition

Hear noises as a first level thief.

HIDE IN SHADOWS

Level: 1
Portfolio Class: Thief
Prerequisite: Str 6, Dex 9, Con 6, Cha 6
Advancement: 1 thief level per experience advancement after ability acquisition

Hide in shadows as a first level thief.

HUMANOID DAMAGE BONUS

Level: 3
Portfolio Class: Ranger
Prerequisite: Str 13, Dex 6, Con 14, Wis 14, Cha 6
Advancement: +1 damage per level of experience after the ability is acquired

JoAT receives a bonus of +1 damage against evil humanoid or giantish opponents (including such creatures as orcs, goblins, and giants, for example). This damage bonus applies only in hand-to-hand "melee" combat.

ILLUSIONIST SPELLS I

Level: 1
Portfolio Class: Illusionist
Prerequisite: Str 6, Dex 16, Wis 6, Cha 6

Advancement: 1 spell per level of experience advancement after ability acquisition

Allows the casting of one first level spell as an illusionist of the same level of experience.

ILLUSIONIST SPELLS II

Level: 2
Portfolio Class: Illusionist
Prerequisite: Illusionist spells I
Advancement: 1 spell per level of experience advancement after ability acquisition

Allows the casting of one second level spell as an illusionist of the same level of experience.

ILLUSIONIST SPELLS III

Level: 3
Portfolio Class: Illusionist
Prerequisite: Illusionist spells II
Advancement: 1 spell per level of experience advancement after ability acquisition

Allows the casting of one third level spell as an illusionist of the same level of experience.

ILLUSIONIST SPELLS IV

Level: 4
Portfolio Class: Illusionist
Prerequisite: Illusionist spells III
Advancement: 1 spell per level of experience advancement after ability acquisition

Allows the casting of one fourth level spell as an illusionist of the same level of experience.

ILLUSIONIST SPELLS V

Level: 5
Portfolio Class: Illusionist
Prerequisite: Illusionist spells IV
Advancement: 1 spell per level of experience advancement after ability acquisition

Allows the casting of one fifth level spell as an illusionist of the same level of experience.

ILLUSIONIST SPELLS VI

Level: 6
Portfolio Class: Illusionist
Prerequisite: Illusionist spells V
Advancement: 1 spell per level of experience advancement after ability acquisition

Allows the casting of one sixth level spell as an illusionist of the same level of experience.

IMMUNITY TO FEY CHARM

Level: 7
Portfolio Class: Druid
Prerequisite: Druid's knowledge
Advancement: N/A

Immune to charms and other such mental enchantments cast by fey creatures such as dryads, pixies, brownies, etc.

IMPROVED SAVING THROWS

Level: 2
Portfolio Class: Paladin
Prerequisite: Str 12, Dex 6, Con 9, Wis 13, Cha 17
Advancement: N/A

Use the saving throw table for the paladin character class.

LAY ON HANDS

Level: 2
Portfolio Class: Paladin
Prerequisite: Str 12, Dex 6, Con 9, Wis 13, Cha 17
Advancement: 2 hit points per level experience
advancement after ability acquisition

Heal 2 hit points of damage per level of experience after ability acquisition.

LEARN ALIGNMENT TONGUE

Level: 1
Portfolio Class: Assassin
Prerequisite: Str 12, Dex 12, Con 6, Wis 6
Advancement: N/A

Learn one alignment language per ability acquisition.

MAGIC-USER SPELLS I

Level: 1
Portfolio Class: Magic-User
Prerequisite: Str 3, Dex 6, Wis 6, Con 6, Cha 6
Advancement: 1 spell per level of experience
advancement after ability acquisition

Allows the casting of one first level spell as a magic-user of the same level of experience.

MAGIC-USER SPELLS II

Level: 2
Portfolio Class: Magic-User
Prerequisite: Magic-User spells I
Advancement: 1 spell per level of experience
advancement after ability acquisition

Allows the casting of one second level spell as a magic-user of the same level of experience.

MAGIC-USER SPELLS III

Level: 3
Portfolio Class: Magic-User
Prerequisite: Magic-User spells II
Advancement: 1 spell per level of experience
advancement after ability acquisition

Allows the casting of one third level spell as a magic-user of the same level of experience.

MAGIC-USER SPELLS IV

Level: 4
Portfolio Class: Magic-User
Prerequisite: Magic-User spells III
Advancement: 1 spell per level of experience
advancement after ability acquisition

Allows the casting of one fourth level spell as a magic-user of the same level of experience.

MAGIC-USER SPELLS V

Level: 5
Portfolio Class: Magic-User
Prerequisite: Magic-User spells IV
Advancement: 1 spell per level of experience
advancement after ability acquisition

Allows the casting of one fifth level spell as a magic-user of the same level of experience.

MAGIC-USER SPELLS VI

Level: 6
Portfolio Class: Magic-User
Prerequisite: Magic-User spells V
Advancement: 1 spell per level of experience
advancement after ability acquisition

Allows the casting of one second level spell as a magic-user of the same level of experience.

MAGIC-USER SPELLS VII

Level: 7
Portfolio Class: Magic-User
Prerequisite: Magic-User spells VI
Advancement: 1 spell per level of experience
advancement after ability acquisition

Allows the casting of one sixth level spell as a magic-user of the same level of experience.

MOVE QUIETLY

Level: 1
Portfolio Class: Thief
Prerequisite: Str 6, Dex 9, Con 6, Cha 6

Advancement: 1 thief level per experience advancement after ability acquisition

Read languages as a first level thief.

OPEN LOCKS

Level: 1
Portfolio Class: Thief
Prerequisite: Str 6, Dex 9, Con 6, Cha 6
Advancement: 1 thief level per experience advancement after ability acquisition

Open locks as a first level thief.

PICK POCKETS

Level: 1
Portfolio Class: Thief
Prerequisite: Str 6, Dex 9, Con 6, Cha 6
any non-good alignment
Advancement: 1 thief level per experience advancement after ability acquisition

Pick pockets as a first level thief.

PROTECTION FROM EVIL

Level: 3
Portfolio Class: Paladin
Prerequisite: Detect evil
Advancement: N/A

Detect evil at any range up to 60-ft at will, provided he or she concentrates on doing so.

QUICK HEALING

Level: 5
Portfolio Class: Monk
Prerequisite: Str 9, Dex 12, Con 12, Wis 12, Cha 6
Advancement: N/A

Each day, the JoAT will heal 1d4+1 hit points, as long as they can maintain a quiet, undisturbed period of at least 6 hours in meditation. This period of meditation must be followed by at least 10 hours of undisturbed sleep.

QUIET MIND

Level: 7
Portfolio Class: Monk
Prerequisite: Feign death
Advancement: N/A

Develop resistance to spells and spell-like abilities that affect the conscious mind, like; *confusion, charm, ESP, fear*, etc., making required saving throws at +2.

READ LANGUAGES

Level: 4
Portfolio Class: Thief
Prerequisite: Str 6, Dex 9, Con 6, Cha 6
Advancement: 1 thief level per experience advancement after ability acquisition

Read languages as a first level thief.

SCRYING DEVICE USE

Level: 7
Portfolio Class: Ranger
Prerequisite: Str 13, Dex 6, Con 14, Wis 14, Cha 6
Advancement: N/A

Use crystal balls and other such devices that permit magical scrying.

SHAPESHIFT

Level: 8
Portfolio Class: Druid
Prerequisite: Druid's knowledge
Advancement: N/A

Change form up to three times per day. The form assumed must be a natural animal, no smaller than a mouse, and no larger than double the JoAT's normal weight; in the process of shapeshifting, the JoAT recovers 1d4 x 10 percent of any hit points he or she might have sustained as damage.

SUMMON WARHORSE

Level: 5
Portfolio Class: Paladin
Prerequisite: Lawful good alignment
Advancement: N/A

Summon a special Paladin's Warhorse, a heavy warhorse with enhanced hit points, intelligence and movement speed. The JoAT may summon such a stead only once.

THIEVE'S CANT

Level: 2
Portfolio Class: Thief
Prerequisite: Str 6, Dex 9, Con 6, Cha 6
Advancement: N/A

Understand the secret language of the thief.

TRACKING

Level: 1
Portfolio Class: Ranger
Prerequisite: Str 13, Dex 6, Con 14, Wis 14, Cha 6
Advancement: N/A

Track other creatures, with a base 75% chance of success in rural settings (modified by the GM according to such factors as the age of the trail, the prevailing terrain and current weather conditions) and a base 50% chance in urban or dungeon settings (again, modified by the GM to take account of local conditions).

TURN UNDEAD I

Level: 2
Portfolio Class: Cleric
Prerequisite: Str 6, Dex 3, Con 6, Wis 9, Cha 6
Advancement: N/A

Turn undead as a first level cleric.

TURN UNDEAD II

Level: 3
Portfolio Class: Cleric
Prerequisite: Turn undead I
Advancement: N/A

Turn undead as a second level cleric.

TURN UNDEAD III

Level: 4
Portfolio Class: Cleric
Prerequisite: Turn undead II
Advancement: N/A

Turn undead as a third level cleric.

TURN UNDEAD IV

Level: 5
Portfolio Class: Cleric
Prerequisite: Turn undead III
Advancement: N/A

Turn undead as a fourth level cleric.

TURN UNDEAD V

Level: 6
Portfolio Class: Cleric
Prerequisite: Turn undead IV
Advancement: N/A

Turn undead as a fifth level cleric.

TURN UNDEAD VI

Level: 7
Portfolio Class: Cleric
Prerequisite: Turn undead V
Advancement: N/A

Turn undead as a sixth level cleric.

TURN UNDEAD VII

Level: 8
Portfolio Class: Cleric
Prerequisite: Turn undead VI
Advancement: N/A

Turn undead as a seventh level cleric.

UNARMED COMBAT

Level: 4
Portfolio Class: Monk
Prerequisite: Str 9, Dex 12, Con 12, Wis 12, Cha 6
Advancement: See below

Engage in hand-to-hand combat similar to a monk. The JoAT will begin with 1 attack per round, inflicting 1d4 points of damage. Four experience levels after gaining this ability, the JoAT will add an additional attack per round, inflicting 1d6 points of damage with each hit. Four experience levels later, the JoAT will max out the ability with 3 attacks per round inflicting 1d8 with each hit.

WEAPON SPECIALIZATION I

Level: 1
Portfolio Class: Fighter
Prerequisite: Str 9, Dex 6, Con 7, Wis 6, Cha 6
Advancement: N/A

Take a second proficiency in a weapon, granting one extra attack every 2 rounds with the weapon, and +1 to hit and +2 damage owing to their skill with the weapon. Specialization costs one proficiency "slot" for melee weapons and crossbows, and two "slots" for missile weapons other than crossbows.

WEAPON SPECIALIZATION II

Level: 4
Portfolio Class: Fighter
Prerequisite: Weapon specialization I
Advancement: N/A

For melee weapons that are not pole arms or two-handed swords, a third weapon proficiency may be used to specialize further; this increases combat bonuses to +3 to hit and +3 damage with the weapon.

WILDERNESS MOVEMENT

Level: 4
Portfolio Class: Druid
Prerequisite: Druid's knowledge
Advancement: N/A

Move through any natural undergrowth leaving no trace of passage, and do so with no reduction in his or her normal movement speed.

VERMÉAN BARD

The Verméan Bard is treated as a collection of specialized sub-classes. These bardic specializations include; the *Racaraide Bard*, the *Lorist Priest* and *Lorist Ovate*, the *Lyrlist Veteran*, the *Sonneteer Magician* and *Sonneteer Trickster*, and the *Jongleur Magsman*. Each of these having a highly specialized skill set unique unto themselves.

Racaraide Bard; or 'True Bard' as they would have themselves called. The racaraide bard is a true minstrel, travelling the countryside and plying his trade at any inn, tavern, or festival that would pay for the privilege. They do not set out on their own to find adventure, adventure finds them.

Jongleur Magsman; this class of bard is often found entertaining in seedier inns and taverns in large cities. It is here that they can be compensated both through pay at the end of a hard evening, and also by picking the pockets of their audience through clever thieflly skills.

Lorist Priest; these bards are devoted to a religious cause, sect, or deity. While not as skilled in the bardic arts as are the racaraide bards, the bardic skills or the lorist priest when combined with those of the spell-casting and undead turning abilities of a cleric can be a potent force to be reckoned with.

A sub-class of the lyrlist priest combines the skills of the racaraide bard with some skills from the druid class, and is called the *lorist ovate*.

Lyrlist Veteran; most fighting forces have a few unique individuals among their ranks who spend their time while not on duty, entertaining their fellows. These armed minstrels can at times become the lyrlist veteran; a deadly combination of fighter and bard.

Sonneteer Magician; this bardic class can typically be found as court jesters where their ability to compose music and poetry, singing, talented slight-of-hand tricks, and minor cantrips are appreciated by court nobles, and rich merchants alike.

A sub-class of the sonneteer magician combines the skills of the racaraide bard with some skills from the illusionist class, and is called the *sonneteer trickster*.

BARDIC ABILITIES

All of the bardic sub-classes have a specialized skill set, employed with varying degrees of effectiveness, and which is wielded through the use of two components; song (S)¹, or poetry (P).

During any period of singing and instrument playing the bard is defenseless against physical attacks. Therefore, any adjustment to armor gained through a high dexterity attribute is negated. Further, any successful attack against the bard immediately dispels the ability's effects. However, the bard may recite poetry while engaged in combat.

¹ Song requires both singing and the playing of an instrument.



The likelihood of successfully using any of these abilities is noted in the description of each sub-class. Creatures with greater than the bard's number of hit die are permitted a saving throw vs. spell if the bard's ability check is successful.

Charm (S); functions the same as the first-level magic-user spell of the same name, except as noted hereafter.

A successful *charm* lasts only so long as the bard remains playing and singing. Upon a successful *charm*, the bard may then insert simple suggestions into the composition to the affected individuals. Examples of commands might be; "leave room", "sit down", "open door", etc. The victim may only execute one such command at a time. Complex commands will cause the individual to become confused and their actions will become unpredictable. The victim will not execute commands which would be opposed to their normal actions. For instance, a paladin will not perform an act of chaos nor of evil. Such a command would dispel the enchantment, and release the victim from the bard's *charm*. A command to die would cause the victim to faint unconscious for 1d4 turns. Creatures and persons of less than 'Low' intelligence will be unable to follow any command, but will simply regard the bard as friendly. The *charm* will not affect any creature of less than 'Low' intelligence.

The *charm* takes 2 full rounds of song to take effect.

Upon ceasing the bard's song, the enchantment will be broken, and the victim freed of the *charm* effects within 1d4 rounds.

Friendship (S or P); functions the same as the first-level magic-user spell of the same name, except as noted below.

While the bard cannot command the crowd to take a specific action as in *charm*, they will follow him, and seek to be as close to his presence as possible. The bard could then lead the

affected creatures as the Pied Piper, causing the affected crowd to follow him with rapt attention. Note however, that this cannot be used, for example, to cause a crowd to walk off a cliff, or into a pool of flame (for to do so would surely cause the individuals in the crowd to harm themselves). But the crowd might climb (where they are capable and not afraid of heights), or they might walk into a river (where they are capable and can swim), etc. However, any attack against an affected individual will dispel the effects of *friendship* on that creature.

Should the bard fail in his *friendship* attempt, all creatures within the area of effect (including those ordinarily friendly with the bard) will instead view the bard as irritating (lowering the bard's charisma by 1d4 points), and will be at great in the bard's presence. This effect will last 2d4 turns.

The *friendship* takes 2 full rounds of song or 3 full rounds of poetry to take effect.

Upon ceasing the bard's song or poem, the enchantment will be broken, and the victim freed of the charm effects within 1d4 rounds.

Decipher Legend (N/A); indicates a bard's ability to determine an object's history. The bard must be able to hold the object to be deciphered in his or her hands in order to perform this ability. The ability may not be applied to any living thing, or object that cannot be held by the bard. A successful application of the ability will reveal *purported* properties of the item, but not reveal *actual* properties. So, while a bard employing a successful decipher legend might be able to say that a sword is said to have "enormous fighting prowess," it will not reveal its specific combat properties.

If a bard fails in his attempt to *decipher legend* on any particular item, he may wait a period of time and attempt to perform *decipher legend* upon it again. Each subsequent attempt lowers the probability of successfully executing this ability. After a failed attempt, the bard must wait a minimum of 6 turns before attempting again. Each failed attempt will lower the chance of success by -10%.

Know Item (N/A); functions the same as the first-level magic-user spell *identify*, except as noted hereafter.

If a bard fails in her attempt to know an item, she may wait a period of time and attempt to perform *know item* again. Each subsequent attempt lowers the probability of successfully executing this ability. After a failed attempt, the bard must wait a minimum of 6 turns before attempting again. Each failed attempt will lower the chance of success by -10%.

Decipher Writings (N/A); books and tomes of knowledge are a bard's bread and butter, as well as her passion. As such, all bards have the ability to interpret written mortal languages (note that this ability does not extend to magical writings, runes, and wards). Even little known or undiscovered writings may release their codes to the bard's intellect.

If a bard fails in his attempt to *decipher writings*, he may wait a period of time and attempt the ability again. Each subsequent

attempt lowers the probability of successfully executing this ability. After a failed attempt, the bard must wait a minimum of 6 turns before attempting again. Each failed attempt will lower the chance of success by -5%.

- **Concentrated Study;** the bard may improve his chances of successfully using the *decipher legend*, *know item*, or *decipher writings* abilities through concentrated study of the writing or object in question. To do this, the bard must engage in uninterrupted study of the manuscript. The amount of time spent studying directly impacts the bard's ability to unlock the object's secrets. For each hour (6 turns) of study, the bard will raise his chances of successfully executing the ability by +2% (to a maximum bonus of +20%). During this period, the bard can engage in no other activity save eating, drinking, or to relieve himself. Any other activity (sleep included) will conclude the bard's period of *concentrated study* immediately, and he will only benefit by the bonus gained up until the point at which his period of study ceased. *Concentrated study* may only be attempted once upon any writing or object.

Boost Morale (S); at 4th level, the bard gains the ability to *boost morale* in close companions. While the bard sings and plays, those friendly to her gain a +1 "to hit" bonus in combat. *Boost morale* also impacts those creatures which are not friendly with the bard in that they receive a -1 "to hit" penalty in combat during the bard's song. The maximum range for this effect is 40 feet plus 10 feet per level of the bard to a maximum of 100 ft.

The bard's song also disrupts the effects of aural-based attacks (i.e., harpies, banshees, etc.), and spell-casters in the area of effect of the song attempting to cast a spell with a verbal component, must themselves successfully save vs. spell, or have their own spell attempt ruined before it can be cast.

Upon ceasing the bard's song, the enchantment will be broken, and all effects will end within 1d4 rounds.

Inspire Greatness (P); at 6th level, a bard may use poetics to *inspire greatness* in a number of creatures equal to or less than his own hit die to greater ability. As the bard gains levels, so too does the number of creatures he can so effect. Therefore, a 10th level bard may inspire a single 10 hit die creature, or ten 1 hit die creatures. The creatures to be inspired must be within 60-ft of the bard, must be able to hear the bard clearly, and must be able to understand the language the bard is speaking. It takes 1 full round for the bard's poetics to take effect, and any disruption of the bard during this time ruins the attempt. The duration of the *inspire greatness* is twice the length of time the bard spends reciting his poetry, to a maximum of 6 turns (1 hour).

Those affected by *inspire greatness* will benefit from any one of the following effects, as determined by the player prior to beginning the poetry;

- **Raise attribute;** the bard may raise one attribute of the individual or selected group of creatures by 1–2 points (even

should it exceed racial maximums) for the duration of the poem's effects

- **Increase armor;** the bard may improve the armor rating of the individual or selected group of creatures by 1d4 points for the duration of the poem's effects
- **Battle superiority;** the bard may improve the chances of success in battle of the individual or selected group of creatures by increasing the amount of damage they will inflict by 1d4 at each successful hit for the duration of the poem's effects
- **Professional mastery;** the bard may raise the individual's or selected group of creatures' experience level abilities to the next higher level for the duration of the poem's effects. Note that this does not allow the affected creatures to gain

hit points, although they will gain hit die where applicable. It also does not allow spell casters access to spells they would not ordinarily be able to cast.

All four of the *inspire greatness* effects are reversible (i.e., *insinuate weakness*) at the bard's request (i.e., *lower attribute, decrease armor, battle inferiority, professional ineptitude*). However, targets of reversed effects are allowed a saving throw vs. spell. Targets will be unaware of the poetry's effects, and may even mistake these reversals for the effects of *inspire greatness* instead.

The inspire greatness ability takes 2 full rounds of singing and playing to take effect. The bard may effect only one of the inspire greatness abilities upon an individual at a time. The bard may inspire greatness upon the same individual but once in a 24-hour period.

VERMÉAN BARD ABILITIES; BASE ABILITY ROLLS

LEVEL	CHARM	FRIENDSHIP	DECIPHER		KNOW ITEM	DECIPHER WRITINGS		BOOST MORALE	INSPIRE GREATNESS
			LEGEND						
1	25%	10%	10%		5%	5%	–	–	
2	30%	16%	17%		10%	9%	–	–	
3	35%	22%	24%		15%	13%	–	–	
4	40%	28%	31%		20%	17%	30%	–	
5	45%	34%	38%		25%	21%	40%	–	
6	50%	40%	45%		30%	25%	50%	20%	
7	55%	46%	52%		35%	30%	60%	30%	
8	60%	52%	59%		40%	35%	70%	40%	
9	65%	60%	66%		45%	40%	80%	50%	
10	70%	70%	73%		50%	50%	90%	60%	
11	75%	80%	80%		55%	60%	92%	70%	
12	80%	90%	87%		60%	70%	94%	80%	
13	85%	93%	94%		65%	80%	96%	90%	
14	90%	96%	97%		70%	90%	98%	95%	
15	95%	99%	99%		75%	95%	99%	99%	

VERMÉAN BARD ABILITY ADJUSTMENTS

ABILITY	ATTRIBUTE								
	INTELLIGENCE			WISDOM			CHARISMA		
	16	17	18+	16	17	18+	16	17	18+
Charm/Friendship	–	–	–	–	–	–	5%	10%	15% ¹
Decipher Legend	–	–	–	5%	10%	15%	–	–	–
Know Item	5%	10%	15%	–	–	–	–	–	–
Decipher Writings	5%	10%	15%	–	–	–	–	–	–
Boost Morale	–	–	–	–	–	–	–	–	– ¹
Inspire Greatness	–	–	–	–	–	–	–	–	– ¹

¹ A charisma of 18 reduces the required time to 1 round for the ability to take effect.

BARDIC INSTRUMENTS

Verméan Bards must always carry with them the instrument of their specialization with which they may play their music, and weave their enchantments. This instrument may be any deemed

appropriate by the GM. Some suggestions might be; harp, lute, cittern, bandore, mandolin, and lyre. The GM should feel free to allow whatever instruments they deem appropriate. However,

the instrument must be one that permits the bard to sing while playing (i.e., woodwind instruments wouldn't allow the execution of some bardic abilities, since that would preclude the bard from singing *and* playing at the same time).

Whatever the instrument chosen, it must be small enough for the Bard to be able to carry it on his or her person. Further, the Bard may only learn and master a single instrument for every three levels of experience. For example; a first level bard declares a harp for his instrument. He may play only this instrument while using his bardic skills until such a time as he gains the fourth level of experience. At such point, he may specify an additional instrument.

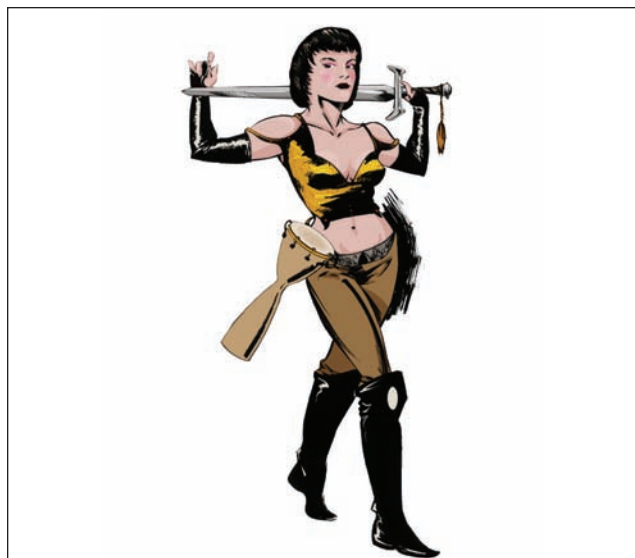
Verméan Bards may attempt using an instrument not of her specialization. However, to do so will cause all attempts at using skills requiring the song component to be made at a -20% penalty.

BARDIC FOLLOWERS

Verméan Bards of all specializations are loners, and will not attract a body of followers. However, once attaining 10th level, they may build a stronghold. This stronghold will always have an auditorium or open-air amphitheatre. Such a stronghold will always be located in or near a village or city large enough to support it. The bard will attract a body of 3d6 '0' level humans

JONGLEUR MAGSMAN

The jongleur magsman is a mischievous combination of skills. They are most typically encountered as street performers and in gypsy caravans. Aside from their bardic abilities, the jongleur magsman also engages effectively as a thief, performing all thievery functions at two levels below their actual level, gaining their thieving skills at the 3rd level, and performing at the first level in their thief skills. Magsmen do not gain the ability to inflict extra damage for a successful back stab as do ordinary thieves. They may use those weapons, armors, and magic items usable by thieves.



who will serve the bard as housekeepers, butlers, drivers, stage crew, and backup performers so long as the bard is able to pay them on a regular basis. Such pay will be the equivalent 3% of the bard's income from performances (to a minimum pay of 5 gp each per month). The race of each servant attracted by the bard will vary depending on the race of the bard;

- **Dwarf;** dwarven 01-75, elven 76-78, gnomish 79-82, halfling 83-90, half-elven 91-94, human 95-00
- **Elf;** dwarven 01-03, elven 04-50, gnomish 51-53, halfling 54-56, half-elven 57-70, human 71-00
- **Gnome;** dwarven 01-03, elven 04-06, gnomish 07-70, halfling 71-80, half-elven 81-83, human 84-00
- **Halfling;** dwarven 01-03, elven 04-06, gnomish 07-15, halfling 16-80, half-elven 81-83, human 84-00
- **Half-elf;** dwarven 01-03, elven 04-17, gnomish 18-20, halfling 21-24, half-elven 25-70, human 71-00
- **Human;** dwarven 01-03, elven 04-15, gnomish 16-20, halfling 21-30, half-elven 31-40, half-orc 41, human 42-95, dragon hordling 96-00
- **Dragon Hordling;** human 01-30, dragon hordling 31-00

THE JONGLEUR MAGSMAN CHARACTER

Minimum Scores:	Str 12, Dex 12, Int 12, Wis 12, Cha 15
Hit Die Type:	d6 (max 10)
Alignment:	Any non-good
Experience bonus:	None
Armor/Shield Permitted:	Padded, leather, studded leather, ring mail (shields are not permitted)
Weapons Permitted:	Any single-handed sword or sword-like weapon, club, dart, mace, morning star, short bow, and sling
Weapon Proficiencies:	2 + 1 every 4 levels
Penalty to hit for non-proficiency:	-3
Weapon Specialization:	N/A

ADVANCED ABILITIES:

Charm and Friendship; the jongleur magsman is an expert at drawing allies to his aid. As such, he gains a +5% to both the *charm* and *friendship* abilities (to a maximum of 99%).

Thieving skills; at the 3rd level of experience begin performing as a first level thief in all abilities except backstab.

LEVEL	BASE EXPERIENCE		NOTES
	POINTS REQUIRED	HIT DICE (D6)	
1	0	1	Apprentice
2	1,900	2	
3	4,250	3	Acquire thief skills as a first level thief
4	7,750	4	<i>Boost Morale</i> in others
5	16,000	5	
6	35,000	6	<i>Inspire greatness</i> in others
7	75,000	7	
8	125,000	8	
9	250,000	9	
10	500,000	10	Jongleur Magsman; the bard may construct a theatre and stronghold
11	750,000	10+2*	
12	1,000,000	10+4*	
13	1,250,000	10+6*	
14	1,500,000	10+8*	
15†	1,750,000	10+10*	

* Constitution-based hp adjustments no longer apply

† Each level gained thereafter requires 250,000 additional experience points and gains 2 hp.

JONGLEUR MAGSMAN SAVING THROW TABLE

LEVEL	TYPE OF SAVING THROW				
	AIMED MAGIC ITEMS (E.G., ROD, STAFF, WAND)	BREATH WEAPONS	DEATH, PARALYSIS, POISON	PETRIFICATION, POLYMORPH	SPELLS FOR UNLISTED CATEGORIES
1-4	14	16	13	12	15
5-8	12	15	12	11	13
9-12	10	14	11	10	11
13-16	8	13	10	9	9
17-20	6	12	9	8	7
21+	4	11	8	7	5

JONGLEUR MAGSMAN TO HIT TABLE

LEVEL	ROLL REQUIRED TO HIT ARMOR CLASS																				
	-10	-9	-8	-7	-6	-5	-4	-3	-2	-1	0	1	2	3	4	5	6	7	8	9	10
1-4	26	25	24	23	22	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11
5-8	24	23	22	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9
9-12	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6
13-16	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4
17-20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2
21+	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

LORIST PRIEST

The lorist priest is the product of time spent in temples and monasteries. Typically, this character is employed by a specific temple or monastery, and during their period of musical training they have also been trained in the clerical arts. They will frequently be found in the chorus and otherwise providing music and singing arrangements within the temple.

Through their clerical training, the lorist priest is able to cast limited cleric spells (refer to the table hereafter), and also through their playing and singing to turn undead as a cleric two levels below the lorist priest's level (i.e., a third-level lorist priest would be able to turn undead through playing and singing as would a first-level cleric).



Spell-casting by the lorist priest will always require singing and playing (on those spells with a verbal component), or the reciting of poetry (on those spells without a verbal component). However, because a lorist priest is summoning her divine spell through song and poem, no material component will ever be required in the casting of the spell. Lorist priest spells are selected from the cleric's spell lists.

THE LORIST PRIEST CHARACTER

Minimum Scores:	Str 9, Dex 9, Int 12, Wis 15, Cha 12
Hit Die Type:	d8 (max 10)
Alignment:	Any
Experience bonus:	None
Armor/Shield Permitted:	Any except plate (shields are not permitted)
Weapons Permitted:	Blunt only—club, flail, hammer, mace, oil, staff; clerics may hurl hammers, clubs, or oil, but may not employ other missile weapons
Weapon Proficiencies:	2 + 1 every 4 levels
Penalty to hit for non-proficiency:	-3
Weapon Specialization:	N/A

LORIST PRIEST CLASS ABILITIES:

Boost Morale; companions who share the same alignment or deity with the lorist priest will receive a +1 damage bonus to all successful 'to hit' rolls while the bard is performing this ability. The lorist priest also gains a +5% to their boost morale attempt (maximum of 99%).

Inspire Greatness; companions who share the same alignment or deity with the lorist priest will receive an additional hit die (full hit point value) while the lorist priest is performing this ability.

LORIST PRIEST LEVEL ADVANCEMENT

LEVEL	BASE EXPERIENCE			SPELLS BY LEVEL					
	POINTS REQUIRED	HIT DICE (D8)	NOTES	1	2	3	4	5	6
1	0	1	Apprentice	1	-	-	-	-	-
2	1,900	2		2	-	-	-	-	-
3	4,250	3	Turn undead ability gained	2	1	-	-	-	-
4	7,750	4	Boost morale in others	2	2	-	-	-	-
5	16,000	5		2	2	1	-	-	-
6	35,000	6	Inspire greatness in others	3	2	1	-	-	-
7	75,000	7		3	2	1	1	-	-
8	125,000	8		3	3	1	1	-	-
9	250,000	9		3	3	2	1	-	-
10	500,000	10	Lorist Priest; the bard may construct a theatre and stronghold	3	3	3	2	1	-
11	750,000	10+2*		4	3	3	3	2	1
12	1,000,000	10+4*		4	4	4	3	2	1
13	1,250,000	10+6*		4	4	4	4	2	1
14	1,500,000	10+8*		4	4	4	4	3	2
15†	1,750,000	10+10*		5	5	4	4	4	2

* Constitution hp adjustments no longer apply

† Each level gained thereafter requires 250,000 experience points and grants +2 hit points.

LORIST PRIEST SAVING THROW TABLE

LEVEL	TYPE OF SAVING THROW				
	AIMED MAGIC ITEMS (E.G., ROD, STAFF, WAND)	BREATH WEAPONS	DEATH, PARALYSIS, POISON	PETRIFICATION, POLYMORPH	SPELLS FOR UNLISTED CATEGORIES
1-3	14	16	10	13	15
4-6	13	15	9	12	14
7-9	11	13	7	10	12
10-12	10	12	6	9	11
13-14	9	11	5	8	10
15+	8	10	4	7	9

LORIST PRIEST TO HIT TABLE

LEVEL	ROLL REQUIRED TO HIT ARMOR CLASS																				
	-10	-9	-8	-7	-6	-5	-4	-3	-2	-1	0	1	2	3	4	5	6	7	8	9	10
1-3	25	24	23	22	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10
4-6	23	22	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8
7-9	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6
10-12	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4
13-14	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2
15+	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

LORIST OVATE

The lorist ovate is as attuned to nature as are their druid and ranger cousins. They have been raised within a society which pay homage to the land around it, and their music and singing reflect this upbringing.



Through their druid training, the lorist ovate is also able to cast limited druid spells (refer to the table hereafter).

As with druids, the lorist ovate must be true (absolute) neutral.

As with the lorist priest, spell-casting by the lorist ovate will always require singing and playing (on those spells with a verbal component), or the reciting of poetry (on those spells without a verbal component). However, because a lorist ovate is summoning her divine powers through song and poem, no material component will be required in the casting of the spell, and so they do not have the requirement to maintain holly, oak leaves, or mistletoe in their supplies as do druids. Lorist ovate spells are selected from the druid's spell lists.

THE LORIST OVATE CHARACTER

Minimum Scores:	Str 9, Dex 9, Int 12, Wis 15, Cha 15
Hit Die Type:	d8 (max 10)
Alignment:	Neutral
Experience bonus:	None
Armor/Shield Permitted:	Leather only, wooden shields only
Weapons Permitted:	Club, dagger, dart, hammer, oil, scimitar, sling, spear, staff
Weapon Proficiencies:	2 + 1 every 3 levels
Penalty to hit for non-proficiency:	-4
Weapon Specialization:	N/A

LORIST OVATE CLASS ABILITIES:

Animal Cant; using her poetics, a lorist ovate is able to communicate with any warm-blooded, non-fantastic animal of at least animal-intelligence. She can ask questions and receive answers, and be on generally amicable terms with the animal.

ADVANCED ABILITIES:

Animal friend; at 3rd level the lorist ovate is able to summon any warm-blooded, non-fantastic animal of at least animal-intelligence to his side through the power of his song. The summoned animal (randomly determined by the GM) can be up to 2 hit die per level of the lorist ovate, to a maximum of 6 hit die, and receives a saving throw vs. spell. A successful save releases the animal from the lorist ovate's song. Success means the lorist ovate is regarded as being friendly to the summoned animal. The lorist ovate cannot speak with the animal, but can teach the animal 3 simple tricks (these tricks may be combined into a single complex command, so long as there are no more than 3 instructions within the command). Each trick requires one week to train the animal.

The animal will remain a devoted companion, and will come to the lorist ovate's defense when required, even so far to sacrifice itself if need be.

The term of service of the animal ends in 3 months following the original summons + 1 month per level of the lorist ovate. At this time, the lorist ovate may attempt to empty *animal friend* again, at which time the animal is entitled a saving throw made at -5 penalty. A successful save means that particular animal will never again be summoned by the lorist ovate.

The lorist ovate may only ever have one animal so summoned. Attempting to summon a second animal immediately releases any current animal friend, which will turn and attack the lorist ovate.

Entanglement; at 5th level the lorist ovate is able to cause plants to reach out and grasp the arms, legs, tails, etc. of a single victim through her song. The victim receives a saving throw vs. spell. A successful save slows the victim's movement by 50%, and lasts for 2d4 rounds + 1 round per level of the lorist ovate. A failed save renders the victim immobile for 2d4 rounds + 1 round per level of the lorist ovate. This ability may be used but once per day.

LORIST OVATE LEVEL ADVANCEMENT

LEVEL	BASE EXPERIENCE			SPELLS BY LEVEL					
	POINTS REQUIRED	HIT DICE (D8)	NOTES	1	2	3	4	5	6
1	0	1	Apprentice	1	-	-	-	-	-
2	1,900	2		2	-	-	-	-	-
3	4,250	3	Call animal friend	2	1	-	-	-	-
4	7,750	4	Boost morale in others	2	2	-	-	-	-
5	16,000	5	Employ entanglement	2	2	1	-	-	-
6	35,000	6	Inspire greatness in others	3	2	1	-	-	-
7	75,000	7		3	2	1	1	-	-
8	125,000	8		3	3	1	1	-	-
9	250,000	9		3	3	2	1	-	-
10	500,000	10	Lorist Ovate; the bard may construct a theatre and stronghold	3	3	3	2	1	-
11	750,000	10+2*		4	3	3	3	2	1
12	1,000,000	10+4*		4	4	4	3	2	1
13	1,250,000	10+6*		4	4	4	4	2	1
14	1,500,000	10+8*		4	4	4	4	3	2
15†	1,750,000	10+10*		5	5	4	4	4	2

* Constitution hp adjustments no longer apply

† Each level gained thereafter requires 250,000 experience points and grants +2 hit points.

LORIST OVATE SAVING THROW TABLE

LEVEL	TYPE OF SAVING THROW				
	AIMED MAGIC ITEMS (E.G., ROD, STAFF, WAND)	BREATH WEAPONS	DEATH, PARALYSIS, POISON	PETRIFICATION, POLYMORPH	SPELLS FOR UNLISTED CATEGORIES
1-3	14	16	10	13	15
4-6	13	15	9	12	14
7-9	11	13	7	10	12

LEVEL	TYPE OF SAVING THROW				
	AIMED MAGIC ITEMS (E.G., ROD, STAFF, WAND)	BREATH WEAPONS	DEATH, PARALYSIS, POISON	PETRIFICATION, POLYMORPH	SPELLS FOR UNLISTED CATEGORIES
10-12	10	12	6	9	11
13-14	9	11	5	8	10
15+	8	10	4	7	9

LORIST OVATE TO HIT TABLE

LEVEL	ROLL REQUIRED TO HIT ARMOR CLASS																				
	-10	-9	-8	-7	-6	-5	-4	-3	-2	-1	0	1	2	3	4	5	6	7	8	9	10
1-3	25	24	23	22	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10
4-6	23	22	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8
7-9	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6
10-12	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4
13-14	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2
15+	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1

LYRIST VETERAN

The lyrist veteran is a man of arms who exists in the ranks of his fellow soldiers and has become a man skilled in raising the morale of his fellows. Generally highly regarded by his contemporaries, the lyrist veteran is unparalleled when it comes to encouraging fighting men and women to ever greater deeds.



THE LYRIST VETERAN CHARACTER

Minimum Scores:	Str 9, Dex 9, Int 12, Wis 12, Cha 12
Hit Die Type:	d10 (max 10)
Alignment:	Any
Experience bonus:	None
Armor/Shield Permitted:	Any
Weapons Permitted:	Any

Weapon Proficiencies:	4 + 1 every 2 levels
Penalty to hit for non-proficiency:	-3
Weapon Specialization:	N/A

LYRIST VETERAN CLASS ABILITIES:

The lyrist veteran benefits from both bonus attacks and fighting the unskilled as do fighters, although they can neither benefit from weapon specialization nor double specializations.

ADVANCED ABILITIES:

Boost Morale; where all other Verméan Bards gain this ability at 4th level, the lyrist veteran begins her career at the first level with this skill. Further, in addition to the +1 'to hit' bonus in combat, friendly troops to the lyrist veteran also gain a +1 damage bonus on all successful hits. What's more, once attaining the 4th level of experience, the lyrist veteran may direct through her playing and singing how the two bonuses will be applied throughout the group within range (i.e., she may place both bonuses as 'to hit', or place both bonuses to damage, or separate them as prescribed above). Once the lyrist veteran reaches 6th level, she may allocate an additional +1 bonus (either 'to hit' or in damage) for every two levels above the 5th. All bonuses must be distributed to all friendly creatures similarly. Further, the lyrist veteran gets a +5% to her *boost morale* attempt (to a maximum of 99%).

Inspire Greatness; the lyrist veteran is a master in encouraging her companions to greater military deeds. She may *increase armor* at 1d4 + 1, and she may *inspire battle prowess* by increasing the damage inflicted to 2d4 per successful strike. Also, the lyrist veteran gets a +5% to her *inspire greatness* attempt (to a maximum of 99%).

LYRIST VETERAN LEVEL ADVANCEMENT

BASE EXPERIENCE			
LEVEL	POINTS REQUIRED	HIT DICE (D10)	NOTES
1	0	1	Apprentice; lyrist veteran starts with <i>boost morale</i>
2	1,900	2	
3	4,250	3	
4	7,750	4	
5	16,000	5	
6	35,000	6	<i>Inspire greatness</i> in others
7	75,000	7	
8	125,000	8	
9	250,000	9	
10	500,000	10	Lyryst Veteran; the bard may construct a theatre and stronghold
11	750,000	10+3*	
12	1,000,000	10+6*	
13	1,250,000	10+9*	
14	1,500,000	10+12*	
15†	1,750,000	10+15*	

* Constitution-based hp adjustments no longer apply

† Each level gained thereafter requires 250,000 additional experience points and gains 3 hp.

LYRIST VETERAN SAVING THROW TABLE

LEVEL	TYPE OF SAVING THROW				
	AIMED MAGIC ITEMS (E.G., ROD, STAFF, WAND)	BREATH WEAPONS	DEATH, PARALYSIS, POISON	PETRIFICATION, POLYMRPH	SPELLS FOR UNLISTED CATEGORIES
0	18	20	16	17	19
1-2	16	17	14	15	17
3-4	15	16	13	14	16
5-6	13	13	11	12	14
7-8	12	12	10	11	13
9-10	10	9	8	9	11
11-12	9	8	7	8	10
13-14	7	5	5	6	8
15+	6	4	4	5	7

LYRIST VETERAN TO HIT TABLE

LEVEL	ROLL REQUIRED TO HIT ARMOR CLASS																				
	-10	-9	-8	-7	-6	-5	-4	-3	-2	-1	0	1	2	3	4	5	6	7	8	9	10
0	26	25	24	23	22	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11
1	25	24	23	22	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10
2	24	23	22	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9
3	23	22	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8
4	22	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7
5	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6
6	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5
7	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4
8	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3
9	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2
10	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
11	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

ROLL REQUIRED TO HIT ARMOR CLASS																					
LEVEL	-10	-9	-8	-7	-6	-5	-4	-3	-2	-1	0	1	2	3	4	5	6	7	8	9	10
12	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1
13	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2
14	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3
15+	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4

RACARAIDE BARD

This variant of bardic study regards itself as the one ‘true bard’ profession. The men and women who follow this path in life are poets, playwrights, singers, and dancers, and engage in all forms of public entertainment. They are frequently artistic and engage in painting, drawing, and sculpture during their free time. They see beauty in everything around them. They are typically employed as jesters, balladeers, court entertainers, personal poets and artists to those who can afford their talents.



Because they specialize in singing, music, and poetry, the racaraide bard does not cast spells, and is not a specialist in combat. In combat, they may use any sword or sword-like weapon which may be wielded with one hand. They may also use clubs or club-like weapons, light crossbows, short bows, slings, and darts. The racaraide bard may not use shields of any type, and are limited to using padded, leather, studded leather, or ring mail armor. They may use any magic items usable by fighters and thieves.

THE RACARAIDE BARD CHARACTER

Minimum Scores:	Str 12, Dex 12, Int 12, Wis 12, Cha 15
Hit Die Type:	d4 (max 11)
Alignment:	Any
Experience bonus:	None
Armor/Shield Permitted:	Padded, leather, studded leather, ring mail (shields are not permitted)
Weapons Permitted:	Any single-handed sword or sword-like weapon, club, dart, mace, morning star, short bow, and sling
Weapon Proficiencies:	2 + 1 every 4 levels
Penalty to hit for non-proficiency:	-3
Weapon Specialization:	N/A

ADVANCED ABILITIES:

Bardic studies: because the racaraide class is the ‘true bard’ he gains a +5% to all his bardic ability checks (to a maximum of 99%).

RACARAIDE BARD LEVEL ADVANCEMENT

LEVEL	BASE EXPERIENCE POINTS REQUIRED	HIT DICE (D4)	NOTES
1	0	2	Apprentice
2	1,600	3	
3	3,000	4	
4	5,750	5	The bard may <i>boost morale</i>
5	12,250	6	
6	24,750	7	The bard may <i>inspire greatness</i>
7	50,000	8	
8	99,000	9	

LEVEL	BASE EXPERIENCE		NOTES
	POINTS REQUIRED	HIT DICE (D4)	
9	200,500	10	Racaraide Bard; the bard may construct a theatre and stronghold
10	300,000	11	
11	400,000	11+2*	
12	600,000	11+4*	
13	750,000	11+6*	
14	1,000,000	11+8*	
15†	1,500,000	11+10*	Song Master/Mistress

* Constitution hp adjustments no longer apply

† Each level gained thereafter requires 500,000 experience points and grants +2 hit points.

RACARAIDE BARD SAVING THROW TABLE

LEVEL	TYPE OF SAVING THROW				
	AIMED MAGIC ITEMS (E.G., ROD, STAFF, WAND)	BREATH WEAPONS	DEATH, PARALYSIS, POISON	PETRIFICATION, POLYMORPH	SPELLS FOR UNLISTED CATEGORIES
1-4	14	16	13	12	15
5-8	12	15	12	11	13
9-12	10	14	11	10	11
13-15	8	13	10	9	9

RACARAIDE BARD TO HIT TABLE

LEVEL	ROLL REQUIRED TO HIT ARMOR CLASS																				
	-10	-9	-8	-7	-6	-5	-4	-3	-2	-1	0	1	2	3	4	5	6	7	8	9	10
1-4	26	25	24	23	22	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11
5-8	24	23	22	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9
9-12	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6
13-15	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4

SONNETEER MAGICIAN

The sonneteer magician is not only adept in the performing arts, but also in performing some limited spell-casting.



Like magic-users, the sonneteer magician must always carry a spell-book (which takes the form of a musical composition book) and memorize their daily selection of spells. And like the lorist priest, a sonneteer magician's spells must always be accompanied by singing and playing (where a verbal component is required), or accompanied with the reciting of poetry (where no verbal component is required for the magic-user equivalent). However, because a sonneteer magician is summoning his magic through song and poem, no material component will be required in the casting of any listed spell. Sonneteer magician spells are selected from the magic-user's spell lists.

Due to the sonneteer magician's advanced intellect, they also have a heightened ability to *inspire greatness* in their companions (see Advanced Abilities).

The sonneteer magician must maintain a composition book in order to study their spells daily, just as a magic-user must study a spell book.

THE SONNETEER MAGICIAN CHARACTER

Minimum Scores: Str 12, Dex 12, Int 12, Wis 12, Cha 15

Hit Die Type: d4 (max 10)

Alignment: Any

Experience bonus: None

Armor/Shield Permitted: Padded, leather, studded leather, ring mail (shields are not permitted)

Weapons Permitted: Any single-handed sword or sword-like weapon, club, dart, mace, morning star, short bow, and sling

Weapon Proficiencies: 2 + 1 every 4 levels

Penalty to hit for non-proficiency: -3

Weapon Specialization: N/A

ADVANCED ABILITIES:

Professional Mastery; the sonneteer magician may enhance their ability to promote *professional mastery* by increasing the individual or selected group of creatures 2 levels above their current level. Further, he receives a +5% to his *professional mastery* ability check (to a maximum of 99%).

SONNETEER MAGICIAN LEVEL ADVANCEMENT

LEVEL	BASE EXPERIENCE		NOTES	SPELLS BY LEVEL					
	POINTS REQUIRED	HIT DICE (D4)		1	2	3	4	5	6
1	0	1	Apprentice	1	-	-	-	-	-
2	1,900	2		2	-	-	-	-	-
3	4,250	3		2	1	-	-	-	-
4	7,750	4	<i>Boost morale</i> in others	2	2	-	-	-	-
5	16,000	5		2	2	1	-	-	-
6	35,000	6	<i>Inspire greatness</i> in others	3	2	1	-	-	-
7	75,000	7		3	2	1	1	-	-
8	125,000	8		3	3	1	1	-	-
9	250,000	9		3	3	2	1	-	-
10	500,000	10	Sonneteer Magician; the bard may construct a theatre and stronghold	3	3	3	2	1	-
11	750,000	10+1*		4	3	3	3	2	1
12	1,000,000	10+2*		4	4	4	3	2	1
13	1,250,000	10+3*		4	4	4	4	2	1
14	1,500,000	10+4*		4	4	4	4	3	2
15†	1,750,000	10+5*		5	5	4	4	4	2

* Constitution-based hp adjustments no longer apply

† Each level gained thereafter requires 250,000 additional experience points and gains 1 hp.

SONNETEER MAGICIAN SAVING THROW TABLE

LEVEL	TYPE OF SAVING THROW				
	AIMED MAGIC ITEMS (E.G., ROD, STAFF, WAND)	BREATH WEAPONS	DEATH, PARALYSIS, POISON	PETRIFICATION, POLYMORPH	SPELLS FOR UNLISTED CATEGORIES
1-5	11	15	14	13	12
6-10	9	13	13	11	10
11-13	8	12	12	10	9
14	6	10	11	8	7
15+	5	8	9	6	5

SONNETEER MAGICIAN TO HIT TABLE

LEVEL	ROLL REQUIRED TO HIT ARMOR CLASS																				
	-10	-9	-8	-7	-6	-5	-4	-3	-2	-1	0	1	2	3	4	5	6	7	8	9	10
1-4	26	25	24	23	22	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11
5-8	24	23	22	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9

ROLL REQUIRED TO HIT ARMOR CLASS																					
LEVEL	-10	-9	-8	-7	-6	-5	-4	-3	-2	-1	0	1	2	3	4	5	6	7	8	9	10
9-12	22	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7
13-14	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5
15+	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3

SONNETEER TRICKSTER

As with the sonneteer magician, a sonneteer trickster's magic flows from her instrument. However, she must carry with her and study each day from her composition book for the spells to be used the following day. As with other spell-casting bards, a verbal component in a spell indicates the sonneteer trickster must sing and play to cast the spell, while a spell indicating no verbal component requires the reciting of poetry. Song and poetry eliminates the need to carry any material component for their spell casting. Sonneteer trickster spells are selected from the illusionist's spell lists.

In addition to her spell casting, the sonneteer trickster is a master in the art of disguise and camouflage. This ability makes them highly desired by play productions as make-up artists.

THE SONNETEER TRICKSTER CHARACTER

Minimum Scores:	Str 12, Dex 12, Int 12, Wis 12, Cha 15
Hit Die Type:	d4 (max 10)
Alignment:	Any
Experience bonus:	None
Armor/Shield Permitted:	Padded, leather, studded leather, ring mail (shields are not permitted)
Weapons Permitted:	Any single-handed sword or sword-like weapon, club, dart, mace, morning star, short bow, and sling
Weapon Proficiencies:	2 + 1 every 4 levels
Penalty to hit for non-proficiency:	-3
Weapon Specialization:	N/A



ADVANCED ABILITIES:

Disguise; this ability allows the sonneteer trickster to alter his appearance (or the appearance of others) to change sex, height (+/- 3 inches from the actual height), weight (-15 pounds, or +40 pounds from the actual weight), race (as long as it does not exceed height and weight restrictions), hair color, etc. The chance of success of pulling off a successful disguise is a base chance 20% + 6% per level, less the viewer's intelligence attribute (as a percentage), with a maximum chance for success of 90%. Therefore, a 5th level sonneteer trickster donning a disguise to get past a palace guard who has a 12 intelligence, has a 38% chance of pulling the disguise off successfully (i.e., 20% + 30% - 12% = 38%).

SONNETEER TRICKSTER LEVEL ADVANCEMENT

LEVEL	BASE EXPERIENCE			SPELLS BY LEVEL					
	POINTS REQUIRED	HIT DICE (D4)	NOTES	1	2	3	4	5	6
1	0	1	Apprentice	1	-	-	-	-	-
2	1,900	2		2	-	-	-	-	-
3	4,250	3		2	1	-	-	-	-
4	7,750	4	<i>Boost morale</i> in others	2	2	-	-	-	-
5	16,000	5		2	2	1	-	-	-
6	35,000	6	<i>Inspire greatness</i> in others	3	2	1	-	-	-
7	75,000	7		3	2	1	1	-	-
8	125,000	8		3	3	1	1	-	-
9	250,000	9		3	3	2	1	-	-

LEVEL	BASE EXPERIENCE		NOTES	SPELLS BY LEVEL					
	POINTS REQUIRED	HIT DICE (D4)		1	2	3	4	5	6
10	500,000	10	Sonneteer Trickster; the bard may construct a theatre and stronghold	3	3	3	2	1	-
11	750,000	10+1*		4	3	3	3	2	1
12	1,000,000	10+2*		4	4	4	3	2	1
13	1,250,000	10+3*		4	4	4	4	2	1
14	1,500,000	10+4*		4	4	4	4	3	2
15†	1,750,000	10+5*		5	5	4	4	4	2

* Constitution-based hp adjustments no longer apply

† Each level gained thereafter requires 250,000 additional experience points and gains 1 hp.

SONNETEER TRICKSTER SAVING THROW TABLE

LEVEL	TYPE OF SAVING THROW				
	AIMED MAGIC ITEMS (E.G., ROD, STAFF, WAND)	BREATH WEAPONS	DEATH, PARALYSIS, POISON	PETRIFFACTION, POLYMORPH	SPELLS FOR UNLISTED CATEGORIES
1-5	11	15	14	13	12
6-10	9	13	13	11	10
11-13	8	12	12	10	9
14	6	10	11	8	7
15+	5	8	9	6	5

SONNETEER TRICKSTER TO HIT TABLE

LEVEL	ROLL REQUIRED TO HIT ARMOR CLASS																				
	-10	-9	-8	-7	-6	-5	-4	-3	-2	-1	0	1	2	3	4	5	6	7	8	9	10
1-4	26	25	24	23	22	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11
5-8	24	23	22	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9
9-12	22	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7
13-14	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5
15+	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3

VERMÉAN MONK

The verméan monk character class is devoted to perfection of body, and control and solitude of the mind. The monk seeks to maintain control and balance of the mind and body at all times.

The monk will always prefer hand-to-hand combat instead of fighting with 'imperfect' man-made objects whenever possible. However, the monk is not adverse to use of manufactured weapons when necessary.

The monk can be awarded a bonus to their armor class rating for having a high dexterity attribute, at the discretion of the GM.

THE VERMÉAN MONK CHARACTER

Minimum Scores: Str 9, Dex 12, Con 12, Int 6, Wis 12, Cha 6

Hit Die Type:	d6 (max 21)
Alignment:	Any lawful
Experience bonus:	None
Armor/Shield Permitted:	None
Weapons Permitted:	dagger, dart, javelin, scimitar, spear, staff, sling
Weapon Proficiencies:	2 + 1 every 4 levels
Penalty to hit for non-proficiency:	-3
Weapon Specialization:	N/A

VERMÉAN MONK CLASS ABILITIES:

Climb Walls; the thief-like ability to scale sheer walls and surfaces, cling to ceilings, and perform other feats of climbing that would normally be impossible. Climbing checks must be repeated for every 10-ft climbed. Refer to the table hereafter. Having a high dexterity ability does not improve the monk's skill in climbing walls.



Hide in Shadows; some shadow must be present for the monk to use this ability, but if the check is successful the monk is effectively invisible until he makes an attack or moves from the shadow. The ability can also be used to blend in with a crowd of people rather than disappear into a shadow. Refer to the table hereafter. Having a high dexterity ability does not improve the monk's skill in hiding in shadows.

Move Quietly; the thief-like ability to move with unnatural silence even over surfaces such as squeaky floors. Refer to the table hereafter. Having a high dexterity ability does not improve the monk's skill in moving quietly.

Mind Over Body; a monk's ability to control her body through meditation grants a +1 saving throw vs. paralysis, petrification, polymorph, and death. The ability improves as the monk gains levels.

Unarmed Combat; a monk's preferred mode of attack is unarmed, hand-to-hand combat. As a monk progresses in levels, this skill improves, inflicting more damage and gaining an increased number of attacks in a round due to the monk's ability

to employ both hands, feet, and other parts of the monk's body as deadly weapons. (This skill is detailed on the Verméan Monk Level Advancement Table.)

Unarmored Defense; a monk is skilled at using his body for defense as well as attack, and has an inherent natural armor class because of this skill.

ADVANCED ABILITIES:

Deflect Normal Missiles; at 3rd level the monk gains the ability to deflect normal, non-magical missiles from striking her body. To employ this skill, the monk must have at least one free hand. On a successful 'to hit' made against the monk, the monk then rolls their skill check according to the Verméan Monk Abilities Table to deflect the missile. Multiple attempts on a single missile cannot be made.

Fast Movement; at 3rd level, a monk gains the ability of *fast movement*, and his movement rate increases beyond that normally allowed to other members of his race.

Body Temple; at the 5th level, a monk gains +1 to all saving throws vs. disease and poison. This bonus increases by 1 point for every level above the 5th the monk attains.

Feign Death; at 5th level the monk can achieve such control over his body, that he can lower his vital bodily functions so as to appear dead. The monk can maintain this state for a number of rounds equal to his experience level.

Quick Healing; at 7th level, a monk's life spent in quiet meditation has allowed her body to heal faster than that of other mortal beings. Each day, the monk will heal 1d4+1 hit points, as long as she can maintain a quiet, undisturbed period of at least 6 hours in meditation. This period of meditation must be followed by at least 10 hours of undisturbed sleep.

Quiet Mind; at 9th level, the monk is able to quiet his mind to the point that it becomes unaffected by spells and spell-like abilities that affect the conscious mind, like; *confusion*, *charm*, *ESP*, *fear*, etc.

Body Disruption; at the 13th level of experience, the monk is able to employ the deadliest of her attack forms; the dread *body disruption*. This attack can be used but once per day, cannot be used against the undead, creatures requiring magical weapons to strike, or any beings from the outer planes of existence. The victim must have fewer hit dice than the monk. To use, the player must first state her intention at the beginning of the round she intends to employ the *body disruption* attack, and to indicate whether she is striking to *stun* or *slay*. Upon a successful 'to hit' using unarmed combat, if the option was to *stun*, the victim is rendered helpless for 3d4 rounds. If the option was to *slay*, the victim is killed instantly, without saving throw.

VERMÉAN MONK ABILITIES

LEVEL	CLIMB WALLS	HIDE IN SHADOWS*	MOVE QUIETLY	MIND OVER BODY	UNARMORED DEFENSE (AC)†	DEFLECT NORMAL MISSILES‡	FAST MOVEMENT	QUIET MIND
1–2	90%	40%	40%	+1	8	–	–	–
3–4	91%	47%	47%	+1	6	60% (1)	+20/rnd	–
5–6	92%	54%	54%	+3	4	65% (1)	+35/rnd	–
7–8	93%	61%	61%	+3	2	70% (2)	+30/rnd	–
9–10	94%	68%	68%	+5	0	75% (2)	+35/rnd	+2
11–12	95%	77%	77%	+5	-1	80% (2)	+40/rnd	+2
13–14	96%	84%	84%	+5	-2	85% (3)	+45/rnd	+3
15–16	97%	91%	91%	+5	-3	90% (3)	+50/rnd	+3
17–18	98%	98%	98%	+5	-4	95% (3)	+55/rnd	+4
19–20	9%	99%	99%	+6	-5	99% (4)	+60/rnd	+5

* Monks hiding in shadows in nighttime settings do not require a skill check, even the light of a full moon will not reveal their movement.

† Monks are never permitted armor of any kind that encases any portion of their body, including bracers and the like. However, monks are allowed the use of other protective devices that do not enclose a portion of their body, like rings, capes, etc.

‡ The number in parenthesis represents the number of missiles that can be deflected in a single round of combat.

VERMÉAN MONK LEVEL ADVANCEMENT

LEVEL	BASE EXPERIENCE		NOTES	UNARMED COMBAT	UNARMED ATTACKS
	POINTS REQUIRED	HIT DICE (D6)		DAMAGE	PER ROUND
1	0	2	Brother/Sister	1d4	1
2	2,250	3		1d4	1
3	4,500	4	Gain the abilities to deflect normal missiles, and fast movement	1d4	1
4	9,500	5		1d6	3 every 2
5	20,000	6	Improved saving throws vs. disease and poison, and gain the ability to feign death	1d6	3 every 2
6	40,000	7		1d6	3 every 2
7	90,000	8	Monk's body heals at an accelerated rate	1d6 + 1	2
8	150,000	9		1d6 + 1	2
9	225,000	10	Resistance to spells and spell-like abilities that affect the conscious mind	1d6 + 1	2
10	325,000	11		2d4	5 every 2
11	650,000	12		2d4	5 every 2
12	975,000	13		2d4	5 every 2
13	1,300,000	14	Employ the body disruption attack	1d8 + 1	3
14	1,625,000	15		1d8 + 1	3
15	1,950,000	16	Monk	1d8 + 1	3
16	2,275,000	17		3d4	7 every 2
17	2,600,000	18		3d4	7 every 2
18	2,925,000	19		3d4	7 every 2
19	3,250,000	20		3d6	4
20	3,575,000*	21		3d8	9 every 2

* All experience points gained hereafter are forfeit.

VERMÉAN MONK SAVING THROW TABLE

LEVEL	TYPE OF SAVING THROW				
	AIMED MAGIC ITEMS (E.G., ROD, STAFF, WAND)	BREATH WEAPONS	DEATH, PARALYSIS, POISON	PETRIFICATION, POLYMORPH	SPELLS FOR UNLISTED CATEGORIES
1-4	14	16	13	12	15
5-8	12	15	12	11	13
9-12	10	14	11	10	11
13-16	8	13	10	9	9
17-20	6	12	9	8	7
21+	4	11	8	7	5

VERMÉAN MONK TO HIT TABLE

LEVEL	ROLL REQUIRED TO HIT ARMOR CLASS																				
	-10	-9	-8	-7	-6	-5	-4	-3	-2	-1	0	1	2	3	4	5	6	7	8	9	10
1-4	26	25	24	23	22	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11
5-8	24	23	22	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9
9-12	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6
13-16	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4
17-20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2
21+	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

LEVEL LIMITATIONS FOR STANDARD OSRIC RACES

The following table summarizes level limitations for the standard OSRIC races as they pertain to the player character classes introduced in this supplement:

LEVEL LIMITATIONS FOR STANDARD OSRIC RACES

PC CLASS OPTION	DWARF	ELF	GNOME	HALFLING	HALF-ELF	HALF-ORC	HUMAN
Jack-of-All-Trades	N/A	N/A	N/A	N/A	N/A	N/A	Unlimited
Racaraide (Verméan) Bard	8	Unlimited	Unlimited	Unlimited	Unlimited	N/A	Unlimited
Jongleur Magsman	10	Unlimited	Unlimited	Unlimited	Unlimited	8	Unlimited
Lorist Priest	6	5	6	N/A	5	N/A	Unlimited
Lorist Ovate	N/A	N/A	N/A	6	Unlimited	N/A	Unlimited
Lyryst Veteran	10	Unlimited	10	8	Unlimited	6	Unlimited
Sonneteer Magician	N/A	8	N/A	N/A	6	N/A	Unlimited
Sonneteer Trickster	N/A	N/A	8	N/A	N/A	N/A	Unlimited
Verméan Monk	N/A	N/A	N/A	N/A	N/A	N/A	Unlimited

CHAPTER 2

MONSTERS



ALICANTO

Frequency:	Very rare
No. Encountered:	1d4
Size:	S (5-ft wingspan)
Move:	40 ft / 240 ft flying (AA: level VI)
Armor Class:	5
Hit Dice:	3
Attacks:	1
Damage:	1d6+1
Special Attacks:	<i>Hypnosis</i>
Special Defenses:	None
Magic Resistance:	Standard
Lair Probability:	65%
Intelligence:	Animal
Alignment:	Neutral
Level/XP:	3 / 65+2 per HP

The alicanto is a bird appearing much like a small hawk. The bird inhabits caves and mines where veins of precious metals—such as silver, gold, and platinum—are known to exist. The alicanto feeds on the precious veins, giving the bird its distinctive metallic coloring of silver, gold, or platinum.

The creature's attack is through its razor-sharp beak. However, the creature is also capable of *hypnotizing* any creature meeting its gaze (saving through vs. spell applies). Creatures so affected will be under the influence of the alicanto, which will cause the victim to follow the bird to the closest precipice, where the victim will willingly jump off, suffering any appropriate falling damage. The effects of the hypnosis lasts 2d4 turns.

The eyes of the alicanto glow with blue (in silver specimens), amber (in gold specimens), or white (in platinum specimens) light.

The creature's feathers range in color from gold, to silver, platinum. So valued are the plumes of this creature, that individual feathers can catch hefty prices to collectors if properly plucked from a living specimen. Silver feathers can be valued at 1d6×100 gp, while gold feather will be valued at 2d8×100 gp, and platinum feather at 3d6×100 gp. Plucked from a dead or dying alicato, the feathers will loose all collector's value.

If an alicanto can be followed to its lair undetected, they will discover a cave rich in veins of the precious metals that are its food source.

Treasure: none

BONE HOUND

Frequency:	Very rare
No. Encountered:	1d4+1
Size:	M (4½-ft tall at the shoulder)
Move:	180 ft
Armor Class:	6
Hit Dice:	3
Attacks:	1
Damage:	2d4
Special Attacks:	howl causes <i>fear</i>
Special Defenses:	None
Magic Resistance:	Standard
Lair Probability:	See below
Intelligence:	Non-
Alignment:	Neutral
Level/XP:	3 / 65+2 per HP

Much like a bone golem, the bone hound is created by a cleric of at least the 8th level of experience using the following spells; *animate dead*, *geas*, *prayer*, *bless*, *shield*, *command*, and *fire resistance*. Also, the material components required to construct the golem will cost at least 5,000 g.p. The bone hound is constructed from the bones of any canine standing 3-ft – 4 ft-tall at the shoulder. The cleric must have collected enough bones to create a complete skeleton in order to ensure success. Each missing bone will add a 10% (cumulative) likelihood of failure. The bones need not be from the same individual animal, but all the bones used must be from the same species of canine. Construction time takes 3 weeks.

As with other golem constructs, the bone hound is created to protect a specific place or item. Once the bone hound has been given its commands, such instructions cannot be changed. Such an attempt will cause the magics giving life to the hound to be dispelled, destroying the creature.

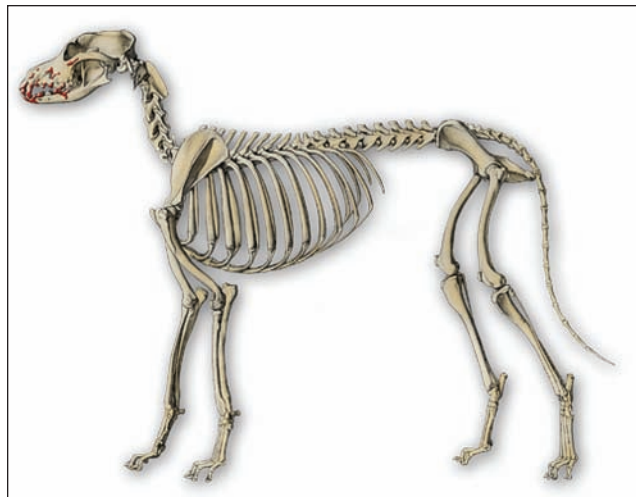
Unlike normal skeletons of the undead variety, bone hounds are not truly *undead*, and thus cannot be turned by clerics. Bone hounds are also not affected by *charm*, *sleep*, and *fear* based spells. They are also impervious to normal and magic flames, and electrical-based attacks do only 50% damage.

Resurrection spells will destroy the bone hound utterly; causing it to explode into a cloud of bony fragments (the resulting explosion will inflict 1d4 hp damage to all creatures within a 20-ft radius).

Attacks against the bone hound using bladed weapons will inflict only 50% of the damage rolled. Attacks using crushing weapons will inflict normal damage.

In addition to its biting attack, the bone hound can emit a spine-chilling howl which will cause *fear* in all those within 100-ft radius who fail their saving throw vs. spell.

Treasure: none



CHARYBDIS

Frequency:	Very rare
No. Encountered:	1
Size:	L (60 ft diameter)
Move:	See below
Armor Class:	4
Hit Dice:	20
Attacks:	1
Damage:	See below
Special Attacks:	Whirlpool
Special Defenses:	None
Magic Resistance:	Standard
Lair Probability:	0%
Intelligence:	Semi-
Alignment:	Neutral
Level/XP:	9 / 6,850+33 per HP

The charybdis is a creature originating on the Elemental Plane of Water, where great herds float along the currents devouring anything and everything that gets in their way.

Resembling nothing more than great, eggplant-colored, formless bladders; a toothy maw splits the creature from side to side, revealing tens of thousands of sharp, coral-like protrusions that are its teeth.

When on the Prime Material Plane, only individual creatures will ever be encountered. Though the creature has no movement rate, it does float along with the currents. When a large vessel crosses the path of the charybdis, the creature will open

is mouth and suck in enormous quantities of water, creating a whirlpool 150-ft in diameter in 3 rounds. This whirlpool will draw any creature or object within the area of affect to a depth of 75-ft in the following round, where the charybdis will attempt to swallow everything in a single great gulp. Within 1 turn following this whirlpool attack, the creature will belch forth all the swallowed water in a towering fountain 1d6×100-ft high.

Occasionally, a charybdis will attach itself to a narrow waterway where surface-going vessels frequently travel.

The body of the creature will contain all indigestible objects. If a given creature manages to consume 100% of the treasure indicated below, it will return to the Elemental Plane of Water, where powerful elemental lords will extract such items for their personal coffers.

Treasure: 1d10×1,000 cp (50%), 1d10×1,000 sp (35%), 1d4×1,000 ep (25%), 1d10×1,000 gp (35%), 1d10×500 pp (25%), 1d20 gems (50%), 1d4 jewelry (20%), sword, armor, or misc. weapon (15%)

COPYKAT

Frequency:	Very rare
No. Encountered:	1
Size:	S to L
Move:	30 ft
Armor Class:	7
Hit Dice:	7 to 9
Attacks:	1
Damage:	2d6 or 3d4 or 4d4
Special Attacks:	glue excretion
Special Defenses:	camouflage
Magic Resistance:	Standard
Lair Probability:	None
Intelligence:	Semi- to Average
Alignment:	Neutral
Level/XP:	5 / 345+8 per HP 6 / 550+10 per HP 7 / 900+12 per HP

A close relative of the mimic (qv), the copykat is a protoplasmic grouping of organisms that are capable of forming themselves into the likeness of inanimate objects. The object is replicated perfectly according to the creature's intelligence. For instance, a large-sized copykat (9 HD, 'Average' intelligence) might imitate a canopy bed, including wooden and gold leafed accents, fabrics, pillows, and all other visible details. But the object to be imitated must be something the creature will have encountered at some point previously. The type of inanimate objects possible are dependent upon the creature's size and intelligence;

7 HD, medium-sized, 'Semi-' intelligent; this smallest copykat can form objects up to 27 cubic-ft in size (3x3x3), or, approximately the size of a large chest, or, the object may be as small as 3.5 cubic-ft., and is 75% undetectable.



8 HD, medium-sized, 'Low' intelligence; this sized copykat can form objects up to 64 cubic-ft in size (4x4x4), or, approximately the size of a child's bed, or, the object may be as small as 8 cubic-ft., and is 85% undetectable.

9 HD, large-sized, 'Average' intelligence; the largest size of copykat can form objects up to 125 cubic-ft (5x5x5), or, approximately the size of a small horse-drawn cart, or, the object may be as small as 27 cubic-ft., and is 95% undetectable.

When attacking, the copykat lashes out with a pseudopod appendage, clubbing its victim for 2d6 (7 HD), or 3d4 (8 HD), or 3d6 (9 HD) HP damage. Further, any creature touching the copykat will be held fast due to the glue-like excretions of the creature. On subsequent rounds, the victim may choose to try and break free of the creature's glue (save vs. STR), however, the victim may not execute any attacks while trying to do so.

All copykats move about their environs constantly in search of living creatures upon which to feed. Copykats will not feed on dead flesh, nor will they consume plants. While traveling, the copykat will appear in its natural form, which appears much like a large, ordinary stone or small boulder. Usually, these will be gray in appearance, with some specimens appearing almost white.

Unlike the mimic, the copykat does retain some treasure of its victims. However, this is primarily due to the fact that the copykat's digestive tract will not dissolve precious and semi-precious metals and gems. Other materials such as leather, parchment, glass, iron, steel, etc., will quickly be dissolved by the creature's digestive juices. Magically enchanted items will be ejected by the creature. Because of these factors, frequently, a trail of coins, gems, and enchanted objects can be found leading to the hiding place of the copykat. Treasure possessed by the copykat is that which is still contained within the creature's body mass.

Treasure; 1d8x100 cp (10%), 1d6x100 sp (15%), 1d4x100 ep (25%), 1d8x100 gp (25%), 1d4x100 pp (15%), 1d6 gems (35%), 1d4 jewelry (20%).

CRYPT SLUG

Frequency:	Rare
No. Encountered:	10d10
Size:	S (18–24 in-long)
Move:	1 ft.
Armor Class:	10
Hit Dice:	1 HP
Attacks:	0
Damage:	See below
Special Attacks:	Consumption of internal organs
Special Defenses:	None
Magic Resistance:	Standard
Lair Probability:	None
Intelligence:	Non-
Alignment:	Neutral
Level/XP:	1 / 5+1 per HP



Crypt slugs are a larger species of the garden variety slug, and feeds on the internal organs of living creatures or freshly deceased corpses. Because the corpse slug is primarily a scavenger, they can be found in greater numbers where the bodies of the freshly deceased are readily available, which provides the genesis of their name. However, the creature will consume living tissue of prone or otherwise incapacitated creatures as well. Unlike the rot grub (qv), the crypt slug does not reside in offal or refuse.

The crypt slug attacks by entering the victim's body through any available orifice; nose, ear, mouth, rectum, open wounds, etc.; generally any place it can squeeze its soft body through. Once in the victim's body, the crypt slug will begin consuming soft tissue at a rate of 1 hit point per turn as it works its way through the victim body.

However, the slug's true hunger is for organ tissue — particularly that of the heart, kidneys, pancreas, ovaries, intestines, and the brain. Should the creature reach any of these vital organs, the damage inflicted increases to 2 hit points per turn (4 hit points per turn if the crypt slug reaches the heart or the brain).

Once the creature is in the body of its victim, it becomes very difficult to detect, as its secretions apply a natural anesthetic as it eats its way through the host body.

After 24 hours, if the creature remains in the body it will spawn 6d4 larva, which will grow to adult size within 48 hours. And each of these creatures will spawn young within 24 hours, and so on, until all the victim's internal organs have been consumed. At which point, the victim's body will splay open, revealing a hollow shell infested with hundreds of the squirming, grey invertebrates.

The only known means of killing the crypt slug once it is inside the body is the consuming (drinking) of urine, which is deadly poison to them. Within 2d4 turns, as the urine works its way into the bloodstream, any of the creatures inside the body will dissolve and be absorbed by the host body.

If the crypt slug consumes tissue which is tainted with urine, or if urine is poured directly onto the creature, it will dissolve within 1d4 rounds. The crypt slug will not consume bladders, and will avoid any areas of the body which may have urine residue.

When found outside the body, the crypt slug is susceptible to flame as are rot grubs (qv).

Description: The skin of the crypt slug ranges in color from a light, silvery grey to dark, charcoal grey.

Treasure: none.

DOG, ARCTIC

Frequency:	Very rare
No. Encountered:	2d4
Size:	L (5-ft tall at the shoulder)
Move:	180 ft.
Armor Class:	5
Hit Dice:	6
Attacks:	1
Damage:	2d4
Special Attacks:	Breath weapon
Special Defenses:	Impervious to cold-based attacks
Magic Resistance:	Standard
Lair Probability:	15%
Intelligence:	Average
Alignment:	True Neutral (evil tendencies)
Level/XP:	5 / 300+5 per HP

The arctic dog is a vicious canine of evil temperament that inhabits very cold regions. In combat, the arctic dog will use its strong jaws to inflict a chilling bite, or its breath weapon which is a cone of frost that will affect all creatures within 25-ft of its muzzle. This breath weapon will cause 2d4 hit points of damage on any creature failing its saving through vs. breath weapon (a successful save halves the amount of damage inflicted). The arctic dog may only use this breath weapon once every 10 rounds.

Arctic dogs are not harmed by cold-based attacks, and fire-based attacks inflict +1 hit points of damage per die. The arctic dog fears fire, and will retreat from those brandishing torches, and similarly burning objects.



Arctic dogs have their own language, and can also communicate with worgs. Rare individuals (15% of those encountered) can also communicate using a broken form of the common speech.

Description: The pelt of the arctic dog is glistening white or silvery, and its eyes are very pale blue or silvery gray in day light, and glow red at night. The fur of the creature can be valued at 5,000 g.p. if properly skinned and cured. The dog stands fully 5-ft tall at the shoulder, and it otherwise resembles a wolf in all other respects.

Treasure: Individual 3d6x1000 p.p. (30%), 2d10 gems (55%), 1d12 jewelry (50%), any 1 magic item (15%).

DRACOLICH

(turned as type 12)

Frequency:	Very rare
No. Encountered:	1
Size:	Large; per ancient dragon species
Move:	per ancient dragon species
Armor Class:	per ancient dragon species, -3
Hit Dice:	per ancient dragon species, +50%
Attacks:	3
Damage:	per ancient dragon species
Special Attacks:	breath weapon, level drain
Special Defences:	enhanced <i>dragon fear</i> , immune to <i>charm, fear, sleep, poison, cold, electrical</i> , and <i>death</i> -based spells, immune to acid
Magic Resistance:	Standard
Lair Probability:	99%
Intelligence:	Genius
Alignment:	Evil
Level/XP:	10 / 10,000+16/hp

The dracolich is the result of an ancient, evil dragon going through similar dark magics as that of a lich. Generally, the dragon does so against its will, but occasionally, the dragon does so with similar desires as those of the evil being who



becomes a lich. Whichever their origins, the dracolich abhors living creatures, and seeks to destroy them except where they live to serve the undead monstrosity.

The lair of a dracolich is a warren located in the most extreme environments, and is always located deep beneath the earth. Such lairs will be filled with servants to protect the dracolich from the outside world, which would seek to destroy it.

Dracoliches have the same claw/claw/bite routine as do their mortal cousins, and they also retain the breath weapon common to their species. However, dracoliches can also paralyze a victim on a successful attack (victims must save vs. paralyzation or remain frozen to the spot for 3d6 turns). Further, the dracolich's aura of *fear* affects all creatures less than 7 hit dice unless they make a successful save vs. magic, and creatures below 5 hit dice get no such saving throw against the aura of *fear*.

Should a dracolich successfully attack a single creature in a single round of combat with all three of its physical attacks (claw/claw/bite), it will drain 1 level of experience from the victim.



The dracolich appears as a huge skeletal dragon, upon which cling the rotting remains of the flesh and muscle it possessed in life. Within the rib cage of each dracolich can be found the bellows which fuels its breath weapon. If this great fetid bag can be punctured (inflicting at least 10 hit points of damage with an edged weapon in a single attack, treat as armor class -2), the dracolich will explode in a shower of the remains of that weapon (i.e., a red dracolich will be a fireball, a green dracolich

will be a cloud of chlorine gas, etc.), dealing full damage of the breath weapon $\times 2$ (saving throw applicable) to all creatures in a 50-ft diameter area, destroying the creature. If the creature has already used up its thrice daily uses of the breath weapon, the explosion will inflict 50% of the possible damage; none with a successful save vs. breath weapon; and the dracolich will not be destroyed, but will suffer 4d8 hit points of damage.

Dracoliches can see all invisible creatures and objects.

No metallic dragon species have ever been known to become dracoliches, though through the magics involved, it would be possible to achieve.

Treasure: 100% of all possible for ancient dragon species.

DRACOLISK, GARNET

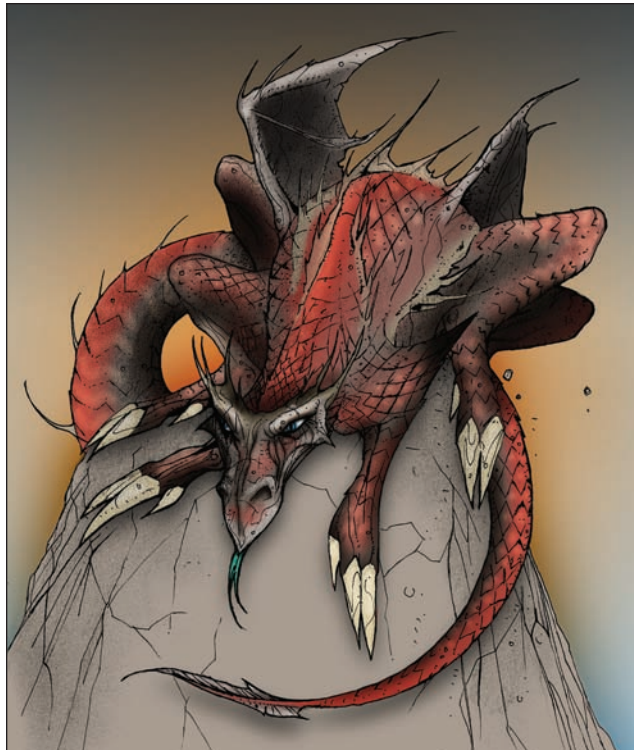
Frequency:	Very rare
No. Encountered:	1-2
Size:	Large (15-ft)
Move:	90 ft
Armor Class:	4
Hit Dice:	6+3
Attacks:	3
Damage:	1d6/1d6/3d4
Special Attacks:	See below
Special Defences:	None
Magic Resistance:	Standard
Lair Probability:	60%
Intelligence:	Low
Alignment:	Chaotic evil
Level/XP:	7/1,000 + 10/hp



Garnet dracolisks are the result of the pairing of a red dragon and a basilisk. They most resemble their dragon parentage, and are armored with thick reddish-black scales. As with the more familiar (black) dracolisk (qv), they also have six powerful clawed limbs and two small wings. Garnet dracolisks are never found to be capable of speech of any sort.

The wings of the garnet dracolisk are much too small to allow for flight.

The garnet dracolisk is able to make use of two powerful clawing attacks with its forelimbs, inflicting 1d6 hit points of damage with each successful strike. They are also able to attack by biting their enemy for 3d6 hit points of damage. However, they prefer to use their breath weapon or gaze attack before entering melee. Up to three times per day, a garnet dracolisk is capable of breathing a cone of fire 50-ft long with a radius of 5-ft at its terminus; this causes damage equal to one half of the creature's total hit points, though a successful saving throw vs. breath weapon reduces this by half. Additionally, a victim within 30-ft of a garnet dracolisk, and meeting its gaze must make a saving throw vs. petrification or be turned to stone. As with its basilisk parent, the gaze attack of the garnet dracolisk extends into the astral and æthereal planes and those who seek to avoid looking directly at the beast, attack with a -4 penalty.



Treasure: 1d10×1,000 cp (25%), 1d8×1,000 sp (25%), 1d6×1,000 gp (25%), 1d6×100 pp (25%), 3d6 gems (50%), 3d4 jewelry (50%) and any three magic items (25%)

DRAGON, MINERAL

There are two strains of mineral dragon; crystal and metal. These creatures originated from the Elemental Plane of Earth, and were brought to the Prime Material Plane by one demigod or another.

As with other dragon types, there are some traits that are generally common to all dragons, no matter the color or alignment, and this remains true with the mineral varieties.

If issued with a formal challenge, a mineral dragon will sometimes agree to fight until subdued rather than to the death. The GM will rule about the likelihood of a dragon's acceptance and the conditions that apply, since these will depend on the nature of the challenge and the alignment of the dragon.

Just as other species, mineral dragons (excluding juveniles) radiate an aura of awe and fear (as the 4th level magic user spell) affecting creatures of less than 5th level (or 5 hit die) unless they save vs magic.

None of the mineral dragon species are capable of casting magical spells.

BITTERSALT DRAGON

	Juvenile 0-125 yrs	Adult 126-350 yrs	Ancient 351-450 yrs
Frequency:	Rare	Rare	Very rare
No. Encountered:	1d4		
Size:	Large (12 ft. long)	Huge (24 ft. long)	Huge (30 ft. long)
Move:	60 ft., burrowing 10 ft.	90 ft., burrowing 30 ft.	50 ft., burrowing 20 ft.
Armor Class:	8	7	6
Hit Dice:	4+1	5+1	6+1
Attacks:	3		
Damage:	1-3/1-3/1d4	1d4/1d4/3d4	1d4/1d4/2d4
Special Attacks:	See below		
Special Defenses:	See below		
Magic Resistance:	Standard		
Lair Probability:	80%	65%	90%
Intelligence:	Low	Average	Very
Alignment:	True neutral		
Level/XP:	3/110+4 per hp	4/230+6 per hp	5/345+8 per hp

Bittersalt dragons inhabit hot, dry deserts. These crystalline behemoths detest moisture in any form, and will go to great lengths to avoid it. Requiring no water to sustain themselves throughout the long span of their lifetimes, bittersalt dragons venture forth from their secret caves only to locate prey to feed themselves, and their young.

Bittersalts are reclusive, and would rather hide within their lair if it's possible to avoid contact with other creatures. But neither will they shy away from combat if faced with hostile action. The lair of the bittersalt dragon will be extraordinarily

dry. The material the bittersalt prefers to burrow into will have a very high salt content, and the very air of the lair will drain moisture from those items and creatures entering into the complex. Where two dragons are encountered, they will be a mated pair. Where more than two are encountered, they will be a mated pair and offspring.

Bittersalts usually (80%) are known to speak, and sometimes will (30%) be found asleep. If the dragon is asleep, there is a 1 in 6 chance that it will awaken in the presence of adventurers.

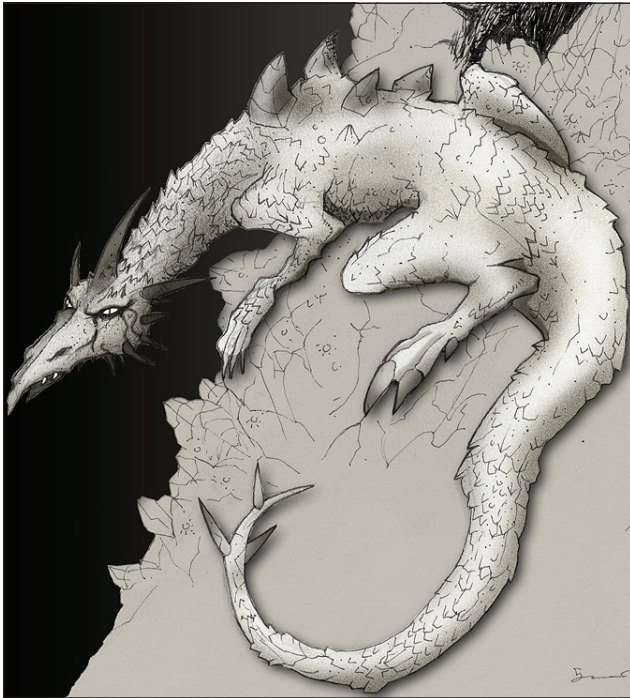
Bittersalt dragon breath is a cloud of dehydrating saline gas, 75-ft long and 5-ft wide. It does damage equal to one-half of the dragon's hit points (but a save vs dragon breath halves this amount). The dragon may use this breath weapon up to three times per day.

The breath weapon is also highly corrosive to exposed, non-magical metals. Metals so exposed will develop large patches of rust within 24 hours of exposure. Unless properly cleaned, the rusty patches will completely degrade the metal within 1

week, rendering the item utterly useless. The breath weapon of a juvenile corrodes metal as described above, but inflicts no physical damage.

Bittersalt dragons prefer to dwell amid epsomite and similar minerals with high salt contents.

Treasure: (For a typical individual) 5d6×1,000 cp (25%), 1d100×1,000 sp (40%), 1d6×10,000 gp (55%), 5d10×100 pp (25%), 1d100 gems (75%), 1d4×10 jewelry (25%), 4 magic items plus 1 scroll (15%).



DOGTOOTH DRAGON

	Juvenile 0-150 yrs	Adult 151-400 yrs	Ancient 401-500 yrs
Frequency:	Very rare	Rare	Very rare
No. Encountered:	1d4		
Size:	Large (15 ft. long)	Huge (30 ft. long)	Huge (36 ft. long)
Move:	40 ft., burrowing 40 ft.	60 ft., burrowing 40 ft.	50 ft., burrowing 30 ft.
Armor Class:	5	4	3
Hit Dice:	6+1	7+1	8+1
Attacks:	3		
Damage:	1d4/1d4/1d4	1d6/1d6/2d6	1d4/1d4/3d6
Special Attacks:	See below.		
Special Defenses:	See below.		
Magic Resistance:	Standard		
Lair Probability:	80%	55%	80%
Intelligence:	Low	Very	High
Alignment:	True neutral (good tendencies)		
Level/XP:	4/225+8 per hp	6/550+10 per hp	6/900+12 per hp

Dogtooth dragons inhabit rocky mountain caves, located at high altitudes. These calcium-based dragons have an affinity

for stones rich in iron, manganese, and zinc which serve as the dragons' primary food source. For this reason, dogteeth are

sometimes venerated by those who mine these minerals. Some societies are known to make offerings to dogteeth which inhabit a given region in an effort to improve their mining efforts.

Dogteeth enjoy the company of dwarves and gnomes. Often times, a dogtooth lair will have several individuals from these two races as permanent companions. Where two dragons are encountered, they will be a mated pair. Where more than two are encountered, they will be a mated pair and offspring.

Dogteeth usually (85%) are known to speak, and sometimes will (25%) be found asleep. If the dragon is asleep, there is a 1 in 6 chance that it will awaken in the presence of adventurers.

Dogtooth dragon breath is a cloud of calcified stone fragments, 100-ft long and 5-ft wide. It does damage equal to the dragon's hit

points (but a save vs dragon breath halves this amount). The dragon may use this breath weapon up to three times per day. The breath weapon of a juvenile inflicts one-half of its hit points in damage.

Dogteeth greatly prize high quality steel, and items made from such metal. Gifts of these items can influence a dogtooth's friendship.

Dogtooth dragons prefer to dwell amid calcium-based minerals with high iron content.

Treasure: (For a typical individual) 5d6×1,000 cp (25%), 1d100×1,000 sp (40%), 1d8×20,000 ep (55%), 1d6×10,000 gp (55%), 5d10×100 pp (25%), 1d100 gems (75%), 1d4×10 jewelry (25%), 4 magic items plus 1 scroll and 1 potion(15%).

LOADSTONE DRAGON

	Juvenile 0-200 yrs	Adult 201-450 yrs	Ancient 451-600 yrs
Frequency:	Very rare	Very rare	Very rare
No. Encountered:	1-3		
Size:	Large (15 ft. long)	Huge (36 ft. long)	Huge (40 ft. long)
Move:	40 ft., burrowing 20 ft.	90 ft., burrowing 40 ft.	60 ft., burrowing 20 ft.
Armor Class:	4	3	2
Hit Dice:	6+1	8+1	9+1
Attacks:	3		
Damage:	1d4/1d4/1d6	1d6/1d6/3d6	1d4/1d4/3d8
Special Attacks:	See below		
Special Defenses:	See below		
Magic Resistance:	Standard		
Lair Probability:	80%	65%	90%
Intelligence:	Average	Very	High
Alignment:	True neutral		
Level/XP:	5/345+8 per hp	6/900+12 per hp	7/1,100+13 per hp



Arguably the most powerful of the mineral dragon species, loadstone dragons inhabit large cavern complexes in nearly any climate, save for the most extreme conditions. Loadstone dragons crave all forms of metal which are magnetically sensitive, such as iron and steel. Such metals comprise a great deal of the creatures' diet, in addition to large animals.

Loadstones enjoy the company of humans, and often times (55%) a loadstone lair will have 4d10 humans residing within its complex permanently. Such humans are not captive, and are free to come and go as they please. Such humans will view the loadstone as a highly regarded lord, and are fiercely devoted to the dragon. Where more than 20 humans are found in the lair, one will be a 6th to 8th level magic user, and one will be a 7th to 9th level lyrist veteran. Where two dragons are encountered, they will be a mated pair. Where more than two are encountered, they will be a mated pair and offspring. Loadstone dragons will only ever take a single mate during its long lifetime.

Loadstones nearly always acquire the ability of speech (95%), and frequently (55%) will be found asleep. If the dragon is asleep, there is a 3 in 6 chance that it will awaken in the

presence of adventurers, for the loadstone is a light sleeper, with an acute sense of hearing. This sense of hearing also means that it difficult to surprise a loadstone dragon (1 in 6).

The hide of the loadstone contains a low magnetic charge, and metal weapons striking the creature are likely to become stuck, unless the attacker makes a saving throw vs. strength at +4 is made with each successful hit against the dragon.

Loadstone dragon breath is a cloud of magnetically charged air, 100-ft long and 5-ft wide. Unlike other dragons, this breath weapon does not actually deal physical damage to the victims. However, any metallic item within the range of the breath weapon will become magnetically charged. The result causes any metal items (armor, weapons, etc) within 20 ft. of other items so charged to be drawn irresistibly together. A victim's saving through against this charge (save vs. breath weapon) indicates a breaking of the magnetic draw. Those failing the saving throw are locked with other charged victims for a number of turns 2x the dragon's hit dice. The dragon may use this breath weapon

up to three times per day. Juveniles have half the effective range and duration of the breath weapon.

The loadstone dragon will use this time to interrogate victims so captured. If satisfied that no threat will come from the captives, or if the dragon sees an opportunity to benefit itself, it will allow the breath weapon to dissipate. Otherwise, victims may be consumed (1 on d10), imprisoned (2-8 on d10), or enslaved (9-10 on d10).

Loadstone dragons greatly prize platinum and magically endowed metals above all other treasures.

Loadstone dragons prefer to dwell amid magnetically charged stones in nearly any climate save the far extremes of hot and cold temperatures.

Treasure: (For a typical individual) 1d100×1,000 sp (40%), 1d8×20,000 ep (25%), 1d6×10,000 gp (35%), 5d10×100 pp (25%), 5d20×100 ap (65%), 4 magic (metal) armor and (metal) weapons (50%), 2 magic items plus 4 scrolls and 4 potions (15%).

PYRITE DRAGON

	Juvenile 0-175 yrs	Adult 176-400 yrs	Ancient 401-550 yrs	Royal (Ancient) 500-650 yrs
Frequency:	Rare	Rare	Very rare	Unique
No. Encountered:	1d6	1-2	1	1
Size:	Large (12 ft. long)	Huge (24 ft. long)	Huge (30 ft. long)	Huge (45 ft. long)
Move:	60 ft., burrowing 30 ft.	90 ft., burrowing 60 ft.	60 ft., burrowing 40 ft.	90 ft., burrowing 60 ft.
Armor Class:	6	4	5	2
Hit Dice:	5+1	6+1	7+1	9+1
Attacks:	3			
Damage:	1-3/1-3/1d4	1d4/1d4/2d6	1-3/1-3/2d4	2d4/2d4/3d4
Special Attacks:	See below.....			
Special Defenses:	See below.....			
Magic Resistance:	Standard.....			
Lair Probability:	60%	45%	75%	15%
Intelligence:	Average (high)	Very	High	Exceptional
Alignment:	Neutral good.....			
Level/XP:	4/160+6 per hp	5/345+8 per hp	6/550+10 per hp	7/1,600+13 hp

The pyrite dragon is a unique creature in several ways, one of which being that it is the only dragon species known to be utterly sexless. The pyrite dragon gives birth to live young three times during its long life. Generally, these occur between the ages of 170 to 200 years, again between the ages of 300 and 350 years, and should it live that long, again between 500 and 550. Dragons birthed during this last stage are known as *royals* (refer to the section hereafter).

Pyrite dragons are talkative individuals found to be capable of speech quite often (90%), and sleep frequently (45%). If the dragon is asleep, there is a 2 in 6 chance that it will awaken in the presence of adventurers. Where more than one dragon is encountered, they will be an adult (or ancient) individual and its offspring.

Pyrite dragon breath is a stream of molten gold ore, 50-ft long and 2-ft wide at its terminus. It does damage equal to the

dragon's hit points (but a save vs dragon breath halves this amount). The dragon may use this breath weapon up to three times per day. The breath weapon of a juveniles inflict one-half of its hit points in damage. The molten ore is less than 25% pure gold, as a large amount of the detritus stone in its diet makes up the breath weapon. Properly extracted, 3d6 pounds of pure gold can be retrieved from each use of the pyrite dragon's breath weapon.

Pyrite dragons prize refined gold above all other treasures, and can usually be bribed quite easily with large gifts of gold coins. But in addition to gold coin, the pyrite dragon also values intelligent speech and debate with other creatures of differing species. Presented with an opportunity to speak with and learn from other creatures, the pyrite dragon will certainly keep even potentially deadly enemies alive in order to engage in such conversations.

Gold ore makes up a significant portion of the pyrite dragon's diet. The pyrite dragon will only consume its horde of gold coin where insufficient quantities of ore are not present.

Pyrite dragons prefer to dwell amid veins of gold ore, and generally only within regions where temperatures remain within 40° to 90° year round.

Treasure: (For a typical individual) 1d100x500 sp (25%), 1d6x10,000 ep (25%), 1d12x10,000 gp (45%), 5d6x100 pp (25%), 4 magic armor and weapons (50%), 2 magic items plus 4 scrolls and 4 potions (15%), any 6 jewelry (25%).

Royal pyrite dragon: This individual is extraordinarily rare, occurring only once in a millennium. When a royal is born, it will be half again as large, and do double the damage of other pyrite dragons. It is rare that royals will ever be encountered upon the Prime Material Plane, however, as they are returned to the Elemental Plane of Earth immediately upon birth. When encountered upon the Prime Material Plane, they will be an ancient dragon, acting specifically on behalf of some demigod there. Adult and ancient royal pyrite dragons are exceptionally intelligent, and always speak common and as many as 2d4 additional languages. Such individuals will also be spell-casting creatures, employing magic-user (75%) or illusionist (25%) spells as a 1d4+6 level spell caster. There will always exist only a single royal pyrite dragon on the Prime Material Plane.



SULPHUR DRAGON

	Juvenile 0-100 yrs	Adult 101-250 yrs	Ancient 251-350 yrs
Frequency:	Rare	Rare	Very rare
No. Encountered:	1d4		
Size:	Large (10 ft. long)	Huge (22 ft. long)	Huge (28 ft. long)
Move:	40 ft., burrowing 10 ft.	60 ft., burrowing 40 ft., flying 180 ft. (level III)	60 ft., burrowing 20 ft.
Armor Class:	6	5	4
Hit Dice:	5+1	6+1	7+1
Attacks:	3		
Damage:	1-3/1-3/1d4	1d4/1d4/3d4	1d4/1d4/2d4
Special Attacks:	See below		
Special Defenses:	See below		
Magic Resistance:	Standard		
Lair Probability:	80%	65%	90%
Intelligence:	Low	Average	Very
Alignment:	True neutral (evil tendencies)		
Level/XP:	4/160+6 per hp	5/345+8 per hp	6/550+10 per hp

The adult sulphur dragon is the only mineral dragon to achieve the ability of flight. This ability is lost when the dragon enters its ancient years, as its body continues to grow, but its wings (already small for a creature of its size) do not.

Sulphur dragons inhabit rocky lowland caves, located near streams and rivers rich in the mineral which is their namesake.

Sulphur dragons must consume copious amounts of sulphur daily. Additionally, the dragon has an appetite for deer and similar fauna. Therefore, the sulphur dragon lair will also be located near such food sources. Sulphur dragons will avoid extremes of heat, and fire-based attacks may cause the sulphur dragon (35% of the time) to retreat.

The lair of a sulphur dragon cannot be mistaken for anything other than what it is. The pungent odor of the dragon's abode permeates the air for miles around. The entrance to a sulphur dragon lair will be littered with the skeletons and partially eaten carcasses of its prey. Where two dragons are encountered, they will be a mated pair. Where more than two are encountered, they will be a mated pair and offspring.

Sulphur dragons usually (75%) are known to speak, and frequently will (35%) be found asleep. If the dragon is asleep, there is a 1 in 6 chance that it will awaken in the presence of adventurers.

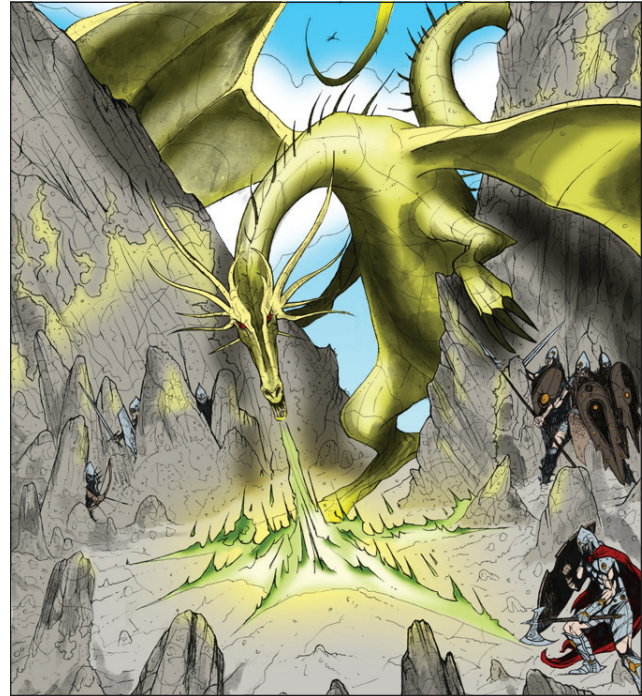
Sulphur dragon breath is a spray of sulphurous stomach acid, 100-ft long and 5-ft wide. It does damage equal to the dragon's hit points (but a save vs dragon breath halves this amount). The dragon may use this breath weapon up to three times per day. The breath weapon of a juvenile inflicts one-half of its hit points in damage, and has one-half the range.

The sulphur dragon has an affinity for large birds of prey in its diet, and can frequently be influenced by gifts of such meats.

Sulphur dragons prefer to dwell amid volcanic-based minerals.

Treasure: (For a typical individual) 5d6×1,000 cp (25%), 1d100×1,000 sp (30%), 1d8×20,000 ep (35%), 1d6×10,000 gp

(45%), 5d10×100 pp (15%), 2d20 gems (55%), 1d4×5 jewelry (25%), 4 magic items plus 1 scroll and 1 potion(15%).



URANINITE DRAGON

	Juvenile 0-75 yrs	Adult 76-150 yrs	Ancient 151-200 yrs
Frequency:	Very rare		
No. Encountered:	2d6		
Size:	Large (10 ft. long)	Huge (20 ft. long)	Huge (26 ft. long)
Move:	60 ft., burrowing 30 ft.	90 ft., burrowing 40 ft.	45 ft., burrowing 10 ft.
Armor Class:	8	7	6
Hit Dice:	5+1	6+1	7+1
Attacks:	3		
Damage:	1-3/1-3/1d4	1d4/1d4/2d4	1-3/1-3/2d4
Special Attacks:	See below		
Special Defenses:	See below		
Magic Resistance:	Standard	Standard	Standard
Lair Probability:	80%	65%	90%
Intelligence:	Low	Average (low)	Average (high)
Alignment:	True neutral (evil tendencies)		
Level/XP:	4/230+6 per hp	5/345+8 per hp	6/550+10 per hp

The uraninite dragon, though the smallest and arguably weakest of the mineral dragons, remains nonetheless, indirectly, the most deadly.

Uraninite dragons are solitary scavengers. Where two dragons are encountered, they will sometimes (25%) be a mating pair. Such a pair remain together only as long as the mating process takes, which is a brief and violent affair, always resulting in a battle between the male and female partners, and usually (65%) resulting in the death of the male dragon, which are

generally smaller than the female of the species. Otherwise, where more than one is encountered, they will be a clutch of offspring, which remain together until they enter adulthood.

Uraninite dragons prefer to eat the dead and rotting carcasses of animals rather than risk getting harmed in unnecessary combat, which they avoid when possible. Freshly butchered meat is greatly prized by uraninite dragons, and they can be bribed with suitable offerings of fresh meat.



Ancient uraninite dragons will nearly always (80%) be female, as few males ever survive long enough to attain this age group. Ancient males will always carry the scars of their battles with females. As such, their hides will be ripped, scarred, and torn (which they carry as a source of pride, as the scars speak of their virility). Often, these creatures will be missing eyes, tails, teeth, and other bits of their bodies due to their many encounters with females of the species.

Adult and ancient male uraninite dragons will always consume juvenile males when they are encountered. Females abandon their clutch of eggs within 36 hours of having laid them. Such clutches will be buried beneath a pile of rocks and gravel deep within an underground cavern.

Uraninite dragons rarely (35%, this rises to 45% in ancient individuals) are known to speak, and are not usually (15%) found asleep. If the dragon is asleep, there is a 1 in 6 chance that it will awaken in the presence of adventurers.

Uraninite dragon breath is a cloud of radioactive vapors, 100-ft long and 5-ft wide. It does 3d6 damage (but a save vs dragon breath halves this amount). Victims failing a saving throw will continue to lose an additional 1d8 damage every turn until a *cure disease* or *neutralize poison* spell are cast upon them. Further, the victim will permanently lose 1 point of strength every turn following the initial attack, unless a *cure disease* or *neutralize poison* spell are cast upon them. The dragon may use this breath weapon up to three times per day. Juveniles may

only use the breath weapon once per day, and do so at half the range and area of effect, and inflict half the damage. Strength loss does not occur as a result of the juvenile breath weapon.

The blood of the uraninite dragon can be easily made into a slow-acting poison. Victims of uraninite poisoning lose 1 hit point damage per day, and 1 point of strength per week from a single application. Loss of hit points and strength continues until a *cure disease* or *neutralize poison* spell is cast upon the victim.

Uraninite dragons rarely will amass a great amount of treasure, and they do not typically establish a long term lair.

Though uraninite dragons can generally be bribed with large quantities of freshly butchered meat, it remains to be said that uraninite dragons are not to be trusted.

Uraninite dragons prefer to dwell amid dense, radioactively charged stones in any climate.

Treasure: (For a typical individual) 5d6×500 cp (15%), 1d100×500 sp (20%), 1d4×20,000 ep (25%), 1d4×10,000 gp (35%), 5d6×100 pp (15%), 1d20×2 gems (40%), 1d4×5 jewelry (15%), 2 magic items (10%).

DRAGON HORDLING

These tormented creatures were first created through the use of magic talismans; artifacts once held by the most ancient and powerful of dragons, hidden secretly by unknown magics. None of these talismans are now known to exist upon the mortal world. These objects—once imbued with powerful magics known only to the dragon lords of old—were the primary tool used to convert humans, humanoids, and demi-humans into the twisted and tormented creatures called dragon hordlings. Once created, the hordlings were forever enslaved to the holder of the talisman. If the holder of a talisman should die, the hordlings enslaved to the talisman enter a state of semi-consciousness, having no mental contact to receive instructions. If the talisman itself is destroyed, the hordlings are released from their enslavement and become free-thinking hordlings.

Aspects of their former race can be distinguished if checked closely (i.e., a half-elf's long pointed ears, and slender digits; a half-orc's brutish features and pig-like snout; etc.).

RESTORING HORDLINGS

Creatures converted to the form of any hordling species may be restored to their former selves through a complicated, and expensive, process involving the destruction of the talisman used to convert them, and the casting of numerous spells, such as *restoration*, *resurrection*, and *remove curse*.

	Black	Blue	Brass	Copper	Green	Red	White
Frequency:	Very rare.....						
No. Encountered:	2d6	1d6	3d4	1d10	2d6	3d4	3d6
Size:	M (5½-ft tall)	M (5-ft tall)	M (6-ft tall)	M (5½-ft tall)	M (6-ft tall)	M (5-ft tall)	M (4½-ft tall)
Move:	90 ft., flying 120 ft. (L III)	60 ft., flying 90 ft. (L III)	90 ft., flying 120 ft. (L III)	60 ft., flying 120 ft. (L III)	60 ft., flying 120 ft. (L III)	90 ft., flying 120 ft. (L III)	90 ft., flying 120 ft. (L III)

	Black	Blue	Brass	Copper	Green	Red	White
Armor Class:	3	1	2	3	4	4	7
Hit Dice:	3+1	4+1	3+1	4+1	4	4+1	3+1
Attacks:	3 or by weapon						
Damage:	1d4/1d4/1-2	1d4/1d4/1d4	1d4/1d4/1-2	1-3/1-3/1d4	1-3/1-3/1-3	1d4/1d4/1d4	
Special Attacks:	Breath weapon						
Special Defences:	None						
Magic Resistance:	Standard.....						
Lair Probability:	25%.....						
Intelligence:	Average (low)	Average (high)	Average (high)	Average	Average	Average (low)	Low
Alignment:	Chaotic evil	Lawful evil	Chaotic good to true neutral	Chaotic good	Chaotic evil	Chaotic evil	Lawful evil
Level/XP:	3/105+3 per hp	4/155+4 per hp	3/105+3 per hp	4/155+4 per hp	3/105+3 per hp	4/155+4 per hp	3/105+3 per hp

Black hordlings; these creatures can be found most commonly in marshy areas near the confluence of many rivers and streams. They detest dry climates, and will refuse to go into such regions, even when ordered to do so by creatures clearly more powerful than themselves. Their knack for cunning and treachery is belied by their low intelligence.

They attack either through two clawing attacks and a bite, or by weapon type. The bite of a black hordling is 75% likely to result in infection (save vs. poison at +2). A missed saving throw means the area of the body which has been bitten will become swollen and painful to the touch. Left untended, such a wound will turn gangrenous within 1 week, requiring the affected tissue to be amputated. A *cure disease* or *neutralize poison* spell will negate the effects of the infection.

Weapons preferred by them are short bladed weapons, such as daggers, short swords, axes, etc.

They also have a breath similar to that of a black dragon, except that it is far less potent. They may use this weapon three times per day. It is a stream of acidic spittle 10 ft. long with a 1 ft. base. The damage suffered by this breath weapon is 1d6. With a successful save vs. breath weapon, damage suffered is halved.

Black hordlings are immune to acid-based attacks.

Description: Black dragon hordlings resemble bipedal black dragons, though their ties to black dragons are not as apparent as in other dragon hordling species. They have wings which span fully 9 ft. when extended. They also have a tail of approximately 2-ft long. Black hordlings retain much of their former race's physical attributes, though their skin is dead black, with a bluish sheen. The skin of the black hordling is thick, resembling cured leather.

Blue hordlings; these creatures crave hot dry regions, with annual rainfalls well below 8 inches per year. Their higher than average intelligence allows them to establish orderly and well-run communal villages. When in a larger group made up of a variety of hordling species, blues will almost certainly be found in positions of leadership.

They attack either through two clawing attacks and a bite, or by weapon type. The bite of a black hordling is 75% likely to result in infection (save vs. poison at +2). A missed saving throw means the area of the body which has been bitten will become swollen and painful to the touch. Left untended, such a wound will turn gangrenous within 1 week, requiring the affected tissue to be amputated. A *cure disease* or *neutralize poison* spell will negate the effects of the infection.

Weapons preferred by them are all missile weapons that can be thrown by hand; daggers, axes, clubs, darts, slings, etc.

They also have a breath similar to that of a blue dragon, except that it is far less potent. They may use this weapon three times per day. It is a cone of highly charged static electricity, 10 ft. long with a 1 ft. base. The damage suffered by this breath weapon is 1d4. Victims of less than 4 hit die who fail their saving throw vs. breath weapon will be stunned for 1d4 rounds. With a successful save vs. breath weapon, damage suffered is halved.



Blue hordlings are immune to electrical-based attacks.

Description: Blue dragon hordlings resemble bipedal blue dragons very closely. Their ties to blue dragons will be readily apparent. They are covered head to toe in thick blue-black scales. They have wings which span fully 12-ft. when extended. They also have a tail of approximately 3-ft long.

Brass hordlings; these hordlings are found only in hot, dry regions, and cannot abide cold or damp conditions. Like their dragon parentage, brass hordlings are boorish, officious, and talkative. They will always insist on having their say in any situation they are found within. Though generally chaotic good as a rule, it is not uncommon to find individuals ranging into true neutral.

They attack either through two clawing attacks and a bite, or by weapon type.

Weapons preferred by them are all sword types.

They also have a breath similar to that of a brass dragon, except that it is far less potent. They may use this weapon three times per day. It is a cone of sleep-inducing gas 10-ft long with a 1-ft base. The sleeping effect lasts for 6 rounds. With a successful save vs. breath weapon, the sleeping effects are negated.

Brass hordlings are immune to *sleep*-based attacks.

Description: Brass dragon hordlings resemble bi-pedal brass dragons very closely. Their ties to brass dragons will be readily apparent. They are covered head to toe in thick brass-colored scales. Tufts of hair (remnants of their original selves) will protrude through these scales in sickly patches. They have wings which span fully 10-ft when extended. They also have a tail of approximately 4-ft in length.

Copper hordlings; crave warm rocky regions, and live lonely, solitary lives; a community of copper hordlings will rarely exceed a dozen individuals. They tend to be selfish, thinking about what serves themselves and their cause (if they have one) before all other considerations.

They attack either through two clawing attacks and a bite, or by weapon type.

Weapons preferred by them are all sword types (except short swords and two-handed swords), scimitars, and daggers.

They also have a breath similar to that of a copper dragon, except that it is far less potent. They may use this weapon three times per day. It is a cloud of slowing gas 10-ft long with a 1-ft base. The slowing effect reduces a victim's movement by 50% for 6 rounds. With a successful save vs. breath weapon, the slowing effects are negated.

Copper hordlings are immune to magical attacks attempting to *slow* the hordling.

Description: Copper dragon hordlings resemble tanned humans. Their ties to copper dragons become apparent only in close proximity. Their skin is metallic and coppery colored, and their eyes golden, and cat-like. Their hair resembles copper wire,

is supple, and usually worn in long, straight braids. They have wings which span fully 10 ft. when extended. They also have a tail of approximately 2-ft long.

Green hordlings; these creatures choose to live in primeval forests, where the canopy rarely allows sunlight to penetrate to forest floor. They are easily insulted and quick to anger.

They attack either through two clawing attacks and a bite, or by weapon type. The bite of a green hordling is 40% likely to result in infection (save vs. poison at +2). A missed saving throw means the area of the body which has been bitten will become swollen and painful to the touch. Left untended, such a wound will turn gangrenous within 1 week, requiring the affected tissue to be amputated. A *cure disease* or *neutralize poison* spell will negate the effects of the infection.

Weapons preferred by them include clubs and club-like weapons, such as maces, morning stars, quarter staves, etc.

They also have a breath similar to that of a green dragon, except that it is far less potent. They may use this weapon three times per day. It is a cloud of chlorine gas 10-ft long with a 1-ft base. The damage suffered by this breath weapon is 1d6. With a successful save vs. breath weapon, damage suffered is halved.

Green hordlings are immune to poisonous gas-based attacks.

Description: Green dragon hordlings resemble bipedal green dragons very closely. Their ties to green dragons will be readily apparent. They are covered head to toe in small green scales. Their entire bodies are absolutely hairless. They have wings which span fully 12-ft. when extended. They also have a tail of approximately 3-ft long.

Red hordlings; the unpredictable red hordlings prefer to dwell in hilly and mountainous regions, and do not tolerate cold climates well. They will flaunt their powers at every opportunity, and will always quickly establish their own superiority above other hordling species. Organized attacks against established cities and villages are not uncommon by the brutes. They tend to be mean and vicious to all other life forms. However, they will acknowledge superior human strength when it is presented with force.

They attack either through two clawing attacks and a bite, or by weapon type. The bite of a red hordling is 50% likely to result in infection (save vs. poison at +2). A missed saving throw means the area of the body which has been bitten will become swollen and painful to the touch. Left untended, such a wound will turn gangrenous within 1 week, requiring the affected tissue to be amputated. A *cure disease* or *neutralize poison* spell will negate the effects of the infection.

Weapons preferred by them are all sword types (except short swords and two-handed swords), scimitars, daggers (which they throw as missiles, and are sometimes (40%) poisoned), and spiked clubs (treat as morning stars).

They also have a breath similar to that of a red dragon, except that it is far less potent. They may use this weapon three times

per day. It is a cone of fire 10-ft long with a 1-ft base. The damage suffered by this breath weapon is 2d4. With a successful save vs. breath weapon, damage suffered is halved.

Red hordlings are immune to fire-based attacks.

Description: Red dragon hordlings resemble bipedal red dragons very closely. Their ties to red dragons are readily apparent. They are covered head to toe in thick red scales (thus armor class 1). Tufts of hair (remnants of their original selves) will protrude through these scales in sickly patches. They have wings which span fully 10 ft. when extended. They also have a tail of approximately 4-ft long.



White hordlings; the smallest of the hordling species, white hordlings exist only in cold, arid regions where the annual mean temperature does not exceed 40°. They do not tolerate hot climates well. These creatures tend to be stupid; reacting to a situation before considering the ramifications of their actions. They never act alone, and will always engage enemies en mass.

They attack either through two clawing attacks and a bite, or by weapon type. The bite of a red hordling is 25% likely to result in infection (save vs. poison at +2). A missed saving throw means the area of the body which has been bitten will become swollen and painful to the touch. Left untended, such a wound will turn gangrenous within 1 week, requiring the affected tissue to be amputated. A *cure disease* or *neutralize poison* spell will negate the effects of the infection.

Weapons preferred by them are short swords, scimitars, and daggers (which are sometimes (40%) poisoned), and spiked clubs (treat as morning stars).

They also have a breath similar to that of a white dragon, except that it is far less potent. They may use this weapon three

times per day. It is a cone of frost 10-ft long with a 1-ft base. The damage suffered by this breath weapon is 1d4. With a successful save vs. breath weapon, damage suffered is halved.

White hordlings are immune to cold-based attacks.

Description: White dragon hordlings resemble pale-skinned, short humans or half-elves, which they can be mistaken for 45% of the time. Their ties to white dragons will be less apparent than those of features of other hordlings. They have wings which span a mere 5-ft. when extended (due to the small size of the white hordling's wings, they are not capable of flight). They also have a tail of approximately 2-ft long.

DWARF, DEEP

Frequency:	Rare
No. Encountered:	2d4 (band); 20d8 (lair)
Size:	S (4-ft tall)
Move:	60 ft.
Armor Class:	3
Hit Dice:	2+1
Attacks:	1
Damage:	1d6 or by weapon type
Special Attacks:	See below
Special Defenses:	See below
Magic Resistance:	Standard
Lair Probability:	45%
Intelligence:	Average
Alignment:	True Neutral
Level/XP:	2 / 20+3 per hp



Deep dwarfs are sturdily built humanoids who live in clans somewhat smaller than their surface-dwelling cousins. They typically make their homes in large cavern complexes deep underground, which they only rarely leave to visit surface lands. Deep dwarfs are led by higher level leader types as follows:

- For every 20 dwarfs: 2nd to 6th level fighter (1d6, 1 = 2nd level, 2-6 = level)
- If over 50 dwarfs: 1 6th level fighter (chief) & 1 4th level fighter (lieutenant)
- If over 100 dwarfs: 1 fighter/cleric (of 3rd to 6th level as fighter and 4th to 7th level as cleric)
- If over 150 dwarfs: 1 8th level fighter, 1 7th level fighter, 1 6th level fighter/ 7th level cleric
- If encountered in their lair: 2d6 fighters (2nd to 5th level), 2d4 fighter/clerics (2nd to 4th level), females (30% total of males) and young (10% total of males)

Higher level fighters and fighter/clerics have a 5% chance (per level) of having magic armor or weapons.

Deep dwarfs are typically armored in chain mail and carry shields. They are also known for manufacturing a style of leather armor from the hides of xorns (one of the deep dwarfs' bitterest enemies), which has an armor class equal to that of standard plate mail. 10% of all deep dwarfs encountered will be equipped with such armor. Axes and hammers are their weapons of choice. Deep dwarfs receive a +1 on 'to hit' rolls vs brain destroyers, dark elves, and xorns due to their intense hatred of

these races. When in melee with giants, trolls, and ogres, these opponents must fight at -4 due to their size and the skill of dwarfs in fighting such opponents.

Deep dwarfs do not use missile weapons of any type, although they are adept at hurling small stones, which they can do at a range of 50-ft, and inflict 1d4 damage, at a rate 3/round.

Deep dwarfs are a hardy people, and save vs poison and magic as if they were 4 levels higher than their actual level. Deep dwarfs have infravision to 120-ft and are excellent miners. They speak goblin, gnome, and kobold in addition to their own tongue.

Description: Deep dwarfs have a dark grey to greyish tan colored skin. Unlike other types of dwarfs, deep dwarfs have no body hair whatsoever, and instead, wear intricate tattoos over their entire body. It is not uncommon for deep dwarves to go about completely unclothed (armor class 7). The clothing common to deep dwarfs is made from the hides and skins of subterranean-dwelling creatures. Cloth and fabric is never worn by a deep dwarf.

When encountering a group of clothed deep dwarves, it will be very nearly impossible to discern males apart from females.

Treasure: Individual 2d4x4 gp; lair 8d4x1,000 gp (35%), 1d20x100 pp (40%), 1d4x20 gems (50%), 1d20 jewelry (25%), any 4 magic items (15%).



ELF, AQUATIC

	Lake elf	Ocean elf	Aquælf
Frequency:	Rare	Uncommon	Rare
No. Encountered:	6d6	12d20	See below
Size:	Man-sized	Man-sized	12-ft long
Move:	30-ft, 150-ft swimming	30-ft, 150-ft swimming	240-ft swimming
Armor class:	5	5	5
Hit dice:	1+1	1+1	4+1
Attacks:	1	1	1
Damage:	1d8 or by weapon		
Special attacks:	+1 to hit with spear	+1 to hit with trident or net	+2 to hit with trident, spell use, tail slap
Special defences:	See below.....		
Magic resistance:	90% to <i>sleep</i> or <i>charm</i>		
Lair probability:	10%	10%	25%
Intelligence:	High	Very to high	High
Alignment:	Chaotic good	Chaotic neutral to chaotic good.....	
Level/XP:	2/30+1/hp	2/30+1/hp	4/235+4/hp

Lake elves are the freshwater variety of aquatic elf; faerie counterparts to mermen. Their bodies above the waist are elven, and below the waist are trout-like, with a vertical tail. Lake elves are mischievous, though their mischief is never malicious except against creatures known to be evil.

For every 12 lake elves in the group there will be a fighter of level 1d3+1. For every 20, there will also be a fighter/magic-user of level 1d3+1 in each class. If there are 30 or more, there will be a fighter/magic-user of level 4/5, and if there are 50 or more, there will be a fighter/magic-user of level 5/7. There will be an equal number of males and females. Because elves reproduce so slowly, only about 5% of the couples will have children at any one time.

Lake elves breathe air, but they need breathe only once every half-hour. They wear mollusc-shell armor that is equivalent to scale, but does not encumber them in water, and are typically armed with spears.

Lake elves have their own language, and can also speak the tongues of the ocean elves, merfolk, batrachians and locathah. Their lifespan is approximately 500 years.

Treasure: 1d6pp per individual. Fighter/magic-user types will have a 15% chance per magic-user level of possessing a magic item of some kind they can use.



Ocean elves are the saltwater variant. They dwell in sargassoes and seaweed forests. According to rumor, the larger seaweed forests far from land are shared between ocean elves and the oceanides, which are aquatic counterparts to dryads (qv); rumor suggests these are powerful magic-users. Ocean elves are as playful as aquatic elves, but can be less ethical, and their mischief can run to unpleasantness. They enjoy the company of dolphins and seals.

For every 12 ocean elves in the group there will be a fighter of level 1d3+1. For every 20, there will also be a fighter/magic-user of level 1d3+1 in each class. If there are 30 or more, there will be a fighter/magic-user of level 4/5, and if there are 50 or more, there will be a fighter/magic-user of level 5/7. If there are more than 100, there will be a fighter/magic-user/cleric of level 5/11/9 with an assistant fighter/magic-user/cleric of level 4/7/6. There will be an equal number of males and females. Because elves reproduce so slowly, only about 5% of the couples will have children at any one time.

Ocean elves breathe water, and can survive only a few minutes in air. They wear crustacean-shell armor that is equivalent to scale, but does not encumber them in water, and are typically armed with tridents and nets.

When encountered in open waters, ocean elves will frequently be riding hippocampi (qv), whom they train as faithful steeds.

Ocean elves have their own language, and can also speak the tongues of the lake elves, merfolk, sahuagin and locathah. Their lifespan is at least one thousand years.

See also aquælf hereafter.

Treasure: 1d6pp per individual. Fighter/magic-user and fighter/magic-user/cleric types will have a 15% chance per magic-user level of possessing a magic item of some kind they can use.

Aquælf (fish-færie): The aquælf is a close relative of the ocean elf, and is found to exist in ocean elf tribes of 100 or more individuals. In such cases, there will be 1 aquælf for every 50 ocean elves encountered, each being a magic-user equal to 1d4+4 experience levels.

Aquælf s prefer to attack using large tridents which occasionally (35% of the time) are enchanted with a 1d4 bonus. The aquælf can hurl these weapons up to 100-ft underwater with incredible accuracy (+2 'to hit'). They can also attack using their large posterior fin, inflicting 1d8 hit points of damage. When attacking at the water's surface, the aquælf may 'slap' victims with this powerful tail. An unadjusted 'to hit' score of 20 against the victim renders the target unconscious for 1d4 turns.

When encountered in an ocean elf lair, the lair will be led by a powerful aquælf (6+1 hit dice), who is able to cast spells as a 10th level magic-user.

The aquælf appears identical to other ocean elves, save for their giant greenish-gold fish tail that replaces the legs at the creature's waist. The aquælf is a swift swimmer, moving at a maximum rate of 240-ft underwater.

Treasure: 1d10x1,000 cp (25%), 1d8x1,000 sp (25%), 1d6x1,000 gp (25%), 1d6x100 pp (25%), 3d6 gems (50%), 3d4 jewellery (50%) and any three magic items (25%)

ELF, DARK (*ir'thelar*)

Frequency:	Very rare
No. Encountered:	3d12 (band), 5d4x10 (lair)
Size:	M (5-ft tall)
Move:	120-ft (females 150 ft)
Armor Class:	4 or better
Hit Die:	2 or better
Attacks:	2 or more
Damage:	by weapon type
Special Attacks:	See below
Special Defenses:	See below
Magic Resistance:	90% (see below)
Lair Probability:	15%
Intelligence:	High (mean)
Alignment:	Chaotic Evil
Level/X.P.:	2 (and higher) / 40+1/hp (and higher)

Soon after the appearance of elves in the world, the elven race was torn by discord between their varied tribes. Those elves of kindly disposition drove from them those who were selfish and cruel, and these elves came to be known as the *ir'thelar*; the dark elves.

The dark elves were forced to retreat and seek safety in the darkness of the underworld; among other cave-dwelling, sentient races. Here, the dark elves found refuge. And over long

centuries they grew strong and schooled themselves in arcane arts which they coveted above all other things. And though they were strong enough in force to perhaps defeat their former brethren, the dark elf tribes no longer desired to walk upon lands under the bright sun.

Although they no longer desired to share the lighted world with others of elfish blood, they neither forgave nor forgot their ancient struggles with their cousins, and even now, above all else, they bear a violent hatred for all of their distant kin — elves and faeries alike — who drove them down beneath the earth.

The bulk of dark elven forces (male and female) will be the equivalent of 2nd level fighters. Others within a group, when encountered outside their lair, will be as follows;

- 20% of those encountered will be males who are the equivalent of 1d4+3 level fighters
- 20% of those encountered will be females who are the equivalent of 1d6+3 level fighters
- groups of 10 or more will be led by a female who is the equivalent of a 1d6+6 level magic-user
- groups of 15 or more will be led by a female who is the equivalent of a 2d4+6 level cleric who is assisted by a female who is the equivalent of a 1d4+3 level magic-user

When encountered within their lair, the following special individuals will be present;

- 10% of males will be the equivalent of 1d6+6 level magic-users
- 30% of males will be the equivalent of 1d4+3 level fighters
- 10% of females will be the equivalent of 2d4+6 level clerics²
- 15% of females will be the equivalent of 2d4+6 level magic-users
- 30% of females will be the equivalent of 1d6+3 level fighters
- The community will be governed by female cleric (high priestess of at least the 15th level of experience.

Other creatures that will be found within a dark elf community include;

- All communities will include 1d4+3 giant (cave) lizards, and slaves that number 50% of the dark elf population (these slaves will include members from any intelligent species of cave-dwelling creature)
- Communities larger than 150 individuals will include 1d4 +1 brain destroyer ambassadors (qv)
- Where brain destroyers are present, there will be 1d4 energy hounds (qv) with them

Further, 5% all dark elves encountered will be female multi-classed fighter/clerics, fighter/magic-user/clerics, or magic-user/clerics.

² Dark elf clerics have no upper level limitation. Male dark elves cannot advance higher than the 4th level of clerical experience.



Dark elf communities will be made up of 2d4+2 family compounds. Each compound will be led by a matriarch who is a magic-user of at least the 10th level of experience, or a cleric of at least the 8th level of experience. Families within the community continually battle for supremacy over the others. Communities within 100 miles of each other will wage war for control of the region.

All dark elves move silently and with graceful speed, achieving the element of surprise at 1–6 on d8. Further, they are surprised only on a 1 on d8.

Dark elves typically arm themselves with a dagger and short sword which are often enchanted (+1 to as high as +3, or even +4 which are carried only by nobles, see below); 50% or more will carry small crossbows which are held in one hand (60-ft range light-crossbow) and shoot darts that are frequently (65%) coated with a *sleep* potion that renders victims failing their saving throw vs. poison unconscious. The potion loses its powers if exposed to sunlight (note that light from a *light* spell or similar does not affect the *sleep* potion).

These darts inflict 1–3 points of damage.

Dark elves are also known to carry maces (+1 to +4 enchantment) and/or small javelins (also poisoned with the same substance as the darts; 90-ft range).

Note that dark elf weapons (and the enchantments thereupon), are extraordinarily sensitive to sunlight, and any exposure to it will cause the magics within the weapons to diminish quickly (being completely dispelled within 24 hours per '+' of the weapon), and will cause the metals used in the items to disintegrate within 1 week of exposure.

Dark elves have superior infravision, and can see up to 120 ft in absolute darkness (although the effects of a *darkness* spell will cut this distance in half). They make saving throws versus all forms of spell (divine and arcane) at +2. Dark elf magic resistance increases by 2% for each level of experience they have gained (i.e., a 7th level dark elf is 64% resistant to all magic and will save at +2 against all magic spells and items).

Because the dark elves have dwelled so long in the dark labyrinthine places under the surface of the earth, they dislike bright light. They will not venture forth into daylight except on the cloudiest, gloomiest days. If within the radius of a *light* or *continual light* spell, dark elves lose their ability to surprise an opponent, they lose 2 from their dexterity attribute, and all attacks made by them will be at -2 on their 'to hit' roll.

Dim light sources as torches, lanterns, glowing magical weapons, etc. do not affect the abilities of dark elves.

Dark elves speak the language common to all denizens of the subterranean world, their own language, and a silent language of hand signals known only to them. Some dark elves (45%) will also speak common, dwarven, elven, gnomish, and orcish.

All dark elves can use the following spells, each once per day: *dancing lights*, *faerie fire*, *darkness*. Dark elves above 4th level are also able to perform the following spells, each once per day; *darkness*, *detect magic*, *know alignment*, and *levitate*. Dark elf females can also use the following spells, each once per day: *clairvoyance*, *detect lie*, *suggestion*, *dispel magic*.

Within 10-ft, a dark elf can detect certain facts concerning engineering, stonework, etc;

- Detect the existence of slopes or grades: 75%
- Detect the existence of new construction: 75%
- Detect sliding or shifting rooms or walls: 66%
- Detect traps involving stonework: 50%
- Determine depth underground: 50%

Dark elves have a 2 in 6 chance to notice secret doors when passing within 10-ft, 3 in 6 chance to discover secret doors when searching, and 4 in 6 chance to discover concealed doors when searching.

Dark elf attributes (*males appear in parenthesis*): strength 8+1d6 (6+1d6); dexterity 12+2d4; constitution 4d4; intelligence 12+1d6 (10+1d8); wisdom 8+1d10 (8+1d4); charisma 10+1d8 (8+1d8).

Description: dark elves are black/violet-skinned creatures, and wear their silky, white hair in long, straight braids. They are slight of build, though they are typically well-muscled, and have long, delicate fingers.

Treasure: Individuals 1d6×5 gp (100%); Lair 5d6×10 cp (25%), 1d100×10 sp (40%), 1d4×100 sp (40%), 1d6×100 gp (55%), 5d10×10 pp (25%), 1d100×5 gems (50%), 1d4×10 jewelry, any 4 magic items plus 1d4 potions and 1d4 scrolls (15%)

EVIL EXCRETION

Frequency:	Rare
No. Encountered:	1 (see below)
Size:	S–L (see below)
Move:	See below
Armor Class:	8
Hit Dice:	See below
Attacks:	1
Damage:	See below
Special Attacks:	See below
Special Defenses:	None
Magic Resistance:	Standard
Lair Probability:	None
Intelligence:	Semi-
Alignment:	Neutral
Level/XP:	2 / 20+2 per hp
	3 / 30+2 per hp
	4 / 40+2 per hp
	5 / 50+2 per hp
	6 / 60+2 per hp
	7 / 70+2 per hp

An evil excretion is a magically created, animated mucous, which appears as a purple-gray slime. The excretion is sensitive to the relative 'goodness' inherent in some creatures and objects, and will drop on unsuspecting creatures from above. The excretion will always attack lawful good creatures first, followed by chaotic good, neutral good, lawful neutral, true neutral, chaotic neutral, neutral evil, lawful evil, and chaotic evil in that order of preference.

Evil excretions are guardians of a sort, created by evil clerics as a trap to protect specific areas or items. Typically, the excretion appears on the ceiling within a passage or room. Though they are also at times disguised or covered so that they may appear upon a floor, within a wall, in a chest, or similar places that require its protection. The creation of the excretion requires 500 gp and 1 week per hit die for the magics involved to animate and imbue the slime with its unusual life essence. The excretion lives for 1 week per hit die before the creature's magically imbued life essence dissipates, and the excretion breaks down into a relatively harmless acidic liquid.

The relative strength of the excretion created is dependent on the level of the cleric who created it. In any case, the cleric must be of at least the 4th level of experience.

A successful hit indicates that the excretion has attached itself to the victim.

The attack of an evil excretion is based on its contact with the skin of its victim. The attack of the excretion is always made as if against an unarmored opponent (dexterity bonuses if any, will apply). Although, the excretion will always seek out the least protected part of a victim's body. Therefore, any exposed flesh will be its target. However, the enzymes of the creature can dissolve non-magical armors as indicated below (chain mail does not provide protection against the evil excretion);

Padded;	1 round
Leather/studded leather/ring mail;	2 rounds
Scale mail/plate mail;	4 rounds

Refer to the table below to determine an excretion's size and strength;

EXCRETION STRENGTH

CLERIC LEVEL	SIZE	MOVE	HIT DIE	DAMAGE
4	S (2 ft. dia.)	20 ft.	2+1	1-3
5	S (4 ft. dia.)	16 ft.	3+1	1d4
6	M (5 ft. dia.)	13 ft.	4+1	1d6
7	M (6 ft. dia.)	10 ft.	5+1	1d8
8	M (7 ft. dia.)	7 ft.	6+1	1d10
9	L (10 ft. dia.)	5 ft.	7+1	1d12

Evil excretions cannot dissolve magical armors, but they will seek out chinks and seams to squeeze through.

Weapon-based attacks against the excretion do not harm the creature. Attacks with edged weapons simply divide the creature momentarily, and blunt weapons simply splash the creature in a 5-ft diameter (creatures within the area of effect have a chance of being struck by the splashed excretion as though being attacked themselves). Fire, cold, and electrical attacks do normal damage, and will keep the excretion at bay until it can find a means of attacking by avoiding attacks against it.

Divided excretions will always seek to rejoin themselves before making another attack. All non-magical weapons made of wood or metal coming into contact with an evil excretion will be destroyed and rendered useless within 3 rounds unless cleaned by fire, cold, or electrical shock.

Once the excretion comes into contact with the exposed flesh of the victim, it begins dissolving the victim at a rate indicated by the damage it inflicts. The excretion, once attached, can only be removed by burning, freezing, or electrocuting slime. Half of all physical damage inflicted on the excretion, once it has attached itself, is transferred to the victim.

A *neutralize poison* spell will inflict 3d4 hit points of damage to the excretion. A *dispel magic* spell will destroy the creature.

Stone and all creatures from the elemental plane of earth are impervious to the effects of the evil excretion. They will also avoid extremes of temperature (fire and ice), although they can travel through water, as an oil slick.

Treasure: None



FRESCO FIGHTER

Frequency:	Very rare
No. Encountered:	1
Size:	Small to Large (2-ft to 7-ft tall)
Move:	90 ft
Armor Class:	2
Hit Dice:	2 to 7 hit dice
Attacks:	1

Damage:	1d4 (+1 point per hit die)
Special Attacks:	Heat damage
Special Defenses:	Immune to <i>sleep</i> and <i>charm</i> spells, impervious to electrical- and cold-based attacks
Magic Resistance:	Standard
Lair Probability:	Nil
Intelligence:	Non-
Alignment:	Neutral
Level/XP:	2 hd; 2 / 40 + 1/hp 3 hd; 3 / 65 + 1/hp 4 hd; 3 / 105 + 2/hp 5 hd; 4 / 155 + 4/hp 6 hd; 5 / 230 + 6/hp 7 hd; 5 / 345 + 8/hp

This magically created guardian typically appears within the tomb or mausoleum of a high-powered ruler, magic-user, or cleric. The fresco fighter appears as a wall painting depicting any creature from 2-ft to 7-ft in height, though depictions of human-sized creatures (and humans even more specifically) are the norm.



The guardian is created through the efforts of a magic-user (of at least the 10th level of experience) employing the spells *enchant an item*, *polymorph object*, and *wish*. Additionally, the magic-user must hire the services of a cleric (of at least the 8th level of experience) who will cast *bless*, *prayer*, and *cure serious*

wounds, and also an illusionist of at least the 7th level of experience casting the spell *colour spray*. Finally, the actual creation of the fresco fighter image must be accomplished by a skilled artisan, whose services will cost no less than 2,500 gp per hd of the fresco fighter. The image will take two months per hd to complete.

The fresco fighter can be detected only by means of a *detect magic* spell, which will outline the form of the fresco fighter. Once detected, *dispel magic* cast upon the painted figure will destroy the enchantments providing life to the creature, but will leave the painting itself unaffected. *Dispel magic* after the fresco fighter has become animated will have no affect.

The fresco fighter is 'programmed' to react to a specific set of circumstances; such as a creature opening a door, crossing a threshold, picking up an object, etc. Once programmed, the fresco fighter takes 1 round to peel itself away from the surface upon which it is painted. Once freed from the surface, the fresco fighter moves with absolute silence.

When attacking, the fresco fighter can use any weapon it was originally painted with (excluding missile weapons), but the fresco fighter will always inflict 1d4 (+1 point per hit die), even when attacking with no weapon. The fresco fighter can also cast the illusionist spell *colour spray*, affecting a number of creatures equal to its number of hit die once per day.

The fresco fighter is unaffected by electrical- and cold-based attacks; whether magical or normal. Fire-based attacks will melt the pigments that comprise the guardian's form if the damage inflicted by such an attack is more than half of its total hit points. A liberal application of water (fresh or salt) will cause the fresco fighter to dissolve in a number of rounds equal to its hit die.

Once released from its surface by its programming, the fresco fighter will remain active only so long as its triggering action is valid (i.e., a door remains open, a creature does not retreat back across a threshold, a character still holds a specific object). Once the triggering action is no longer valid, the fresco fighter will retreat to its position on the surface upon which it was painted. Once returned to the surface, the fresco fighter will regenerate any damage sustained at the rate 1d6 per turn. A fresco fighter which has been reduced to 0 hit points will crumble into a cloud of fine particles, blown away on a non-existent wind.

Treasure: Nil.

FROST FROG, GIANT

Frequency: Rare
No. Encountered: 1d4
Size: S to M (2-ft, 4-ft, or 6-ft in overall length)
Move: 90 ft.
Armor Class: 4
Hit Dice: 3
Attacks: 1

Damage: 3d4
Special Attacks: Radiate cold
Special Defenses: Impervious to cold-based attacks
Magic Resistance: Standard
Lair Probability: 40%
Intelligence: Average (low)
Alignment: Neutral
Level/XP: 2 / 50+2 per HP



These amphibians inhabit cold regions, or else far beneath the surface of the ground. The hop of this giant frog can clear the entirety of its movement distance, and also up to one-third that distance (90-ft horizontal, 30-ft vertical).

In addition to their powerful bite, the frost frog continually radiates an aura of cold which inflicts 1d4+1 hit points of damage to any creature within 10-ft of the creature's body. The creature is particularly susceptible to fire-based attacks, making any saving throws at -2, and all damage inflicted upon them is 150% of that rolled, 200% if the attack fire-based.

The frost frog will always seek to avoid contact with humans and similar creatures. But if cornered, will attack viciously. Similarly, bold display of fire will cause the frog to retreat if possible.

Giant frost frogs have their own language which is a complicated series of croaks and groans.

A giant frost frog complies in all other respects to other species of giant frog (qv).

Description: The hide of the giant frost frog is thick and tough, and appears as pure white to powdery-blue or silvery-gray. The skin, when properly cured, makes excellent leather armor (armor class 7), and provides a level of warmth to the wearer in harsh winter climates equal to a heavy, fur-lined coat.

Treasure: Nil.

GHOSTLY HOARD

(turn as type 6)
Frequency: Very rare
No. Encountered: 1
Size: Large



Move:	60-ft hovering
Armor Class:	0 when manifest/special
Hit Dice:	7+2
Attacks:	1
Damage:	3d4
Special Attacks:	Fear, wailing
Special Defenses:	Magical or silver weapon to hit; immune to spells when æthereal unless caster is also æthereal
Magic Resistance:	Standard
Lair Probability:	100%
Intelligence:	Low
Alignment:	Neutral
Level/XP:	6 / 850 + 10/hp



As with ghosts, ghostly hoard are the spiritual remains of extremely evil humans whose souls have been denied movement to the outer planes of existence after the destruction of their mortal shell. However, the ghost horde represents the migration of dozens of souls into a singular undead entity.

Viewing the tortured souls that exist within the ghostly hoard requires a saving throw vs. magic. Failure causes the viewer to flee in panic and terror in a random direction for 2d8 turns.

Clerics level 5 or greater are not affected by this *fear*, as they have an understanding of how to ward off such metaphysical forces, while other intelligences with 9 or more hit dice or levels gain a +3 to their saves.

Until the ghostly hoard manifests itself physically, it is immune to all attacks, spell or no, unless the attacker has a method to become æthereal. Even if the spell caster is in this state, ghostly hoards are still immune to many forms of spells, though no

sage has recorded what those magiks might be. Magical weapons used in an æthereal state against a ghost horde have to strike against AC 10.

Silver weapons cause half-damage to a ghostly hoard while it is manifested, and magic weapons can affect it normally—in either case the attacker must hit AC 0.

The attack of the ghost horde is terrible as it envelopes its victim within its host of souls and electrocuting them until dead. If on a successful hit by a ghostly hoard, the victim fails a saving throw vs. death, the ghostly hoard will envelope the victim within its mass, and on the following round and each round thereafter electrocute its victim for 3d4 hp damage (saving vs. spell applies each round, a successful save halves the damage inflicted). Victims who are reduced to 0 hp in this attack are absorbed into the ghostly hoard, and their souls will be forever lost.

Victims enveloped by a ghostly hoard will absorb one half of all damage inflicted on the horde by other sources. Enveloped victims must make all attacks on the ghostly hoard at -4 to hit, though damage inflicted will be normal.

Finally, while attacking an enveloped victim, the ghostly hoard emits a horrible wailing scream. All those within 90-ft of the ghostly hoard while it is making this terrible sound must save vs. death (once per ghostly hoard encountered, even where the same ghostly hoard entity is encountered on multiple separate occasions) or go insane permanently.³ Creatures not enveloped within the ghostly hoard, but within the effective range, receive a +4 to their save attempt. A result of 1 always indicates a failed save. The insanity can only be removed through a *remove curse* spell.

Treasure: Incidental.

GOLEM, BONE

Frequency:	Very rare
No. Encountered:	1
Size:	L (10-ft – 15-ft tall)
Move:	60 ft
Armor Class:	5
Hit Dice:	40 HP (9 HD)
Attacks:	2
Damage:	2d6/2d6 or by weapon type
Special Attacks:	See below
Special Defenses:	+1 or better weapon to hit
Magic Resistance:	See below
Lair Probability:	None
Intelligence:	Non-
Alignment:	Neutral
Level/XP:	7 / 2,180

A bone golem is created by a cleric employing the following spells; *animate dead*, *geas*, *prayer*, *bless*, *shield*, *command*, and *fire resistance*. Also, the material components required to construct the golem will cost at least 25,000 gp. The golem is constructed from the bones of any humanoid creature standing 10 ft – 15 ft-tall. The

³ Refer to the **INSANITY TABLE** in the **OSRIC SRD**.

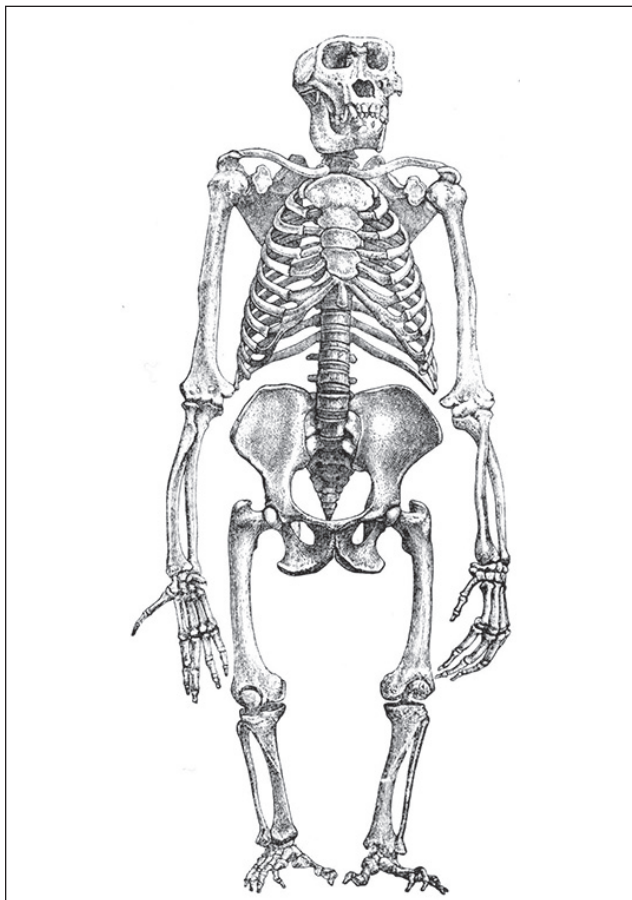
cleric must have collected enough bones to create a complete skeleton in order to ensure success. Each missing bone will add a 10% (cumulative) likelihood of failure. The bones need not be from the same individual creature, but all the bones used must be from the same species of creature. Construction time takes 1 month.

As with other golems, the bone golem is created to protect a specific place or item. Once the golem has been given its commands, such instructions cannot be changed. Such an attempt will cause the magics giving life to the golem to be dispelled, destroying the creature.

Unlike normal skeletons of the undead variety, bone golems are not undead, and thus cannot be turned by clerics. Bone golems are also not affected by *charm*, *sleep*, and *fear* based spells. They are also impervious to normal and magic flames, and electrical-based attacks do only 50% damage. *Resurrection* spells will destroy the bone golem utterly; causing it to explode into a cloud of bony fragments (the resulting explosion will inflict 2d8 hit points of damage to any creatures within a 20-ft radius).

The attack of the bone golem is comprised of either a two-fisted pummeling, or by battle-axe or two-handed sword.

Bone golems can only be struck by weapons of +1 or greater enchantment. Edged weapons of any type do only half damage when striking the golem. Missile weapons (arrows, bolts, darts, sling stones and bullets, and similar missiles) do not harm the bone golem.



GOLEM, ICE

Frequency:	Very rare
No. Encountered:	1
Size:	L (9-ft tall)
Move:	60-ft/30-ft underwater
Armor Class:	2
Hit Dice:	40 HP (9 HD)
Attacks:	2
Damage:	2d6/2d6 + breath weapon
Special Attacks:	See below
Special Defenses:	edged weapons do ½ damage
Magic Resistance:	See below
Lair Probability:	None
Intelligence:	Non-
Alignment:	Neutral
Level/XP:	7 / 2,180

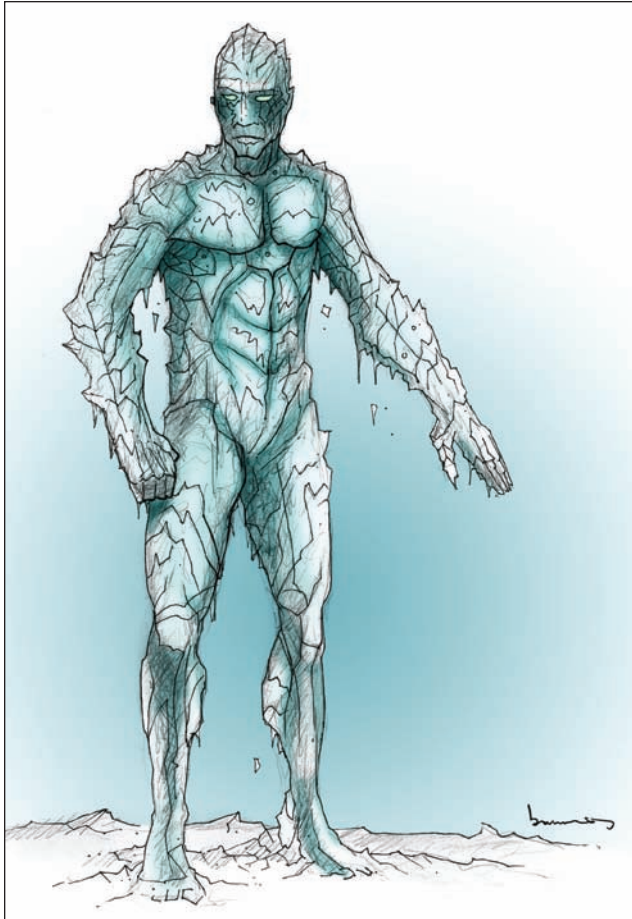
An ice golem is created by a cleric of no less than 12th level employing the following spells; *resurrection*, *animate object*, *geas*, *prayer*, *bless*, *shield*, *command*, and *fire resistance*. Also, the material components required to construct the golem will cost at least 15,000 g.p. The creature is created first by the cleric — or by hiring a skilled artisan — in sculpting the likeness of a large 10 ft-tall man from a single block of ice. The ice must be of pure, clean water, and must be free of any impurity or imperfection (i.e., it must be free of any air bubbles, cracks, and debris). Also, the construction of the creature must take place where ambient temperatures are consistently 0° Fahrenheit or below. For every 1° of temperature above 0° there is a 3% cumulative chance that the construction will fail.

The ice golem is created to protect a specific place or item. Once the golem has been given its commands, such instructions cannot be changed. Such an attempt will cause the magics giving life to the golem to be dispelled, destroying the creature, causing it to explode in a shower of small icy fragments.

Ice golems can move while underwater, as long as the water is less than 32°. Warmer water will melt the golem at the rate 5 hit points per round of exposure. While underwater, the ice golem is 90% undetectable.

Ice golems are not affected by *charm*, *sleep*, and *fear* based spells. They are also impervious to normal flames, and electrical-based attacks. Magical flames will inflict normal damage. *Resurrection* spells will destroy the ice golem utterly, as will the reverse of a *purify water* spell (contaminate water) if cast by a druid of no less than the 9th level.

The attack of the ice golem is comprised of a two-fisted pummeling. The ice golem can also breathe a *cone of cold*, that is 20 ft-long and 10-ft wide at its base. The cone will inflict 1d6+4 hit points of damage vs. any opponent failing a save vs. breath weapon.



Intelligence: Non-
Alignment: Neutral
Level/XP: 7 / 2,180

A magma golem is created by a magic-user of no less than 12th level employing the following spells; *fire charm*, *magic jar*, *pyrotechnics*, *conjure elemental*. Additionally, the magic-user must be accompanied by a cleric of at least the 12th level employing the spells; *geas*, *prayer*, and *command*. Also, the material components required to construct the golem includes 500 pounds of gold ore which is roughly shaped into a human-like form, the center of which is hollowed out at the chest where the human heart would ordinarily be located. Additional materials will cost at least 10,000 g.p. The creature is created by first summoning a fire elemental. The elemental is then trapped into the figure by use of the *magic jar* spell.

As with other golems, the magma golem is created to protect a specific place or item. Once the golem has been given its commands, such instructions cannot be changed. Such an attempt will cause the magics giving life to the golem to be dispelled, destroying the creature, causing it to explode in a shower of stoney fragments and balls of magma.

Magma golems can move through lava at its full rate of movement. It can also move through solid stone at 50% its normal rate.

Magma golems are not affected by *charm*, *sleep*, and *fear* based spells. They are also impervious to all heat- and fire-based attacks. Electrical attacks inflict 50% damage. Magical flames will inflict normal damage. *Resurrection* spells will do not affect the golem, and *stone-to-mud* spells slow the golem by 50%. Cold-based attacks slow the golem by 50% its movement rate for a number of rounds equal to the damage inflicted

The attack of the magma golem is comprised of a two-fisted pummeling. The magma golem can also throw grapefruit-sized balls (2 per round) of lava up to 40-ft, inflicting 3d4 hit points of damage. Flammable materials struck by the ball will burst into flame.

Proto-Magma Golem: The creature described in *area 3* is an incomplete golem, currently being constructed by the magic-user, Louthiam. As its magics are incomplete, it is one half its potential strength, and cannot throw its lava balls. Its attacks are not controlled by its creator's commands. So, it is just as likely to attack those creatures known to it (hordlings, the magic-user himself, etc.) as it is to attack intruders into its lair.

GOLEM, MAGMA

Frequency: Very rare
No. Encountered: 1
Size: M (6-ft tall)
Move: 60 ft
Armor Class: 2
Hit Dice: 40 HP (9 HD)
Attacks: 2
Damage: 2d4/2d4 + lava balls
Special Attacks: See below
Special Defenses: impervious to fire-based attacks
Magic Resistance: See below
Lair Probability: None

GOLEM, OOZE

	Corrosive Pudding	Acid Slime	Golden Jelly	Umber Jelly
Frequency:	Very rare
No. Encountered:	1
Size:	Large (12-ft-tall)
Move:	60 ft	60 ft	90 ft	60 ft
Armor Class:	8	8	4	8
Hit Dice:	14 (60 HP)

	Corrosive Pudding	Acid Slime	Golden Jelly	Umbur Jelly
Attacks:	1			
Damage:	3d8	3d8	5d4	3d8
Special Attacks:	Expectorate acid (see below)	Expectorate slime (see below)	Expectorate jelly, toxic vapor	Expectorate acid
Special Defenses:	+2 or better weapon to hit (see below)			
Magic Resistance:	See below			
Lair Probability:	None			
Intelligence:	Non-			
Alignment:	Neutral			
Level/X.P.:	9 / 4,780	9 / 4,780	9 / 4,780	9 / 4,780

In their natural state, ooze golems take the form of two or more patches/pools of ooze as the monsters of the same name, and are usually enclosed in a shallow basin or some such construction. They are normally used as guardians by powerful dark elf magic-users, and can follow simple commands as per a flesh golem. When some event takes place, such as an intruder entering a room they are guarding, a book is read, etc., the ooze golem can instantly coalesce into a bipedal, manlike shape 12 ft-tall. These powerful constructs come in four varieties: acid slime, corrosive pudding, umbur jelly, and golden jelly golem.

Ooze golems can be created by a magical tome, or a 16th level magic user casting the following spells on six large patches of corrosive puddings, 1 acid slime, 6 umbur jellies, or 6 golden jellies, as appropriate: *wish*, *polymorph other*, *geas*, and *acid arrow*. The cost in additional materials such as exotic spell components and such is 1,000 g.p. per hit point. The humanoid mold is crafted of hard to acquire resins, oils, and rare minerals, and requires two months' construction time.

Corrosive Pudding Golem: Every other round, the corrosive pudding golem can spit acidic digestive juices at any victim within 10 ft, and causes 2d8 damage. The acidic spittle dissolves wood and metal as a normal corrosive pudding. Blows slow the corrosive pudding golem by 50% but do not cause damage. It is immune to cold and lightning, but fire causes normal damage. It is immune to all spells except fire-based spells, which cause normal damage.

Acid Slime Golem: Once every other round, the acid slime golem can spit a glob of viscous acid on any creature within 10 ft. A successful hit turns the victim into acid slime in 1–2 rounds, and consumes plate mail in 1 melee round. Furthermore, there is a 50% chance that the glob will land on the victim's face, blinding him if he is not wearing a visored helmet. (Save vs. poison to avoid blindness.) The golem is immune to all spells except *cure disease*, which will slow the golem by 50% for 2d6 rounds.

Golden Jelly Golem: Every other round, the golden jelly golem can spit acidic digestive juices at any victim within 10-ft, which causes 4d4 damage. Due to the toxic vapor emanating from its body, all creatures within a 10-ft-radius of the golden jelly golem must save vs. poison each round or become lethargic, moving at half normal speed. Electrical attacks and *magic*

missiles cause the golem to grow by 1 hit point for every 1 hit point of damage inflicted against it. It is immune to all spells except cold-based spells, which slow the golem by 50%.

Umbur Jelly Golem: Every other round, the umbur jelly golem can spit acidic digestive juices at any victim within 10-ft, which causes 3d4 hit point of damage. Lightning attacks slow the golem by 50%. It is immune to all spells except cold- and fire-based spells, which affect it normally.

GOLEM, TENTACLE

Frequency:	Very rare
No. Encountered:	1
Size:	Large (10-ft-tall)
Move:	/90 ft (MC: A)
Armor Class:	4
Hit Die:	14 (60 HP)
Attacks:	4
Damage:	Special
Special Attacks:	Attack tentacles
Special Defenses:	+2 or better weapon to hit
Magic Resistance:	see below
Lair Probability:	None
Treasure Kind:	None
Intelligence:	Non-
Alignment:	Neutral
Level; X.P.:	9 / 4,780

The tentacle golem is a 10-ft-tall roughly humanoid creature composed almost entirely of interlocking, reddish-hued tentacles. The four dangling, 10-ft-long pinkish tentacles that sprout from the creature's shoulders function as its arms and means of attack. The top of the eldritch creature's body is not topped by anything resembling a head. The tentacle golem guards hidden chambers, such as treasure chambers and temples.

Each of the four attack tentacles of the golem has a separate special ability:

- **Tentacle #1:** A hit causes 1d10 hit points of damage and ages the victim 10 years. In addition, a random limb of the victim shrivels and becomes useless. A save vs. rods at a -4 can be made to avoid the aging and *withering* effects.



- **Tentacle #2:** A hit causes 3d8 hit points of damage.
- **Tentacle #3:** A hit causes paralysis for 5–12 turns. (Saves vs. paralyzation at a -4 penalty to avoid.)
- **Tentacle #4:** A hit causes *weakness* (50% from strength). No save is allowed.

The tentacle golem can be created by magical tome or a 16th level magic-user casting the following spells on a pile of recently cut (within 1 hour) tentacles from the slain body of a giant squid: *wish*, *polymorph other*, and *geas*. The cost in additional materials such as exotic spell components is 1,000 g.p. per hit point. The humanoid form is crafted of hard to acquire resins, oils, and rare minerals, and requires two months' construction time.

HHU'MANII

Size:	Medium (7-ft tall)
Move:	90 ft
Armor Class:	5 (0)
Hit Die:	4+1
Attacks:	2
Damage:	1d8/1d8
Special Attacks:	Multiple weapon attacks
Special Defenses:	Parry melee weapon attacks
Magic Resistance:	100% resistant to <i>sleep</i> , <i>charm</i> , <i>friendship</i> , and <i>hypnotism</i>
Frequency:	Uncommon
No. Encountered:	4d6
Lair Probability:	Nil
Intelligence:	Semi-
Alignment:	Neutral
Level; X.P.:	V; 250 + 5/HP

These fighting men are human-like in appearance, though somewhat taller—6–7-ft in height—dark ruddy complexion, long raven black hair tied with leather straps into a braided pony tail, hairless face and chest which bears many tattoos, handsome if fearsome in countenance. They wear only leather breeches, and soft leather shoes. Each carries two long, thin scimitars. Their eyes are spread further apart on their faces than those of a normal human, with a small third eye low on the forehead, on the bridge of the nose. They are created by wizards to protect and defend certain areas or objects, which they do obediently without concern for their own safety. Once slain, a hhu'manii vaporizes into a swirling cloud of mist, which dissipates within 1 round. If someone can manage to somehow contain the mist before it dissipates, they will be able to give the hhu'manii new instructions. The instructions must simple commands, and they must always be to protect or guard some stationary object or place. This is accomplished by employing *animate dead* and *speak with dead* spells simultaneously.

They are strong and agile, and have only that intelligence which provides the ability to utilize their weapons, and wisdom only to carry them into combat. Therefore, a hhu'manii's ability scores would be represented as; strength 18/00, dexterity 18, constitution 18, intelligence 3, wisdom 3, charisma 6.

The hhu'manii warrior always attacks with two scimitars, which they use simultaneously in combat. Further, if a hhu'manii is in possession of both weapons, they can parry defensively all melee attacks, making their effective AC 0 versus melee attacks. This defence is ineffective against missile weapons, therefore, they are armor class 5 versus missile attacks, or when stripped of one or both of their weapons.



The weapons of the hhu'manii themselves are not magical, but they are extraordinarily sharp (offering a +1 'to hit'), never require sharpening, and are resistant to any sort of decay, including the attack of rust monsters.

The hhu'manii are 100% resistant to all forms of *sleep*, *charm*, *hypnotism*, and *friendship* spells and spell-like abilities.

The third eye of the hhu'manii ensures that it is never surprised, except by attacks coming directly from its rear position. This eye also sees invisible or magically disguised objects or creatures.

In pursuit of a target, the hhu'manii will travel no further than 1 mile from the object or place it is protecting. If the object or place the hhu'manii is protecting is destroyed, the hhu'manii vaporizes as described above.

Once created, a hhu'manii requires no sustenance, no rest, and will live until slain, or released by its creator. The death of a hhu'manii creator does not release the hhu'manii from their purpose.

Treasure: Nil



HIPPOCAMPUS

Frequency: Rare
No. Encountered: 2d4
Size: Large
Move: 180-ft swimming
Armor Class: 5
Hit Dice: 4
Attacks: 1
Damage: 1d4
Special Attacks: None
Special Defences: None

Magic Resistance: Standard
Lair Probability: None (no lair)
Intelligence: Average
Alignment: Chaotic good
Level/XP: 4/400+5/hp

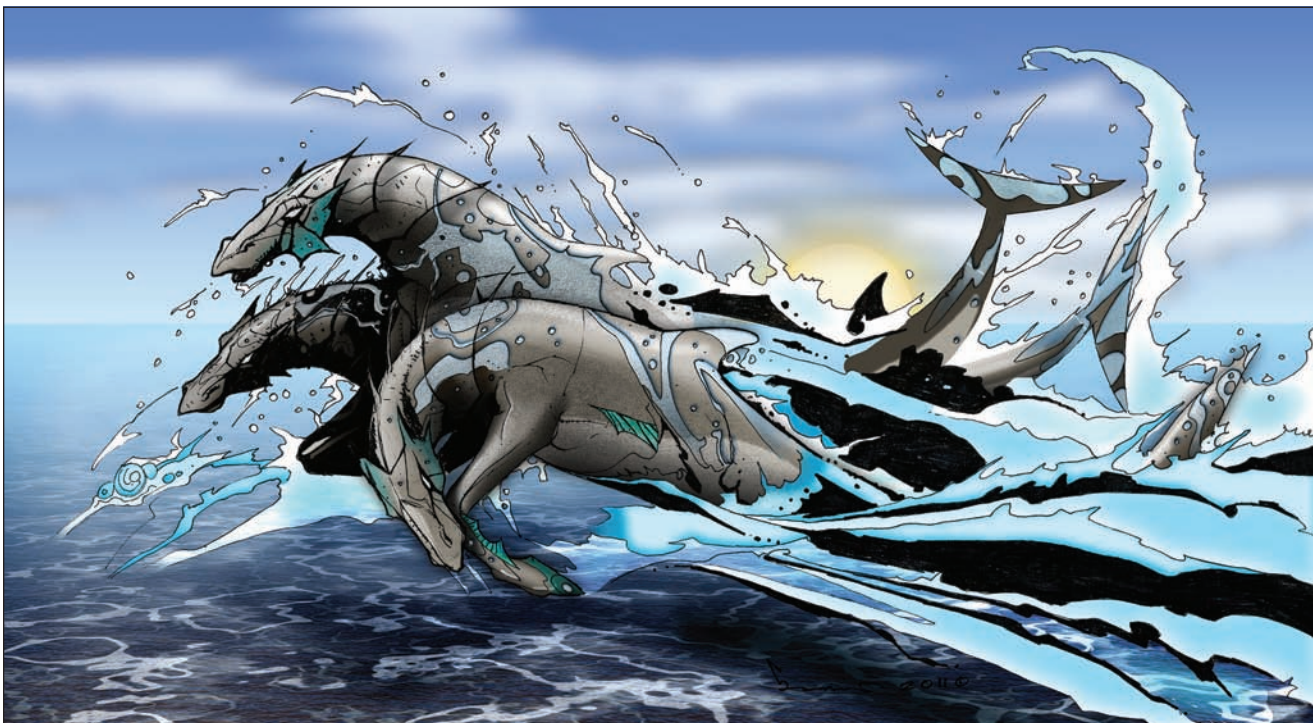
The oceanic equivalent of the pegasus (qv) is the hippocampus, a creature with the front half of a horse and the rear half of a cetacean. The hippocampus breathes water and cannot survive long without it. They live for about 50 years, and have their own language.

If correctly persuaded, they may volunteer to become steeds, in which case they will prove courageous and reliable. They are also steadfast and faithful, and once they allow themselves to be ridden, they will only serve that individual creature until the pair are separated by death.

Treasure: None

ICHTHYOCENTAUR

Frequency: Rare
No. Encountered: 1d4
Size: L
Move: 180-ft swimming
Armor Class: 5
Hit Dice: 4
Attacks: 2/1
Damage: 1d6/1d6 or by weapon
Special Attacks: None
Special Defences: None
Magic Resistance: Standard



Lair Probability: 15%
Intelligence: Average
Alignment: Neutral
Level/XP: 3 / 75+53/hp

As with their land-dwelling counterparts parts—the centaur (qv)—ichthyocentaurs are a combination of man and beast, having the upper body of a man, the forelegs of a horse, and the tail of a fish.

Ichthyocentaurs are to be found in salty, tropical waters, where their lairs are skillfully crafted into large, living coral reefs.

Ichthyocentaurs do not generally get along well with other intelligent sea-dwelling creatures. Sea elves, in particular, are not loved by the ichthyocentaurs, due to the latter's use of hippocampi as steeds, which they regard as a form of forced enslavement.

Ichthyocentaurs attack through the use of their horse-like forelimbs (1d6 hit points of damage each), or through the use of trident or spear.

The ichthyocentaur is a distant cousin to the hippocampus. As such, there is a 35% probability that each ichthyocentaur will be accompanied by a hippocampus companion. In such cases, the pair will maintain this bond for life.

Treasure: 1d8×1,000 cp (10%), 1d12×1,000 sp (15%), 1d8×1,000 ep (15%), 1d6×1,000 gp (50%), 3d6×100 pp (30%), 2d10 gems (55%), 1d12 jewelry (50%), 2 magic items (15%).



LION, NEMEAN

Frequency: Very rare
No. Encountered: 1
Size: L (5-ft at the shoulder)
Move: 120-ft
Armor Class: 0 (mouth AC 6)
Hit Die: 8+3
Attacks: 3
Damage: 2d6/2d6/3d6
Special Attacks: Roar causes *fear*
Special Defenses: +2 or better weapon to hit, regeneration, impervious to normal and magical flames
Magic Resistance: Standard
Lair Probability: None
Intelligence: Low (Average in speaking individuals)
Alignment: Neutral
Level; X.P.: 6 / 900 + 12/hp

Resembling a very large African lion, the Nemean lion is covered in thick, golden fur which gleams and sparkles with magical radiance. The lions are known to always be the guardian of an important treasure. A Nemean lion is sometimes (01–50) capable of speech in the common tongue of man.

The Nemean lion attacks by use of a claw/claw/bite routine. The claws of the Nemean lion are razor sharp talons, which are as strong as the finest steel, and shinning as of solid gold. These

claws—each of which can fetch 1d4×100 gp on the open market—are 6-in long, and can be fashioned into small +1 *daggers*.

The Nemean lion may also emit a roar that will instill *fear*, per the magic-user spell of the same name, in any creature within 150-ft that hears it. The effects of the *fear* last for 8 rounds. A successful save vs. spell avoids the effects of the roar.

The golden fur of the lion renders it nearly impervious to all forms of physical damage. In fact, a +2 or better weapon is required to penetrate the pelt of the lion, and blunt weapons do only 50% damage. However, the mouth of the lion is not protected in like manner, and can be damaged with normal weapons (AC 6), if the lion's mouth is open in a roar.

The Nemean lion regenerates hit points at the rate 2 points per round, beginning on the third round after the damage is inflicted. Immolation by fire does not destroy the lion, however, immersion in acid will.

The hide of the Nemean lion, if properly skinned from the lion's body (skinning the lion requires the use of its claws as knives, otherwise, all properties described below will be lost), is highly valued for its magical properties. First, wrapping an injured, poisoned, or diseased creature within the pelt will fully heal the individual of all such harms in 1d4 turns. Second, if worked by a highly skilled leather craftsman, the hide will create a suit of leather armor the equivalent of AC 2. However, if made into leather armor, the skin will no longer possess the healing properties described above, as the fur and skin must remain intact to possess such powers.

Treasure: None

MARINE IGUANA, GIANT

Frequency: Very rare
No. Encountered: 1d4
Size: Large (20-ft long)
Move: 30-ft; 120-ft swimming
Armor Class: 4
Hit Dice: 6
Attacks: 1
Damage: 3d4
Special Attacks: Disease
Special Defences: None
Magic Resistance: Standard
Lair Probability: None (no lair)
Intelligence: Animal
Alignment: Neutral
Level/XP: 5/400+6/hp

The giant marine iguana is an amphibian which lives in salt waters, near wide sandy beaches where they are prone to sunning themselves while digesting their recent kill. Though slow and lumbering on land, they are quick and agile in the ocean. On an unadjusted "to hit" of 20, the marine iguana has grabbed hold of its victim in its powerful jaws, and inflict an automatic



2d4 hit points of damage on all subsequent rounds until the victim is freed or slain, or the creature is destroyed. Once the iguana has grabbed a victim, it will attempt to drag the victim to the water and drown them. The iguana will not consume live victims, preferring to eat its victims dead. It will prefer to scavenge previously killed food if presented in large quantities.

Giant marine iguanas are excellent climbers, and may scale sheer cliffs at their full rate of movement. They have been known to capsize small vessels; fishing boats being particularly at risk, as the iguana attempts to scavenge a catch of fish.

Any creature bit by a giant marine iguana will contract a disease unless a successful save vs. poison is made.

Treasure: None.



MINOTAUR HERDSMAN (*werebull*)

Frequency:	Rare
No. Encountered:	2d4
Size:	M (6–7-ft tall)
Move:	90 ft
Armor Class:	7
Hit Die:	4+3
Attacks:	2
Damage:	1d4/1d4 or by weapon type
Special Attacks:	None
Special Defenses:	Hit only by silver or magic weapons
Magic Resistance:	Standard
Lair Probability:	35%
Intelligence:	Low (in bull form)
Alignment:	Neutral
Level; X.P.:	4 / 250+6/HP

The minotaur herdsman—or werebull as it is often referred to—is the least form of the minotaur creature. As with other lycanthropic creatures, minotaur herdsmen are created when a human male is damaged by a werebull for more than 50% of his hit points and contracts the lycanthropic disease of his attacker. As with other lycan creatures, a *cure disease* performed by a 12th level or higher cleric will remove the disease if performed within 36 hours of first infection. Other means known to cure the lycanthropic disease as described in the **OSRIC SRD** (qv) will also work.

For reasons unknown, only human males will survive the effects of the lycanthropic disease to become werebulls. Females, and all other races will eventually succumb to the disease and die, unless cured within 36 hours.

Minotaur herdsmen suffer all other effects of the lycanthropic disease as do other lycans; werewolf, etc.

Werebulls always travel in small packs of 2d4 creatures similarly afflicted. Frequently, such creatures will maintain a cave in a secluded region near an established large city.

In combat, werebulls can either attack by a powerful pummeling attack with its two large fists, or by whatever weapon it may have found. When attacking with a weapon, the werebull is limited to melee weapons less than 4-ft long. They favor clubs, only because of the relative ease with which this weapon can be found.

The minotaur herdsman is never in control of when they will transform from human into the werewolf form. Phases of the moon affect the transformation as follows;

full moon;	100%
¾ moon;	50%
½ moon;	25%
¼ moon;	12%
new moon;	0%

Similarly, anger can initiate the transformation 35% of the time.

Minotaur herdsman eventually will succumb entirely to their disease, evolving into the minotaur of Greek legend. The bite of a full minotaur however does not carry the lycanthropic disease.

Any treasure carried by the werewolf is only by virtue of that carried by its human form.

Description: A werewolf appears in human form as a large hairy human male with shiny, blackened finger nails. While in this form, the werewolf will seem psychotic, unpredictable, and unable to control his frequent bouts of anger. In bull form, the werewolf will sprout forth small black horns from its forehead, sprout copious, bristling hair all over its body, its ears will elongate, its nose will take on a wet, blackened appearance, and finally, its feet will develop cloven hooves which are divided into three nails that are shiny and black. The iris of the creature's eyes are always red when in bull-form.

The hair color of the werewolf is dependent upon that trait inherited from the creature's human form. Therefore, blond, brown, black, gray, and even red-haired werewolves have been known to exist.

Treasure: 1d8 cp (10%), 1d12 sp (15%), 1d8 ep (15%), 1d6 gp (25%), 1d4 gems (15%), 1 jewelry (10%), any 1 magic item (5%)

MINOTAUR LEGIONNAIRE

These are the creatures most commonly associated with the contemporary vision of the minotaur creature. GM's are advised to consult the OSRIC SRD (qv) for creature stats and description.

True minotaurs, being always male creatures, cannot reproduce as a species (although horrible accounts of minotaurs engaging in intercourse with normal bovines are widespread). The minotaur species is propagated solely through the progression of the lycanthropic disease of the minotaur herdsman (see previous section).

Minotaur legionnaires do not craft their own weaponry, and so will only be found using those weapons which they find during their travels. Whatever weapon they use will be at least 3 ft-long. Large axes are preferred, but minotaurs are known to also employ bastard and two-handed swords (which they wield with one hand), pole arms, or very large clubs (which are essentially just branches they may have ripped off a nearby tree).

The minotaur legionnaire has a voracious appetite for human and demi-human flesh. Unless acting upon the orders of a strong

leader, a minotaur legionnaire will never take prisoners, as any such victims will be dismembered and consumed raw. The minotaur legionnaire will not consume cooked or decaying flesh.



Description: Except as noted below, the minotaur legionnaire appears exactly as described in OSRIC.

The hair color of the minotaur is dependent upon that trait inherited from the creature's original human form. Therefore, blond, brown, black, gray, and even red-haired minotaurs have been known to exist. The irises of the creature's eyes are always red.

MINOTAUR TITAN

Frequency:	Very Rare
No. Encountered:	1
Size:	L (8–9-ft tall)
Move:	120 ft
Armor Class:	4
Hit Die:	8+1
Attacks:	2
Damage:	2d6/1d6 or by weapon type
Special Attacks:	None
Special Defenses:	Hit only by silver or magic weapons
Magic Resistance:	Standard
Lair Probability:	65%
Intelligence:	Average
Alignment:	Chaotic Evil
Level; X.P.:	6 / 900+12/HP



The minotaur titan is a matured form of the minotaur legionnaire. This creature is enormous, intelligent, and of vile temperament. Minotaur titans are created when a pair of minotaur legionnaires are competing for supremacy over a large geographic region recently vacated by the ruling minotaur titan; generally this would be an area of at least 400 square miles. When such an event occurs, the competing minotaur legionnaires meet in a central location and engage in hand-to-hand combat. The victor of the combat then consumes the head of his opponent. Within one month following this, the victor will increase in size, strength, and intelligence, becoming the minotaur titan.

If a minotaur titan is already in control of a given region, minotaur legionnaires will not challenge him.

As with lesser minotaurs, the titan attacks by either head-butting its opponent (2d6), or by biting its victim (1d6). Additionally, the creature may choose to use a weapon, which will always be at least 5-ft long, including; battle axe, halberd, two-handed sword, glaive, bill hook, etc. Often, a minotaur titan will take the head off a polearm and attach it to a heavier shaft, like a tree branch, which will fit its large hands better. Also, minotaur titans have been known to fashion multiple battle axe heads onto similar shafts to make a four-bladed great axe (which inflicts 2d6 hit points of damage with a successful hit).

The minotaur titan will always maintain a labyrinthine cavern complex in which it hordes a stash of treasure. Herein will reside with the titan 3d10+10 minotaurs as guards, and 4d10 human male slaves (treat as 2nd level fighters for the purposes of combat). It is also possible that there will be 2d6 minotaur herdsmen present.

Occasionally, a minotaur titan will be found to be in the employ of a stronger creature.

The minotaur titan is an exceptionally greedy creature, and can sometimes be bribed if the monetary reward is great enough to pique his interest. In addition to coin, a minotaur titan can also be bribed with offers of slaves, weapons, or territory.

The minotaur titan can speak the language of all minotaurs, the common tongue of man, and its alignment language.

Description: A minotaur titan appears much like a minotaur legionnaire, but of tremendous size. One of the chief differences is in the length of the titan's horns, which can be from 3–4-ft long. The irises of the creature's eyes are always red.

The hair color of the minotaur titan is dependent upon that trait inherited from the creature's original human form. Therefore, blond, brown, black, gray, and even red-haired minotaur titans have been known to exist.

Treasure: 1d10×1,000 cp (5%), 1d12×1,000 sp (25%), 1d6×1,000 ep (25%), 1d12×1,000 gp (40%), 1d6×1,000 pp (50%), 2d20 gems (50%), 1d8 jewelry (10%), any 3 magic item + 1 scroll (25%)

MOUNTAIN MOLD

Frequency:	Very rare
No. Encountered:	1
Size:	S to L
Move:	1 ft.
Armor Class:	10
Hit Dice:	—
Attacks:	1
Damage:	1d4
Special Attacks:	—
Special Defenses:	Impervious to cold- and lightning-based attacks
Magic Resistance:	Standard
Lair Probability:	Nil
Intelligence:	Non-
Alignment:	Neutral
Level/XP:	2 / 100

Mountain mold is a form of brown mold (qv) that grows outdoors at high elevation, preferring shallow, swift flowing streams beds in which to root. However, the mold is also known to grow in dry areas as well.

The fungus feeds off microbial organisms that either swim in shallow waters, or else float freely on the wind.

The attack of the mountain mold is a jet of explosive hot gas if trodden upon for 1d4 hit points of damage. Further, if an open flame is within 5-ft of the area where the outgassing occurred, it is 50% likely that the gases will ignite, causing 1d4 additional damage to anyone within a 10-ft diameter.

If the bed of the mountain mold happens to be in water, it is also possible that the outgassing will be accompanied by spatters of flaming debris which can be launched up to 20 ft.

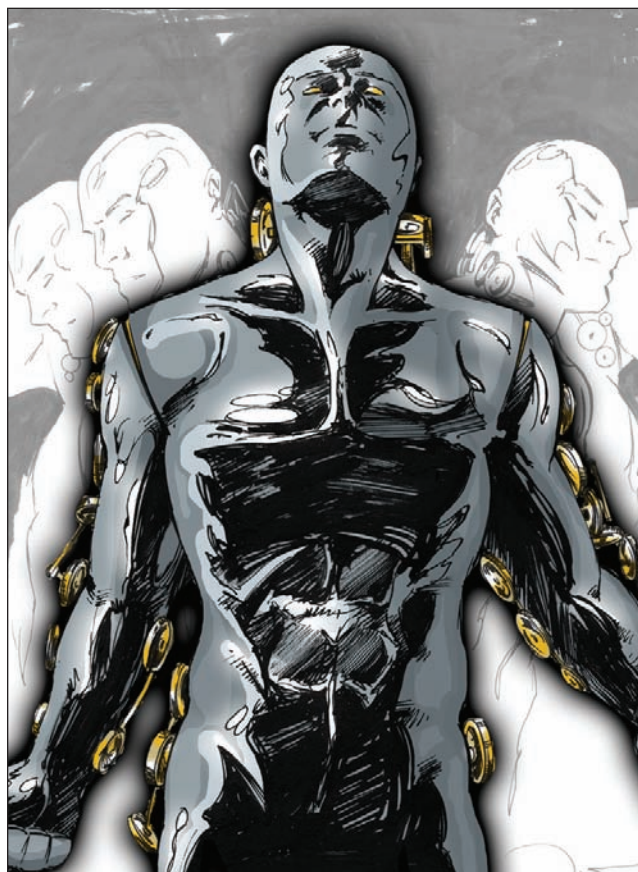
Description: Mountain mold typically appears as thick layers of silvery, blue-green algae. The algae is known to exist only in high elevations where oxygen levels are low. The plant is

alternatively known as 'jack foil', or 'gob gunk' for its tendency to grow in thick, baseball-sized clumps.

Treasure: Nil

MONSTROUS CONSTRUCTION

	Wood	Stone	Steel	Jewel
Frequency:	Very rare			
No. Encountered:	1			
Size:	Large (7 ft-tall)	Large (9-ft tall)	Large (11-ft tall)	Medium (6-ft tall)
Move:	60 ft	60 ft	60 ft	90 ft
Armor Class:	7	6	2	4
Hit Dice:	8 (40 hp)	10 (50 hp)	12 (60 hp)	14 (70 hp)
Attacks:	1	2	1	1
Damage:	2d4	3d4	4d4	2d4
Special Attacks:	Missile fire	Gas bellows	Great sword	Spell use
Special Defenses:	None	Impervious to fire- and electrical-based attacks	None	Impervious to fire- and electrical-based attacks, and certain spell-like abilities
Magic Resistance:	Standard	Standard	Standard	See below
Lair Probability:	None			
Intelligence:	Non-	Non-	Non-	Semi-
Alignment:	Neutral			
Level/X.P.:	6 / 950	7 / 1,750	7 / 2,860	8 / 4,260



Monstrous constructions are entities similar to golems. However, they are mechanical constructions that do not require magical enchantments to imbue them with the appearance of life (although certain of their abilities do require enchantments to be bestowed).

These mechanical beings are built to perform simple, sometimes menial, tasks. They are always singular in their programmed abilities, although their commands can be 're-programmed' by their builders as situations require. Such re-programming requires 1d6 days to complete, as the construct's cogs and wheels need to be removed and re-ordered.

Given the 'programmability' of the monstrous construction, the machine may be instructed to perform a variety of tasks, such as butlering, gardening, building, and other labor jobs, as well as guarding a specific area or object.

When programmed to guard an area or object, the construction must be provided a triggering event, such as; stepping on a stone, opening a door, picking up an object, breaking a trip-line, etc. If a thief is checking for traps, this trigger may be discovered and disarmed, thus deactivating the construction. The Jack-of-All-Trades may reduce the ability to discover the trigger at a cost of 1,000 gp per -5% of the thief's ability check.

A Jack-of-All-Trades may 're-program' the construct of another Jack-of-All-Trades when their experience exceeds that of the creator by 2 or more levels.

The Jack-of-All-Trades may increase the over-all strength of the construction, by incurring the additional fees indicated in the following table.

CONSTRUCT	SIZE	MOVE	AC	HIT DICE (HP)	DAMAGE
Wood	½-ft per 1,000 gp	5-ft per 2,000 gp	-1 per 2,500 gp	1 HD (4 hp) per 2,500 gp	+1 damage per 1,000 gp
Stone	½-ft per 2,500 gp	5-ft per 4,000 gp	-1 per 5,000 gp	1 HD (4 hp) per 5,000 gp	+1 damage per 1,000 gp
Steel	½-ft per 5,000 gp	5-ft per 6,000 gp	-1 per 7,500 gp	1 HD (4 hp) per 7,500 gp	+1 damage per 1,000 gp
Jewel	½-ft per 7,500 gp	5-ft per 8,000 gp	-1 per 10,000 gp	1 HD (4 hp) per 10,000 gp	+1 damage per 1,000 gp

All monstrous constructions are the works of a Jack-of-All-Trades of at least the 15th level of experience. Further, the Jack-of-All-Trades must be assisted by an apprentice of at least the 10th level of experience, and will also require the services of a skilled artisan as detailed hereafter.

Wood Monstrous Construction; the Jack-of-All-Trades will be assisted by a master wood carver in the building of this monstrous construction. The fee to the wood carver will be no less than 15,000 gp, and will take 3 months to complete.

The wooden construction is a human-shaped statue approximately 7-ft tall. The craftsmanship is very high quality, being nearly indiscernible from a living person save for its smooth, and highly polished wooden surface. The only means of determining the statue's true purpose is an examination of the area of the back of the machine at the shoulders. At this location is a concealed hatch (the discovery of which is the same as that of finding a concealed door) wherein is located the construct's 'programming' gears. Typically, this hatch is locked and trapped.

Every part of the wooden construct must be of the same variety of wood, although any species of tree may be used. The species used will not change any attributes of the construct.

In combat, the wooden construct attacks by pummeling its victim, inflicting 2d4 hp with each successful strike. Additionally, the wooden construct may be armed with 3 large arrows in each arm. The construct may fire 1 or all of these arrows in any single round, but they must be fired at the same target. On a successful strike, the arrows inflict 1d6+2 hp damage. Once fired, the arrows must be re-loaded by the Jack-of-All-Trades before they can be used again. Occasionally, these arrows have been found to be poisoned.

The wooden construct can be made impervious to normal flames with the addition of a *protection from fire* spell during its construction at an additional cost of 1,000 gp.

Stone Monstrous Construction; the Jack-of-All-Trades will be assisted by a master stone carver in the building of this monstrous construction. The fee to the stone carver will be no less than 20,000 gp, and will take 6 months to complete.

The stone construction is a human-shaped statue approximately 9-ft tall. The craftsmanship is very high quality, being nearly indiscernible from a living person save for its smooth, and highly polished stone surface. The only means of determining the statue's true purpose is an examination of the area of the back of the machine at the shoulders. At this location is a concealed hatch (the discovery of which is the same as that

of finding a concealed door) wherein is located the construct's 'programming' gears. Typically, this hatch is locked and trapped.

Every part of the stone monstrous construct must be of same variety of stone, although any type of stone may be used. The variety of stone used will not change any attributes of the final construct, although marble and granite are most typical.

In combat, the stone construct attacks by pummeling its victim, inflicting 3d4 hp with each successful strike. Additionally, the stone construct may be armed with a bellows that contains one of the following types of gas in a 20-ft diameter radius (save vs. breath weapon applies, a successful save halves damage inflicted);

- | | | |
|---|-------------|--|
| 1 | acid | 2d4+4 hp damage |
| 2 | blindness | inflict blindness for 2d4 rounds |
| 3 | faerie fire | outlines all invisible creatures for 2d4 rounds (no save applicable) |
| 4 | poison | death on unsuccessful save (made at +2) |
| 5 | sleep | induce sleep for 1d4+2 rounds |
| 6 | slow | movement reduced by half for 2d4 rounds |

The stone construct may use this weapon three times before the Jack-of-All-Trades must re-program it.

The stone construct is impervious to all forms of flame- and electrical-based attacks.

Steel Monstrous Construction; the Jack-of-All-Trades will be assisted by a master blacksmith in the building of this monstrous construction. The fee to the blacksmith will be no less than 30,000 gp, and will take 9 months to complete.

The steel construction is a human-shaped statue approximately 11-ft tall. The craftsmanship is very high quality, being nearly indiscernible from a living person save for its smooth, and mirror-like surface. The only means of determining the statue's true purpose is an examination of the area of the back of the machine at the shoulders. At this location is a concealed hatch (the discovery of which is the same as that of finding a concealed door) wherein is located the construct's 'programming' gears. Typically, this hatch is locked and trapped.

Every part of the steel monstrous construct must be of the highest-quality steel.

In combat, the steel construct attacks by pummeling its victim, inflicting 4d4 hp with each successful strike. Additionally, the steel construct may be armed with a huge two-handed sword, fully 6-ft in length. The sword strikes for 3d8 hp damage with each successful hit, although it can only attack with the sword every other round.

The steel construct must be kept well-oiled, else suffer from half movement as its gears and joints freeze with rust. Large normal fires, or magical flames slow the steel construct by half. Electrical attacks inflict half damage.

Jewel Monstrous Construction; the Jack-of-All-Trades will be assisted by a master jeweler in the building of this monstrous construction. The fee to the jeweler will be no less than 50,000 gp, and will take 12 months to complete.

The jeweled construction is a human-shaped statue approximately 6-ft tall. The craftsmanship is of extraordinary quality, being a life-like human form entirely shaped of precious and semi-precious gem stones. An examination of the area of the back of the machine at the shoulders reveals a small, concealed hatch (the discovery of which is the same as that of finding a concealed door) wherein is located the construct's 'programming' gears. This hatch is always locked and trapped.

Although the jeweled monstrous construct is made of a variety of gem stones, it must contain at least one diamond valued at a minimum of 5,000 gp (not included in the 50,000 gp construction price).

In combat, the jeweled construct attacks by pummeling its victim, inflicting 2d4 hp with each successful strike. Additionally, the jeweled construct may cast the following spells, each once per day, as a 3rd level illusionist; *color spray*, *dancing lights*, *hypnotism*, and *hypnotic pattern*.

The jeweled construct is not affected by *charm*, *sleep*, and similar spells affecting the mind. Fire- and electrical-based attacks do not affect the jeweled construct.

Jeweled constructs, having a rudimentary semi-intelligence, can be given slightly more complex programmed instructions than other monstrous constructions. These machines can even accompany its Jack-of-All-Trades creator on adventures, functioning much as a henchman. In this capacity, the jeweled construct can carry as much as a large pack animal.

MOSQUITO, GIANT

Frequency:	Rare
No. Encountered:	1d12
Size:	Small (4-ft long)
Move:	90-ft/flying 300-ft (AA: level III)
Armor Class:	4
Hit Die:	2
Attacks:	1
Damage:	1d4 (plus 1d4 blood drain)
Special Attacks:	see below
Special Defenses:	None
Magic Resistance:	Standard
Lair Probability:	None
Intelligence:	Non-
Alignment:	Neutral
Level; X.P.:	2 / 40 + 3/hp

Giant mosquitoes are massive forms of their tiny-sized cousins. They retain their smaller cousins' ability to react quickly when attacked (thus armor class 4). Giant mosquitoes never tire while in flight, and do not require rest.

The giant mosquito's only purpose is to perpetuate its species. This is accomplished by laying its eggs in large bodies of stagnant water, preferring marshes and bogs, where prevailing temperatures are warm (between 60° and 100°), and the relative humidity is consistently high.

The giant mosquito requires fresh blood as its primary diet, and all warm-blooded mammals are their prey. The attack of the giant mosquito consists of a "dive-bombing" attack, where the creature will target any areas of open flesh. The mosquito can and will attack opponents wearing normal clothing, leather armor, and similar forms of protection. They will avoid creatures with thick hides or wearing metal armors if possible, but have been known to even attack these, seeking openings in the armor with their long proboscis.

An initial successful attack by a giant mosquito inflicts 1d4 hit point damage as the creature's proboscis penetrates the victim's skin. Following a successful attack, the mosquito will remain attached to the victim, sucking a further 1d4 of blood each round until removed or slain.

As survival and procreation are the mosquitoes only motivations, any successful attack upon one of the creatures will cause it to fly away in retreat, for a period of 1 round.

Victims of a giant mosquito will be 25% likely to contract a blood-borne disease within 48 hours of the attack.

Treasure: In lair: None

ORC, GOBLINESQUE

Frequency:	Uncommon
No. Encountered:	2d6 (band); 20d10 (lair)
Size:	M (5-ft tall)
Move:	90 ft.
Armor Class:	6
Hit Dice:	1
Attacks:	1
Damage:	1d6 or by weapon type
Special Attacks:	Spell use in some individuals
Special Defenses:	None
Magic Resistance:	Standard
Lair Probability:	35%
Intelligence:	Average (high)
Alignment:	True Neutral (evil tendencies)
Level/XP:	1 / 10+1 per hp

Goblinesque orcs are tribal creatures, and will bully or make war upon any neighboring tribe if possible. They will only unite with other tribes if their force is strong enough to be able to control the leaders of those tribes.

Goblinesque orcs do not suffer under direct sunlight, however, their infravision capability is less than that of other orcs, ranging a mere 40 ft.



Goblinsque orc war-parties (2d4+10 orcs) will include the following individuals;

- One captain and his 2d4 personal guards; these orcs fight as 2 hit die creatures, have armor class 5, and inflict 1d8+1 damage, or damage by weapon type.
- Sometimes (30%) a war band will include a goblinsque magician; a 2 hit die creature, will have armor class 5, and do 1d6+1 damage, or damage by weapon type, and will be a 2nd level magic user.

Present in the tribe's lair will always be the goblinsque orc chief, shaman, and wizard;

- Chief and (1d4+2) body guards; these orcs fight as 3 hit die creatures, have armor class 4, and inflict 2d4+1 damage, or damage by weapon type.
- The shaman will fight as a 2 hit die monster, will have armor class 6, will inflict 1d6+1 hit points of damage, or damage by weapon type, and cast spells as a fifth level cleric.
- The wizard will fight as a 2 hit die monster, will have armor class 6, will inflict 1d6 hit points of damage, or by weapon type, and cast spells as a fourth level magic user.

Goblinsque orcs are less skilled miners and cavers than others of the orcish races. They have the ability to note new or unusual constructions underground only 25% of the time, and to spot sloping passages just 15% of the time.

Goblinsque orcs speak orc, goblin, hobgoblin, and the common speech of man. Goblinsque wizards are 25% likely to speak 1 or 2 additional languages as well.

Their lairs generally (75%) will be above-ground communities of rough huts and buildings, a system of caves (25%), or rarely (10%) combination of both.

Goblinsque orcs will maintain a stable of dwarves, gnomes, goblins, and kobolds as slaves.

Description: Goblinsque orcs are only slightly less filthy and disgusting than their standard orc cousins retaining the typical brown to brownish-green colored skin tone. Their hair is a bristling nest of black or dark brown. They wear a patch-work of rusty and misused armor. They are on average more intelligent and shorter than other orcish races. They have an average lifespan of 50 years.

Treasure: Individuals 2d6 gp; Lair 1d12×1,000 cp (50%), 1d6×1,000 sp (40%), 1d6×1,000 gp (30%), 1d6 gems (25%), 1d3 jewelry (20%), 2d4 potions (40%), 1d4 miscellaneous magic (15%)

ORC, ORGRE

Frequency:	Uncommon
No. Encountered:	5d10
Size:	M (7+-ft tall)
Move:	60 ft.
Armor Class:	4
Hit Dice:	2
Attacks:	1
Damage:	1d10, or by weapon type
Special Attacks:	Berserk
Special Defenses:	None
Magic Resistance:	Standard
Lair Probability:	35%
Intelligence:	Low
Alignment:	Chaotic evil
Level/XP:	2 / 30+1 per hp

The most primitive of the orcish races, orgre orcs are fiercely tribal creatures, resembling short ogres, and are quick to anger. They will only unite with other tribes on single missions where their take of treasure or slaves is ensured.

Orgre orcs suffer under direct sunlight, as do standard orcs, and fight at -1 when caught out in it. However, they have excellent vision in the dark, and can see well even in total darkness. They have infravision with a range of 90-ft.



Orgre orc war-parties (2d4+10 orcs) will include the following individuals;

- One captain and his 2d4 personal guards; these orcs fight as 3 hit die creatures, have armor class 3, and inflict 1d12+1 damage, or damage by weapon type.
- War parties will sometimes (30%) be led by 1–3 ogres.

Present in the tribe's lair will always be the orgre orc chief and his body guard;

- Chief and (1d4+1) body guards; these orcs fight as 4 hit die creatures, have armor class 2, and inflict 3d4 damage, or damage by weapon type.

Orgre orcs share the same enmity towards elves as do other orcs. However, orgre orcs also hate other orc races (including half-orcs) beyond all other creatures (elves included). This hatred results in a berserking attacking against other orcs, granting the orgre orc a +1 'to hit' and +1 damage. This attack extends to elves as well. This strength, however, can be used against the orgre orc, as it is 75% likely that the orgre orc will be unable to control this rage, charging into a situation that may be patently obvious to others to be a set-up against the orgre orc.

Orgre orcs are skilled miners and cavers, however, they are not artisans. So, although they have the ability to note new or unusual constructions underground 35% of the time, and to

spot sloping passages 25% of the time, their constructions will be crude.

Orgre orcs speak their own primitive form of the orcish tongue, and are unable to learn additional languages. The chief however will be able to communicate with other orc races, and will sometimes (50%) be able to speak the common speech of man.

Lairs will always be below-ground complexes of a confused system of caverns and tunnels. Typically, an orgre complex will comprise a large central chamber surrounded by a dozen or so smaller chambers that house the chief, and his captains and bodyguards.

Orgre orcs will always have a stable of humans as slaves. Such slaves are always treated with the utmost cruelty, and receive daily rations of beatings and verbal abuse. Occasionally, even dwarves and half-elves may be found as slaves within the orgre tribe. Elves are always killed outright, and halflings and gnomes do not typically survive long within the orgre community due to their diminutive stature.

Description: Orgre orcs are huge muscle-bound brutes. Their skin is a mottled patchwork of dark brown on dark red. Most individuals are covered in battle scars, open sores, and cancerous growths. Orgre orcs will rarely be found wearing armor of any type, and frequently rage into battle naked. They have no body hair. They have an average lifespan of 35 years.

Treasure: Individuals 1d6 cp; Lair 1d6×1,000 cp (50%), 1d4×1,000 sp (40%), 1d4 gems (25%)

OOZES, SLIMES, AND JELLIES

	Corrosive Pudding	Acid Slime	Golden Jelly	Umber Jelly
Frequency:	Uncommon	Rare	Rare	Uncommon
No. Encountered:	1 or 1d4	1d6	1	1d3
Size:	S to M (5-ft to 8-ft diameter)	S	L (9 ft–12-ft diameter)	M
Move:	60 ft	0 ft	90-ft (see below)	30 ft
Armor Class:	6	9	4	8
Hit Die:	10	2	7+14	6
Attacks:	1	0	1 or 2 (see below)	1
Damage:	3d8	None	5d4 or 2d4/2d4 (see below)	3d4
Special Attacks:	Dissolve wood and metal	See below	See below	None
Special Defenses:	See below	See below	+1 or better weapon to hit	See below
Magic Resistance:	Standard	See below	10%	Standard
Lair Probability:	None	None	35%	None
Intelligence:	Non-	Non-	Average	Non-
Alignment:	Neutral	Neutral	Neutral	Neutral
Level; X.P.:	7 / 1,500 + 13/HP	4 / 610 + 2/HP	6 / 750 + 10/HP	3 / 160 + 6/HP

Corrosive Pudding: This monster is composed of single cells that scavenge, or hunt, in underground areas. It can flow through narrow openings and travels equally well on walls or ceilings as it does floors. The monster's many tiny mouths, and saliva, do 3d8 hit points of damage per melee round to exposed flesh. To get at flesh, it can dissolve materials as follows; 2 in. of wood (at the monster's diameter) in 1 round; chainmail in 1 round;

and plate mail in 2 rounds. For each magical plus of armor 1 melee round is added to the dissolution of these materials. When struck the monster breaks into two or more parts, each able to deliver the same amount of damage as the larger entity, as the same amount of small mouths can be brought to bear. The use of lightning will have the same effect. The monster is unaffected

by cold, though fire does normal damage. Though this monster is usually black, its color can vary to grey, brown, or white.

If the monster has 10–20 hit points then it is 5-ft in diameter, 21–40 hit points would be a 6-ft diameter, and from 41–60 hit points are 7-ft diameter, while anything over that is an 8-ft diameter pudding. As aforementioned, all sizes do the same damage.

Treasure: None.

Acid Slime: These unusual plant-like growths are found in subterranean caverns and passages. Though they do not move, they grow, albeit slowly, feeding on animal, vegetable and mineral substances. They can sense vibrations and will drop upon passing creatures from above.

Acid slime will attach itself to a victim's flesh, and in 1d4 turns turn the victim into an acid slime. It eats away wood slowly, consuming 1 in thickness in an 6 turns. Acid slime eats metal quickly, dissolving plate armor in 3 melee rounds.

The acid can be scraped off quickly, excised, frozen, or burned. A *cure disease* spell kills the slime. Other forms of attack — including weapons or spell — do not damage it.

Treasure: None.

Golden Jelly: This monstrous amoeba is far more dangerous than the umber jelly to which it is related. The only clues to its presence are a faint odor of blooming mustard plants and its translucent yellowish-brown color. A golden jelly attacks by striking with a pseudopod formed of its acidic substance. The monster exudes a poisonous vapor with a 10-ft radius, which causes victims to become lethargic and move at half-normal speed unless they make a successful saving throw against poison each round they are within the area of effect. These toxic effects last 2 rounds for every round one fails a saving throw. This large creature is able to divide itself into 2 smaller, faster halves (move 120–180 ft). Each is capable of attacking as well, but each has only half the hit points of the whole. A golden jelly can, for example, flow into a room, divide itself into halves which are able to attack independently and simultaneously, and then form itself into a torus-shape in order to surround a pillar which its prey has climbed in a vain attempt of escape.

It cannot move through small spaces, however, and it cannot move along ceilings as an umber jelly can.

Golden jelly is impervious to normal weapons and electrical attacks and *magic missiles* actually cause it to grow (the golden jelly gains hit points equal in number to the damage rolled). Cold causes only half damage; other attack forms are normal.

Treasure: Although not unintelligent, golden jelly is not known to value treasure of any sort. Of course, it is possible that some treasure might remain after a victim has been devoured.

Umbur Jelly: This jelly is another form of a giant amoeba that is less dangerous, though akin to the golden jelly. It moves by

seeping about, preferring dark dungeons, and hunting any form of flesh or cellulose to consume. It excretes fluids that can dissolve flesh, its preferred food, at the rate of 3d4 hit points per round of exposure. Its nebulous form allows it to flow through small spaces, and move as easily on walls and ceilings as it does on floors. Using lightning on this monster will divide it into one or more smaller creatures, each doing half the damage of the whole. All other forms of attack have normal effects.

Treasure: None.

SALAMANDER

Frequency:	Very rare
No. Encountered:	1d4
Size:	Medium (6 to 7-ft)
Move:	90 ft
Armor Class:	5/3
Hit Dice:	7+7
Attacks:	2
Damage:	By weapon/2d6
Special Attacks:	Heat damage
Special Defenses:	+1 weapon or better to hit
Magic Resistance:	Standard
Lair Probability:	75%
Intelligence:	High
Alignment:	Chaotic evil
Level/XP:	7/1,000 + 10/hp



Salamanders originate on the Elemental Plane of Fire. They will occasionally come to the material plane on errands known only to them, and also sometimes when summoned by magic-users. Salamanders despise the cold and generally prefer temperatures of at least 300°F (if not hotter), and they can only suffer temperatures lower than that for a few hours. Their lairs are generally 500°F at a minimum, and any treasure that they possess will be of the type that can survive in such an environment.

The upper portion of a Salamander's body is vaguely human-like and has an armor class of 5. From the waist down they are snake-like and scaled, with an armor class of 3.

A salamander will usually attack using a metal spear for 1d6 damage, plus another 1d6 of damage due to the intense heat generated by these creatures. They will also attempt to lash out with their tails in order coil around their opponent and deliver 2d6 damage due to constriction, with an additional 1d6 damage from heat. Fire resistant creatures will not suffer the additional heat damage.

Salamanders can only be harmed by magical weapons and spells, or by creatures of great strength. They are, obviously, immune to all fire based attacks, as well as to sleep, charm and hold spells. Cold based attacks will cause an additional 1 point of damage per attack die.

Salamanders are cruel and capricious by nature, and respect only strength and force. They can sometimes be bargained with using gems of great value, especially if the gems are rubies.

Salamanders appear as a strange amalgamation of man and snake, with copper, orange and dark red hues being most common. Their eyes glow a deep yellow and are visible as such even in the midst of the hottest fires.

Treasure: 1d10×1000 gp (40%), 1d8×100 pp (35%), 3d10 gems (25%), 1d10 jewelry (10%) and any three magic items (30%)



SCYTALE

Frequency:	Very rare
No. Encountered:	1–3
Size:	Large
Move:	60 ft
Armor Class:	3
Hit Dice:	6
Attacks:	2
Damage:	1d4/2d4
Special Attacks:	Constriction, paralysis
Special Defenses:	None
Magic Resistance:	Standard
Lair Probability:	Nil
Intelligence:	Animal
Alignment:	Neutral
Level/XP:	5 / 385 + 8/hp

The scytale is a form giant snake, similar in nature to a boa, in that it constricts its victim (1d4 hit points of damage), and bites its victim (2d4 hit points of damage) prior to consuming them whole. As with the boa (qv), several strong creatures can grasp each end of the snake and uncoil the victim in 1d4+1 segments. Four very strong humans, 16 or greater strength each, should be able to accomplish this task. Attacks directed against a scytale will also affect the victim trapped within the snake coils, though the GM may allow certain types of attacks to not do so.

However, the scytale has an additional attack that makes it even more deadly than the boa. The shifting patterns on the

back of the snake will paralyze any creature viewing it, which does not make a successful save vs. paralyzation. Creatures so affected will be unable to move for 2d4 turns, even as the snake coils itself about the victim.

Treasure: Incidental.

SKELETAL NOBLE

(turn as type 9)

Frequency:	Very rare
No. Encountered:	1
Size:	Medium (man-sized)
Move:	90 ft
Armor Class:	0
Hit Dice:	9+2
Attacks:	1
Damage:	2d6
Special Attacks:	Fear
Special Defenses:	Magical or silver weapon to hit; immune poison and paralyzation, immune to <i>charm</i> , <i>hold</i> , <i>sleep</i> and similar mental attacks
Magic Resistance:	Standard
Lair Probability:	90%
Intelligence:	Exceptional
Alignment:	Neutral (evil)
Level/XP:	6 / 1,100 + 13/hp



These powerful undead lords originated as evil noble men and kings. The nobles coveted the acquisition of power above all other pursuits in life. Sensing their vanities and desires for ever greater power, these nobles were further corrupted by powerful evil beings such as liches (qv). With promises of unending

power, wealth, and limitless life, the nobles were captured and enslaved to the evil of their new masters. And though they are ever beholding to the creatures that created them, skeletal nobles are highly intelligent beings, who hunger for their freedom from their masters to create their own evil kingdoms.

The creator of a skeletal noble must make promises to the would-be undead lord of a specified term of servitude, following which, the skeletal noble is free to pursue its own fortunes. Generally, this term of servitude should last no longer than a period of 500 years. At which time, the skeletal noble is so thirsty for power, that its cruelty is unmatched even by that of its creator.

Merely viewing a skeletal noble causes any creature of less than 5 hit die to immediately flee in *fear*. Creatures with 5 or more hit die are allowed a saving throw vs. spell.

Skeletal nobles are powerful fighters, typically dressed in rich tunics and fabulous chain mail armor. The armor of a skeletal noble is magical. Any creature donning a suit of this mail will benefit from a +1 to armor class. However, the wearer can only be hit by magical weapons. Also, the mail allows the wearer to cast *teleportation* once per week without error. This *teleportation* ability only affects the wearer's person, and up to 50 lbs of objects that the wearer can carry. Finally, any creature wearing the armor is rendered immune to poison, as well as *charm*, *hold*, *sleep* and similar mental attacks.

If the suit of chain mail can be freed from the skeletal noble, the noble is reduced to the status of a rather 'ordinary' skeleton.

When attacking, the skeletal noble always uses some form of large sword; bastard, broad, and two-handed swords for example. Whatever type of sword they are using, the skeletal noble always inflicts 2d6 hit points of damage.

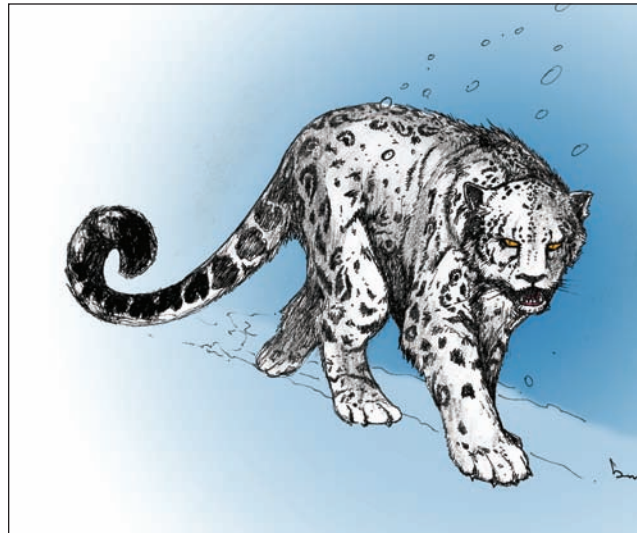
Only freed skeletal nobles will ever have acquired any treasure.

Treasure: 1d20×1,000 cp (15%), 1d12×1,000 gp (55%), 1d6×100 pp (45%), 1d10 gems (35%), 2d4 pieces of jewelry (25%), 1–2 swords (35%), 1d4 misc. weapons (15%), 1d4 potions (10%), 1d4 misc. magic (10%)

SNOW LEOPARD, GIANT

Frequency:	Very rare
No. Encountered:	1–2
Size:	L (5-ft tall at the shoulder)
Move:	180 ft.
Armor Class:	5
Hit Dice:	4+4
Attacks:	3
Damage:	1d4/1d4/1d6
Special Attacks:	rear claw attacks for 1d4+1/1d4+1
Special Defenses:	See below
Magic Resistance:	Standard
Lair Probability:	5%

Intelligence:	High
Alignment:	Neutral
Level/XP:	4 / 155+4 per hp



The giant snow leopard is a distant cousin to the giant lynx (qv), though it is larger and more intelligent. When 2 are encountered it will be a mated pair with 1–3 kittens which have no effective attacks.

The giant snow leopard is an excellent climber, and can scale cliffs with a 65% incline at half its normal movement rate.

If a giant snow leopard successfully strikes with both forepaws, it gains an additional opportunity to strike the same opponent with both rear claws. Additionally, the cat has a vicious bite. When biting, the leopard will attempt to tear out its victim's throat above other targets if possible.

Giant snow leopards speak their own language which is a series of low growls. Additionally, they can communicate with giant lynx. Very rare individuals that have lived among humans can even gain a rudimentary ability to speak in the common tongue of mankind.

Description: The pelt of the giant snow leopard is glistening white with silvery gray spots. The fur of the creature is highly prized, can be valued at 7,000 g.p. if properly skinned and cured.

Treasure: Nil

STYMPHALIAN BIRD

Frequency:	Very rare
No. Encountered:	1d20+1 (flock), 1d10×10 (lair)
Size:	S
Move:	240 ft flying (AA: level VI)
Armor Class:	5
Hit Dice:	2+3
Attacks:	1
Damage:	1d4+2, or 1d4



Special Attacks:	None
Special Defenses:	None
Magic Resistance:	Standard
Lair Probability:	5%
Intelligence:	Animal
Alignment:	Neutral
Level/XP:	3 / 65 + 2/hp

Stymphalian birds are small, raven-like creatures. Their beaks are razor-like, and made of bronze. Their feathers are as of blackened steel.

Though the birds' bronze beaks are deadly, and inflict 1d4+2 hit points of damage, their more feared mode of attack

is through the launching of their steel-like feathers. This attack, which the birds can do at great distances, maintains accuracy at up to 100-ft. This latter attack is even more deadly when the birds are attacking in a coordinated flock.

The lair of Stymphalian birds will be in a cave, or similar protected location. The floor of such a lair will be covered thickly in the creatures' dung. The dung itself is highly toxic, and can be made into a potent poison. However, the dung is also very acidic, and any material that comes into contact with it, must be thoroughly washed within 6 turns, or will be completely destroyed due to the corrosive nature of the substance. Even magical items are not immune to these effects.

Treasure: Incidental.

TARANTULAMON

	Larva	Dronette	Cow	Drone	King
Frequency:	Uncommon	Uncommon	Uncommon	Uncommon	Rare
No. Encountered:	1d6x10 (in lair)	6 (in lair)	1d6 (in lair)	2d6/1d6x10 (in lair)	1
Size:	Small (4 ft. long)	Small (4 ft. tall)	Medium (6 ft. long)	Medium (6 ft. tall)	Large (8 ft. tall)
Move:	10 ft	60 ft	20 ft	120-ft (30-ft burrowing)	160-ft (430-ft burrowing)
Armor Class:	10	8	8	7 (3)	4 (0)
Hit Die:	½ (1d4)	¾ (1d6)	1+1	3	5
Attacks:	1	1	1	3	3
Damage:	1 HP	1-2 HP	1d4+1	1d4/1d4/1-3 or by weapon type	1d6/1d6/1d4+1 or weapon type
Special Attacks:	None	None	None	Poison	Poison
Special Defenses:	None	None	None	None	None
Magic Resistance:	Standard	Standard	Standard	Standard	Standard
Lair Probability:	100%	100%	100%	30%	90%
Intelligence:	Non-	Animal	Semi-	Low	Average (evil tendencies)
Alignment:	Neutral	Neutral	Neutral	Neutral	Neutral
Level; X.P.:	I; 5 + 1/HP	I; 5 + 1/HP	I; 20 + 2/HP	V; 85 + 4/HP	VI; 225 + 6/HP

These hideous creatures are a combination of a gigantic spider and a ghastly human, much as a centaur is the combining of horse and man. There are five different forms of this arachnid; larva, dronette, cow, drone, and king.

A tarantulamon den will consist of approximately 1d6+6 small caverns surrounding two larger chambers; a large open main chamber, and a smaller egg chamber. The outer chambers will hold food stuffs (generally, this consists of decaying meats, wood pulp and other cellulose products, and sometimes fruits), offal cesspools, and the discarded remains of victims. In these latter chambers is where the tarantulamon treasure will be found. The treasure is scattered among all such chambers, for the tarantulamon do not value possessions, and do not seek out its value. The items found in such piles of rotting discards are merely the trash of the arachnids' conquests.

The den will always be located underground, and more often than not will be in warm, dry, desert regions. However, rare

colonies of tarantulamon have been found amongst mountainous regions. Such dens will never be located where rain or snow fall are heavy.

The entirety of the den will be a large excavation, but the chambers will effectively be walled off from each other by a strong, resin-like excretion created by the larval form. This excretion will cover the walls, floors and ceilings, as the maggot-like larva move about the complex, searching for food. The resin is completely opaque, and is the color of fine pearl.

Touching the resin shows it to be solid, but sticky to the touch. Where the resin appears on the ground, it will slow movement of a non-tarantulamon by 25%. Any creature that falls onto such a surface is likely to become stuck fast, unless a successful save vs. strength is rolled. Further, the resin is extraordinarily flammable. A source of heat, such as a torch, held in place within a couple feet of the resin will cause it to soften, and become malleable within 2 turns. Brought closer for a like

period of time will cause the resin to slowly melt, but the resin will not break down to the point of becoming a liquid. Brought into contact with the resin, a source of heat similar to a torch will cause the resin to burst into flame within 1d4 rounds. In such circumstances, the flames will spread throughout the complex as more and more resin is brought to the point of combustion. Such fires spread at a rate of 10 sq-ft per round in all directions. Further, these fires will consume oxygen throughout the complex very quickly.

Attempting to break through hardened resin will require 20 hit points of structural damage to a section of the wall, if the wall is less than 2-ft thick. Thicker resin cannot be broken by any means short of a battering ram (or similar implement). Similarly, attempting to break through softened resin (see above for exposure to heat) will cause the weapon or implement being used to become stuck in the resin as its malleable state wraps around the object. The item can be retrieved once the resin has returned to a solid state (in 2d4 turns).

The offal which is found in a tarantulamon den attracts all manner of vermin. Therefore, these dens will always attract various creatures which thrive as scavengers; carcass creepers, oozes, rodents (great and small), and other vermin (normal and fantastic) will nearly always be found within the den. However, they do not share a symbiotic relationship, and so the tarantulamon will be as likely to attack and to be attacked by these scavengers as an invading band of adventurers might.

Larva; the larval stage of the tarantulamon lasts from hatching through approximately six months, at which time the larvae begin a slow process of becoming drones which itself takes about 3 months. At any time, 25% of all larvae encountered within a den will be at this stage of development, which is called the 'dronette' (see Dronette section below).

The larva wander the tarantulamon complex, scavenging the ground for discarded remnants of food. They will be found crawling upon the floor, scaling the walls, and creeping along the ceilings, exuding their resins, which in turn reinforces the structures of the den. Their thick skins provide only minimal protections against attack.

The attack of a larva is limited to a bite from its sharp, beak-like mouth. A larva is poorly equipped for fighting. It will always attack last, and may only attack opponents directly in front of its beak. The bite of the larva, though it inflicts only 1 hit point of damage with each successful hit, can cause infection to occur within the wound, unless a successful save vs. poison is made. Infected victims will lose an additional 1 hit point per day, until healing (magical or otherwise) is applied.

Larva hatch from a leathery egg which is approximately 2 ft tall, and 1½-ft in diameter. Upon hatching, the larva is 3-ft long. The larva appears as a gigantic maggot, with a sharp beak of royal blue, and a body of deep violet.

Dronettes; these creatures appear as large spider forms with bodies approximately 4-ft long, topped by a youthful human torso, head, and arms. The dronette is completely hairless, and has an overall dark violet coloring.

The dronette attack consists of a bite. The bite of the dronette, though it inflicts only 1–2 hit points damage with each successful hit, and can cause infection to occur within the wound, unless a successful save vs. poison is made. Infected victims will lose an additional 1 hit point per day, until healing (magical or otherwise) is applied.

Cow; these resemble larger versions of the larval form. The only differences in appearance from larva and cows being that cows are larger (being about 6-ft long), their bodies are black, and their beaks take on a deep navy blue color.

In every tarantulamon den, there will be 6 cows. Any time a cow dies or is killed, the drones will select a larva which will become a new cow (otherwise, all larva will become drones). As larva, cows are poorly equipped for fighting. They always attack last, and may only attack opponents directly in front of their beak.

Cows spend their entire existence in one of several egg chambers, laying eggs and being fertilized by the king. Typically, once a cow is fertilized, it will gestate eggs for five to six to weeks, at which time it will begin a laborious process of laying its eggs. This will take two to three weeks for the cow to deposit its entire brood of eggs.

Drone; the workers and soldiers of the tarantulamon den are made up of these fierce warriors. These are the most numerous creatures of the hive, and the only creatures of this species which will ever be encountered outside the lair.

Drones do not speak beyond uttering a few guttural grunts. However, they do communicate by means of a complicated series of tapping sounds they create with their legs upon the resin surfaces throughout their dens.

Drones may attack with either a claw/claw/bite routine, or by weapon. The bite of the tarantulamon drone contains a mild poison which will cause a victim to fall into a catatonic sleep within 1d4 rounds unless an appropriate saving throw is made vs. poison. This sleep will last 3d4 turns. Victims so poisoned will be carried at once to the creatures' food store caverns. When awakened from such a catatonic sleep, victims will suffer from a powerful headache for 6d4 turns unless a *cure disease* or *neutralize poison* spell is cast upon them. This headache will render the victim unable to cast spells of any type, and all attacks made by the afflicted victim will be made at a -4 'to hit' penalty due to the pain.

Drones may also employ those weapons they collect from their captured victims. They generally will prefer sword-like weapons (long sword, bastard sword, scimitar, etc.) and clublike weapons (mace, morning star, club, etc.), as well as missile weapons such as spears and javelins. They will use such weapons 30%

of the time when encountered outside the lair, and 10% of the time inside the lair. They will never wield weapons which require two hands to use, including; bows, pole arms, great swords, etc.

The lower body of a drone greatly resembles a giant hairy tarantula, bristling with thick coarse hair. It moves with great speed on 6 of its 8 legs. The front legs end in small claws, approximately the size of a human hand. The upper body of the creature strongly resembles a human of ebony complexion. Curiously, despite the hairy spider form that makes up the lower body, the human torso, head, and arms have no hair whatsoever.

The creatures' poisonous saliva drips almost continuously from their toothy maws.

King; every den of tarantulamon will be led by a single king. The king will be a drone-like creature of enormous size (12-ft in length, and standing 7-ft high at the head). The black hairs on the king will have been replaced by wiry protrusions which take on a violet hue. A large circular red marking will appear on the top of the creature's abdomen, and the human torso of the creature will be jet black, with a reddish sheen that is visible under strong lighting conditions. The mouth of the king bristles with razor-sharp teeth.

The primary job of the king is to keep the cows fertilized. As such, he will fiercely protect the cows against any attacks. If faced against a powerful foe, or where combat seems to be falling against the king's favor, he will try to pick up one cow, and escape. For without a cow, the king has no hope of creating a new den. The king will only be found outside a den when he is looking to establish a new den. In all such cases he will be accompanied by 1 cow (which he will carry), and 2d6 drones.

As do drones, the king may attack with either a claw/claw/bite routine, or by weapon. The bite of the king contains a stronger poison than that of the drones which will cause a victim to fall into a catatonic sleep within 1d4 rounds unless an appropriate saving throw vs. poison is made at -2. This sleep will last 4d4 turns. Victims so poisoned will be carried at once to the creature's food store caverns. When awakened from such a catatonic sleep, victims will suffer from a powerful headache for 6d4 turns unless a *cure disease* or *neutralize poison* spell is cast upon them. This headache will render the victim unable to cast spells of any type, and all attacks made by the afflicted victim will be made at a -4 'to hit' penalty due to the pain.

The king may also employ those weapons collected from the den's captured victims. He generally will prefer sword-like weapons (long sword, bastard sword, scimitar, etc.) and (rarely) club-like weapons (mace, morning star, club, etc.), and (more frequently) missile weapons such as spears and javelins. He will use such weapons 20% of the time when encountered outside the lair, and 10% of the time inside the lair. He will never wield weapons which require two hands to use, including; bows, pole arms, great swords, etc.

In the event of the death of the king, the drones will fall into battle with each other in order to establish the new monarch, even to the point of ignoring other potential dangers of the den.



Treasure: In lair (coins in 100's); 2-40 c.p. (40%), 3-30 s.p. (35%), 4-24 e.p. (30%), 2-12 g.p. (25%), 1-8 p.p. (15%), one suit magic armor (10%), one miscellaneous magic weapon (15%), one enchanted sword (10%), one miscellaneous magic item (10%)

TROLL, AQUATIC



	Freshwater	Ocean
Frequency:	Very rare
No. Encountered:	1d6	1d8
Size:	Medium (7-ft tall)	Large (9-ft tall)
Move:	30-ft, 150-ft swimming.....
Armor class:	5	3
Hit dice:	5+5	6+6
Attacks:	3.....
Damage:	1d4+1/1d4+1/3d4	1d4/1d4/1d8+8
Special attacks:	See below
Special defences:	See below
Magic resistance:	Standard
Lair probability:	20%.....
Intelligence:	Low	Average (low)
Alignment:	Chaotic evil.....
Level/XP:	6/525+8/hp	6/725+10/hp

Aquatic trolls are an amphibious form of troll (qv). They inhabit large bodies of water, where food is plentiful. They are frequently located near human, demi-human, or humanoid settlements where they are known to invade late at night to take victims. Aquatic trolls regenerate hit points and limbs as do normal trolls.

The aquatic troll can breath both below and above water. However, the creature's skin must be kept damp at all times, so they will not frequently travel far from their territorial waters

under normal circumstances. If the aquatic troll remains out of the water for more than 4 hours in a dry climate, they will begin losing hit points at a rate of 1 point each round until they can fully immerse themselves in the water of their normal habitat. Hit points lost in this way are regenerated at the troll's normal rate beginning 1 turn following immersion. Aquatic trolls reduced to 0 hit points through drying-out are destroyed utterly.

As with other trolls, they can also be completely destroyed through immolation by fire, or immersion in acid.

Aquatic trolls do not favor bright sunlight, and will make efforts to avoid it. Aquatic trolls caught in bright sunlight will have movement slowed to one-half, and will always attack last in any round of melee. Light through spell, or that sunlight shed on a cloudy day do not adversely affect the aquatic troll.

The lair of an aquatic troll will have 3d4 individuals. These are encountered at depths from 20-ft to 100-ft deep. The lair itself will be a complex of 3–6 large caverns which may or may not be submerged in water. Any treasure held by the creatures will be contained within a fully submerged cave.

There are two species of aquatic troll; freshwater and ocean.

Freshwater troll: small as compared with other species of troll, the freshwater troll has fish-like scales similar in color and pattern to trout and salmon. Their claws are less potent weapons than those of other trolls, however, their jaws are lined with hundreds of needle-like teeth. The freshwater troll can attack 3 opponents simultaneously.

Freshwater trolls are hermaphroditic, and reproduce by injecting fertilized eggs into a victim via a hypodermic-like protrusion located below the troll's abdomen. Any freshwater troll is 10% likely to be ready to reproduce in this method. To successfully inject its fertilized fluids, the troll must successfully strike a victim with both claws, indicating the victim has been grappled. On the following round, the troll's reproductive organ will jab into the victim's prone body, inflicting 1 hit point of damage, and injecting millions of fertilized eggs. Unless physically removed from the victim, the eggs will mature into 2d6×10 tadpole-like creatures, 4 in long. These will burst forth from the victim's body in 2 month's time (killing the victim). Unless immediately immersed in clean, freshwater, the tadpoles will die within 2d4 turns. Tadpoles grow quickly, taking only 6 months to reach maturity.

Treasure: 2d6×1,000 cp (20%), 1d6×1,000 sp (35%), 1d4×1,000 ep (15%), 1d4×1,000 gp (15%), 1d4×100 pp (10%), 1d6 gems (25%), 1d4 jewelry (25%), 1–3 rings (10%), 1d4 potions (10%)

Ocean troll: these sea-dwelling creatures are covered in thick scales that are patterned in black and shades of green to grayish-green, with patches of beige and blood-red. The mouth of the ocean troll is huge, and able to inflict tremendous damage. In general, they appear much like a bipedal marine iguana.

As with the freshwater variety, the ocean troll is hermaphroditic, but they do lay eggs several times during their lifespan.

The eggs are large spheres, approximately 6 in diameter. These eggs are attached to underwater cave walls, and are guarded fiercely by the troll community. Once hatched, the fry very closely resemble small, green manta rays. These disperse immediately upon hatching, and swim to great depths to grow and mature. Only upon taking on their mature, bipedal form will they return to coastal areas to establish a lair.

Ocean troll lairs will also include 3d4 giant marine iguanas. When raiding villages, the ocean trolls will be accompanied by 2d4+1 giant marine iguanas.

Treasure: 2d6×1,000 cp (20%), 1d6×1,000 sp (35%), 1d4×1,000 ep (15%), 1d4×1,000 gp (15%), 1d4×100 pp (10%), 1d6 gems (25%), 1d4 jewelry (25%), 1–3 rings (10%), 1d4 potions (10%)



VILDE COW

Frequency:	Very rare
No. Encountered:	3d4
Size:	Large
Move:	120 ft
Armor Class:	4
Hit Dice:	4+1
Attacks:	1
Damage:	2d6
Special Attacks:	Burning dung
Special Defenses:	None
Magic Resistance:	Standard
Lair Probability:	Nil
Intelligence:	Animal
Alignment:	Neutral
Level/X.P.:	4 / 155 + 4/hp



The vilde cow has the mane of a horse but otherwise resembles a normal bull. It's horns curve back so that they are useless for fighting. However, when attacked, the creature will run away, and release a trail of dung that can cover 666-ft. Contact with the dung burns victims as though they touched by fire (2d6 hit points of burn damage). The dung can also set fire to any flammable material it comes into contact with.

Treasure: None.

VILLOI

Frequency:	Very rare
No. Encountered:	See below
Size:	Medium
Move:	120 ft./180 ft.
Armor Class:	2
Hit Dice:	2
Attacks:	4
Damage:	1d4/1d4/1d4/1d4 or by weapon type
Special Attacks:	Grab and hold (see below), insect ally, insect spear, spell use
Special Defenses:	Poison and paralysis immunity, spells
Magic Resistance:	Standard
Lair Probability:	60%
Intelligence:	Exceptional
Alignment:	Neutral (Evil)
Level/X.P.:	2 and up / Variable

The villoi are an ancient race of locust-like humanoids known for their cold intelligence and love of all things magical.

An average villoi stands approximately 7-ft tall, and resembles a locust standing upright on its hind legs. Its four slender, insectoid arms end in humanlike clawed hands, covered in a hard, dull-green carapace, as is the rest of the creature's body. A pair of translucent, membranous wings that bestows upon it the gift of flight frames the torso of a villoi.

Villoi speak their own language, common, and the languages employed by the intelligent races of the underworld.

The villoi are brilliant tacticians, and some have even termed them 'devils in disguise' for the sheer ingenuity of their actions on the battlefield. When they emerge from their temples to hunt out their hated enemy, humans among them, both for captives and for food, they organize themselves into small patrols or rather large squads. These fighter groups are always led by a senior cleric. In some instances, a few magic-using individuals are present to help bolster the cleric's patrol or squad.

In battle, villoi fighters usually will hurl their insect spears (see below) before rushing in to engage their opponents in melee. If there are any spell-casters among the villoi group, they will stand back and aid their fighters with defensive and protective spells, often times doing so from the air.

What makes a villoi particularly dangerous is its ability to fight with all four limbs. It is customary for a fighter of their race to hold a short spear in each of its upper set of arms, which are immediately thrown at the beginning of a battle, if conditions permit. Its lower set of hands will wield short swords. A villoi will cleric will wield a pair of maces in its upper set of hands, freeing up its lower set for the somatic gestures required for the casting of certain spells. Should a villoi choose to employ its claws alone in combat, then a hit by at least two indicates that it has maintained a hold on its victim. On the following round it automatically bites, injecting a poison that renders the victim unconscious (save vs. poison at -4).

Villoi will be organized into groups, and equipped as follows;

- **groups** with two 1d4+2 2 hit die soldiers, will also have two 4th level fighters, and one 3rd level cleric
- **squads** with 2d4+4 2 hit die soldiers, and will also have 1d4 4th level fighters, two 4th level magic-users, two 3rd level clerics, and one 8th level fighter leader
- **bands** with 1d20+10 2 hit die soldiers, and will also have 1d20 4th level fighters, two 3rd level clerics, two 8th level magic-users, and one 10th level fighter leader
- **tribes** will have 4d20 2 hit die soldiers, and will also have up to 100 noncombatants individuals, 2d20 4th level fighters, one 3rd level cleric per 20 adult villoi, one 8th level magic-user, four 8th level fighters, two 10th level clerics, and one 12th level fighter leader.



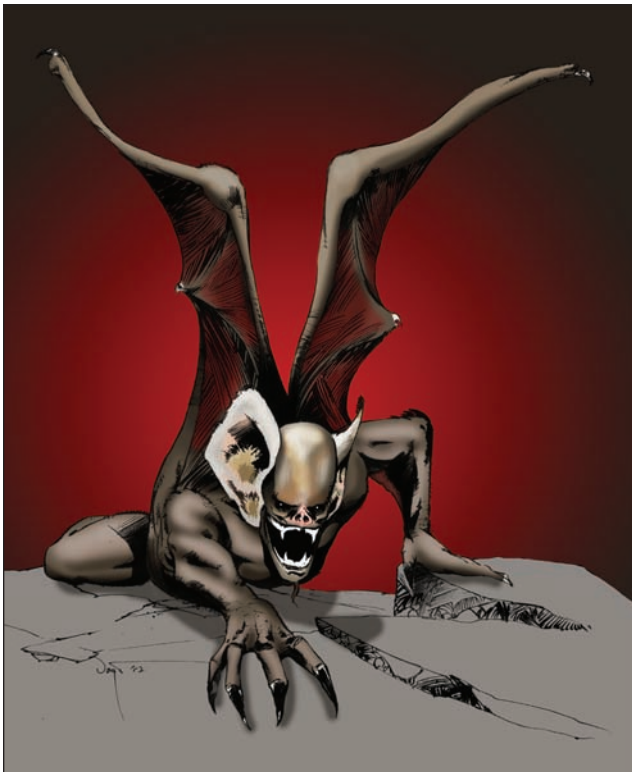
Insect spear; Housed within the tip of the spear, which breaks off and becomes lodged inside the victim's body on a successful attack roll, is a 1 in diameter spider-like parasite. This tiny monstrosity immediately begins to feast on the victim's internal organs, causing 1–2 hit points of damage per round. At the end of the third round, it becomes engorged with food and dies. A *cure disease* spell cast on the victim before this time instantly kills the parasite. The creature can also be forcibly removed with a sharp instrument, such as a dagger. Doing so, however, deals 1d4 hp of damage to the host.

Treasure: 1d20×1,000 cp (10%), 1d12×1,000 ep (15%), 1d10×1,000 gp (40%), 1d8×100 pp (35%), 1d10×3 gems (20%), 1d10 jewelry (10%), any 3 magic items plus 1 scroll (25%)



WEREBAT

Frequency:	Very rare
No. Encountered:	1–3
Size:	Small (4-ft tall)
Move:	90-ft / 140-ft flying
Armor Class:	7
Hit Dice:	3+1
Attacks:	1
Damage:	1d6 (sword)
Special Attacks:	None
Special Defenses:	Hit only by magical or silver weapon
Magic Resistance:	Standard
Lair Probability:	90%
Intelligence:	Average (low)
Alignment:	Neutral (evil)
Level/XP:	3 / 105 + 3/hp



As with other lycans, the werebat is a human with the ability to change his or her shape to some animal form during the night hours; in this case, the form is a human-sized bat. A full moon is 90% likely to trigger the transition to bat form automatically. Any humanoid bitten by the werebat and damaged for 50% or more of its total hit points who survives will contract the lycanthropic disease of its attacker. A *cure disease* spell from a cleric of 12th level or higher will remove the disease if performed within three days of the attack. If the victim ingests belladonna within one hour after the attack there is a 25% chance the disease will be cured. However, swallowing belladonna in such a manner will incapacitate the victim for 1d4 days; there is also a 1% chance of the herb killing the victim.

A werebat's "size" stat shows its shape-changed size. In human form they retain their height prior to contracting this dread disease.

These horrid batmen infest large caves. They are also known to dwell in the underground sewers and catacombs under large cities, where they fight constantly with wererats, who are their mortal enemies. They are stealthy and surprise on 1–3 on d6. In human or man/bat form, they typically arm themselves with thin short swords. A werebat may summon 2d4 giant bats and control them.

In their bat form, the werebat's face very closely resembles that of their namesake. The rest of their body is covered in bristling hair, and their skin takes on an ebony coloration. Their hands and feet grow long, talon-like nails, and the creature sprouts bat-like wings which can span upwards of 10-ft when extended. When wrapped around the creature's body, these wings are 90% likely to be mistaken for a leathery cape.

Werebats frequently ingratiate themselves to a vampiric master, whom they will worship as a deity.

Werebats have their own language, which is a series of high pitched squeaks and squeals.

Treasure: 1d12×1,000 cp (20%), 1d4×1,000 ep (10%), 1d6 gems (25%), 1d3 jewelry (25%), any 2 magic items (10%)

ZOMBIE, FERAL (*zombus delaurentius*)

Frequency:	Rare
No. Encountered:	4d6
Size:	Medium
Move:	60 ft
Armor Class:	8
Hit Die:	1+4 (head)/8+1 (body) — fight as 2 HD monster
Attacks:	3
Damage:	1–3/1–3 (swing/punch); 1d4 (bite)
Special Attacks:	Infection
Special Defenses:	See below
Magic Resistance:	See below
Lair Probability:	None
Intelligence:	Low
Alignment:	Neutral
Level; X.P.:	4; 175 + 4/hp



Feral zombies are corpses that have been reanimated by a mysterious infectious disease. The origins of this illness are unknown (some say these zombies were created by an angry god, or by strange magics in the air, or by inter-dimensional beings...no one knows for sure). The most widely accepted theory is that a mad alchemist — Professor Qaurtermain Standford — accidentally poisoned the water supply of a small remote village while researching a strange substance which had issued from an abandoned copper mine.

Whatever their origins, feral zombies — also known variously as ‘hunger zombie’, ‘Quartermain’s Folly’, and ‘brain glutton’ — are noted for their predatory intelligence and their overwhelming urge to eat living flesh (they are particularly fond of organs, such as brains, hearts, kidneys, livers, etc.), even stopping to consume a victim in the midst of combat. They generally hunt in packs and are always drawn to living prey. Their numbers are continually expanded through their infectious bite. Those bitten, but not consumed, may succumb to the infection and become themselves a feral zombie.

If both hand attacks of the creature are successful, the zombie may attempt to bite. Upon being bitten by a feral zombie, the victim must make a saving throw vs. poison or else become infected with the feral virus. For each day the victim is infected, they will lose 2 points of charisma, and 1 point each of strength, dexterity, and constitution. Loss of constitution and charisma are permanent, but strength and dexterity are regained at a rate of 1 point per month if the infection is successfully countered (see below). Further, the infection diminishes the effectiveness of all *cure wound* spells (divide all results by 50%, rounding down). An infected individual will continue to lose health at the rate of 1 hit point every 3 turns due to the continual wasting

of the body due to the virus. The casting of a *cure disease* spell will remove the infection, and halt further hit point loss.

Any creature reduced to 0 hit points by the feral infection will themselves become a feral zombie within 24 hours, unless a *cure disease* is cast (or unless consumed by the creature). Feral zombies can be returned to their mortal-selves if both a *cure disease* and a *raise dead* spell are cast on the creature within 6 days of initial infection.

Feral zombies are not true undead, and so cannot be turned by clerics. *Sleep*, *charm*, *hold* and *cold*-based spells do not affect feral zombies. Similarly, holy water does not harm them. And the feral zombie is neither susceptible to disease of any kind, nor the effects of aging.

The body of a feral zombie is capable of sustaining huge amounts of physical damage (thus, 8+1 hit die) before being destroyed. However, the head of the feral zombie is relatively weak, and may sustain only 1d8+4 hit points of damage before the creature is destroyed.

The feral zombie fights as a 2 hit die monster.

They will always fight to the death, and are single minded when it comes to pursuing their prey. Unlike normal zombies, feral zombies react normally during combat initiative (i.e., they get to roll for initiative).

In all other respects, the feral zombie is indistinguishable from normal zombies.

Treasure: None

ZZYLL

Frequency:	Very rare
No. Encountered:	1d6
Size:	Medium
Move:	150 ft.
Armor Class:	0
Hit Dice:	5
Attacks:	4
Damage:	1d4/1d4/1d4/1d4 or by weapon type
Special Attacks:	See below
Special Defenses:	See below
Magic Resistance:	70%
Lair Probability:	15%
Intelligence:	Very
Alignment:	Lawful Evil
Level/X.P.:	5 / 325 + 5 per hp

Zzyll are bipedal, flame-red creatures, with four arms; all of which can-wield weapons simultaneously. If unarmed, they fight with four claws which inflict 1d4 hit points of damage per limb.

Zzyll are highly dexterous (equivalent of 18 dexterity), which accounts for their armor class of 0 (the zzyll’s leathery hide provides a natural armor class of 4). This inherent nimbleness also gives the creature a ‘to hit’ bonus of +3 when attacking (which increases to +5 when attacking with ranged weapons).

The zzyll's singular purpose is to reproduce. The creatures are asexual, and reproduce by laying eggs in the stomach of a living human, demi-human, or humanoid. As a result, zzyll victims are captured alive whenever possible.

Zzyll have an innate power of ætherealness. They may move from the Æthereal Plane to the Prime Material Plane in but a single segment (6 seconds), but the reverse process takes two full melee rounds. Zzyll will usually initiate an attack by emerging from the Æthereal Plane within 1d4+10-ft of its target. Using this attack, the zzyll achieves surprise 90% of the time. While attacking, they will use two of their arms in an attempt to grapple their victim, while using their other two arms (which may carry weapons) to subdue its target. Subduing attacks are resolved in the same manner as attacks to subdue a dragon. During a subdual attempt, all hit points scored by attacks on the victim are considered non-fatal, battering or pummeling damage.

Each melee round the following fraction is calculated;

$$s/v = n$$

where;

s = total number of 'subdual' hit points of damage scored

v = total number of hit points of the victim

The result (n) is converted to a percentage which becomes the chance of the victim being subdued in that round. Percentile dice are rolled, and if the score is less than or equal to the result described above, the victim is subdued.

Grappling attacks are normal; both grappling arms must score a hit for the attack to be successful. However if the victim has previously been subdued, the grappling attack will always succeed in the next melee round. If the zzyll succeeds in grappling a victim, it will then inject a poison which causes paralysis into the victim's bloodstream in the following melee round (saving throw vs. poison applicable). A grappled victim has 1 round to break free before the poison is injected, and they may attempt to do so with a successful save vs. strength.

In summary, the zzyll attempts to grapple and paralyze the victim, or to subdue and grapple him. If the attack is successful, it will attempt to become æthereal (and its power to do so will extend to its paralysed/subdued victim) and carry the victim

to its lair on the Æthereal Plane to inject the eggs. During the 2 rounds when the zzyll and its victim are moving into the æthereal plane, the zzyll cannot move, its magic resistance is reduced to 'Standard', and the creature can be hit by weapons at -3 'to hit' probability. When the transition is complete, however, the creature can only be attacked æthereally and its normal magic resistance is restored.

If attacked in its lair on the Æthereal Plane, the first priority of the zzyll will be to save and protect its young and to remove any egg-bound prisoners to a safe place, only then attacking the invaders.

Zzyll eggs hatch after 1d4 days in the victim's stomach; for the next 2d4 days the larvae collectively inflict, 1d10+10 hit points damage on the victim per day as they mature, and they then emerge from the victim, killing him instantly, as 2d8 small zzyll which grow rapidly (1d4 hours) into full-sized creatures.

Casting a *protection from evil* spell will warding off a zzyll on either plane.

Treasure: 1d12×1,000 cp (20%), 1d6×1,000 sp (30%), 1d4×1,000 ep (10%), 1d6 gems (25%), 1–3 jewelry (20%), any 2 magic (10%).



CHAPTER 3

MAGIC

SPELLS

CLERIC SPELLS



ENTRAILS

Clerical Transmutation/Alteration

Level: Cleric 7
Range: Caster
Duration: 2 rounds/caster level
Area of Effect: Caster
Components: V,S
Casting Time: 1 round
Saving Throw: None

Upon casting this horrid spell, the cleric causes her intestines to burst forth from her abdomen to attack her opponents. The intestines form themselves into 1d4+4 snake-like appendages, each able to attack a creature independently, at a distance of up to 20-ft, and inflicting 1d6 hit points of damage with each successful strike of its toothy orifice. Further, if three or more of the appendages strike a single victim, the target will become entangled among the viscera, each automatically striking for 1d4 hit points of damage each round thereafter. The appendages each attack as 8 hit die monsters.

The appendages can be attacked, and are considered to have AC 0, and to have 20 hit points each. Half of all damage made against the appendages is transferred directly to the spell caster.

The act of casting this spell inflicts 2d4 hit points of damage to the spell caster, as she is required to cut her abdomen open in order for the appendages to emerge.

The spell caster is unable to take any other actions while the spell is in effect. However, they may move at one-half their normal rate.

Slaying the cleric does not cause the appendages to 'die', as they will continue their assault until they too are slain, or until the end of the spell's duration, which ever occurs first.

Generally, use of this spell by clerics of good alignments is shunned; even the existence of such a spell is denied by many. Clerics of law similarly repress knowledge of this spell. Followers of the chaotic evil alignment, however, embrace the powerful spell not just for the damage it can cause, but also for the fear it can instill in its victims.

PEACE

Clerical Enchantment/Charm

Level: Cleric 5
Range: Caster
Duration: 2 rounds + 1 round caster level
Area of Effect: 30-ft radius
Components: V,S
Casting Time: 1 segment
Saving Throw: See below

When this spell is cast, the cleric prevents all creatures within the area of effect to cease all hostile attacks against one another for the duration of the spell. The cleric can affect a maximum of 5 hit die worth of creatures, plus 1 additional hit die per level of the spell-caster. Creatures above 5 hit die are allowed a saving throw vs. spell. Those creatures with 5 or fewer hit die are not allowed a saving throw.

Creatures affected by the spell, though free to otherwise move about and take other actions, become unable to attack any other creature in anyway (including attacks by spell), even should they wander outside the area of effect for the duration of the spell. Other creatures, who wander into the area of affect after the casting of the spell, are not impacted by its affects.

Even creatures friendly to the caster are affected by the spell, unless they make a required saving throw.

SALVATION

Clerical Enchantment/Charm

Level: Cleric 6
Range: Touch
Duration: Instantaneous (permanent)
Area of Effect: One creature
Components: V,S
Casting Time: 1 round
Saving Throw: See below

When this spell is cast, the cleric projects a blessing through the power of his or her deity. The blessing permanently converts the recipient of the spell to the religious following of the spell caster, with appropriate alignment shift as necessary. Any character classes which are alignment-restricted will have the necessary ill affects to the PC.



Victims of the spell will find themselves fully healed of all physical wounds, poisonings, curses, diseases, and all other damages. Further, the recipient of the spell will be forever, unquestioningly devoted to the cleric from that moment forward, as though struck by a permanent *charm* (qv) spell.

Creatures with greater than 5 hit dice are entitled to a saving throw vs. spell. A *remove curse* spell (qv) will restore the PC to their previous religion and alignment.

DRUID SPELLS



CORRODE

Druidic Necromancy

Level: Druid 2
Range: Caster
Duration: Instantaneous
Area of Effect: 1 cubic feet of metal/caster level
Components: V
Casting Time: 1 segment
Saving Throw: None

When this spell is cast, the druid can cause a quantity of normal (i.e., non-magical) metal to crumble into rusty fragments. Used against precious metals (copper, silver, etc.), the metal will tarnish, or become coated in a thick layer of soot and minerals, appearing to have been lying in salt water for many hundreds of years.



TAME LIGHTNING

Druidic Necromancy

Level: Druid 3
Range: 0
Duration: Instantaneous
Area of Effect: One object
Components: V,S,M
Casting Time: 1 turn
Saving Throw: None

As with the spell *call lightning* (qv), this spell is dependent on significant cloud cover being available to the druid in order to summon a bolt of lightning. However, instead calling lightning from out of the sky to strike his victims, the druid channels the electrical power of the lightning into a single object. The druid can then define what will trigger the release of the electricity that is now stored within the object.

For instance, the lightning can be stored in a sword, dagger, axe, or similar metal weapon, and the electricity will be released the next time it strikes an enemy. Or, if the lightning is stored in a door, or lock, it can be released when the object is touched, moved, engaged, etc. Note that such an electrical charge cannot be stored in a wooden, or other non-conductive object.

Whatever the object, the electricity will discharge just once before the spell is spent.

The amount of damage inflicted is 2d6, plus 6 hit points for each level of the spell caster. However, the electricity dissipates with time, inflicting just one-half the damage in 24 hours, and none after 48 hours (having become nothing more than a powerful jolt of static electricity).

VOMITUS

Druidic Necromancy

Level: Druid 2
Range: Caster
Duration: 1 round/caster level
Area of Effect: 1+ creatures in a 10 × 10-ft area
Components: V,M
Casting Time: 1 round/level after consumption of material components
Saving Throw: See below

When this spell is cast, the druid produces within her stomach up to a gallon of acidic bile. The bile rises in the druid's esophagus until it finally bursts forth in a stream of acid and blood, 20-ft long. If the bile comes into direct contact with skin, it will inflict 1d4+1 hit points of damage. Further, if targeted at an enemy's face, can cause permanent blindness (a save vs. poison will avoid such blindness).

The material component for this spell is 6 ounces of rancid milk, which must be mixed with an oak leaf and consumed by the druid. After consuming the material component, the druid has 1 round for each level of experience before the spell must be cast. If the druid fails to cast the spell in the time allotted, the bile will erupt uncontrolled from her stomach; this inflicting 1d4+1 hit points of damage to herself, and any creature standing within the area of effect.

MAGIC-USER SPELLS

ACID REFLUX

Arcane Evocation

Level: Magic-user 3
Range: 50-ft + 10-ft/level
Duration: Instantaneous
Area of Effect: 20-ft radius sphere
Components: V,M
Casting Time: 3 segment
Saving Throw: See below

Similar to the druid spell *vomitus*, when this spell is cast, the magic-user produces within his stomach up to a gallon of acidic bile.

The material component for this spell is 6 ounces of rancid milk, which must be mixed with sulphur and three oleander leaves, and consumed by the magic-user. After consuming the material component, the contents of the magic-user's stomach will belch forth a softball-sized mass of bile, which will travel up to the range of the spell, under the control of the spell caster. The ball will then erupt in a cataclysmic explosion of stomach acid and blood.

As with a *fireball* spell (qv), the ball of bile will fill the space it is cast into entirely, up to the area of effect, and expand in all directions in an enclosed area, just as the *fireball* spell. All creatures therein must make a saving throw vs. spell, or suffer 1d4+1 hit points of damage per caster level. Objects within the area of effect need not make a saving throw. However, objects within the area of affect will become impregnated with a noxious odor until such a time as a *mending* spell can be cast on them.





MONSTER HANDS

Arcane Transmutation / Alteration

Level: Magic user 4
Range: Caster
Duration: 2 rounds/caster level
Area of Effect: Caster
Components: V
Casting Time: 3 segments
Saving Throw: None

When this spell is cast, the magic-user transforms his hands into any of a number of alternative appendages, at the discretion of the spell caster;

- **Bear pads:** The spell caster's hands transform into a pair of large, bear-like paws, equipped with long dagger-like claws. The spell caster can only attack a single opponent, each claw inflicting 1d4 hit points of damage on a successful 'to hit' roll. However, if the caster successfully strikes her victim with both claws, she will have hugged the victim (much like a black bear (qv)), and will automatically inflict an additional 1d6 hit points of damage in that round, and every round thereafter. The hug will last either until released by the caster, or to the end of the spell duration. A successful attack against the spell-caster will cause them to release a hug attack.
- **Lobster claws:** The spell caster's hands transform into a pair of massive lobster-like claws. The spell caster is able to attack one opponent twice per round (or two opponents once per round) for the duration of the spell. Each claw inflicts 1d4+2 hit points of damage on a successful 'to hit' roll. The caster can also grasp objects within both claws, and snap them in half, such as; wooden pole up to 4-in thick, metal rods up 1½-in thick, etc.
- **Lion paws:** The spell caster's hands transform into the large, fur-covered paws of a cougar. The spell caster is able to attack one opponent twice per round (or two opponents once per round) for the duration of the spell. Each claw inflicts 1d4 hit points of damage on a successful 'to hit' roll. The caster is also able to climb trees, and similar objects, at a rate 10-ft per round.



SKILL SEED

Arcane Necromancy

Level: Magic user 5
Range: Caster
Duration: 1 round/caster level
Area of Effect: Caster
Components: V,S,M
Casting Time: 5 segments
Saving Throw: See below

When this spell is cast, the magic-user can absorb the skills of any human, demi-human, or humanoid he touches. The spell lasts for 1 round, during which time, the magic-user will absorb all mortal skills the target possesses, provided that the magic-user can actually touch the skin or hair of the target. Unwilling targets of the spell are allowed a save vs. spell.

Once the magic-user has made contact as described above, they will have all the skills inherent in the target, whether by virtue of target's character class or race, for a period of 1 round per caster level.

For instance, if the magic-user makes contact with a multi-classed elfish fighter/cleric/thief, the magic-user will then be able to perform all those skills attributable to the elfish race for the duration of the spell. Also, the magic-user will be able to fight as a 5th level fighter, and perform as a 5th level thief. However, the magic-user will not be able to cast clerical spells, as spell casting is not a mortal skill. The effects last 1 round per level of the magic-user, beginning on the round following that in which the magic-user makes contact with the target.

The target must be conscious and awake for the spell to work.

The material components for this spell are three fresh poppy seeds, which the magic-user must crush, and inhale.

ILLUSIONIST SPELLS

PARLOUR TRICK

Phantasmal Illusion

Level: Illusionist 1
Range: Caster
Duration: 1 round/caster level
Area of Effect: Touch
Components: S
Casting Time: 1 segments
Saving Throw: None

By use of this spell, the illusionist is able to affect small objects (1 cubic foot or smaller), making them seem to disappear with a wave of the hand. In reality, the spell caster is pocketing the object into a secret pouch located somewhere upon his person.

TRAVEL VIA AVATAR

Phantasmal Transmutation/Alteration

Level: Illusionist 6
Range: Touch
Duration: Instantaneous
Area of Effect: One creature
Components: V,S,M
Casting Time: 2 segments
Saving Throw: None

This spell functions similarly to the cleric spell *word of recall* (qv). However, the illusionist can only travel to a specific location, where the illusionist has prepared a specially designed avatar, unique to herself. The avatar is generally a small object such as a ring, pendant, small statuette, etc. This object will be carefully secured by the illusionist, or can be found in the hands of a trusted associate.

Upon the casting of the spell, the illusionist can cause herself and anything she may carry on her person, to trade places with her avatar, without error.

The avatar used in this process will radiate magic if detected for. If a *dispel magic* is ever cast upon the avatar, and the illusionist attempts the use of the spell, she will become lost in the endless Void.





VERTIGO

Phantasmal Adjuration

Level: Illusionist 1
Range: 10-ft/caster level
Duration: 2 rounds + 1 round/caster level
Area of Effect: One creature
Components: V,S
Casting Time: 1 segments
Saving Throw: See below

By casting this spell, the illusionist causes a single creature to become dizzy; the victim's world seeming to spin uncontrollably. The victim will have no sense of left and right, or up and

down, rendering them unable to engage in any activity as he struggles to simply keep to his feet. The target of the spell will need to make a successful save vs. paralyzation each round, or fall prone to the ground, dropping anything that was in their hands.

If the number of the creature's hit die is equal to or more than that of the illusionist, they are entitled to a saving throw to avoid the effects of the spell. Creatures with 5 hit die or more than the illusionist, and creatures from the outer planes of existence are immune to the spell's effects. Creatures with fewer hit die than the illusionist get no saving throw.

MAGIC ITEMS

Note: as with other OSRIC magic items, many can only be used by certain character classes. Where this applies, the character classes are listed in abbreviated form within the item description. The following notation is used; Item (Classes), where "A"=assassin, "C"=cleric, "D"=druid, "F"=fighter, "I"=illusionist, "M"=magic-user, "P"=paladin, "R"=ranger, "T"=thief, "J"=jack-of-all-trades, "Jm"=jongleur magsman, "Lp"=lorist priest, "Lo"=lorist ovate, "Lv"=lyrist veteran, "Rb"=racaraid bard, "Sm"=sonneteer magician, "St"=sonneteer trickster, and "Vm"=verméan monk.

WEAPONS



Axe of Undead Slaying (F,P,R,J,Lv): When exposed to light, the axe glitters with jewel-like highlights. The blade is etched in decorative patterns, much like Celtic designs. The handle is made of polished hardwoods, inlaid with brass and platinum. Two heads of the axe bear different enchantments. The first head which is inlaid with designs in brass, performs as +2 "to hit" and damage. The second head which is inlaid in silver performs as a disruption-type weapon. On a successful "to hit" against an undead enemy using this head (made at +2 "to hit"), the attacker rolls a turning attempt against the undead as a 10th level cleric. A successful turn attempt destroys the creature utterly, and uses 1 charge. An unsuccessful attempt inflicts normal damage. The axe contains 30 charges.

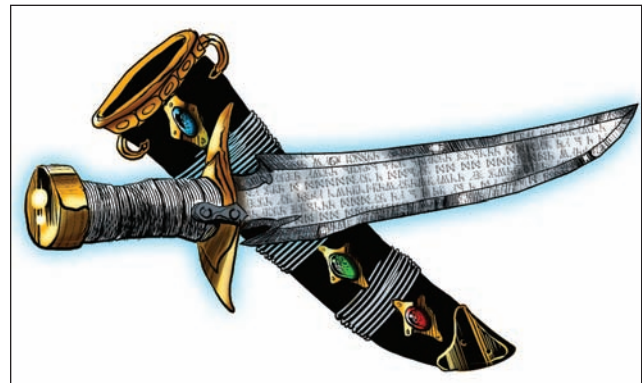
Experience / g.p. value: 5,000 / 6,500

Dagger of Demon Banishment (any, except; C,D,Lp,Lo,Vm): The dagger is inscribed with many images and runes expressing faith in the gods of lawful good followers. It is a +2 dagger, +4 vs. chaotic evil. Further, the weapon is specifically programmed to seek out demons. When it comes within 100-ft of a demon that has greater than 5 hit die, the weapon throbs and emits a blue light (10-ft radius illumination). When on the Prime Material Plane, if the weapon strikes a demon with greater than 5 hit die on an unadjusted 'to hit' roll of 20, the creature will be banished to Hades for 1d00 years (a demonic creature of 5 hit die or less so struck will be slain).

Each successful strike against a demon on an unadjusted 20 'to hit' roll expends 1 charge (the dagger may hold 1d20 charges, and is not rechargeable). When all charges have been used, the weapon becomes a relatively ordinary +2 dagger with

no other special properties (but will always emit a strong lawful good dweomer).

Evil creatures attempting to touch the weapon will receive an electrical shock which inflicts 3d10 hit points damage. Neutral creatures may use the weapon, but will benefit only from the +2 'to hit'/damage.



Experience / g.p. value: 1,000/8,000

Dagger of Soullessness (any, except; C,D,P,Lp,Lo,Vm): This small stiletto knife performs as a +1 dagger, and if checked for, radiates a dweomer of evil magic. However, the dagger is cursed in that any successful 'to hit' roll using the dagger against an opponent which has more hit dice than the attacker, and exists either in an undead state, or, has origins in the outer planes of existence, will have a 20% base chance of banishing the attacker's soul to the endless Void, unless a successful save vs. death is rolled. This base is adjusted +5% for each hit die the defender possesses in excess of the attacker.



The attacker's physical body is left behind appearing to be trapped in a catatonic state. Nothing short of a *wish* can restore the soul of the dagger's victim.

Experience / g.p. value: 0 / 1,500

GRIMIE'S PLATINUM SWORDS

Harald Grimie was an enchanter to ancient holy paladin forces, and assisted in the creation of many weapons; both deadly and holy. Swords of this type are always of the highest craftsmanship, and never require sharpening. The blades are of highly polished steel, but the cross guards and pommels are always platinum. The blades always shine light according to their purpose (see the descriptions below). The sword types these swords may be found in are short (01-05), long (06-25), bastard (26-65), broad (66-90), and two-handed (91-00).

Any evil creatures touching one of these swords will receive 4d6 electrical shock damage. Chaotic neutral and chaotic good creatures touching one of the weapons will receive 2d4 electrical shock damage. Lawful neutral, neutral good, and true neutral creatures may handle the weapons, but will benefit only from a +1 'to hit' and damage bonus from the sword.

Grimie's Platinum Defender (F,P,R,T,J,Jm,Lv,Rb): These swords function much the same as other *Defender* (qv) swords. Their enchantment varies with a bonus of 1d6. Swords with bonuses of 5 or 6, will always be imbued with intelligence and ego, and are always of lawful good alignment. In the presence of potential enemies, these blades glow blue; the stronger the potential enemy, the brighter the glow becomes.

Experience / g.p. value: 3,000/15,000

Grimie's Platinum Destroyer (F,P,R,T,J,Jm,Lv,Rb): The Destroyer swords are always 'programmed' to fight a specific enemy type. Most of these swords (01-65) will be programmed against a type of creature of chaotic evil alignment specifically. The rest will be programmed against a chaotic creature (66-85) or an evil creature (86-00). Typically, the enemy of these swords will be some type of demon or devil, intelligent undead (of at least a 'Very' intelligent rating), dragon, etc. However, the GM can specify any type of creature that falls within the alignment requirements. These swords will never be programmed against a specific entity (demon prince, arch-devil, etc.). Versus their enemy, these swords will function as +4 'to hit' and damage. On an unadjusted 'to hit' roll of 20, these swords steal 1 hit die from its opponent (as an *energy drain*). Against other opponents, these swords function as +2 'to hit' and damage. In the presence of their programmed enemy, Grimie's Platinum Destroyer swords glow red.

Experience / g.p. value: 2,000/10,000

Grimie's Platinum Disrupter (F,P,R,T,J,Jm,Lv,Rb): Disrupter swords were specifically created during those struggles that later became known as the Undying Wars. In battle, they are +2 'to hit' and damage against all enemies. However, on a successful hit versus any undead creature, the creature may be blasted out of existence utterly, according to the table below.

On a successful 'to hit', roll 1d20 using the chart to determine disruption of the opponent. Success indicates the undead opponent is completely blasted out of existence. Failure will still inflict normal weapon damage, plus the magical bonus of the sword and any other bonuses the character may have.

UNDEAD TYPE (EXAMPLE)	ATTACKER'S LEVEL*									
	1-2	3-4	5	6	7	8	9	10	11	12+
Type 1 (Skeleton)	15	12	9	6	3	D	D	D	D	D
Type 2 (Zombie)	18	15	12	9	6	3	D	D	D	D
Type 3 (Ghoul)	—	18	15	12	9	6	3	D	D	D
Type 4 (Shadow)	—	—	18	15	12	9	6	3	D	D
Type 5 (Wight)	—	—	—	18	15	12	9	6	3	D
Type 6 (Ghast)	—	—	—	—	18	15	12	9	6	3
Type 7 (Wraith)	—	—	—	—	—	18	15	12	9	6
Type 8 (Mummy)	—	—	—	—	—	20	18	15	12	9
Type 9 (Spectre)	—	—	—	—	—	—	20	18	15	12
Type 10 (Vampire)	—	—	—	—	—	—	—	20	18	15
Type 11 (Ghost)	—	—	—	—	—	—	—	20	20	18
Type 12 (Lich)	—	—	—	—	—	—	—	—	20	20
Type 13 (Fiend)	—	—	—	—	—	—	—	—	—	20

* Attacker's Level assumes that a paladin will be wielding the weapon. In the hands of any other character class, the probability of disruption is made at two levels below the attacker's actual experience level. Non-proficiency penalties apply.

D indicates immediate disruption of the undead opponent on a successful hit.

Within 90-ft of any of the above listed undead creatures, the sword glows silvery-white; the stronger the potential enemy, the more intense the sword will glow. Within 60-ft of a vampire, ghost, or lich, the weapon actually emits a low, throbbing hum.

Experience / g.p. value: 1,750/17,500



Mace of Curses (C,Lp,P): in combat, the mace bestows +2 “to hit” and damage. This powerful weapon can also be used by the character to *curse* the target victim. Before striking a victim, the wielder must proclaim the *curse* they will bestow according to the options in the following table;

CHARGES	CURSE
(see curse description)	for each charge expended, the wielder will cause the victim to attack at a -1 “to hit” penalty (maximum -4 “to hit”) for 4d4 rounds
2	lower the victim’s armor class by 1d4 for 6 rounds
3	the victim will make all saving throws at -2 for 2d4 rounds
4	permanently lower any one of the victim’s attributes by 1 point
5	completely drain any one magic item held by the victim (selected at random by the GM, no saving throw)

Successful attacks without declaring a *curse* do not expend any charges. If a *curse* was announced by the player, but the hit was not successful, 1 charge will be expended.

Other character classes may use the mace, but will benefit only from a +1 “to hit” and damage bonus. Once all charges have been expended, the weapon becomes a +1 weapon only.

ARMOR

ELEMENTAL ARMORS

During an ancient conflict between the elemental gods, armors were created for the mortal followers of each of the four elements. Each of the different types is the equivalent of plate mail armor. In addition to providing physical protections, the armors bestow other powers to the wearer;

Air armor (C,F,P,R,J,Lp,Lv,Rb): This suit of white plate armor is subtly decorated with light blue and gray mottling, resembling clouds. The suit provides +1 armor class protection. Also, the armor allows the wearer the ability to cast a *fly* spell as a 7th level magic user, 3x/day. This flying ability is at will while on the Elemental Plane of Air. The wearer also gains the benefit of a +1 saving throw versus all electrical-based attacks. A *gust of wind* spell, cast by a magic user of at least 10th level, will cause the armor to be blown away in the magical breeze, rendering the wearer completely unprotected.

Experience / g.p. value: 2,000 / 12,500

Mace of Radiance (any except I,M,Vm): This mace is made of a crystalline mineral which resembles quartz. The *mace of radiance* functions as a +3 weapon. The wielder may also command the weapon to cast a *light* spell. This light is twice the brilliance of the first level clerical spell, *light*. Creatures sensitive to light will recoil at the brightness for 1d4 rounds. The mace is as hard as steel, but is breakable. An unadjusted ‘to hit’ roll of 1 results in a 20% probability that the weapon will shatter. The resulting breakage sparks an eruption of the *light* spell contained within the weapon, causing all within a 60-ft radius to be blinded for 2d6 rounds. A successful save vs. spell will halve the duration of this blindness..

Experience / g.p. value: 750/6,000

Quarter Staff of Speed (any except I,M,Vm): This weapon is a long metal shaft, approximately 1 inch in diameter, and made of an alien metal alloy which is very light. The staff functions in combat as a +2 quarter staff. The wielder may opt to use one of the weapon’s bonuses to gain an attack each round. Therefore, it may be used as a +1 weapon, which attacks twice per round, or, it may be used as a +2 weapon with one attack per round. Further, if attacking with the two attacks option, this multiplies even with PC’s who already have multiple attack options (effectively, multiplying all such attacks by 2). Therefore, a fighter who has two attacks/round, can fight at four attacks per round with a +1 bonus ‘to hit’ and damage.

Experience / g.p. value: 750/6,000

Earth armor (C,F,P,R,J,Lp,Lv,Rb): This suit of armor plating literally resembles flagstones attached to the wearer’s body. The suit provides +2 armor class protection. Also, the armor allows the wearer the ability to travel through solid stone and similar materials according to the 5th level magic user spell *passwall*, 3x/day at the 10th level of ability. This *passwall* ability is at will while on the Elemental Plane of Earth. The wearer also gains the benefit of a +1 saving throw versus all cold-based attacks. Transmute rock to mud spells will effectively destroy the armor as it veritably melts from the wearer’s body.

Fire armor (C,F,P,R,J,Lp,Lv,Rb): This suit of plate mail armor glows with light ranging from white-yellow to crimson. The suit provides +1 armor class protection. Also, the armor allows the wearer to cast a *fire resistance* spell on themselves, 3x/day. This *fire resistance* ability is at will while on the Elemental Plane of Fire. The wearer also gains the benefit of a +1 saving throw versus all cold-based attacks. A *chill metal* spell (the reverse of

heat metal) cast on the armor will remove all enchantments, rendering it to be nothing more than ordinary plate mail.

Water armor (C,F,P,R,J,Lp,Lv,Rb): This suit of aqua-blue tinted plates are elaborately decorated with fluid lines and graceful curves which mimic gently rolling waves of water. The armor provides +1 armor class protection. Also, it allows the wearer the ability to breathe underwater as a 6th level druid, 3x/day. This underwater breathing ability is at will while on the Elemental Plane of Water. The wearer also gains the benefit of a +1 saving throw versus all fire-based attacks. Cold-based attacks, such as *ice storm* and *cone of cold*, will cause the armor to freeze (reducing movement rate to one half), and become susceptible to shattering under the force of a blunt impact.

Experience / g.p. value: 1,500/11,000

Grimie's Platinum Armors (by armor type): Another achievement of Harald Grimie, was the creation of special armors for paladins. These armors, unlike Grimie's Platinum Swords, were tailored exclusively for the military and religious elite. Therefore, each of these items should be traceable back to a specific personality in the history of a holy cause. The armors are always of the highest quality of craftsmanship, mirror bright and never require polishing. The armors will always bear some markings relating to the original owner; inlaid designs, golden seals, etc.

The armors are constructed of platinum, as the name would imply, decorations are always gold, and leather straps and linings are always of the softest, most supple materials.

- The armors come in a variety of defensive strengths and special enchantments;
- Each suit is permanently imbued with a *detect chaos* spell which functions similarly to the spell *detect evil*.

MISCELLANEOUS MAGIC



Belt of the Mage's Guard (any except I,M,Sm,St,Vm): This human-sized belt is quite old and worn. The leather itself is approximately 3-in wide, and of a length to fit a 34–38-in waist. The middle of the belt is made wider, evidently to provide support for the lower back. The leather once held a design, but is now too worn to identify. The buckle is large (roughly 6-in long and 5-in high) made of electrum with gold inlay.

Though the belt provides the wearer with substantial beneficial armor class and strength modifiers, it also holds a curse. For these belts are always created by a powerful magic-user in order to enslave a fighting force of guardians and protectors. Once donned, the PC will be unable to remove the belt as it grafts itself to the PC's spine via the back brace (initially placing the belt around the waist will inflict 3d4 hit points of damage as the belt digs in to the PC's spine). Once worn, the belt's creator will become instantly aware of the PC, and will seek to draw the PC them. If within 25 miles of its creator, the belt's wearer will

- Each suit will have an armor class bonus of 1d4+1
- Rarely (90-00 on d00), a suit will have one of the following additional abilities; *cure disease* 1x/day, *cure light wounds* 2x/day, *remove fear* 1x/day, *prayer* 1x/day, *protection from evil* 1x/day

Any evil creatures touching one of these armors will receive 4d6 electrical shock damage. Chaotic neutral and chaotic good creatures touching one of the armors will receive 3d4 electrical shock damage. Lawful neutral, neutral good, and true neutral creatures using the armor, will benefit only from a +2 bonus to their armor class, and will be unable to command the armor's other functions.

The armors come in scale (01–30), chain (31–80), and plate (81–00).

Experience / g.p. value: (scale) 1,500/11,000, (chain) 2,250/12,500, (plate) 3,000/15,000

Plemintine's Plates of Perpetual Crushing (C,F,P,R,J,Lp,Lv,Rb): This suit of plate mail armor does in fact offer +2 protection. However, when a hit is scored against the wearer which causes more than 6 hit points of damage, the curse is activated. This curse causes the armor to begin crushing the body of the person wearing it, for 1–3 damage per round until the wearer is dead. The wearer's body will rupture and explode from various places as the pressure of their blood builds up beneath the armor. The only means to halt the crushing is through either a *remove curse* spell (which destroys all enchantments of the armor), or *transmute metal-to-wood* spell (which will destroy the armor utterly).

Experience / g.p. value: 0/1,750

go to any length to join with the creator. In the presence of the creator, the PC is susceptible to commands of the creator, making saving throws vs. spell at -4 each round, or be subject to the creator's commands.

Slaying the belt's creator will free the wearer from the curse, but leave the belt's armor class and strength properties active.

A *remove curse* spell will free the wearer and destroy the belt. However, the wearer will suffer 3d4 hit points of damage as the belt is torn free of the PC's spine. Further, the PC must save vs. death or be paralyzed from the waist down due to damage to the nervous system.

The belt's properties are: +4 to AC, and +2 to strength.

Experience / g.p. value: 500 / 7,500

Cloak of Utter Darkness (any): This cloak of rich black fabric is comparable to other garments of similar design, in that it provides the ability of the user to conceal their presence. However,

the garment works best in non-lighted, moonless nighttime. Under such conditions, the cloak renders the wearer virtually undetectable. Even body heat is completely concealed from creatures that have the ability of infravision, although the cloak does work as well against ultravision. Those creatures with ultravision have a 1–2 on d8 chance of seeing the cloak's wearer in silhouette. In lighting conditions other than that described above, the cloak functions as follows;

LIGHT CONDITIONS	EFFECTIVENESS (ability of others to see wearer)
Torch/lantern light	1 on d8
Partial moon	1–2 on d8
Full moon	1–3 on d8
Sunrise/sunset	1–4 on d8
Cloudy day	1–4 on d8
Shadowed daylight	1–5 on d8

The cloak is human-sized. Creatures larger than humansized may not use the cloak.

Experience / g.p. value: 750/5,000

Cold Ring (any): an electrum ring which functions similarly to a *ring of warmth* (qv), except; the wearer maintains normal body temperature in conditions of extreme heat (up to 300°), regenerate heat- or fire-based damage by 1 hit point per round, +2 to all saving throws vs. heat, flame, or flame-based attacks, and reduces damage inflicted by such attacks by 1 point per die.

Experience / g.p. value: 1,000 / 5,000

Enoch Kris' Spectacles of Comprehensive Reading (any): Enoch Kris was at one time a librarian in the great library of Carastrid. To assist his noble-born clientele, Kris had constructed many pairs of these powerful reading glasses. The primary ability of these glasses allows the wearer to read any mortal language. They also provide the wearer the ability to read magic as the magic user spell of the same name.

A potential side effect from prolonged or repeated use of the Spectacles is rumored to be a total dependence on the glasses; the powerful magics having rendered the mortal eyes of the wearer virtually blind without them.

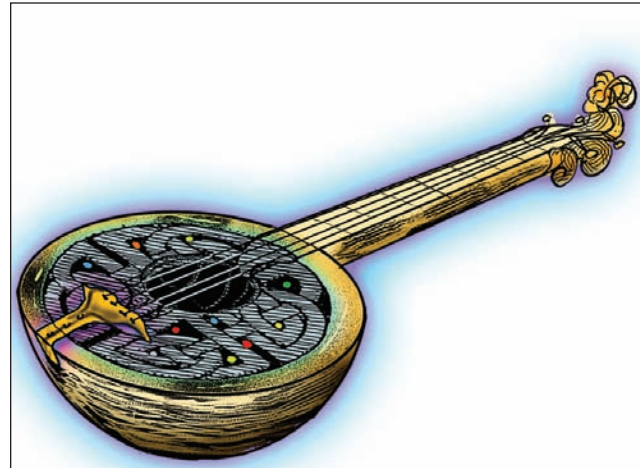
EXP/GP value: 650/7,000

INSTRUMENTS OF THE BARDS

There are 5 magical instruments unique to the Verméan Bard character class (qv). These instruments were developed during ancient wars to aid the legions of bards upon both sides. Each instrument can be fully utilized only by a bard of the type and level indicated below. Bards of lower status, as well as other characters able to play such an instrument, will be able to use the device with only limited results.

Racaraide Lute (Rb): The lute is the only bard instrument listed here that can be utilized by any bard class. The lute will deliver 3d8 hit points of damage to any non-bard, or any bard under 6th level who picks it up and attempts to play it (saving throw vs. spell applies). A 6th level or higher bard who uses the lute will *decipher legend* as a 16th level racaraide bard (or as three levels above his or her current level, whichever is higher) and can sing the following songs once per day:

1. *comprehend languages*



2. *hold person*
3. *teleport* (once per week without failure)

Bards below 6th level cannot use the lute even if they do not receive damage as described above.

Experience / g.p. value: 6,000/20,000

Lorist Cittern (Lp, Lo): This magical stringed instrument will deliver 2d6 hit points of damage to any non-lorist priest/ovate or lorist priest/ovate under 5th level who picks it up and attempts to play it (saving throw vs. spell applies). A 5th level or higher lorist priest/ovate who uses the cittern has a 15% better chance of *boosting morale* and can sing the following songs once per day:

1. *protection from evil/good*
2. *cure serious wounds*
3. *call woodland beings*

Lorist priests/ovates below 5th level cannot use the cittern even if they do not receive damage as described above.

Experience / g.p. value: 4,000/15,000

Lyryst Citole (Lv): This guitar-like instrument will deliver 3d4 hit points of damage to any non-lyrist veteran or lyryst veteran under 4th level who picks it up and attempts to play it (saving

throw vs. spell applies). A 4th level or higher lyrist veteran who uses the citole has a 15% better chance of *inspiring greatness* and can sing the following songs once per day:

1. *shield*
2. *cure light wounds*
3. *remove fear*

Lyrist veterans below 4th level cannot use the citole even if they do not receive damage as described above.

Experience / g.p. value: 3,000/12,000

Sonneteer Kithara (Sm,St): this magical harp-like instrument will deliver 3d4 hit points of damage to any non-sonneteer magician/trickster or sonneteer magician/trickster under 5th level who picks it up and attempts to play it (saving throw vs. spell applies). A 5th level or higher sonneteer magician/trickster who uses the kithara has a 15% better chance of *charming/befriending* and can sing the following songs once per day:

1. *polymorph self*
2. *ray of enfeeblement*
3. *monster summoning I*

Sonneteer magicians/tricksters below 5th level cannot use the kithara even if they do not receive damage as described above.

Experience / g.p. value: 4,000/15,000

Jongleur Djembe (Jm): A skin-covered drum meant to be played with bare hands. The djembe will deliver 2d4 hit points of damage to any non-jongleur magsman or jongleur magsman under 4th level who picks it up and attempts to play it (saving throw vs. spell applies). A 4th level or higher jongleur magsman who uses the djembe has a 15% better chance of *charming/befriending* and can sing the following songs once per day:

1. *invisibility*
2. *silence 15-ft radius*
3. *find traps*

Jongleur magsmen below 4th level cannot use the djembe even if they do not receive damage as described above.

Experience / g.p. value: 2,500/10,000

Ring of Degeneration (any): This golden ring is flawless, with nary scratch to mar its lustrous surface. Attempts to identify the ring are 50% likely to incorrectly reveal it to be a *ring of regeneration*.

However, this cursed item steals health from the bearer, rather than restoring it. Once the ring is placed on a finger, it will reduce itself in size so that it no longer will fit over the knuckle, making removal of the ring nearly impossible without cutting the ring (achievable only through magical means), or cutting the finger from the wearer's hand. The ring increases all physical damage sustained by the wearer while engaged in combat by 1–2 hit points. Also, the ring prevents natural healing to occur while it is worn.

Experience / g.p. value: 0 / 2,500

Ring of Wisdom (any): although this ring can be used by any character class, it is most effective if used by a cleric. Worn on the hand of a single-classed cleric, it will increase the wisdom attribute to 18, or, add 2 points to the wisdom attribute, whichever is greater. Worn by any other class, or multi-classed character, it will raise the wisdom attribute by 1 points, to a maximum of 18.

If removed, the wisdom bonus is lost until it is once again donned.

Experience / g.p. value: 2,000 / 10,000



CHAPTER 4

PSIONICS REVISITED

Since the release of the **FIRST EDITION PLAYERS HANDBOOK**, the appendix covering psionics has been met with criticism, critique, and trepidation. Very often, it was not even allowed by most GM's. The result being wasted opportunities into new adventuring possibilities. This author has long felt that the use of psionics would allow spell-like capability to otherwise non-magic using characters. However, the potential of unbalancing a campaign by use of the powerful psionics appendix could not be ignored.

Therefore, this section attempts to redefine psionics as spell-like abilities, while also simplifying the rules that govern their use.

QUALIFICATIONS FOR PSIONIC ABILITIES

In addition to those skills and abilities a character possesses based on his/her race and class, when allowed by the GM, each character may possess certain powers of the mind, known as *psionics*. These talents and abilities are extraordinarily rare, even when they are permitted by the GM.

The base chance a character will possess these abilities is 1%, and is modified as follows;

- each 1 point of intelligence above 16, add 2%
- each 1 point of wisdom above 16, add 1%
- each 1 point of constitution above 16, add ½% (rounding up when necessary)

For example; a fighter with an intelligence of 17, a wisdom of 18, and a constitution of 16 has a base 1% probability of possessing psionic talents. This is adjusted by +2% for intelligence, +2% for wisdom, and +0% for constitution. Therefore, the character's probability of possessing mentalist powers is 5%. Rolling percentile die, the player rolls 04, meaning, the character possesses some unknown degree of these abilities.

PSIONIC ABILITY POINTS

Once the existence of psionics within a character has been determined, the character's ability points are calculated. This is determined by adding together the character's intelligence, wisdom, and constitution ability scores, and multiplying the result by 1d10, with a minimum psionic ability point value of 150, and a maximum starting value of 300.

For example; the fighter described above rolls a 5 on 1d10, and will have 255 ability points ($17i + 18w + 16c = 51 \times 5 = 255$).

These are the points available to the character during any single day's activities to expend on his psionic talents. Once the psionic ability points are used, the player character is required to fully rest undisturbed for 8 hours in order to recover his ability points.

Gaining additional psionic ability points; each time a character gains an experience level, they roll 1d10 \times 5 to indicate a growth in psionic strength.

LOSING AND REGAINING PSIONIC ABILITIES

The presence of psionic powers can disappear and re-appear throughout a character's career. This happens anytime a character falls below 0 hit points and is subsequently restored either through healing or magic. When this happens, any character can/must check again for the presence of mind powers as described above. Characters who previously held mentalist powers gain a +25% to their base chance. However, if their check fails here, no powers exist.

For example; the fighter described above is engaged in combat and falls to -5 hit points. In the turns that follow, he is healed and restored to 5 hit points, and regains consciousness. He re-checks for the presence of his psionic powers, and rolls 35%. In this case, the fighter has lost his psionic powers, because he would have to have rolled 30% or below ($5\% + 25\% = 30\%$).

Psionic talents can also disappear and re-appear if the character's intelligence, wisdom, or constitution ability scores are *permanently* altered. Note that this does not apply to *temporary* ability score adjustments.

For example; the fighter described above, having lost his mentalist powers, is attacked by a shadow, and is drained of 1 point of constitution. He may check again for the presence of psionic powers. This time he rolls 29%, regaining his mentalist powers as he now requires 30% to have these powers restored ($5\% + 25\% = 30\%$).

At this time, the fighter re-rolls for his psionic ability points, rolling 7 on 1d10, earning 300 ability points ($17i + 18w + 15c = 50 \times 7 = 350$ (note that he is limited by the 300 maximum starting value as mentioned previously)).

Note: When psionic abilities are regained after having been lost, the quantity and kind of all talents must be re-determined randomly (see **PSIONIC TALENTS** below).

Optional rule: GM's may add an additional fear factor by including the possibility that a character losing psionic powers may temporarily suffer some form of insanity.

PSIONIC TALENTS

Psionic talents are *never* to be selected by the player, and should *always* be determined randomly (or assigned by the GM) for quantity and kind, as these powers are inherent within the subconscious mind, and are not studied or learned.

BASE ATTACK AND DEFENCE TALENTS

Each being that has psionic abilities, will have one or more base attack and defence talents. The number of base talents is determined by rolling d% separately for attack and defence talents;

ATTACK TALENTS

D6	ATTACK TALENT	D6	ATTACK TALENT
1	Ego Crush	4	Psionic Obliteration
2	Hemorrhaging Brain	5	Psychic Blast
3	Id Infiltration	6	Psychic Thrust

Ability Point Cost determines how many psionic ability points must be expended to project the attack.

Range specifies the maximum range of the attack.

Duration indicates the length of time the effects of the attack will last.

Area of Effect indicates the area, or number of creatures, that will be affected by the attack.

Projection Time indicates the length of time mental concentration is required for the attack will be projected.

Psionic Defence indicates the Defence Talents that will completely block the effects of the attack. Note that the Defence Talent must already be projected in order to defend against a specified attack.

Concentration indicates if the psionic defender must maintain continual concentration to keep a defence talent active.

Saving Throw where a Defence Talent is not raised, or is not applicable, or, the attack is against a non-psionically endowed creature, all saving throws will be made vs. death. No saving throw is applicable when the attacker's hit dice exceeds the victim's by 5 dice or more. A positive or negative number adjusts the saving throw as indicated.

THE MONSTER WITH PSIONIC ABILITIES

See the section on **PSIONIC MONSTERS** later in the chapter.

Any character or monster with psionic powers will *always* be aware of other psionically endowed creatures that are within eye-sight, and no more than 100-ft distant.

D%	NO. OF TALENTS	
01–75	1 attack talent	1 defence talent
76–85	2 attack talents	2 defence talents
86–93	3 attack talents	3 defence talents
94–97	4 attack talents	4 defence talents
98–99	5 attack talents	5 defence talents
00	6 attack talents	6 defence talents

EGO CRUSH

Ability Point Cost: 100

Range: 95-ft + 5-ft per attacker hit die

Duration: See below

Area of Effect: Individual creature

Projection Time: ½ segment

Psionic Defence: *Iron Will, Psionic Barrier, Super Ego*

Saving Throw: Standard

An attack against the ego by imposing feelings of inferiority and worthlessness in the target. The victim becomes powerless when facing the attacker, and will take no action against, nor speak any word against, the attacker for the duration of the attack's effects. The victim will allow them self to be insulted and even battered by the attacker for the duration of the *ego crush*, and will take no retaliatory action against them. However, the victim will not be compelled to follow the attacker's orders.

Victims are allowed to save against the effects of the attack once every 12 hours.

HEMORRHAGING BRAIN

Ability Point Cost: 100

Range: 40-ft + 10-ft per attacker hit die

Duration: 2d4 rounds

Area of Effect: See below

Projection Time: ½ segment

Psionic Defence: *Empty Mind, Thought Fortress*

Saving Throw: Standard

Hemorrhaging brain is an attack against the circulatory system within the brain itself. Creatures within the area of effect that fail a saving throw will lose 1d4 hit points every round for the duration of the attack, as they bleed through ears, eyes, nose, and mouth.

The brain waves of this attack spread outward in a cone from the attacker; 20-ft wide at its terminus up to the maximum range. The attack affects a maximum of 5 hit dice + 1 hit die per hit die of the attacker.

ID INFILTRATION

Ability Point Cost: 100
Range: 50-ft + 5-ft per attacker hit die
Duration: 1d6 turns + 1 round per attacker hit die
Area of Effect: See below
Projection Time: ½ segment
Psionic Defence: *Super Ego*
Saving Throw: Standard

This attack invades the subconscious mind of the defender, pitting it against the super-ego. Creatures failing a saving throw become confused, and suffer the affects as described in the following table;

D%	ACTION
01–10	Attacks the nearest enemy
11–20	Sobs uncontrollably
21–50	Babbles incoherently
51–70	Meanders away in random direction for entire duration at 50% normal movement rate
71–00	Attacks nearest creature, friend or foe

The brain waves of this attack spread outward in a cone from the attacker; 40-ft wide at its terminus up to the maximum range. The attack affects a maximum of 5 hit dice + 1 hit die per hit die of the attacker.

PSIONIC OBLITERATION

Ability Point Cost: 150
Range: 15-ft + 5-ft per attacker hit die
Duration: Instantaneous
Area of Effect: Individual creature
Projection Time: 1 segment
Psionic Defence: *Empty Mind*
Saving Throw: -5

This attack is a massive assault on the neurons in the brain, attempting to destroy them with a vast overload of nightmarish mental images. An unsuccessful save slays the victim instantly. Victims raised after being slain by *psionic obliteration* nearly always (90%) suffer from extreme insanity, being forever a victim of their nightmare.

Psionic obliteration is effective only against other psionically endowed creatures. Creatures 5 or more hit dice stronger than the attacker are not affected by the *psionic obliteration*.

PSYCHIC BLAST

Ability Point Cost: 125
Range: 20-ft + 10-ft per attacker hit die
Duration: Instantaneous
Area of Effect: See below
Projection Time: 1 segment
Psionic Defence: *Psionic Barrier, Psychic Wall*
Saving Throw: Standard

The *psychic blast* is a powerful wave of brain force. Creatures failing their saving throw against this attack suffer 3d8 hit points of damage. A successful saving throw halves the amount of damage sustained.

The brain waves of this attack spread outward in a cone from the attacker; 20-ft wide at its terminus up to the maximum range. The attack affects a maximum of 10 hit dice + 1 hit die for every 2 hit die of the attacker.

PSYCHIC THRUST

Ability Point Cost: 100
Range: 40-ft + 10-ft attacker hit die
Duration: Instantaneous
Area of Effect: Individual
Projection Time: ½ segment
Psionic Defence: *Psionic Barrier, Psychic Wall*
Saving Throw: Standard

The *psychic thrust* is a knife-like, stabbing attack of mental energy that seeks to break the neurological connections in the defender's brain. Although the damage inflicted on a failed saving throw is substantial (3d4 + 1 hit point per hit die of the attacker), the pain of the attack can be equally devastating. Even a successful saving throw (which avoids all damage of the attack) cannot avoid the agonizing pain as though hundreds of daggers are knifing into the victim's brain. The pain alone prevents the victim from taking any action for 1d8 + 2 rounds other than to scream and wail in agony.

DEFENCE TALENTS

D6	DEFENCE TALENT	D6	DEFENCE TALENT
1	Empty Mind	4	Psychic Wall
2	Iron Will	5	Super Ego
3	Psionic Barrier	6	Thought Fortress

EMPTY MIND

Ability Point Cost: 100
Range: Personal
Duration: See below
Area of Effect: Personal
Projection Time: 1 round
Concentration: Continuous

Empty mind hides the conscious mind from attack, making its parts unidentifiable. This defence also renders the defender immune to *ESP* and *charm*-like spells.

Successful physical attacks directed at the defender will cause *empty mind* to fail. The defender can engage in simple activities while maintaining concentration, but cannot cast spells or engage in combat.

IRON WILL

Ability Point Cost: 100
Range: NA
Duration: 2d4 rounds + 2 rounds per level of the defender
Area of Effect: Personal
Projection Time: 1 round
Concentration: None

Iron will calls forth the powers of the ego to deflect psionic attacks. The defender need not continue concentration on the powers of *iron will* once the defence is established, although periods of rest (i.e., sleeping) will cause the defence to cease. *Iron will* also renders the defender immune to *suggestion* and *charm*-like spells.

PSIONIC BARRIER

Ability Point Cost: 100
Range: 20-ft radius
Duration: See below
Area of Effect: Personal
Projection Time: 1 round
Concentration: Continuous

Psionic barrier uses the super-ego to build an unassailable haven for the brain in creatures friendly to the defender, and within range of the defence talent. This defence also gives those creatures friendly to the defender a +2 to all saving throws required for spells that affect the subconscious mind.

Successful physical attacks directed at the defender will cause *psionic barrier* to fail. The defender can engage in simple

activities while maintaining concentration, but cannot cast spells or engage in combat.

PSYCHIC WALL

Ability Point Cost: 150
Range: 40-ft semi-circle in the direction the defender is facing
Duration: See below
Area of Effect: Personal
Projection Time: 1 round
Concentration: Continuous

Psychic wall is a carefully constructed thought repetition to obscure the conscious mind. This defence also renders the defender immune to *ESP*, *sleep*, and *charm*-like spells. Friendly creatures within the area of affect also benefit from this defence talent.

Successful physical attacks directed at the defender will cause the *psychic wall* to fail. The defender can engage in simple activities while maintaining concentration, but cannot cast spells or engage in combat. Note that the Range of the defence will move both as the defender moves, and in what direction they are facing.

SUPER EGO

Ability Point Cost: 100
Range: Touch
Duration: 2d4 rounds + 1 round for each additional 10 ability points expended
Area of Effect: Personal
Projection Time: 1 segment
Concentration: None

Super ego disrupts attempts to attack the defender's ego by multiplying the already existing ego.

Super ego is the only defence talent that can be insinuated directly upon another creature by the defender. This defence also renders the defender immune to the spells; *charm*, *command*, *confusion*, *detect lie*, *know alignment*, *quest*, and *ray of enfeeblement*. Similarly, *super ego* can dispel the effects of those same spells.

THOUGHT FORTRESS

Ability Point Cost: 150
Range: Personal
Duration: See below
Area of Effect: Personal
Projection Time: 1 round
Concentration: None

Thought fortress hides the conscious mind so that first one part, then another part of the brain cannot be accessed by an attacker. Unlike other defence talents, *thought fortress* remains active once

it has been raised until the defender wills it to cease, or the defender falls to sleep. However, during this time, the defender can neither use any other psionic talents, nor cast any spells.

Thought fortress also renders the defender immune to all spells that affect the conscious mind, as well as the psionic talents; *detect good or evil*, *domination*, *ESP*, and *hypnosis*.

MINOR AND MAJOR PSYCHIC TALENTS

Each being that has psionic abilities, will have one or more minor talents and may also have one or more major talents. The talents are determined by rolling d% separately for minor and major psychic talents;

D%	NO. OF TALENTS	
01–75	1 minor talent	0 major talents
76–85	2 minor talents	1 major talent
86–93	3 minor talents	1 major talent
94–97	4 minor talents	2 major talents
98–99	5 minor talents	2 major talents
00	6 minor talents	2 major talents

ANIMAL COMMUNICATION

Ability Point Cost: See below
Range: See below
Duration: See below
Area of Effect: Individual animal
Projection Time: ½ segment
Saving Throw: None

MINOR PSYCHIC TALENTS

2D12	TALENT	2D12	TALENT
2	Animal Communication	14	Expansion
3	Body Armor	15	Faerie Flames
4	Body Equilibrium	16	Hypnosis
5	Body Weaponry	17	Ignite
6	Cellular Healing	18	Invisibility
7	Clairaudience	19	Levitation
8	Clairvoyance	20	Molecular Excitement
9	Detect Good or Evil	21	Precognition
10	Detect Magic	22	Reduction
11	Domination	23	Suspend Animation
12	Empathy	24	Psychic Sensitivity
13	ESP		

Use of this talent allows the possessor to communicate mentally with a type of animal according to the table that follows. Creatures of the type affected are basically normal, non-fantastical animals. The animal affected must be within the line of sight of the possessor.

For example; a psionically endowed character wishes to communicate with a styracosaurus, which is grazing some 100-ft away, and the possessor wishes to be able to communicate for 1 full turn. To achieve this, the possessor must use 40 points for the range, 60 points for the duration, 55 points for the animal's hit die, and 70 for the type of animal (40 + 60 + 75 + 70 = 225 ability points).

Although *animal communication* allows clear communication between the possessor and the target animal, no command or influence exists beyond the possessor's persuasiveness and the animal's willingness, which will be determined by the GM. All communication with the animal will be the truth, as far as the animal understands the truth to be.

ABILITY POINTS USED	RANGE		DURATION		HD OF TARGET		TYPE OF ANIMAL
10	20 ft	<i>and</i>	1 round	<i>and</i>	< 1	<i>and</i>	Mammal
15	40 ft	<i>or</i>	—		1		—
20	60 ft	<i>or</i>	2 rounds	<i>or</i>	1+ to 2	<i>or</i>	Marsupial
25	70 ft	<i>or</i>	—		2+ to 3		—
30	80 ft	<i>or</i>	3 rounds	<i>or</i>	3+ to 4	<i>or</i>	Avian
35	90 ft	<i>or</i>	—		4+ to 5		—
40	100 ft	<i>or</i>	4 rounds	<i>or</i>	5+ to 6	<i>or</i>	Reptile
45	120 ft*	<i>or</i>	—		6+ to 7		—
50	—		5 rounds	<i>or</i>	7+ to 8	<i>or</i>	Amphibian
55	—	<i>or</i>	—		8+ to 9		—
60	—		6 rounds†	<i>or</i>	9+ to 10	<i>or</i>	Fish
65	—		—		10+‡		—
70	—		—		—		Special§

* 120-ft is the maximum range for the *animal communication* talent.

† 6 rounds is the maximum duration for the *animal communication* talent.

‡ 10+ is the maximum hit die for the *animal communication* talent.

§ Animals that can be communicated with include; cellular life forms (jellies, molds, oozes, and slimes), dinosaurs, insects, monster species that do not have their own language, and even non-fantastical plants can be communicated with as the 4th level druid spell *speak with plants*.

BODY ARMOR

Ability Point Cost: 25 + 20 ability points for each additional -1 to armor class
Range: Personal
Duration: 2d4 rounds + 1 round for each additional 10 ability points used
Area of Effect: Personal
Projection Time: 1 segment
Saving Throw: None

Body armor manipulates the possessor's molecular structure in order to make it more difficult to inflict physical damage against them. The possessor's armor class is improved +1, and may be improved another +1 for each additional 20 ability points used, to a maximum of +5.

BODY EQUILIBRIUM

Ability Point Cost: 25
Range: Personal
Duration: 1d4 rounds + 1 round for each additional 5 ability points used
Area of Effect: Personal
Projection Time: 1 segment
Saving Throw: None

Use of this talent allows the possessor to adjust the density of his body. Thus, he could walk on water, across quicksand, through long grasses without leaving a trail, etc. Additionally, this also allows the possessor to fall as with the magic-user spell *feather fall*.

BODY WEAPONRY

Ability Point Cost: See below
Range: Personal
Duration: 2d4
Area of Effect: Personal
Projection Time: 1 segment
Saving Throw: None

This talent allows the possessor to use one arm (to include the hand) as a weapon by altering the molecules within the appendage. The weapon is a physical transformation of the possessor's body into the weapon(s) specified by the player.

Weapons available are dependent on the amount of ability points used;

ABILITY POINTS USED	WEAPON	ABILITY POINTS USED	WEAPON
25	Club	55	Scimitar
30	Dagger	60	Short Sword
35	Hand axe	65	Long Sword
40	Mace	70	Broad Sword
45	Morning Star	75	Bastard Sword
50	War Hammer, light	80	Battle Axe

By doubling the ability points used, the possessor can even alter both arms to attack twice during each round of combat, without any dexterity penalties (2x the more costly weapon). However, the off-hand attack is limited to either dagger or hand-axe. Also, broad sword, bastard sword, and battle axe cannot be assigned to the primary hand in such a use.

For example; a fighter wished to use *body weaponry* to arm himself with a long sword in one hand, and a hand axe in the off-hand. He would need to use 130 ability points to achieve this (65 x 2 = 130).

CELLULAR HEALING

Ability Point Cost: 25
Range: Touch
Duration: Instantaneous
Area of Effect: Individual
Projection Time: 1 round
Saving Throw: None

By psionically exciting the cells in living tissue, the possessor may heal damage in any creature they may touch. The amount of damage that can be healed is 2d4 hit points of damage + 2 hit points of damage for each additional 5 ability points used.

Note that this healing is only affective on creatures that have not fallen below 0 hit points.

CLAIRAUDIENCE

Ability Point Cost: 50
Range: See below
Duration: 1 round + 1 round for each additional 5 ability points used
Area of Effect: See below
Projection Time: 1 round
Saving Throw: None

Except as noted above, this talent functions the same as the third level magic-user spell of the same name.

CLAIRVOYANCE

Ability Point Cost: 50
Range: See below
Duration: 1 round + 1 round for each additional 5 ability points used
Area of Effect: See below
Projection Time: 1 round
Saving Throw: None

Except as noted above, this talent functions the same as the third level magic-user spell of the same name.

DETECT GOOD OR EVIL

Ability Point Cost: 25
Range: See below

Duration: 2d4 rounds
Area of Effect: Path 10-ft wide and 60-ft long
Projection Time: ½ segment
Saving Throw: None

Except as noted above, this talent functions the same as the second level magic-user spell of the same name.

DETECT MAGIC

Ability Point Cost: 25
Range: See below
Duration: 2d4 rounds
Area of Effect: Path 10-ft wide and 60-ft long
Projection Time: ½ segment
Saving Throw: None

Except as noted above, this talent functions the same as the first level magic-user spell of the same name.

DOMINATION

Ability Point Cost: See below
Range: 30 ft
Duration: Time of concentration
Area of Effect: Individual
Projection Time: 1 round
Saving Throw: Standard

Use of this talent allows the possessor to control the mind of another creature, causing the victim to do the possessor's will. Initial contact with the target victim takes 20 ability points. At that time, the victim is entitled to a saving throw. If the save is unsuccessful, the possessor then must expend 10 ability points for each hit die of the victim (minimum 10 ability points) for each round the victim is controlled. If the victim is instructed to do something against their nature or self-destructive, the ability point cost will be doubled or trebled accordingly.

Domination is a very powerful talent, and can only be used once per day, even if the possessor has sufficient ability to points to use the talent multiple times.

EMPATHY

Ability Point Cost: See below
Range: See below
Duration: 1 turn
Area of Effect: 10-ft wide path
Projection Time: 1 segment
Saving Throw: None

Use of the *empathy* talent allows the possessor to sense emotion and need in victims that fall within the area of effect to the range limit of the talent. Thus, the possessor may sense thirst, hunger, fatigue, love, hate, jealousy, rage, pain, etc. Range is determined as 10-ft for every 10 ability points used to a maximum range of 150 ft.

ESP

Ability Point Cost: 50
Range: 60-ft + 10-ft for each additional 10 ability points used
Duration: 2d4 rounds
Area of Effect: Personal
Projection Time: ½ segment
Saving Throw: None

Except as noted above, this talent functions the same as the second level magic-user spell of the same name.

EXPANSION

Ability Point Cost: See below
Range: Personal
Duration: 1d4 turns
Area of Effect: Personal
Projection Time: 1 segment
Saving Throw: None

The *expansion* talent allows the psion to multiply the cellular mass of her body to increase proportionally in height and strength. Height growth and muscular mass increase is dictated by the amount of ability points used;

ABILITY POINTS USED	HEIGHT INCREASE	DAMAGE BONUS	STRENGTH EQUIVALENT*
75	1 ft	+1	17
80	2 ft	+2	18
85	3 ft	+3	18.51
100	4 ft	+4	18.76
110	5 ft	+5	18.91
120	6 ft	+6	18.00
130	7 ft	+7	hill giant [†]
150	8 ft	+8	stone giant [†]
170	9 ft	+9	frost giant [†]
190	10 ft	+10	fire giant [†]
215	11 ft	+11	cloud giant [†]
240	12 ft	+12	stone giant [†]

* If the psionist's normal strength is equal to or greater than that listed in the table, no increase or decrease in strength will be awarded (and thus, no bonus to damage as well).

† The psionist may also hurl stones as the type of giant listed.

Note that, with the exception of any enchanted objects, this *expansion* includes all articles carried by the possessor at the moment that *expansion* is projected. Such articles return to their normal state at the cessation of *expansion*, or when the psion releases or drops the object.

FAERIE FLAMES

Ability Point Cost: 25
Range: 80-ft + 10-ft per 10 additional ability points expended

Duration: 2d4 rounds + 1 round per 10 additional ability points
Area of Effect: Personal
Projection Time: ½ segment
Saving Throw: None

Except as noted above, this talent functions as the first-level druid spell *faerie fire* (qv). Note that the talent also will affect those creatures and objects that exist in an æthereal state.

HYPNOSIS

Ability Point Cost: See below
Range: 30 ft
Duration: See below
Area of Effect: Individual
Projection Time: 1 round
Saving Throw: Standard

The *hypnosis* talent allows the possessor to instruct the victim to take an immediate course of action that seems perfectly reasonable and logical, or implant a post-hypnotic suggestion to perform a specific action given an equally specific triggering event. The victim cannot be ordered to do something against their nature, or self-destructive, for such an instruction will cause the hypnosis to be broken.

When implanting a post-hypnotic suggestion, the victim will be allowed a saving throw against the hypnotism every 8 hours that passes, and such saves will consecutively gain +2 with each new attempt. So that at 16 hours past the implant, the save is made at +4, at 24 hours past the implant, the save is made at +6, and so on.

Hypnosis affects 1 hit die for each 25 ability points used, although only a single creature may be affected. To employ hypnosis, the psionist will require a small, shiny object for the victim to focus on. Typically, this may take the form of a coin, small gem, and similar item. The item the psion uses can also serve to affect the victim's saving throw, as they will make their save at -1 for each 150 gp in value of the focal object.

IGNITE

Ability Point Cost: 25
Range: 60-ft + 10-ft for each additional 10 ability points used
Area of Effect: 1 cubic-ft of flammable material + ½ cubic-ft of additional material for each additional 15 ability points used
Projection Time: ½ segment
Saving Throw: None

This talent allows the possessor to cause 1 cubic-ft of combustible material to burst into flames by manipulating the object's molecules. The material targeted must be combustible in ordinary circumstances (i.e., wet wood and stone cannot be made to burn).

INVISIBILITY

Ability Point Cost: 50
Range: Touch
Duration: 2d6 rounds + 1 round for each additional 10 ability points used
Area of Effect: Individual
Projection Time: 1 segment
Saving Throw: None

By exciting the molecules in their body, or any living object of about the same size as themselves, or smaller, the possessor of this talent may render themselves invisible. Except as noted above, this talent functions the same as the second level magic-user spell of the same name.

LEVITATION

Ability Point Cost: 50
Range: 40 ft
Duration: 1d4 rounds
Area of Effect: 1 object
Projection Time: 1 segment
Saving Throw: None

The *levitate* talent allows the possessor to raise himself, or weight-equivalent of himself, plus 25 pounds for each additional 10 ability points used. Otherwise, this talent functions the same as the second level magic-user spell of the same name.

MOLECULAR EXCITEMENT

Ability Point Cost: See below
Range: 100-ft + line of sight
Duration: Time of concentration
Area of Effect: Individual
Projection Time: 1 round
Saving Throw: None

By use of the molecular excitement talent, a psion can cause the molecules within an object, or even living tissue, to begin to move very rapidly. Although only a relatively small number of molecules on a single object can thus be affected, the results can be alarming (refer to the table on the following page);

ABILITY POINTS USED	TYPE OF MATERIAL	EFFECT AFTER 1 ROUND
50	paper, parchment, straw/dry grass	burst into flame
75	dry wood, heavy cloth	scorching/smoldering*
100	water	boiling [†]
150	flesh	blistering [‡]
200	stone	hot to touch/cracking [§]
275	metal	hot to touch**

* By using an additional 25 ability points, the possessor can cause the material to burst into flame.

- † The amount of liquid that can be affected is 1 gallon per hit die of the possessor. This does not affect creatures originating from the elemental plane of water.
- ‡ Each round after the first that the possessor can maintain the talent on the target, the victim will suffer 1 hit point of damage cumulatively. So, 1 hit point on the second round, 2 on the third round, 3 on the fourth round, and so on.
- § If the possessor can maintain concentration on the target, they can split 1 pound of stone for each hit die of the possessor. This does not include damage to creatures from the elemental plane of earth.
- ** After the first round, the effects behave as the second level druid spell *heat metal*.

PRECOGNITION

Ability Point Cost: See below
Range: Personal
Duration: Instantaneous
Area of Effect: Personal
Projection Time: See below
Saving Throw: None

Precognition is a talent that allows the psion the ability to see into the future. The base ability point expenditure is 150. This will allow the psion to see up to 1 hour (6 turns) into the future. The accuracy of the vision depends on the combined intelligence, wisdom, and constitution of the possessor.

COMBINED		
INT+WIS+CON	FALSE READING	TRUE READING
<27	01–50	51–00
28–35	01–40	41–00
36–43	01–30	31–00
42–48	01–20	21–00
49–53	01–10	11–00
54	01–05	06–00

The result of an accurate reading will not specify extraordinary detail. For instance, when reading the future of the psion's party engaging into a particular combat situation, the psion may only say, "We will succeed," or else, "we will suffer losses." Success of the combat may not reveal the fact that 1 or more party members will die as a result of the encounter. Of course, the psion will not be able to know the difference between a true reading and a false reading until after the events take place.

Also, the length of time that can be viewed into the future can be extended by using additional ability points. The cost is 50 ability points for each turn (10 minutes) beyond the base 6 turns. The psion's hit die will similarly allow them to see further into the future as well. And that amount is 1 round for each hit die of the psion.

Because the future in any action taken by the PC's is at least partially dependent on random results, GM's would need to ascertain the results of the future sought by the psion, before revealing those results. GM's may resolve these precognitions as their situation best serves their game.

Because *precognition* is a very powerful psionic talent, it may only be used once per week.

REDUCTION

Ability Point Cost: See below
Range: Personal
Duration: 3d4 rounds
Area of Effect: Personal
Projection Time: 1 segment
Saving Throw: None

The *reduction* talent allows the psion to divide the cellular mass of her body to decrease their height and body mass. Amount of height and body mass reduction is dictated by the amount of ability points used;

ABILITY POINTS USED	HEIGHT DECREASE	ABILITY POINTS USED	HEIGHT DECREASE
25	10%	100	40%
30	15%	130	50%
35	20%	160	60%
45	25%	200	70%
60	30%	250	80%
75	35%	300	90%

For example; a 6-ft tall fighter wishes to become very small so that she may crawl under a closed door. By expending 300 ability points, she will become just 7¼ in-tall! (72 inches × 90% = 7.2 inches.)

Note that, with the exception of any magical objects, this *reduction* includes all articles carried by the possessor at the time that *reduction* is projected.

SUSPEND ANIMATION

Ability Point Cost: 50
Range: Touch
Duration: Special
Area of Effect: Individual
Projection Time: 1 segment
Saving Throw: None

The *suspend animation* talent allows the possessor to cause all bodily functions within themselves or another to slow to point as to appear essentially dead. Further, the possessor is able to 'program' the body to awaken after a specific duration of time. The duration of *suspended animation* can be any period not to exceed 6 turns (1 hour) + 1 hour (6 turns) per hit die of the possessor (for example, a 10th level ranger can program his body to be in *suspended animation* for up to 66 turns (6 + 66 = 72), or 12 hours. The maximum duration the possessor may be *suspended animation* is 24 hours.

When the psion is projecting *suspended animation* in another creature, the maximum duration is a base of 6 turns (1 hour) + .5 hour (3 turns) per hit die of the target creature (for example, a psionist is placing their companion, a 5th level magic-user, into *suspended animation*; the maximum duration will be 21

turns, or 3.5 hours). The maximum duration a target creature may be in *suspended animation* is 12 hours.

As all bodily functions are slowed while in *suspended animation*, no hit points will be restored during the period that *suspended animation* is active. However, *suspend animation* will halt the effects of poisoning or poison-like affects for the duration of the talent.

PSYCHIC SENSITIVITY

Ability Point Cost: 10 per turn of exposure to psychic residue
Range: 20 ft
Duration: NA
Area of Effect: Individual
Projection Time: None
Saving Throw: None

Dramatic events, such as the site of a pitched battle between warring factions or an assassination, can leave behind psychic impressions in the very ground where the events took place. These impressions can last for years, decades, and even centuries; the more dramatic the event, the longer the impression will last. The psion who possess the *psychic sensitivity* talent will pick up on the powerful emotions left behind by those who suffered or died in the area.

Unlike other psionic talents, *psychic sensitivity* does not require conscious thought by the possessor to be used. The talent is always active, and probing the space around the psion for psychic residue. Ability points are only used by this talent when psychic energies are detected within the area of effect. Long term exposure to such energies can completely deplete the psion of all psionic ability points. A psion so drained of ability points will be rendered unconscious for 1d6 turns, and will require immediate rest for no less than 8 hours before any strenuous activity can be resumed.

MAJOR PSYCHIC TALENTS

1D20	TALENT	1D20	TALENT
1	Astral Travel	11	Mind Bar
2	Aura Manipulation	12	Molecular Manipulation
3	Body Control	13	Molecular Rearrangement
4	Dimension Door	14	Psionic Travel
5	Dimension Travel	15	Shape Alteration
6	Disintegrate	16	Telekinesis
7	Energy Shield	17	Telepathic Projection
8	Ætherealness	18	Telepathy
9	Gate	19	Telepathic Projection
10	Mass Domination	20	Teleport

ASTRAL TRAVEL

Ability Point Cost: 75
Range: Personal
Duration: See below
Area of Effect: Personal

Projection Time: 1 segment
Saving Throw: None

Except as noted above, this talent performs as the cleric spell *astral spell*, with the exception that the talent affects only the psionist.

AURA MANIPULATION

Ability Point Cost: See below
Range: Touch
Duration: See below
Area of Effect: Individual
Projection Time: 1 segment
Saving Throw: None

Aura manipulation has two separate applications; disguise the true alignment of a creature, or *remove curse, geas, or quest* from an object or creature.

The former application allows the possessor to change the apparent alignment aura of any creature they can touch. The ability point cost for this affect is 30 ability points for each factor change. For example, to disguise a (true) neutral character as neutral evil would cost 30 ability points, while changing the aura to chaotic evil would cost 60. The duration of the aura manipulation in this use is 3d4 turns.

The latter use of the talent will remove a *curse, geas, or quest* cast on a creature or object. To remove a *curse*, the psion must expend 10 ability points per level of the cleric who cast the *curse*. To remove a *geas*, the psion must expend 20 ability points per level of the cleric who cast the *geas*. To remove a *quest*, the psion must expend 40 ability points per level of the cleric who cast the *quest*.

BODY CONTROL

Ability Point Cost: See below
Range: Personal
Duration: 2d4 rounds
Area of Effect: Personal
Projection Time: ½ segment
Saving Throw: None

Through the use of the *body control* talent, the possessor is able to adjust her body in order to exist in a variety of hostile environments that would ordinarily inflict damage to them. The ability post cost depends on the type of environment;

ABILITY POINTS USED	ENVIRONMENT
35	extreme cold
50	extreme heat
75	ordinary flames
100	poisonous vapors
125	acidic vapors
150	special*

* Includes such environments as acidic pools, lava, water below 38° or above boiling, etc.

The duration can be extended at a cost to 10 ability points for each additional round.

DIMENSION DOOR

Ability Point Cost: 50
Range: 0
Duration: Instantaneous
Area of Effect: Individual
Projection Time: 1 segment
Saving Throw: None

Except as noted above, this talent functions the same as the fourth level magic-user spell of the same name.

DIMENSION TRAVEL

Ability Point Cost: See below
Range: Personal
Duration: Instantaneous
Area of Effect: Personal
Projection Time: 1 segment
Saving Throw: None

Dimension travel is used by the possessor to travel great distances instantly. However, successfully navigating the inter-dimensional paths in this way is nonetheless difficult. The chance of becoming lost using *dimension travel* is 10% for every 10 miles traveled (cumulative daily). The chance of becoming lost can be reduced by 5% for each 15 ability points used.

When a psion becomes dimensionally lost, 1d6 is rolled to determine direction, and d% is rolled to determine distance;

D6	DIRECTION
1	ahead, right
2	right
3	behind, right
4	behind, left
5	left
6	ahead, left

On the distance roll, each percentile equals 1 mile.

DISINTEGRATE

Ability Point Cost: 50
Range: Touch
Duration: Instantaneous
Area of Effect: 10 cubic ft
Projection Time: 1 segment
Saving Throw: Standard

Except as noted above, this talent performs the same as the sixth level magic-user spell of the same name.

ENERGY SHIELD

Ability Point Cost: See below

Range: Personal
Duration: Time of concentration
Area of Effect: 10-ft radius, centered on psion
Projection Time: 1 segment
Saving Throw: None

By continuous concentration, the psion may use *energy shield* to dissipate all spells directed at himself (or, within 10-ft the psion). The *energy shield* absorbs all spell-like effects against all those located within the area of effect.

The ability point cost of this talent is a base of 25 + 15 points per level of the spell(s) being absorbed. The psion may maintain the protection so long as they are not physically attacked, but they may not engage in any other spell activity, or combat while doing so. A successful attack will cause the *energy shield* to be destroyed.

Note, that those spells that require touch as the range are not affected by *energy shield*. If the psion is brought to 0 ability points while maintaining an energy shield, they will be rendered unconscious for 1d8 turns.

ÆTHEREALNESS

Ability Point Cost: 50
Range: 0
Duration: Time of concentration
Area of Effect: Individual + special
Projection Time: 1 round
Saving Throw: None

As its name would imply, this talent allows the possessor to enter an æthereal state, along with up to 50 gp in weight. Also, the possessor may add 50 gp in weight for each additional 10 ability points expended. In addition, the psion may alter his body vibrations in order to enter into other planes of existence touched by the Æthereal Plane.

GATE

Ability Point Cost: 200
Range: 30 ft
Duration: See below
Area of Effect: One summoned creature
Projection Time: 1 segment
Saving Throw: None

Except as noted above, this talent functions the same as the ninth level magic-user spell of the same name.

MASS DOMINATION

Ability Point Cost: See below
Range: 30 ft
Duration: Time of concentration
Area of Effect: Individual
Projection Time: 1 round
Saving Throw: Standard

Mass domination functions the same as the minor talent *domination*, except that up to 5 creatures can be thus controlled, totaling up to no more than 10 times the possessor's own hit die.

The initial contact with the victims is 50 ability points, plus 15 ability points for each creature to fall under *domination*. At that time each creature will be allowed a saving throw. The psion must then expend 15 ability points for each creature that fails its saving throw, each round the creatures are controlled. If the victim is instructed to do something against their nature or self-destructive, the ability point cost will be doubled or trebled accordingly.

Mass domination is a very powerful talent, and can only be used once per week, even if the possessor has sufficient ability to points to use the talent multiple times.

MIND BAR

Ability Point Cost: 100

Range: Personal

Duration: 6d6 turns (1 to 7½ hours)

Area of Effect: Personal

Projection Time: 1 round

Saving Throw: None

The *mind bar* talent places a mental barrier around the psionist's mind, protecting them from all spells that affect the mind, such as; *charm*, *confusion*, *ESP*, *fear*, *feeblemind*, *magic jar*, *sleep* and *suggestion*. The mind bar also protects the psionist against the following psionic attacks (and their magical equivalents); *domination* (all kinds), *empathy*, *hypnosis*, and *telepathy*. Also, *mind bar* allows the psionist to see any creature using the psionic talent of *invisibility*.

Due to the enormous mental energies required in building the shield, the *mind bar* can only be used once per day.

MOLECULAR MANIPULATION

Ability Point Cost: See below

Range: 10-ft + 10-ft per additional 10 ability points used

Duration: Permanent

Area of Effect: See below

Projection Time: 1 round

Saving Throw: See below

Use of the *molecular manipulation* talent allows the possessor to alter the molecular structure of an item so that it becomes weak and easily broken. The power of the ability increases with the amount of ability points used;

ABILITY POINTS USED	EXAMPLE OF MATERIAL THAT CAN BE AFFECTED
50	light fabric, paper, parchment
75	heavy fabric, thin leather
100	thick rope, leather strap, thin wire (precious)
135	thin wire (steel), heavy wire (precious)
170	heavy wire (steel), wooden board (<¼ in-thick)
205	light iron chain (< ⅛ in-thick)
250	heavy iron chain (up to ½ in-thick), light steel chain (< ⅛ in-thick) heavy wooden board (up to 1 in-thick)
295	heavy steel chain (up to ½ in-thick)
335	wooden beam (up to 3 in-thick)
385	iron bar (< ½ in-thick)
435	steel bar (< ½ in-thick)
485	stone block (up to 1-ft thick)

GM's should take the examples provided into account when determining a character's stated actions for materials not represented in this table. For example, if the player wishes to affect a thick book, the entry above for light "fabric, paper, parchment" won't work, since that only applies to single a sheaf of paper or parchment. An alternate requirement for this use might be "thick rope, leather strap..."

All magical items are entitled to a saving throw vs. lightning. Non-magical items get no saving throw.

MOLECULAR REARRANGEMENT

Ability Point Cost: See below

Range: Touch

Duration: See below

Area of Effect: 1 cubic-ft per hit die of psion

Projection Time: 1 round

Saving Throw: See below

The *molecular rearrangement* talent allows the psion to manipulate the molecules in certain metals in order to convert them to other metals, either temporarily or permanently. Ability points required to permanently alter one metal into another is indicated in the table on the following page.

To temporarily alter a metal's state, half of the indicated ability points would be required. This transformation will last 2d4 + 10 rounds.

All magical metals are entitled to a saving throw vs. lightning. Non-magical metals get no saving throw.

ORIGINAL METAL	RESULTING METAL												
	Steel	Iron	Tin	Lead	Zinc	Bronze	Brass	Copper	Mercury	Silver	Electrum	Gold	Platinum
Steel	—	50	75	100	125	150	175	200	225	250	275	300	325
Iron	50	—	50	75	100	125	150	175	200	225	250	275	300
Tin	75	50	—	50	75	100	125	150	175	200	225	250	275
Lead	100	75	50	—	50	75	100	125	150	175	200	225	250
Zinc	125	100	75	50	—	50	75	100	125	150	175	200	225

ORIGINAL METAL	RESULTING METAL												
	Steel	Iron	Tin	Lead	Zinc	Bronze	Brass	Copper	Mercury	Silver	Electrum	Gold	Platinum
Bronze	150	125	100	75	50	—	50	75	100	125	150	175	200
Brass	175	150	125	100	75	50	—	50	75	100	125	150	175
Copper	200	175	150	125	100	75	50	—	50	75	100	125	150
Mercury	225	200	175	150	125	100	75	50	—	50	75	100	125
Silver	250	225	200	175	150	125	100	75	50	—	50	75	100
Electrum	275	250	225	200	175	150	125	100	75	50	—	50	75
Gold	300	275	250	225	200	175	150	125	100	75	50	—	50
Platinum	325	300	275	250	225	200	175	150	125	100	75	50	—

PSIONIC TRAVEL

Ability Point Cost: 150
Range: Personal
Duration: See below
Area of Effect: Personal
Projection Time: 1 segment
Saving Throw: None

Except as noted above, the *psionic travel* talent functions the same as the *astral travel* talent, with the exception that the physical body of the possessor also travels with the mind.

SHAPE ALTERATION

Ability Point Cost: 50
Range: Personal
Duration: 3 rounds + 1 round for every 15 additional ability points used
Area of Effect: Personal
Projection Time: ½ segment
Saving Throw: None

Except as noted above, the *shape alteration* talent is the same as the fourth level magic-user spell *polymorph self*.

TELEKINESIS

Ability Point Cost: 50
Range: 25-ft + 10-ft for each additional 10 ability points used
Duration: 2 rounds + 1 round for each additional 10 ability points used
Area of Effect: 25 pounds per hit die of possessor
Projection Time: 1 segment
Saving Throw: None

Except as noted above, this is the same as the fifth level magic-user spell of the same name.

TELEPATHIC PROJECTION

Ability Point Cost: See below
Range: See below
Duration: 1 turn

Area of Effect: 10-ft wide path
Projection Time: 1 segment
Saving Throw: None

Telepathic projection is similar to the psionic talent *empathy*, except that the psion is able to send emotions of thirst, hunger, fatigue, love, hate, jealousy, rage, pain, etc. Range is determined as 10-ft for every 10 ability points used to a maximum range of 150 ft.

TELEPATHY

Ability Point Cost: 25
Range: See below
Duration: Time of concentration
Area of Effect: See below
Projection Time: ½ segment
Saving Throw: None

Telepathy allows the possessor to communicate with any other creature of at least 5 (Low) intelligence. It is not necessary for the psion to understand the language spoken by the target creature. The creature to be communicated with must either be within sight of the possessor, or else well-known to the possessor. In the latter case, the creature to be communicated with need only be on the same Plane as the possessor, and not separated by more than 186,000 miles.

The possessor cannot engage in any type of spell-casting or combat while exercising *telepathy*. Any successful attack upon the possessor while engaged in *telepathy* will break the telepathic link.

TELEPATHIC PROJECTION

Ability Point Cost: 100
Range: 60-ft + line of sight
Duration: 2d4 turns + 1 turn for every 25 additional ability points used
Area of Effect: Individual
Projection Time: 1 round
Saving Throw: See below

Telepathic projection allows the psionist to actually possess the mind of another creature. Once the psionist has successfully entered the mind of the victim, they essentially exist simultaneously within themselves and the victim. Creatures with more than 5 hit die than that of the possessor are immune to *telepathic projection*. Creatures with 5 or more hit die less than the possessor receive no saving throw. Otherwise, saving throws for all other creatures are standard.

Once possessed, the victim needs to remain within the area of effect. *Telepathic projection* is limited by the duration of the possession.

PSIONIC MONSTERS

Use of psionic powers is always a hazardous prospect, as any use of any psionic power has a probability of attracting unwanted attention from similarly empowered beings, and creatures who gain their sustenance by feeding off the mental energies of the psionically endowed character. These creatures will always be attracted to the psionically endowed in any party, before those without such talents. Frequently these creatures will materialize from an æthereal state as psionic powers are being used.

However, the landscape of the psionically endowed monster is not limited to those listed later in this chapter; any creature of at least 'Average' intelligence can potentially be gifted with psionic powers, using the following qualifiers to determine the presence of psionic powers, starting from a base probability of 1%;

- 'Average' intelligence, add 0%; 'Very' intelligence, add 1%; 'High' intelligence, add 2%; 'Exceptional' intelligence, add 3%; 'Genius' intelligence and above (i.e., god-like,, etc.), add 4%
- add 1% if the monster can cast magic-user/illusionist (arcane) spells
- add 2% if the monster can cast clerical/druidic (divine) spells
- add 2% if the monster has extra-planar origins
- for each hit die of above 5, add ½% (treat any '+' to hit die as a full hit die—round down when necessary)

For example; a horned devil has a base 1% probability of possessing psionic talents. This is adjusted by +2% for having 'High' intelligence, +2% for extra-planar origins, +1% for arcane spell use, +2% for divine spell use, and +3% for its hit dice. Therefore, the devil's probability of possessing psionic powers is 11%. Rolling percentile die, the GM rolls 09, indicating that the devil possesses some unknown degree of these abilities.

CALCULATING PSIONIC ABILITY POINTS IN MONSTERS

Once the existence of psionics within a monster has been determined, the monster's ability points are calculated. This is

TELEPORT

Ability Point Cost: 25
Range: 0
Duration: Instantaneous
Area of Effect: Personal + special
Projection Time: 1 segment
Saving Throw: None

By expending additional ability points, the possessor can increase their chances of successfully teleporting. The improvement in success is 1 percentage point per 5 additional ability points used.

Except as noted above this talent functions the same as the fifth level magic-user spell of the same name.

determined by multiplying the monster's intelligence equivalent (see table below) by its hit dice (round any hit die '+' up to the next whole hit die) and multiply the result by 1d8, with a minimum psionic ability point value of 150.

MONSTER'S EQUIVALENT INTELLIGENCE ABILITY SCORE

INTELLIGENCE	ABILITY SCORE EQUIVALENT
Average	10
Very	12
High	14
Exceptional	16
Genius and above	18

For example; the horned devil described above rolls a 5 on 1d8, and will have 420 ability points ((14i × 6hd) = 84 × 5 = 420).

These are the points available to the monster during any single day's activities to expend on its psionic talents. Once the psionic ability points are used, the monster is required to fully rest undisturbed for 8 hours in order to recover its ability points, just as the PC must. The monster's specific talents are then determined as specified in the preceding section on **PSIONIC TALENTS**.

NPC's of the human and demi-human races will calculate their chances of psionic abilities as PC's do.

EXPERIENCE POINT ADJUSTMENTS IN THE PSIONICALLY ENDOWED MONSTER

The GM may award additional experience point awards as they deem appropriate for their specific game group. However, it is recommended that the normal addition for 'Exceptional' abilities as defined in the **OSRIC SRD** be the rule.

For example; the horned devil described above, being a 5+5 hit die monster, has an experience value listed of 120 for 'Exceptional' abilities in the **OSRIC SRD**. This would be added on top of the horned devil's normal experience value of 1,320 + 6/hp.

MONSTERS ATTRACTED BY PSIONIC USE

The following list of monsters are not necessarily psionically endowed themselves (though some are), but they are each attracted to the use of psionic talents within a range defined in each monster's description. Although these creatures can be encountered by any group of adventurers, they are designed primarily to provide the psionically endowed PC with additional challenges.

BRAIN DESTROYER

Frequency:	Very rare
No. Encountered:	1d4
Size:	Medium
Move:	120 ft
Armor Class:	5
Hit Dice:	8+4
Attacks:	8
Damage:	See below
Special Attacks:	See below
Special Defenses:	None
Magic Resistance:	90%
Lair Probability:	50%
Intelligence:	Genius
Alignment:	Chaotic evil
Level/XP:	7 / 1,300+12/hp

Brain destroyers are found only in subterranean places, as they detest sunlight, and are quickly sickened and weakened by it (see below). They are altogether evil and consider the bulk of human-kind (and demi-human-kind) as a food source.

The brain destroyer's preferred attack is by striking out at a victim with its eight tentacles, which are extensions of its fingers. On a successful strike, the brain destroyer will burrow the tentacle quickly into the its victim's brain, generally reaching that target within 1d4 rounds. Once the brain has been reached, the brain destroyer will suck the organ forth from the victim's head. The process takes 4 rounds to complete (each round equating to 25% of the victim's hit points). For each tentacle that the brain destroyer successfully burrows into its victim's skull, the length of time required for this attack is reduced (i.e. 2 tentacles = 2 rounds, 4 tentacles = 1 rounds, 6 tentacles = ½ round (5 segments), 8 tentacles = ¼ round (1 segment)). The reach of this attack is a maximum of 5-ft from the arm's reach of the brain destroyer. The tentacles need not have access to an open orifice (i.e., mouth, nose, etc.) for the tentacles may burrow right through any exposed skin. The brain destroyer then devours the brain.

However, the brain destroyer may also attack any vital organ of its victim, should the brain be unobtainable. Such attacks inflict 1d4 hit points of damage for each round and each tentacle that is within the victim's body.

The creature's tentacles may be sliced through in order to end the attack (any successful hit with an edged weapon against the

brain destroyer's armor class will dismember 1d4 tentacles), but the tentacles grow back in 4d6 turns. Applying flame to the end of a dismembered tentacle will prevent it from growing back.

If an encounter is going against the brain destroyer, it will immediately seek to flee, attempting to save itself regardless of its companions or treasure. Light greater than torch and lantern light (i.e., a *light* spell or similar) will drive the creature away at its maximum movement rate until it is out of the illumination's area of effect.

These creatures have their own diabolical language. They are also able to speak the language of the dark elf, and other evil creatures that make the depths of the earth their home. The brain destroyer is also able to converse telepathically with energy hounds, whom the brain destroyer's use as hunting dogs and guards to their fearsome abodes.

Description: The brain destroyer's skin glistens with thick, viscous slime, which the pores of the creature continually excrete. Its skin color is a nauseous combination mauve and purple with blotches of chartreuse green. Its tentacles are purplish-black when extended. The brain destroyer's eyes are cloudy and white, and have large pupils. The face of brain destroyer is further marred by its toothy mouth which is ringed by four small, green tentacles.

The brain destroyer possesses 300 ability points, and may employ the following psionic talents;

Attack talent(s): *Psychic Blast*

Defence talent(s): *Thought Fortress*

Minor talent(s): *Levitation, Domination, ESP, Body Equilibrium*

Major talent(s): *Astral Travel, Psionic Travel*

Treasure: 1d8×1,000 cp (30%), 1d6×1,000 sp (25%), 1d4×1,000 ep (25%), 1–3×1,000 gp (25%), 1d8 gems (30%), 1d4 jewelry (20%), 1 sword, armor, or misc weapon (10%), 2d4 potions (40%), 1d4 scrolls (50%), 1 misc magic (60%)

ENERGY HOUND

Frequency:	Very rare
No. Encountered:	1–2
Size:	Medium (4-ft tall at the shoulder)
Move:	120 ft
Armor Class:	4
Hit Dice:	6+6
Attacks:	4
Damage:	1d4 (×4)
Special Attacks:	See below
Special Defenses:	See below
Magic Resistance:	See below
Lair Probability:	60%
Intelligence:	Very
Alignment:	Chaotic evil
Level/XP:	6 / 545+8/hp



The energy hound is a fearsome psionic monster. They are found only in the deep places of the earth, far from the sunlit world of mankind. Rarely, a single creature may be found wandering in primordial forests, where the high canopy of trees prevents sunlight from penetrating to the ground. In such cases, the energy hound will be performing some task for a brain destroyer, whom the energy hounds are frequently found to be in servitude to.

The monster appears with the body and limbs of large, muscular dog whose paws end in fearsome, razor-like nails. The body is topped by the creature's large, exposed brain, which continually pulsates and drips with thick, viscous fluids.

The creature's primary method of attack is to carefully stalk its prey until the target is vulnerable, and preferably alone. The hound then pounces on the unsuspecting victim, raking with all four clawed feet, feeding on the victim's fear and screams of pain. If the victim is psionically endowed it will also attack with the *psychic thrust* attack in order to elicit additional pain and agony. It is also possible (35%) that the energy hound will employ the *psychic thrust* against a non-psion victim.

The energy hound possesses 250 ability points, and may employ the following psionic talents;

Attack talent(s): *Psychic Thrust*

Defence talent(s): *Psionic Barrier*

Minor talent(s): *None*

Major talent(s): *None*

Treasure: 1d8×1,000 cp (10%), 1d12×1,000 sp (15%), 1d8×1,000 ep (15%), 1d6×1,000 gp (50%), 1d10 gems (30%), 1d6 jewelry (25%), any 2 misc magic plus 1 potion (15%)

ESP LAMPREY, GIANT

Frequency: Very rare

No. Encountered: 1d4

Size: Medium (6-ft long)

Move: 90 ft

Armor Class: 6

Hit Dice: 5

Attacks: 1

Damage: 1d6

Special Attacks: Blood drain (1d4 on each successive round following initial strike)

Special Defenses: None

Magic Resistance: Standard

Lair Probability: None

Intelligence: Semi-

Alignment: Neutral

Level/XP: 4 / 235+4/hp

Giant ESP lampreys are leech-like eels which inhabit both fresh and salty bodies water: they do not inhabit shallow bodies of water (i.e., bodies of water less than 40-ft deep). Like their smaller cousins, giant ESP lampreys feed by biting their victims

and latching on with sphincter-like mouths ringed with sharp, needle-like teeth. Once attached the lamprey will begin to drain blood on the next and each successive melee round at a rate of 1d4 hit points per round that the lamprey remains attached. Additionally, if the victim is a psionically endowed creature, the lamprey will draw 3d4 psionic ability points from the victim each round it is attached, after the first round. Once the creature has drawn off 50% of its own hit points worth of blood, it will detach itself from the victim.

The brain of the giant ESP lamprey, if consumed raw, will grant the creature eating it the power of *ESP* (as the magic-user spell of the same name) for a period of rounds equal to the lamprey's hit points. However, the brain matter must be consumed in its entirety, without vomiting (save vs. constitution; result must be less than the consumer's constitution attribute, otherwise, the entire contents of the ingestor's stomach will violently be expelled through projectile vomiting) in order for these effects to become usable.

The giant ESP lamprey is drawn to psionically endowed creatures, and will attack them with preference over all others.

Treasure; none.

FIBROUS TANGLER

Frequency:	Very rare
No. Encountered:	1
Size:	Large (21 sq-ft area)
Move:	0 ft
Armor Class:	10
Hit Dice:	2
Attacks:	1
Damage:	1d4
Special Attacks:	See below
Special Defenses:	None
Magic Resistance:	Standard
Lair Probability:	None
Intelligence:	Non-
Alignment:	Neutral
Level/XP:	3 / 90+1/hp

The fibrous tangler is a non-intelligent plant life, that is sensitive to the energies continuously emitted by the psionically-gifted; whether psionic talents are in use or not.

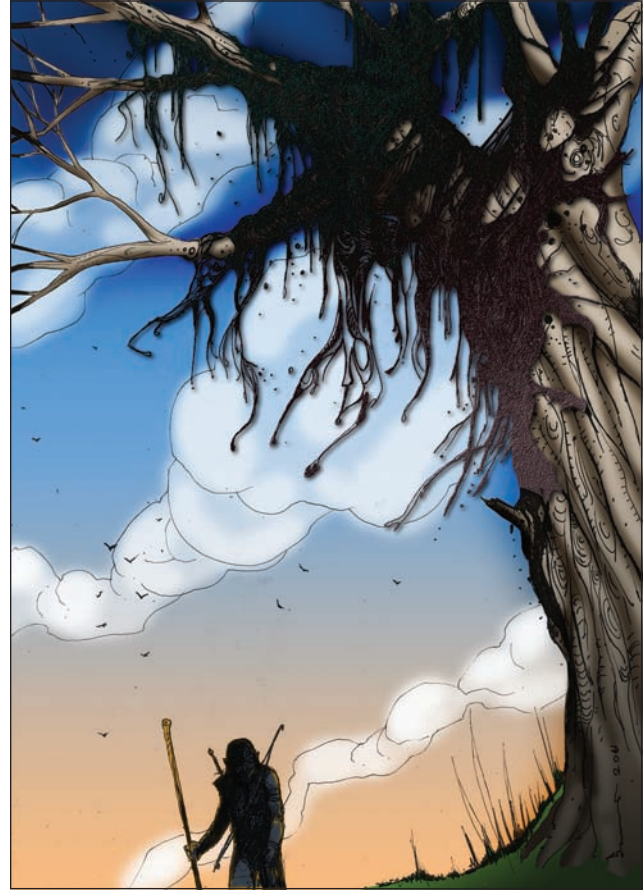
The tangler grows in loose drapes in densely forested regions, where sunlight seldom, if ever, penetrates the canopy, where it resembles Spanish moss (being 90% indistinguishable from the latter). It can also be found growing along the ceilings of damp caves where it is similarly mistaken for thick cobwebs.

In these areas, the fibrous tangler awaits the passing of a psionically endowed creature, at which point, the tangler drops from its hiding place, where it falls on the unsuspecting victim, and any others within the square footage area of the tangler's size. The sticky fibers that make up the tangler's form then excrete a powerful acid, which eats through clothing, armor, hide,

and skin of all creatures within its area of effect. The acid will eat through non-magical metals within 3 rounds, non-magical leather within 2 rounds, non-magical woods and fabrics within 1 round. When it comes into contact with bared flesh, the acid inflicts 1d4+2 hit points of damage per round.

The sticky nature of the fibers, and their draping nature makes them nearly impossible to remove without harming the victim. The fibers can be scraped off at the rate 1 sq-ft per round, however, this effectively destroys the implement being used. They can also be burned off within 1 round, however, this will inflict 3d4 hit points damage against the victim as well.

Treasure; none.



ID WASP, GIANT

Frequency:	Very rare
No. Encountered:	1d8 (3d6×100 in lair)
Size:	Small (3-ft long)
Move:	60-ft, flying 180-ft (AA: level III)
Armor Class:	4
Hit Dice:	4
Attacks:	2
Damage:	1d8/1-3
Special Attacks:	See below
Special Defenses:	None
Magic Resistance:	Standard
Lair Probability:	25%

Intelligence: Semi-
Alignment: Neutral
Level/XP: 4 / 175+3/hp

Giant id wasps do not generally hunt man-sized creatures; other insects and small mammals make up the bulk of their diet. But when pressed or threatened, they can become deadly foes. Outside the lair, they are found in small groups, although within the lair their numbers are known to be in the hundreds. Such lairs will occupy large cave complexes away from wind, rain, and snow. Within the lair—where tunnels can be anywhere from 1-ft to 3-ft in diameter—temperatures run typically from 80° to 100° Fahrenheit. Such lairs will be constructed of cellulose fibers which the wasps have chewed and excreted mixed with their saliva, creating a papery pulp. This material is easily flammable.

As with other giant insects of this type, the giant id wasp attacks with both its jaws and its poisonous sting. A victim of a sting must save vs. poison or become paralyzed permanently, with death occurring in 1d4+1 days unless a *neutralize poison* spell or antidote is applied. (Victims are typically eaten by the wasp larvae in the 1d4+1 day period, unless rescued.)

The droning created by the beating wings of a giant id wasp in flight have the effect of casting an *id infiltration* psionic attack against all creatures within a 40-ft radius, as though cast by a 5 hit die creature. Those making their saving throws are immune to the effects of the droning sound for a period of 10d4 turns.

Wasp wings are very vulnerable to fire, and they will immediately be burned off if within the radius of a *fire ball* or exposed to open flame. This will not cause injury to the wasp, but it renders the creature flightless.

Treasure; none.

MERQUEEN

Frequency: Very rare
No. Encountered: 1
Size: Medium
Move: 10-ft, swimming 180 ft
Armor Class: 7
Hit Dice: 2+1
Attacks: 1
Damage: by weapon
Special Attacks: See below
Special Defenses: None
Magic Resistance: Standard
Lair Probability: 60%
Intelligence: High
Alignment: Neutral (evil tendencies)
Level/XP: 3 / 125+2/hp

The merqueen is a psionically-gifted female merman, who maintains her position within the mer community through exercise of her psionic talents. Each community of mermen may support the presence of no more than a single such individual at any one

time. This queen is single-minded in her quest for power and wealth, and will stop at nothing to achieve her own ends.

The merqueen is likely (65%) to retain 2d4 psionic rays who act as her personal body guards.

The merqueen possesses 200 ability points, and may employ the following psionic talents;

Attack talent(s): *Ego Crush*

Defence talent(s): *Super Ego*

Minor talent(s): *Animal Communication, Clairvoyance, Clairaudience, Domination, Hypnosis, Psychic Sensitivity*

Major talent(s): *Energy Shield, Mass Domination, Psionic Travel*

Treasure; 2d8×1,000 gp (30%), 1d20×100 pp (40%), 2d10 gems (55%), 2d10 jewelry (65%)

MIND MOLE

Frequency: Very rare
No. Encountered: 1–3
Size: Small (3 in long)
Move: 10 ft
Armor Class: 9
Hit Dice: 1 hp
Attacks: None
Damage: None
Special Attacks: See below
Special Defenses: None
Magic Resistance: Standard
Lair Probability: None
Intelligence: Animal
Alignment: Neutral
Level/XP: 2 / 31+1/hp

These small, mole-like animals can be found in most habitats, above and below ground. The mind mole is attracted by psionic activity of any sort—including magic spells which duplicate psionic effects (*ESP, levitate, teleport*, etc.). When a mind mole comes within 30-ft of any creature using such psionic (or spell) activity, it will attempt to draw upon the energy being used by psionically burrowing into the mind. This has the effect of attacking the mind with a *psychic thrust* upon the victim as though it had been cast by a creature of 1 hit die. The psion being attacked must escape the range of the brain mole or kill it to halt the burrowing. Cessation of the spell or abandoning the use of the psionic talent will immediately end the mole's attack.

They are otherwise no danger to non-psionically endowed creatures.

Treasure; none.

MIND WORM

Frequency: Very rare
No. Encountered: 1d6
Size: S (4 in-long)

Move: 10 ft.
Armor Class: 10
Hit Dice: 1 hp
Attacks: 1
Damage: See below
Special Attacks: None
Special Defenses: None
Magic Resistance: Standard
Lair Probability: None
Intelligence: Non-
Alignment: Neutral
Level/XP: 1 / 10

The mind worm is a semi-transparent invertebrate that is attracted by the vibrations emitted by psionically endowed creatures. The attack of the mind worm is to enter the victim's body undetected through the ear. Once inside the victim's head, it will travel into the brain, and lodge itself near the cerebral cortex. There it will feed off the psionic energies of the victim. This attack will drain the victim of 1 hit point for every 20 ability points used. Each time the victim uses 100 ability points (cumulative), the mind worm will divide into two worms, waiting for the next expenditure of psionic powers in order to feed. The real danger in the presence of a mind worm comes in its potential numbers as they divide into more and more creatures, and draw off more hit points as they feed off the host's psionic powers.

The presence of mind worms will cause headaches of increasing potency as their numbers grow. Once the mind worms have divided themselves 7 times (totaling 128 worms) the victim will be unable to cast spells, and the victim will be unable to concentrate in order to relearn spells, and the headaches become unbearable. In combat, victim's so afflicted will make all attacks at a -2 'to hit' penalty.

Heal and *cure disease* spells will drive the creatures from the host victim's head in 1d4 rounds; the worms emerging from the host in a bloody, writhing mass through the ears and nose.

The semi-transparent body of the worm makes it 90% undetectable.

Treasure; none.

PLANAR WORM

Frequency: Very rare
No. Encountered: 1
Size: Large (20-ft to 30-ft long)
Move: 90 ft
Armor Class: 6
Hit Dice: 10
Attacks: 1 (+1, see below)
Damage: 2d8 (1d4)
Special Attacks: see below
Special Defenses: None
Magic Resistance: Standard

Lair Probability: 30%
Intelligence: Semi-
Alignment: Neutral
Level/XP: 7 / 1,600+13/hp

Planar worms are distant cousins to the larger purple worm (qv). Planar worms are so named for their ability to travel both astrally and æthereally. Planar worm nests are located on the Elemental Plane of Earth. They travel to and from the Prime Material Plane which is their favored hunting ground.

Like purple worms, planar worms burrow deep beneath the ground in a never-ending search for food. They can sense psionic vibrations up to 100-ft distant through solid stone, and physical vibrations at up to 50-ft distant. As with purple worms, only adult planar worms, 7-ft in diameter and up to 30-ft long, will ever be encountered. Young worms are 1-ft in diameter and about 4½-ft long when they hatch, a typical clutch of eggs will have 1d8×2 eggs. Young worms will have 1 hit die +4 hit points. Young worms will only ever be encountered within 10 miles of their nest on the Elemental Plane of Earth.

They return to their lairs to rest, and there they expel such indigestible waste as metal and mineral crystals.

A planar worm attacks by biting (2d8 hit points of damage), and any 'to hit' throw of 4 or more over the required number indicates that the worm has swallowed its victim whole. A mature planar worm can swallow a creature as large as 6-ft tall and up to 4-ft wide (or vice versa). Any creature swallowed by the planar worm will suffer an additional 1 hit point each round from the worm's digestive excretions. Unlike the purple worm however, the victim is not entirely dissolved in this attack until the victim reaches -10 hp, and resurrection is possible. Note, that a creature thusly swallowed can attempt to cut its way out of the planar worm's stomach. The inner armor class of the worm is 10, but each round the victim is inside the worm, it must subtracts 1 from the damage each of its attacks does. This subtraction is cumulative, so on the second melee round this is -2, on the third -3, etc (a successful hit will always inflict at least 1 hit point of damage in addition to any magic bonuses the weapon possesses). It requires a minimum of 50% of the worm's total hit points to escape from its stomach.

Once the worm has ingested 20 hit die worth of victims, it will return to its lair on the Elemental Plane of Earth, and there it will evacuate its stomach contents through defecation, which serves as food for its young.

Occasionally, intrepid and daring adventurers even allow themselves to be swallowed whole by planar worms as a means of 'easily' traveling to the outer planes of existence.

The planar worm possesses 150 ability points, and may employ the following psionic talents;

Attack talent(s): *None*
Defence talent(s): *None*
Minor talent(s): *None*

Major talent(s): *Astral Travel, Ætherealness*

PSIONIC PSNAKE (*æther serpent*)

	Constrictor	Giant
Frequency:	Very Rare	Very Rare
No. Encountered:	1d4	1
Size:	M (12-ft long)	L (24-ft long)
Move:	90 ft. 180-ft flying	60 ft., 240-ft flying
Armor Class:	5	3
Hit Dice:	3+2	6
Attacks:	1	1
Damage:	2d4	3d4
Special Attacks:	Constriction	
Special Defenses:	See below	
Magic Resistance:	Standard	
Lair Probability:	None.....	
Intelligence:	Animal	Average
Alignment:	Neutral.....	
Level/XP:	3 / 145+3/hp	4 / 545+8/hp

The psionic psnake, also known as the ‘æther serpent’, is an incorporeal creature residing on the Prime Material Plane. Whence they come is unknown, and their ultimate motivations are equally mysterious. However, what is known is that they are attracted by, and feed on, the psychic energies used by psionically endowed creatures. They are completely undetectable by normal and magical means, although the *faerie flames* psionic talent will outline their presence when they fall within the area of effect.

The psionic psnake is attracted by the use of psionic powers, and can detect them up to 100 miles away. Once detected, the psnake will hunt the source of the powerful brainwaves relentlessly. When the psnakes prepare to attack their prey, they must become visible 1 round prior to the attack as they materialize from the æther. It takes the psnake 2 full rounds to dematerialize before resuming their æthereal state, during which time, the only action they may take is ground movement, which they will do at half their normal rate.

Psionic psnakes prefer to attack their victims by dropping on them from above, and on a successful ‘to hit’ roll, coiling themselves around their victim. Once they have bound their victim, they squeeze for either 2d4 hit points of damage (constrictor) or 3d4 hit points of damage (giant) each until they or their victim is dead.

The psnake can be forcibly uncoiled by creatures with a combined strength of 64 (constrictor) or 80 (giant), thus freeing the victim.

The psionic psnake can only fly when in an æthereal state.

Slain victims are immediately consumed. This process takes 1 hour per linear foot of the victim. During this time, the psnake is completely vulnerable, so it will seek to enter an æthereal state as quickly as possible.

Psionic psnakes are most commonly encountered when traveling æthereally.

The psionic psnake possesses 150 (constrictor) or 200 (giant) ability points, and may employ the following psionic talents;

Attack talent(s): *None*

Defence talent(s): *None*

Minor talent(s): *Hypnosis (Giant species only)*

Major talent(s): *Ætherealness*

Treasure; none.

PSIONIC RAY

Frequency:	Very rare
No. Encountered:	1–3 (10d10 in lair)
Size:	Medium
Move:	120 ft
Armor Class:	6
Hit Dice:	3
Attacks:	1
Damage:	3d4
Special Attacks:	See below
Special Defenses:	See below
Magic Resistance:	Standard
Lair Probability:	60%
Intelligence:	Average to High
Alignment:	Neutral (evil tendencies)
Level/XP:	3 / 125+2/hp

Psionic rays are a race of intelligent sting rays which dwell in shallow tropical seas. They are of mean temperament, and clerical in nature. For every 10 encountered there will be one that is the equivalent of a 2nd level human cleric with regard to spell use; for every 20 encountered there will be a 3rd level cleric; and for every 50 encountered there will be a 5th level cleric. If more than 50 are encountered there will be the following additional rays: a leader with 8th level clerical spell ability and 3x normal hit dice, two guards with 6th level clerical spell ability and 2x hit dice.

Discovering the lair of a psionic ray community is difficult, for they are typically carved into large coral reefs, and hidden by multiple secret entrances.

Psionic rays are sometimes found in the company of merqueens as body guards.

A psionic ray with at least 24 hit points will possess 200 psionic ability points, and may employ the following psionic talents;

Attack talent(s): *Hemorrhaging Brain*

Defence talent(s): *Thought Fortress*

Minor talent(s): *Domination*

Major talent(s): *Disintegrate*

Treasure; 1d6×1,000 cp (30%), 1–2×1,000 sp (25%), 2d4×1,000 gp (40%), 1d6×1,000 pp (50%), 4d8 gems (55%), 1d12 jewelry (45%), 2d4 potions (40%)

QILIN (*kirin*)

Frequency:	Very rare
No. Encountered:	1
Size:	Large (5-ft at the shoulder)
Move:	240-ft, flying 480-ft (AA: level V)
Armor Class:	-5
Hit Dice:	12
Attacks:	3
Damage:	2d4/2d4/3d18
Special Attacks:	Magic use
Special Defenses:	See below
Magic Resistance:	90%
Lair Probability:	5%
Intelligence:	Genius
Alignment:	Lawful good
Level/XP:	7 / 2,750+16/hp

The qilin are a race of creatures originating from the Elemental Plane of Air, whose hooves rarely touch the earth, for they dwell amongst the clouds and behind the winds. This fantastic creature has the body of an ox, the head of a dragon, and its body is covered in thick fish-like scales. The qilin sometimes aid humans if properly persuaded or the need to combat evil is great. They are occasionally found traveling the astral and æthereal planes.

The attack of a qilin takes the form of two powerful hoof-blows and a thrust of its sharp (+3 'to hit') horns. However, the qilin can also attack in other ways.



Qilin are able to employ magic-user spells of all levels at 18th level of experience; 9 of the 1st, 8 of the 2nd, 7 of the 3rd, 6 of the 4th, 5 of the 5th, 4 of the 6th, 3 of the 7th, 2 of the 8th, and 1 of

the 9th during any given day. Qilin can, once per day, perform each of the following; create nutritious food for 2d12 persons, create drinkable beverages for 2d12 persons, create soft goods (up to 32 cubic ft) or wooden items (up to 18 cubic feet), create metal items of relatively short life span (gold which lasts 1d4+1 days to platinum which lasts but 1 hour) of up to 2,000 gp weight, create an illusion with audial, visual, and olfactory components which lasts without concentration until dispelled or touched in disbelief, *assume gaseous form*, *wind walk*, and *call lightning*.

When a qilin conjures things of the sky or which involve air (i.e., air elemental, etc.), the creature or magic is twice normal strength, including hit points and damage it can inflict.

Qilin speak their own tongue, but with their special *telepathic* ability they are able to converse with any living creature of at least 'Low' intelligence.

Description: The fish-like scaled hide of the qilin is luminous gold. Its mane and tail are darker gold. Its horn and hooves are golden pink, and the eyes are lavender to deep violet.

The skin of the qilin is worth 25,000 gp if it is perfectly intact, and its horns could fetch 10,000 each in similarly undamaged condition. However, the would-be seller of a qilin carcass would be warned; the powers of lawful good would be most displeased by the individual trying to sell the skin and horns of such a beloved creature.

The qilin possesses 350 ability points, and may employ the following psionic talents;

Attack talent(s): *Psionic Blast*

Defence talent(s): *Psychic Wall*

Minor talent(s): *Animal Communication, Detect Good or Evil, Detect Magic, Empathy, Faerie Flames, Invisibility*

Major talent(s): *Aura Manipulation, Dimensional Travel, Psionic Travel, Teleport* (100% accuracy)

Treasure: 3d6×100 pp (30%), 2d10 gems (55%), 1d12 jewelry (50%), 2d4 potions (40%), 1d4 scrolls (50%)

UNSEEN PREDATOR

Frequency:	Very rare
No. Encountered:	1
Size:	Man-sized
Move:	120-ft, flying 240-ft (AA: level IV)
Armor Class:	0
Hit Dice:	8
Attacks:	1
Damage:	2d8 or by weapon
Special Attacks:	Surprise on 1–5 on d6
Special Defenses:	Invisibility
Magic Resistance:	30%
Lair Probability:	10%
Intelligence:	Exceptional
Alignment:	Neutral
Level/XP:	7 / 1,300+12/hp



WHIPPING WILLOW

Frequency:	Very rare
No. Encountered:	1d4
Size:	Large (10-ft to 20-ft tall; 1d10+10)
Move:	10 ft
Armor Class:	0
Hit Dice:	10–14-ft tall; 10 15–19-ft tall; 12 20-ft tall; 14
Attacks:	2 (fists)
Damage:	10–14-ft tall; 3d6 15–19-ft tall; 4d6 20-ft tall; 4d8
Special Attacks:	See below
Special Defenses:	See below
Magic Resistance:	Standard
Lair Probability:	10%
Intelligence:	Low
Alignment:	Neutral
Level/XP:	10–14-ft tall; 7 / 1,600+13/hp 15–16-ft tall; 7 / 2,750+16/hp 20-ft tall; 8 / 3,950+18/hp

The unseen predator originates from the Elemental Plane of Air. The motivations of the unseen predator are simple; they are hunters of exotic and powerful creatures. When encountered on the Prime Material Plane—the creature’s favored hunting grounds—it will be on the hunt of a specific creature or being. If a party’s objective parallels that of the stalker, the creature may agree to join forces for a brief period of time. However, the unseen predator will never allow other beings to interfere with the success of its own hunt, and may even seek to destroy those who would thwart the successful completion of the hunt.

The unseen predator will only use its psionic powers against the target of its hunt, if the target also possesses psionic abilities. Otherwise, it will resort only to the use of weapons.

While on the Prime Material Plane, the unseen predator is invisible (90% undetectable), and will only leave this invisible state in order to attack its target. When visible, the stalker appears as a sexless human with a featureless face.

The unseen predator possesses 250 ability points, and may employ the following psionic talents;

Attack talent(s): *Psionic Obliteration*

Defence talent(s): *Empty Mind*

Minor talent(s): *Body Weaponry*

Major talent(s): *Psionic Travel, Telepathy*

Treasure: 1d8×1,000 cp (30%), 1d6×1,000 sp (25%), 1d4×1,000 ep (25%), 1–3×1,000 gp (25%), 1d8 gems (30%), 1d4 jewelry (20%), 1 sword, armor, or misc weapon (10%), 2d4 potions (40%), 1d4 scrolls (50%), 1 misc magic (60%)



This creature is a form of animated tree (qv) that developed sentience and intelligence. The whipping willow can grow from 10 to 20-ft in height, and its diameter is twice its height. And, in addition to its two great club-like arms, the willow’s high branches grow long and thin to vine-like, leaf-covered ropes that drape to the ground.

The whipping willow is typically found guarding forested locations such as groves tended by treants and druids.

In addition to its attacks by two massive fists, the willow can lash out with its trailing branches (distance equals up to twice the whipping willow's diameter) to entangle enemies of man-size and smaller (requires two successful 'to hit' throws), lifting them off the ground and binding the victim's arms and legs. The whipping willow can thus secure up to 3 opponents, holding them off the ground for up to 6 full turns before being required to set them on the ground (though not necessarily needing to release them).

If any psions are in the party, the whipping willow will always seek to entangle them before any other enemies.

The whipping willow possesses 150 ability points, and may employ the following psionic talents;

Attack talent(s): *None*

Defence talent(s): *None*

Minor talent(s): *Animal Communication*

Major talent(s): *Telepathy*

Treasure; none



CHAPTER 5

OPTIONAL RULES

The following optional rules may be used to enhance your players' gaming experience, and to address certain situations not otherwise addressed in the **OSRIC SRD**.



CHARACTERS WITH MULTIPLE PERSONALITIES

Characters afflicted with split personalities will have 1d4+1 such identities (including the primary personality). Such personalities will have their own intelligence, wisdom, and charisma attribute scores, as well as their own alignment, and character class. It is further possible (1 on d6) that any secondary personality will believe it is of the opposite sex, despite being presented with physical evidence to the contrary.

Primary and subsequent personalities will be completely unaware of the other's existence except as noted below.

Attributes (intelligence, wisdom, and charisma) will be rolled by the GM using their preferred method for rolling character attributes. To determine alignments, refer to the table that follows.

1D20	ALIGNMENT	1D20	ALIGNMENT
1	Lawful Good	12	Neutral Evil
2–4	Lawful Neutral	13–16	Chaotic Good
5	Lawful Evil	17–19	Chaotic Neutral
6–8	Neutral Good	20	Chaotic Evil
9–11	True Neutral		

Alignment: Where one or more of the new personalities is of a diametrically opposed alignment to the primary personality (i.e., lawful good to chaotic evil), the character will also be subject to violent psychotic states.

Class: The GM should check the possible classes for the additional personalities with consideration to the character's attributes. The afflicted character will always start at the first level of experience for each new personality. The exception to this is where one or more of the new (secondary) personalities has the same character class as the primary personality. Such additional personalities will be aware of the primary personality, but only as a legendary personage of their profession, and will have only a rudimentary recollection of the primary personality as though told through story and song.

Personality surfacing: While at rest and at ease, the primary personality will always be on the surface; that is, the identity that is observed by others. If, however, the character is within a stressful situation (as determined by the GM), there is a 35% probability that one of the new personalities will arise, to take the place of the primary personality. This will be determined randomly by the GM. The primary personality will rise to the surface within 1d12 turns once the stressful situation has passed.

Personality conflict: If the combined total of intelligence and wisdom of any of the new personalities is greater than the same combination in the primary personality, conflict will occur. New personalities in conflict with the primary personality will attempt to take over the primary personality, suppressing it to a secondary role. To see if a new personality is successful, add together the intelligence, wisdom, and charisma scores of the primary personality and those of the personality attempting take over. Subtract the primary personality's combined score from the aggressor's (the personality attempting to take over) combined score. Then, roll 1d20.

If the result is equal to or less than the difference of the primary and secondary personalities, then the secondary personality has succeeded in taking over the primary personality.

If the result is greater than the difference of the primary and secondary personalities, then the new personality has failed in taking over the primary personality, and must wait 48 hours before attempting another take over.

For example: A fighter—intelligence 12, wisdom 10, charisma 9 (31 combined total of those attributes)—is subjected to a severe mental trauma, resulting in the creation of two secondary personalities, as his subconscious mind throws up this defense to protect itself. These secondary personalities, a thief—intelligence 12, wisdom 11, charisma 9 (32)—and a cleric—intelligence 10, wisdom 15, charisma 12 (37). As both of the secondary personalities possess combined intelligence and wisdom attributes greater than that of the primary personality, each may attempt a take over of the subconscious mind, thereby becoming the new primary personality.

$$\begin{array}{r}
 \text{The thief personality attempts to take over;} \\
 \text{aggressor attributes (32)} \\
 - \text{defender attributes (31)} \\
 \hline
 1
 \end{array}$$

In this example, the thief personality must roll 1 on d20 in order to successfully become the new primary personality.

The cleric personality attempts to take over;
 aggressor attributes (37)
 – defender attributes (31)
 6

In this example, the cleric personality must roll 1–6 on d20 in order to successfully become the new primary personality.

Other personalities may attempt this take over process. If the split personality is ever resolved/removed, whatever is the primary personality *at that time* will be surviving identity.

Casting of *cure disease* or *remove curse* spells will remove all secondary personalities. Casting *both spells simultaneously* will remove the secondary personalities, *and* restore the original personality.



LIMB BREAKAGE

Some encounters will not just result in damage dealt to a given PC, but will also logically result in broken bones of said PC. The following table can be used to determine the damage inflicted as a result of such encounters where ‘crushing’ damage is specified;

1D6	LIMB	NOTES
1-2	left arm/ right arm	The limb is rendered useless. Infection will result in 24 turns if the limb is not splinted, or other healing rendered. If attacking with a non-dominant limb hereafter, attacks will be at –2 ‘to hit’ and damage. Attack forms requiring both arms will not be possible.
3-4	left leg/ right leg	The limb is rendered useless. Infection will set in if the limb is not splinted, or other healing rendered within 24 turns. Attacks will be at –2 ‘to hit’ and damage, movement reduced one-half, and AC adjustments due to dexterity is nullified.
5	skull fracture	Character is rendered unconscious for 2d4 turns. They will be dazed and confused for another 3d6 turns. If the victim does not receive healing within 24 turns, they will lapse back into unconsciousness. If no healing is administered within the following 3d8 turns, death will result.

1D6	LIMB	NOTES
6	rib cage	Character suffers 1d4 broken ribs. The PC can engage in melee combat at –1 ‘to hit’ penalty. If healing is not received before combat, it is 65% likely per round that the broken ribs will puncture a lung, inflicting another 1d4 hit points of damage, plus 1–2 hit points of damage, plus ‘to hit’ and damage rolls are now made at –2 every round thereafter, due to internal bleeding unless, healing is administered.

SAVE VS. ATTRIBUTE



Certain circumstances during the course of an adventure may require a save vs. attribute roll by the player, which is made as follows; the player rolls 3d6 vs. the indicated attribute (strength, dexterity, constitution, intelligence, wisdom, and charisma). A result equal to or less than the character’s attribute score indicates a successful save. A result greater than the character’s attribute score indicates a failed save, and the character suffers the appropriate consequences described in the encounter. The required save may be modified to reflect a specific situation described in the encounter. A result of ‘18’ will always indicate a failed save vs. attribute, while a result of ‘3’ will always indicate success.

UNIQUE PROPERTIES OF MAGICAL ARTIFACTS



Artifacts are ultra-powerful, one-of-kind items, and their use, even for those of goodly alignment, must be considered a potential deadly prospect for mere mortals (no matter how long-lived they may be). Further, each of these items presented must be unique to the campaign it is included into. For this reason, the three beneficial powers, and the three detrimental effects contained by each item will be determined by the GM. These powers and effects must be discovered by the player through the use of the item, and not simply disclosed by some sage, bard, or other personality of deep learning. Legend Lore may reveal an item “will impact your physical prowess.” But, it will not reveal whether the PC will lose 1 or more points of strength, gain 1 or more points of strength, or have a temporary but massive strength gain. The GM should disguise attributes, and mislead the PC wherever possible.

To determine a given artifact’s power(s) and effect(s), roll d00 to establish the number of powers, and again to establish the number of effects.

D00	POWERS	D00	EFFECTS
01–20	1 Minor Benign	01–20	1 Minor Sinister, plus 1 Major Sinister, plus 1 Primary
21–30	2 Minor Benign	21–30	1 Major Sinister, plus 1 Primary
31–40	2 Minor Benign, plus 1 Major Benign	31–40	1 Minor Sinister, plus 1 Primary
41–50	2 Minor Benign, plus 2 Major Benign	41–50	1 Primary

D00	POWERS	D00	EFFECTS
51–60	1 Minor Benign, plus 2 Major Benign	51–60	1 Major Sinister
61–70	2 Major Benign	61–70	2 Major Sinister
71–90	1 Major Benign	71–90	1 Minor Sinister, plus 2 Major Sinister
91–95	1 Primary	91–95	2 Minor Sinister, plus 2 Major Sinister
96–97	1 Minor Benign, plus 1 Primary	96–97	2 Minor Sinister, plus 1 Major Sinister
98–99	1 Major Benign, plus 1 Primary	98–99	2 Minor Sinister
00	1 Minor Benign, plus 1 Major Benign, plus 1 Primary	00	1 Minor Sinister

To select powers and effects, roll once for each column, or select one item from each column, from the tables that follow.

ARTIFACT POWERS*

D00	I. MINOR BENIGN POWERS	II. MAJOR BENIGN POWERS	III. PRIMARY POWERS
1–2	Add 1 point to one attribute [†]	Cast <i>animal summoning II</i> 2×/day	All possessor's ability scores raised by 2 points upon utterance of command word [‡] (18 max.)
3–4	Cast <i>animate dead</i> 1×/day	Cast <i>animate object</i> 2×/day	All possessor's ability scores raised to 18 upon utterance of command word [‡]
5–6	Cast <i>audible glamour</i> 1×/day	Possessor's unarmored AC is 0	Turn bones/exoskeleton/cartilage of enemy gelatinous by touch 1×/day
7–8	Cast <i>bless</i> 1×/day	Cast <i>cause serious wounds</i> 2×/day	Summon powerful deity of chaotic evil alignment 1×/month
9–10	Cast <i>clairaudience</i> 1×/day	Cast <i>charm monster</i> 2×/day	Cast <i>creeping doom</i> 2×/day
11–12	Cast <i>clairvoyance</i> 1×/day	Cast <i>charm person</i> 2×/day	Cast <i>finger of death</i> 1×/day
13–14	Cast <i>color spray</i> 1×/day	Cast <i>cone of cold</i> 2×/day	Cast <i>death spell</i> 1×/day
15–16	<i>Comprehend languages</i> when artifact is held	Cast <i>confusion</i> 2×/day	Cast <i>gate</i> 1×/day
17–18	Cast <i>create food and water</i> 1×/day	Cast <i>cure blindness</i> 2×/week	Cast <i>imprisonment</i> 1×/week
19–20	Cast <i>cure light wounds</i> 1×/day	Cast <i>cure disease</i> 2×/week	Magical resistance of 50%–75% for possessor upon utterance of command word 1×/day [‡]
21–22	Cast <i>darkness 15-ft radius</i> 1×/day	Cast <i>dimension door</i> 2×/week	Attribute of player's choosing permanently raised to 19 upon utterance of command word [‡]
23–24	Cast <i>detect charm</i> 1×/day	Cast <i>disintegrate</i> 1×/day	Cast <i>meteor swarm</i> 1×/day
25–26	Cast <i>detect evil/good</i> at will when artifact is held and ordered	Cast <i>dispel illusion</i> 2×/day	Cast <i>monster summoning VIII</i> 2×/day
27–28	Cast <i>detect invisibility</i> at will when artifact is held and ordered	Cast <i>dispel magic</i> 2×/day	Cast <i>plane shift</i> 1×/day
29–30	Cast <i>detect magic</i> 1×/day	Movement rate of possessor is doubled	Cast <i>polymorph object</i> 1×/day
31–32	Cast <i>ESP</i> 1×/day	Cast <i>emotion</i> 2×/day	Cast <i>power word blind</i> 1×/day
33–34	Cast <i>feather fall</i> at will when artifact is held and ordered	Cast <i>exorcise</i> 1×/week	Cast <i>power word kill</i> 1×/day
35–36	Cast <i>find traps</i> 1×/day	Cast <i>fear</i> at will by touch or gaze	Cast <i>power word stun</i> 1×/day
37–38	Cast <i>fly</i> when artifact is held and ordered 1×/day	Cast <i>fireball</i> 2×/day	Premonition of death or serious harm to possessor
39–40	Cast <i>hypnotic pattern</i> when artifact is waved in the air 1×/day	Cast <i>fire shield</i> 2×/day	Cast <i>prismatic spray</i> 3×/day
41–42	Infravision 60-ft when held or worn	Giant strength for 2 turns 3×/day (see table hereafter to determine giant strength type)	Cast <i>restoration</i> 1×/week
43–44	Cast <i>improved invisibility</i> 1×/day	Cast <i>haste</i> 2×/day	Cast <i>resurrection</i> 1×/week
45–46	Cast <i>know alignment</i> when artifact is held and ordered 1×/day	Cast <i>heal</i> 2×/day	Cast <i>shades</i> 2×/day
47–48	Cast <i>levitate</i> when artifact is held and ordered 1×/day	Cast <i>hold animal</i> 2×/day	Cast <i>shape change</i> 3×/day
49–50	Cast <i>light</i> 1×/day	Cast <i>hold monster</i> 2×/day	Spell absorption, maximum 24 levels/week

D00	I. MINOR BENIGN POWERS	II. MAJOR BENIGN POWERS	III. PRIMARY POWERS
51–52	Cast <i>mind blank</i> 1×/day	Cast <i>hold person</i> 2×/day	Summon 1 of each type of elemental (air, earth, fire, water), 16 hit dice each, without need for control, 1×/month
53–54	Cast <i>obscurement</i> 1×/day	Cast <i>lightning bolt</i> 2×/day	Summon djinn or efreet lord (8 HP/die, +2 TH and +4 DAM) for 1 day of service 1×/month
55–56	Cast <i>pass without trace</i> 1×/day	Cast <i>minor globe of invulnerability</i> 2×/day	Cast <i>sleep</i> 3×/day, affects double the number of creatures ordinarily possible
57–58	Immunity to disease	Cast <i>paralyzation</i> 2×/day	Cast <i>temporal stasis</i> , no saving throw, 1×/month
59–60	Immunity to fear (all types)	Cast <i>passwall</i> 2×/day	Cast <i>legend lore</i> 1×/week
61–62	Immunity to gas of any type	Cast <i>phantasmal killer</i> 1×/day	Cast <i>time stop</i> 1×/week
63–64	Possessor does not require food or water for up to 1 week	Cast <i>polymorph self</i> 2×/day	Immunity to normal fires
65–66	Protection +2 when held or worn (AC and saving throws)	Regenerate 2 HP/turn	Immunity from all forms of mental spells and psionic attacks
67–68	Cast <i>remove fear</i> 1×/day	Cast <i>remove curse</i> 2×/day	Immunity to all forms of non-magical cold
69–70	Cast <i>sanctuary</i> 1×/day	Cast <i>slow</i> 2×/day	Cast <i>trap the soul</i> with 90% effectiveness 1×/month
71–72	Cast <i>shield</i> 1×/day	Cast <i>speak with monsters</i> 2×/day	User can cast combinations of spells (if a spell caster) (d4): <ol style="list-style-type: none"> 1. 1st and 2nd level spells simultaneously 2. 2nd and 3rd level spells simultaneously 3. 3rd and 4th level spells simultaneously 4. 1st, 2nd, and 3rd level spells simultaneously
73–74	Cast <i>speak with animals</i> 1×/day	Cast <i>stone to flesh</i> 2×/day	Cast <i>vanish</i> 1×/day
75–76	Cast <i>speak with dead</i> 1×/day	Cast <i>suggestion</i> 2×/day	Cast <i>vision</i> 1×/day
77–78	Cast <i>speak with plants</i> 1×/day	Cast <i>telekinesis</i> (1d6×1,000 gp weight) 2×/day	Cast <i>wish</i> 1×/month
79–80	Cast <i>tongues</i> 1×/day	Cast <i>teleport</i> (without error) 1×/day	Youth restored to creature touched 1×/month
81–82	Ultravision 60-ft when held or worn	Cast <i>transmute rock to mud</i> 2×/day	Cast <i>commune</i> 1×/week
83–84	Cast <i>ventriloquism</i> 1×/day	Cast <i>true seeing</i> 1×/day	Immunity to magical flames
85–86	Cast <i>water breathing</i> at will	Cast <i>turn wood</i> 2×/day	Immunity to magical cold
78–88	Ability to walk upon water	Cast <i>wall of fire</i> 2×/day	Immunity to poison
89–90	Immunity to <i>charm</i> or <i>hold</i> spells	Cast <i>wall of ice</i> 2×/day	Immunity to acid
91–92	Immunity to <i>magic missiles</i>	Cast <i>wall of thorns</i> 2×/day	Immunity to first level spells
93–94	Cast <i>web</i> 1×/day	Melee weapon damage is +2	Immunity to second level spells
95–96	Cast <i>wizard lock</i> 1×/day	Cast <i>wind walk</i> 1×/day	Immunity to third level spells
97–98	Cast <i>write</i> 1×/day	Cast <i>wizard eye</i> 2×/day	Immunity to fourth level spells
99–00	Roll twice on this table, ignoring this result hereafter.	Roll twice on this table, ignoring this result hereafter.	Roll twice on this table, ignoring this result hereafter.

* When spell casting is indicated, the possessor will cast the spell as the minimum class level required under ordinary circumstances.

† Roll 1d6; 1 = strength, 2 = intelligence, 3 = wisdom, 4 = dexterity, 5 = constitution, 6 = charisma.

‡ Command words should necessarily be only discovered after significant search to discover such words. Questioning of powerful but unwilling demigods would be likely.

GIANT STRENGTH TYPE

1D20	GIANT TYPE	1D20	GIANT TYPE	1D20	GIANT TYPE
1-2	Giant, Cloud	9-10	Giant, Stone	16-17	Ogre Mage
3-4	Giant, Fire	11	Giant, Storm	18	Titan
5-6	Giant, Hill	12-13	Ettin	19-20	Troll
7-8	Giant, Frost	14-15	Ogre		

ARTIFACT EFFECTS

Use of any Minor or Major Benign power, or of the Primary power is rife with possible dangers. Each of the Minor and Major Sinister effects, and Primary effects listed below, is triggered in some specific means. Unless otherwise noted, determine the trigger for each Sinister or Primary effect, roll 1d6; (1) with use of a Minor Benign Power, (2) with use of a Major Benign Power, (3)

with use of any Benign Power, (4) with use of a Primary Power, (5–6) holding of the artifact. Rarely, an artifact's effects do not become immediately known. To determine how quickly the effects will become noticeable, roll 1d6; (1) first use of power/first time held, (2) second use of power/second time held, (3) third use of power/third time held, (4) fourth use of power/fourth

time held, (5–6) immediately. Unless otherwise stated in the effect’s description, each will have a specific duration. To determine the effect’s length of duration, roll 1d6; (1) one day, (2) one week, (3) one month, (4) one year, (5–6) permanent.

D00	IV. MINOR SINISTER EFFECTS	V. MAJOR SINISTER EFFECTS	VI. PRIMARY EFFECTS
1–3	Possessor’s face breaks out in acne.	Rotting of the possessor’s body reduces strength (01–33), constitution (34–66), or charisma (67–00) by 1 point with each use of a primary power.	Alignment of possessor permanently changed to that of item.
4–6	Blindness for 1d4 rounds.	Capricious alignment change (GM’s discretion).	Charisma reduced to 3 as long as artifact is owned.
7–9	Body odor noticeable at 10-ft distance.	Item contains the life force of another person, and after a set number of uses, the possessor’s life force is drawn into it and the former soul is released.	<i>Fear</i> reaction in any creature within 20-ft of the artifact whenever a major benign or primary power is used; all, including possessor, must save versus spell or flee in panic.
10–12	Deafness for 1d4 turns when first used against an enemy.	Item has power to affect its possessor if the character has not followed the alignment or purposes of the artifact.	<i>Fumble</i> reaction possible within 20-ft of the artifact whenever a major benign or primary power is used; all, including possessor, must save versus spell or drop all items held in hands
13–15	Gems or jewelry found never increase in value.	Item is a prison for a powerful being; and there is a 1d4% cumulative chance per usage that it will break free, kill the possessor’s soul, and, using his or her body, proceed to slay all associates	Greed and covetousness reaction in all intelligent creatures viewing the item; all must save versus spell or attack possessor and steal the item — associates (PC’s) are only 25% likely to have to check
16–18	Holy water within 10-ft of item becomes polluted	Item is itself a living, sentient being forced to serve; but each usage of a primary power gives a 1d4% cumulative possibility that the spell will be broken and the being (artifact) will; <ul style="list-style-type: none"> • change the possessor into a like artifact • <i>geas/quest</i> the possessor • kill the possessor • mentally enslave the possessor for a period of 2d4 months 	Lycanthropy inflicted upon the possessor, type according to alignment of item, change to animal form involuntary and 50% likely whenever confronted and attacked by an enemy
19–21	Lose 1d4 points of charisma	Item is powerless against and hates 1–3 species of creatures. However, when within 10-ft of such creatures, it forces its possessor to attack	Treasure within 50-ft radius of mineral nature (metal or gems) of non-magical type is reduced by in value by 2d4×10% as the item consumes it to sustain power
22–24	Possessor loses all interest in sex	Item releases a gas which renders all creatures, including wielder, within 20-ft powerless to move for 5d4 rounds	User becomes <i>æthereal</i> whenever any Major Benign or Primary power is activated, and there is 5% cumulative chance that they will thereafter become <i>æthereal</i> whenever a stressful situation exists; the <i>æthereal</i> state lasts until the source of stress is removed.
25–27	Possessor has satyriasis	Possessor loses 1 point of charisma, permanently.	User becomes fantastically strong (18.00, or 19 if 18.00 already) but very clumsy; so that dexterity is reduced by as many points as strength was increased, and so no ‘to hit’ bonuses are allowed for strength, and a -2 ‘to hit’ due to clumsiness is given instead; further, the individual must be checked as if he or she has a <i>fumble</i> spell cast upon them whenever any item is handled or spell is to be cast.
28–30	Possessor’s hair turns white	Possessor loses 1 point of constitution, permanently.	User cannot touch or be touched by any (even magical) metal; metal simply passes through his or her body as if it did not exist and has no effect.
31–33	Saving throws versus spell are at -1	Possessor loses 1 point of dexterity, permanently.	User has a poisonous touch, which requires that humans, and man-sized demi-humans and humanoids save versus poison whenever touched, or die.
34–36	Saving throws versus poison are at -2	Subtract 1 from each of the possessor’s hit die rolls permanently, as though they have a constitution of 6	User has limited omniscience and may require the GM to answer 1 question per game day (GM assumes discretion, with overall campaign wellness being the principle consideration, and may give false information)
37–39	Sense of smell lost.	Possessor loses 1 point of intelligence, permanently.	User has short-duration super-charismatic effect upon creatures of the same basic alignment — evil, good, neutral (chaotic, lawful, true) — so that they will willingly join and serve the character for 2d8 turns; thereafter the effect of the enchantment wears off and the creature will no longer serve due to a realization of the enchantment and fear of it (hostile reaction is possible at GM’s discretion).

D00	IV. MINOR SINISTER EFFECTS	V. MAJOR SINISTER EFFECTS	VI. PRIMARY EFFECTS
40–42	Small fires (torches, etc.) within 60-ft extinguished.	Possessor loses 1 point of strength, permanently.	Whenever any power of the item is used, temperature within a 60-ft radius is raised 20°–50° F. for 2d4 turns (moves with item)
43–45	Small items of wood rot from possessor's touch (up to 6-ft square), in 1d6 days	Possessor loses 1 point of wisdom, permanently.	Whenever a Major Benign or Primary power of the item is used, temperature within a 60-ft radius is lowered 20°–50° F. for 2d6 turns (moves with item)
46–48	Touch of possessor kills living (non-fantastical) plants	Magic drained from the most powerful magic item (other than another artifact) within 20-ft of user	Whenever the primary power is used the possessor must save versus spell or lose 1 level of experience
49–51	User causes hostility towards themselves in all (non-fantastical) mammals within 60-ft	Reverse alignment of the user permanently on first use of any benign or primary power	Whenever the primary power is used, those creatures friendly to the user within 20-ft, will sustain 5d4 hit points of damage (successful save versus spell halves the damage).
52–54	User must eat and drink 6 times the normal amount due to the item's drain upon his or her life essence	User must sacrifice a certain animal to activate item each day	Whenever this item is used as a weapon to strike an enemy, it does double normal damage to the opponent but the wielder takes normal damage (50% that inflicted to the opponent) just as if he or she had been struck by the item
55–57	User's sex changes	User must sacrifice a human or demi-human (elf, dwarf, halfling, gnome, half-elf) to activate item for 1 day (sacrifice of player character activates item for 2 days)	There is a 33% probability that the user will take on a hulkish appearance. The user's skin will change color to blue (1–2 on d6), orange (3–4 on d6), or green (5–6 on d6). The user's body doubles in size, muscle mass (doubling strength attribute), and hit points. User will uncontrollably berserk any enemy within sight for a period of 1d4 turns. The user must rest for equivalent period of time afterwards.
58–60	Wart appears on possessor's nose	User must sacrifice 1d6×10,000 gp worth of gems required to activate the item for 1 day	Anything the user touches turns to solid silver (01–33), gold (34–66), platinum (67–99), or disintegrates (00).
61–63	Weight gain of 1d4×10 pounds	User berserks, attacking all creatures within 20-ft randomly (checked each round) for 5d4 rounds	Anything the user touches turns to solid lead (01–33), wood (34–66), or stone (67–99), or disintegrates (00).
64–66	Weight loss of 5d6 pounds	User goes insane for 1d4 days	Over a period of time, after repeated uses of the artifact's powers, possessor becomes slave to the creator of the artifact, unquestioningly performing their will.
67–69	Yearning for the item forces possessor to never separated from the artifact for more than 24 hours if possible.	User grows ½-ft taller each time Primary power is used.	Possessor acquires rare blood disease, which requires daily consumption of rare herbs, or bleed from bodily orifices. Also, possessor loses 1 point of constitution and 1 point of strength every week if the herbs are not consumed every day, until death occurs.
70–72	Yelling becomes necessary to invoke spells with a verbal component.	User is instantly killed (but may be raised or resurrected).	Possessor comes under the influence of a powerful <i>geas</i> spell, compelling them to return the artifact to the rightful owner.
73–75	User develops chronic psoriasis.	User receives 2d10 hit points of damage.	Possessor becomes fantastically beautiful (charisma 19), but very foolish (reducing wisdom by as many points as charisma was raised).
76–78	User becomes allergic to silver.	User receives 5d6 hit points of damage.	Possessor attains god-like intellect (intelligence 19), but becomes very weak (reducing strength by as many points as intelligence was raised).
79–81	User becomes allergic to gold.	User required to slay a certain type of creature to activate item, and slaying another set type will de-activate item.	Possessor becomes extraordinarily nimble (dexterity 19), but very sickly (reducing constitution by as many points as dexterity was raised).
82–84	User becomes allergic to platinum.	User shrinks ½-ft each time Primary power is used.	Possessor becomes hale (CON 19), but very dim-witted (reducing INT by as many points as CON was raised).
85–87	User becomes allergic to steel.	User transformed into a very powerful but minor being from another plane (demon, devil, godling) by creator of item and is carried off to serve this new master.	Possessor acquires troll-like regenerative abilities. However, charisma is lowered by 3d4 (minimum 5) as the possessor's face and body are covered in warts and bristling hair.
88–90	User curses the sun out loud whenever it is visible, and goes to extremes to avoid contact with sunlight.	User withers and ages 3d10 years each time the primary power is used, eventually turning the possessor into a deathless, withered, zombie guardian of the item.	Possessor acquires <i>Jack Frost</i> touch; and is able to instantly freeze objects with a mass smaller than 3 cubic feet. Freezing touch can inflict 1d4 damage versus creatures of fewer hit dice than the possessor. However, the possessor takes double damage from all fire- and heat-based attacks, and cannot bear temperatures above 32° Fahrenheit.

D00	IV. MINOR SINISTER EFFECTS	V. MAJOR SINISTER EFFECTS	VI. PRIMARY EFFECTS
91–93	User curses the moon out loud whenever it is visible, and refuses to travel during a full moon	Use of a spell with a verbal component causes complete loss of voice for one day.	Possessor develops 1d4+1 split personalities. Refer to CHARACTERS WITH MULTIPLE PERSONALITIES .
94–96	User becomes convinced that he or she is of some other race (human, demi-human, or humanoid).	Yearning to be worshipped is uncontrollable; those failing to bow and scrape to the artifact's possessor will be subject to instant attack.	Possessor reborn as another creature according to his or her alignment; lawful good = brownie or blink dog, chaotic good = unicorn or treant, neutral good = sprite or pseudo-dragon, lawful neutral = dakon or mongrelman, chaotic neutral = dark creeper or nereid, true neutral = centaur or wereboar, neutral evil = grimlock or worg, chaotic evil = gnoll or werewolf, lawful evil = wererat or orc
97–99	User suffers from narcolepsy	User attracts lightning storms to his or her person if within 200 miles of a storm.	
00	Roll twice on this table, ignoring this result hereafter.	Roll twice on this table, ignoring this result hereafter.	Roll twice on this table, ignoring this result hereafter.



APPENDIX A

OPEN GAMING CONTENT

The content listed below is considered Open Gaming Content, and can be re-published under the license contained at the beginning of this book. All other material within this publication is considered Product Identity, and may not be used without the expressed written permission of the copyright holder;

- **Character Races**
 - Half-orc, goblinessque
 - Half-orc, orgre
- **Character Classes**
 - Jack-of-All-Trades
 - Racaraide Bard (note that the other forms of bard presented in Chapter I are not included as Open Gaming Content (OGC))
 - Verméan Monk
- **Monsters**
 - Alicanto
 - Bone Hound
 - Charybdis
 - Copykat
 - Crypt Slug
 - Dog, Arctic
 - Dracolich
 - Dracolisk, Garnet
 - Dwarf, Deep
 - Elf, Aquatic
 - Elf, Dark
 - Evil Excretion
 - Frost Frog, Giant
 - Ghostly Hoard
 - Golem, Bone
 - Golem, Ice
 - Golem, Magma
 - Golem, Ooze
 - Hhu'manii
 - Hippocampus
 - Ichthyocentaur
 - Lion, Nemean
 - Marine Iguana, Giant
 - Mosquito, Giant
 - Orc, Goblinessque
 - Orc, Orgre
 - Oozes, Slimes, and Jellies
 - Salamander
 - Scytale
 - Snow Leopard, Giant
 - Stymphalian Bird
 - Troll, Aquatic
 - Vilde Cow
 - Werebat
 - Zombie, Feral
 - Zzyll
- **Magic**
 - All spells
 - Axe of Undead Slaying
 - Belt of the Mage's Guard
 - Cloak of Utter Darkness
 - Cold Ring
 - Dagger of Demon Banishment
 - Dagger of Soullessness
 - Enoch Kris' Spectacles of Comprehensive Reading
 - Mace of Curses
 - Mace of Radiance
 - Plemintine's Plates of Perpetual Crushing
 - Quarter Staff of Speed
 - Ring of Degeneration
 - Ring of Wisdom
- **Psionics**; the entire chapter detailing psionic abilities and psionic creatures is considered Open Gaming Content (OGC).
- **Optional Rules**; the entire chapter detailing optional rules is considered Open Gaming Content (OGC).

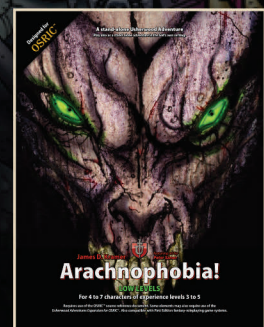


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