

B|X FANTASY ROLEPLAY

CORE RULEBOOK

B|X FANTASY ROLEPLAY is a fantasy game like every such game before it. Each adventure is like the original version of the game. Players assume the roles of Clerics, Dwarves, Elves, Fighters, Halflings, Magic-users, or Thieves and explore a fantastical world of magic, danger, and adventure. Whether players seek fame or fortune, they'll need to survive the challenges of the most perilous dungeons, the most desolate wilderness, to grow in power.

B|X FANTASY ROLEPLAY is an emulation of the 1981 version of the most popular roleplaying game. This booklet make is easier than ever to play that version through its consolidation of the Basic and Expert rule sets. Rules have been edited, condensed, consolidated, and reorganized to enable both novices and experienced players to begin playing with minimal effort. B|X FANTASY ROLEPLAY is fun for the entire family. The limitations of the game are simply those of your imagination.

This rulebook is anticipated to be but one of many products in the B|XFRP line produced by B|XG.

Other products may include:

Dungeon Module B1, To Explore the Unknown (1st-3rd levels). This module is specifically designed for both novice players and Dragon Masters. The adventure takes a modular approach to dungeon design and empowers Dragon Masters to populate the dungeons in a wat that makes sense for their own campaigns.

Dungeon Module B2, The Keep on the Hinterlands (1st-3rd levels). This instructional module provides Dragon Masters the locale of Crag Keep, an out-of-the-way stronghold built overlooking a crevasse filled with vile and wicked monsters.

Dungeon Module B3, The Village of Yggsburg (1st-3rd levels). In this module, players are introduced to village exploration that can lead to several dungeon adventures, one of which has a sinister surprise that can lead to higher-levels of game play.

Dungeon Module B4, Cult of the Toad God (1st-3rd levels). Keep on the Hinterlands (1st-3rd levels). This instructional module provides Dragon Masters the locale of Crag Keep, an out-of-the-way stronghold built overlooking a crevasse filled with vile and wicked monsters.

Dungeon Module X1, The Foreboding Isle (3rd-7th levels). This module provides the first outdoor adventure for B|XFRP play. Set on a mysterious island, players are challenged not only by monsters but by the environment itself.

Dungeon Module X2, Dweller of the Lost City (3rd-7th levels). This module asks players to explore a vast desert in search of relics hidden or lost among ancient, buried ruins. Players must navigate and survive in a hostile environs and reclaim the relics before an unspeakable evil is unleashed.

Dungeon Module X3, Search for the Sacred Key (3rd-8th levels). This module requires players to rely on their roleplaying skills as they seek to find the Sacred Key among inhabitants of a goblin settlement. This module uses new rules for a modular approach to urban exploration.

Dungeon Module X4, Adventures in Neverland (3rd-7th levels). This module provides an array of fascinating encounters inspired by dark and twisted re-readings of favorite childhood tales. Players will traverse a landscape of munchkins, Cheshire cats, and more on their way to fame and fortune.

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FANTASY ADVENTURE GAME

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CORE RULES

B|XG



FANTASY ADVENTURE GAME RULEBOOK



A Fantasy Roleplaying Game
For 3 or More Players
Ages 10 and Up

B|X

Fantasy Roleplay

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Dedicated to E. Gary Gygax (1938-2008), Dave Arneson (1947-2009),

Tom Moldvay (1949-2007), Dave Cook, and Steve Marsh

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FORWARD

Old-school fantasy gaming is flourishing.

Since 2007, the emergence of games directly inspired by the game play of the 1970s and 1980s is now a vibrant and sustained renaissance—a movement, if I might call it that. In this its ninth year, the movement continues to be inspired by game design that's elegant, simple, and crisp, and enables play bounded only by the limits of the players' imaginations.

One could argue that the 5th edition of the game owes its design to such a re-emergence in game design.

And so one would be absolutely justified to ask if the community needs yet another clone or emulator at this point.

Let me explain why I think it could use at least one more.

My own experience with what is now old-school fantasy gaming started in 1983 when an older friend let me borrow and read the Dungeons & Dragons® Basic Set rules, published in 1981 and written by Tom Moldvay. Thoroughly fascinated and excited by this new game, it was greatly enriched soon after with my discovery of the Expert Set, written by David Cook and Steve Marsh. These two booklets comprise what people would come to call the B/X (Basic/eXpert) version of the game.

B|X FANTASY ROLEPLAY (B|XFRP) is meant to faithfully recapture the rules outlined in those booklets. While there are many successful clones and emulators that draw from these rules as inspiration, none of them have faithfully rendered the rules without adding some significant change to them. This work emulates the B/X rules but for a few minor tweaks. It makes no effort to complement the prior work, contemporize it, or expand it. It offers in one place the B/X rules without any significant divergence.

For example, this work:

- Maintains level progression from 1st level to 14th level, with suggestions of what abilities a class might earn as it advances higher.
- Maintains the optional and annoying coin-weight encumbrance system that has dissatisfied gamers for decades.
- Splits treasure table rolls into low-level and high-level tables, similar to the original work.
- Attempts in no way to smooth spell progression for the Cleric, to introduce simplified base attack bonuses, or to streamline saving throws.

A couple of noticeable tweaks were made, such as (a) inverting the roll-low d6 method for resolving dungeoneering skills (Hear Noise, forcing doors open, finding secret doors, and so on) into a roll-high d6 method, (b) using the term speed instead of move, and (c) creating formal names for character class abilities. Other than minor tweaks like these, the game seeks to be as faithful as one can get.

I hope you find this effort valuable and helpful.

ACKNOWLEDGEMENTS

Special thanks are in order.

- E. Gary Gygax
- Dave Arneson
- J. Eric Holmes
- Tom Moldvay
- Dave Cook
- Steve Marsh

And to the many others who can be thought of as co-creators to the genre they helped birth.

There are also countless more folks who carry on the B|X tradition in blogs and forums.

There are too many to name, but I've done my best to list some of them those below that have inspired me.

- Akratic Wizardry (<http://akraticwizardry.blogspot.com/>)
- B/X Blackrazor (<http://bxblackrazor.blogspot.com/>)
- Delta's D&D Hotspot (<http://deltasdnd.blogspot.com/>)
- Dyson Dodecahedron (<https://rpgcharacters.wordpress.com/>)
- Grogardia (<http://grogardia.blogspot.com/>)

Like I said, more abound. The above were those I placed a stake in and keep visiting from time to time.

Here's to another 30+ years of B|X adventures.

SECTION 1: INTRODUCTION

B|X Fantasy Roleplay (B|XFRP) is a fantasy adventure game in which you play imaginary characters in fantastical worlds where magic, dragons, and heroes are the ordinary. Your characters go on adventures to find treasures, overcome perils, and increase in power.

HOW TO USE THIS BOOKLET

This booklet has rules for play up to 14th level. It has eight sections.

- Section one, **INTRODUCTION**, contains an overview of the game and defines commonly used terms.
- Section two, **PLAYER CHARACTER INFORMATION**, has all the rules to create a character, which you play as a way of exploring the imaginary fantasy world.
- Section three, **SPELLS**, lists and describes all the spells Clerics, Elves, and Magic-users can use, up to sixth level of power.
- Section four, **THE ADVENTURE**, has guidelines for exploration of dungeons and wilderness areas.
- Section five, **THE ENCOUNTER**, provides suggestions on how to resolve interactions with monsters.
- Section six, **MONSTERS**, has descriptions of over 100 monsters.
- Section seven, **TREASURE**, describes wondrous items player characters might find on their adventures.
- Section eight, **DRAGON MASTER INFORMATION**, helps Dragon Masters with advice, tips, additional rules, and a sample dungeon and sample wilderness.

THE GAME

To play **B|XFRP** requires at least two players, though three or more are ideal. One person must be the **Dragon Master (DM)**, who creates the fantasy world, fills it with challenges—monsters, traps, tricks—and arbitrates play of the game. The other players—you and your friends!—create **player characters (PCs)** to explore this world and overcome its challenges. Other characters you meet in the game, which are controlled by the DM, are **monsters** or **non-player characters (NPCs)**. A group of PCs and NPCs that travel together is called a **party**.

The DM establishes the setting for each session. For low-level characters, this is generally a **dungeon**. A dungeon is any setting that's underground or inside, whether in caverns or stone rooms beneath ruins or castles. Either the DM prepares a map of the environment and keys each encounter, or she can purchase a pre-designed dungeon, called a **dungeon module**. In either case, the DM must prepare for the session to ensure a good game experience for the players.

You and your friends create characters. They have **ability scores**, which measure the extent of their strength, cleverness, persuasiveness, and so on; a **class** (a career or race), which provides certain capabilities; and an **alignment**, which describes how they prefer to treat others.

When the DM and players are ready, the game begins. Each session is called an **adventure**. An adventure generally lasts for a few hours but can last for as long as the DM and players agree to play. A **campaign** is a series of related adventures, one leading to another and starring the same player characters.

To start the game, your characters enter the dungeon, and the DM describes what they see. Players should choose someone to be the **mapper** and to draw a map from the DM's descriptions. As you explore more of the area, the map slowly takes shape.

You should also choose someone to be the **caller**. The caller speaks for the entire party. As an intermediary between the DM and players, his role is to mitigate confusion and help facilitate quicker play. In unusual situations, the DM may ask players what their characters are doing.

As you explore the dungeon, you'll come across other challenges as well, such as traps or hazards. You'll also discover treasure. Often times, you'll meet NPCs that you'll want your characters to avoid, interact with, or

fight. This is called an **encounter**. Monsters can be animals, persons, or supernatural entities. Generally, non-human creatures are called monsters to help distinguish them from human-like NPCs. Not all meetings will go well, of course, and so sometimes you'll need to fight monsters. This is called **combat**.

At the end of a session, when characters return to a safe location, the DM considers whether or not they've acquired enough treasure, defeated enough monsters, or achieved enough goals to earn a **level**, which brings with it more power and abilities.

THE TERM "LEVEL"

The game uses the term level to indicate the degree of power, complexity, or difficulty of something. It's used chiefly in three ways.

Level is an indication of a character's power. Commonly called experience level. Characters and monsters have levels. Player characters begin at 1st level and earn levels as they adventure. Characters and monsters of higher experience levels are stronger and more capable.

Level is an indication of spell complexity. Commonly called spell level. 1st-level spells are the simplest to use and are the least dangerous. 2nd-level spells are more powerful, 3rd-level spells even more powerful, and so on. The highest spell level detailed in these rules is 6th level, which is available only to higher level magic-users.

Level is an indication of both dungeon depth and difficulty. Commonly called dungeon level. The 1st level of a dungeon is the first section of underground tunnels, passages, rooms, chambers, and so on. Generally, it's the first floor beneath the ground. After the 1st level comes the 2nd level, then the 3rd level, and so on. As dungeon levels increase, so do their lethality.



DICE & DICE NOTATION

The game uses several dice: four-sided (d4), six-sided (d6), eight-sided (d8), ten-sided (d10), twelve-sided (d12), and twenty-sided (d20).

To roll 1d6 means to roll one six-sided die. To roll 2d6 means to roll two six-sided dice and sum the results. To roll 2d6+6 means to roll two six-sided dice, sum the results, and add 6 to the total. Sometimes, a 1d2 should be used. This means roll 1d6 with 1-3 = 1 and 4-6 = 2. To roll 1d3 means 1-2 = 1, 3-4 = 2, and 5-6 = 3.

HOW TO WIN

To win at **B|XFRP**, you must simply have fun. The Dragon Master and players don't compete against each other, even though the DM controls the monsters that threaten the characters. The DM doesn't take sides but instead helps to arbitrate rules when there are questions and helps facilitate the story. Players defeat foes, overcome challenges, and plunder treasures to advance in levels, but they don't lose if they don't accomplish everything they set out to do. Even if a character dies, players can always create another one and continue the game.

SECTION 2: PLAYER CHARACTER INFORMATION

How to Create a Player Character

1. On a blank sheet of paper, record the six ability scores: Strength, Intelligence, Wisdom, Dexterity, Constitution, and Charisma. If you're using a B/X compatible character sheet, the six names will already be printed on the sheet.
2. For each ability, roll 3d6, which produces a range of 3-18. Record the result next to the name of the ability.
3. Read the sections on **Character Abilities** and **Character Classes** (pages 4-6). Make any changes to your character's ability scores, if desired. Choose a class that best suits your character's ability scores and character concept.
4. Record any special abilities granted by your character's class. Choose one spell if your character is a Magic-user or Elf. Consult the subsection on Magic-user and Elf spells in **Section 3: Spells** (page 13).
5. Read the subsection on **Ability Score Adjustments**. Adjust your character's ability scores accordingly, if desired.
6. Consult page 5, **Modifiers Due to Ability Scores**. Record any modifiers and adjustments due to low or high ability scores.
7. Create a section on the sheet of paper titled Experience Points (XP). Record a starting amount of 0 (zero) XP. Note the number of XP your character must earn to earn 2nd level.
8. Create a section on the sheet titled Hit Points (HP). Roll the hit die appropriate for your character class to determine hit points for your character.
9. Read the subsection on **Character Alignment** (page 10). Choose an alignment for your character. Record the alignment on your character sheet and tell your Dragon Master.
10. Roll 3d6 × 10 to determine the number of gold pieces your character starts with. Note the amount on your character sheet.
11. Consult the subsection Weapon & Equipment Costs (page 11) and buy whatever equipment you want your character to have, within the parameters of set by the character class you chose. Record the equipment on your character sheet.
12. Consult the subsection on Armor Class to determine your character's armor class, and record it on your character sheet.
13. Consult the Saving Throws table (pages 32) and the Missile & Melee Player Character Attacks table (page 33) in the subsection on Combat in Section 5: The Encounter. Record the numbers you need to meet or exceed on a 1d20 roll for each armor class value provided and the numbers you need to meet or exceed on 1d20 roll to succeed with a save related to each save category.
14. Record your character's name.

Character Abilities

Every player character has six abilities: Strength, Intelligence, Wisdom, Dexterity, Constitution, and Charisma. Explanations for each follows.

Strength: This is a measure of physical muscle. It's a prime requisite for Dwarves and fighters, and it's one of two prime requisites for Elves and Halflings. With a Strength of 13 or greater, players should consider choosing one of these four classes for their characters.

Intelligence: This measures memory, reasoning, and problem-solving. It's a prime requisite for Magic-users, and it's one of two prime requisites for Elves. With an Intelligence of 13 or greater, players should consider one of these two classes for their characters. A character must have a minimum Intelligence score of 9 to choose the Elf class.

Wisdom: This measures intuition, inspiration, shrewdness, and instinct. It's a prime requisite for Clerics. With a Wisdom of 13 or greater, players should consider the Cleric class for their characters.

Dexterity: This measures speed, precision, balance, and agility. It's a prime requisite for Thieves, and it's one of two prime requisites for Halflings. With a Dexterity of 13 or greater, players should consider choosing one of these two classes for their characters. A character must have a minimum Dexterity score of 9 to choose the Halfling class.

Constitution: This measures stamina and overall health. It has an impact on every character class. It's never a prime requisite. A character must have a minimum Constitution score of 9 to choose the Dwarf or Halfling classes.

Charisma: This measures charm, influence, leadership, and attractiveness. It influences the reaction a monster has toward the character. It also affects how many retainers can be hired and their morale. It's never a prime requisite.

Once ability scores are known, players should choose a character class. Each character class has one or two pertinent ability scores, referred to as a prime requisite. Prime requisites are abilities that are most relevant to a class. Players who choose a class for their characters so as to have sufficiently high prime requisite scores will be more successful generally than had they chosen a different class.

When all scores are determined, players should record the highest ones. If one or more happen to be in a prime requisite for a given class, players should consider choosing among those classes.

Ability Score Adjustments

Players may increase a prime requisite at the expense of decreasing another ability score. This reflects the fact that the character focused on enhancing the ability to the detriment of some other ability.

For every two points an ability is reduced, the prime requisite can be increased by one point. In addition to the restrictions noted below, no ability score can be lowered below 9.

Strength: Only Magic-users and Clerics may lower their Strength score to increase their prime requisites.

Intelligence: All classes, notwithstanding Elves and Magic-users of course, may lower their Intelligence score to increase their prime requisites.

Wisdom: All classes, notwithstanding Clerics of course, may lower their Wisdom score to increase their prime requisites.

Dexterity: Dexterity may never be lowered. It can only be increased.

Constitution and Charisma: These ability scores can never be altered.

For example, a player with a Fighter that has a Strength of 15 and an Intelligence of 15 might lower Intelligence by six points (to 9) to increase Strength by 3 points (to 18).

Hit Dice and Hit Points

Hit points measure the amount of damage a character can sustain before being killed. Any character or monster reduced to 0 hit points (or less) is dead.

Hit points are a function of character level and hit dice, which are determined by character class. Fighters and Dwarves generally have more hit points than other characters. Clerics, Elves, and Halflings generally have more hit points than Magic-users and Thieves.

Determining Hit Points. When a character earns a level, the player should roll for more hit points. At 1st level, characters have one hit die and so have as many hit points allowed with the roll of one hit die. When characters earn a second hit die at 2nd level, a second die is rolled and the result added to the previous hit point total. This happens each time a level is earned, until they earn 10th level. At that point, characters receive only a set number of hit points each time they earn a level.

A low roll for hit points at 1st level might severely decrease a character's chance of survival. At the DM's discretion, players may reroll a 1 or 2.

MODIFIERS DUE TO ABILITY SCORES

Topics mentioned in the tables in this section are discussed later in the booklet. See the section on **Combat** and the **Glossory** for more information.

Prime Requisite

Score of Prime Requisite	Adjustment to XP Earned
3-5	-20% to earned experience points
6-8	-10% to earned experience points
9-12	No adjustment
13-15	+5% to earned experience points
16-18	+10% to earned experienced points

The adjustment to experience points is made at the end of an adventure after the DM awards them. Elves and Halflings have two prime requisites, which can be found in the description for each class.

Strength

Strength Score	Adjustment to XP Earned
3	-3 to attack rolls, damage rolls, and open door rolls
4-5	-2 to attack rolls, damage rolls, and open door rolls
6-8	-1 to attack rolls, damage rolls, and open door rolls
9-12	No adjustment
13-15	+1 to attack rolls, damage rolls, and open door rolls
16-17	+2 to attack rolls, damage rolls, and open door rolls
18	+3 to attack rolls, damage rolls, and open door rolls

The Strength adjustment applies only to melee attack rolls, melee damage rolls, and open doors rolls. Regardless of the adjustment, a hit causes at least 1 hp of damage. See the Dexterity ability score for adjustments to missile attacks.

Intelligence

Intelligence Score	Adjustment to XP Earned
3	Can't read or write Common, has trouble speaking
4-5	Can't read or write Common
6-8	Can write simple words in Common
9-12	No adjustment
13-15	+1 additional language
16-17	+2 additional languages
18	+3 additional languages

Humans always know two native languages, which are Common and their alignment language. Demi-humans begin with several native languages, as described in their character class descriptions.

Wisdom

Strength Score	Adjustment to XP Earned
3	-3 to saving throws vs. magical effects
4-5	-2 to saving throws vs. magical effects
6-8	-1 to saving throws vs. magical effects
9-12	No adjustment
13-15	+1 to saving throws vs. magical effects
16-17	+2 to saving throws vs. magical effects
18	+3 to saving throws vs. magical effects

The Wisdom modifier applies to all magical attacks but not extraordinary attacks, such as dragon breath or medusa gaze. It may apply to saves vs. Poison or Death Ray if the effects are magical.

Dexterity

Dexterity Score	Missile Attack Adjustment	Armor Class Adjustment	Optional Initiative Adjustment
3	-3 to attack rolls	+3 to armor class	-2
4-5	-1 to attack rolls	+2 to armor class	-1
6-8	-1 to attack rolls	+1 to armor class	-1
9-12	No adjustment	No adjustment	No adjustment
13-15	+1 to attack rolls	-1 to armor class	+1
16-17	+1 to attack rolls	-2 to armor class	+1
18	+2 to attack rolls	-3 to armor class	+2

Missile damage is never modified by Dexterity. The penalty to armor class for low Dexterity is an addition to armor class, raising it rather than lowering it. Similarly, the bonus to armor class for high Dexterity is a subtraction to armor class, thereby lowering it.

The Optional Initiative Adjustment applies to individual combat (who strikes first) and not party initiative. See **Individual Initiative**.



Constitution

Constitution Score	Adjustment to Hit Points
3	-3 hit point per hit die
4-5	-2 hit points per hit die
6-8	-1 hit points per hit die
9-12	No adjustment
13-15	+1 hit point per hit die
16-17	+2 hit points per hit die
18	+3 hit points per hit die

The Constitution modifier applies to each hit die the character has. When a player rolls for a character's hit points, adjust the result by the modifier given. A roll for hit points can never be less than 1, regardless of modifiers.

Charisma

Charisma Score	Reaction Adjustment	Maximum Number of Retainers	Morale of Retainers
3	-2 to reaction rolls	1	4
4-5	-1 to reaction rolls	2	5
6-8	-1 to reaction rolls	3	6
9-12	No adjustment	4	7
13-15	+1 to reaction rolls	5	8
16-17	+1 to reaction rolls	6	9
18	+2 to reaction rolls	7	10

The Dragon Master uses the reaction adjustment to help determine monsters' first impressions toward the character. See **R Reactions** (page) and **Monster Reactions** (page). Charisma also determines how many retainers a character may have and the retainers' Morale scores.

CHARACTER CLASSES

Most characters in the game are humans. Humans may be clerics, fighters, Magic-users, and Thieves. Because of their inquisitiveness, bravery, and ingenuity, humans are the most wide-spread of all the races. They can acclimate, endure, and thrive within almost any environment. Players may choose to play a demi-human. Demi-humans are Dwarves, elves, or halflings. Each type of demi-human is a class. Demi-humans are distant relatives of humans. An explanation of each character class follows.

CLERICS

Clerics are humans that derive their powers from supernatural sources, like gods and goddesses. They're good fighters and can use spells. However, they can't use spells until they earn 2nd level, by which time they have proven their devotion to their patron entity. As they earn more levels, they gain additional spells. See **Section 3: Spells** (page 13) for a list of Cleric spells and their explanations.

Clerics must remain loyal to their patron deities or risk angering them. Deities may punish clerics who lapse in their faith. The punishment can take many forms, such as -1 to attack rolls, requiring the Cleric complete a dangerous quest, or refusing the Cleric the ability to use spells. The exact punishment is at the discretion of the Dragon Master. To regain a deity's favor may require donation of money and magic items to the religion, building an elaborate edifice of worship to the deity, success with converting large crowds of people to the faith, or defeating a great enemy of the religion. The Dragon Master determines the exact details.

Maximum Level: Clerics can advance to 36th level.

Prime Requisite: The prime requisite for clerics is Wisdom. A Wisdom score of 13 or higher gives Clerics a bonus to earned experience points.

Hit Dice: Clerics use 1d6 when rolling hit points.

Weapons & Armor: Clerics can only use the club, mace, sling, and war hammer. They may wear any armor and may use a shield.

Turn Undead: Clerics can scare undead monsters (skeletons, zombies, ghouls, and so on) away rather than fight them. Turned monsters won't touch the Cleric and will flee from the area if possible.

Consult the **Clerics vs. Undead** table (page 6) when a Cleric wants to turn one or more undead monsters. Find the Cleric's level and cross-reference the value with the type of undead monster. The value will be "no effect," **"T"** for turned, **"D"** for destroyed, or a number.

No effect means the Cleric is unable to affect that kind of undead monster. The Cleric would need to earn one or more levels before having a chance to succeed.

A **number** means the Cleric has a chance of turning some or all of the undead monsters. The result of the turn roll on 2d6 must meet or exceed the number indicated; otherwise, the attempt fails.

A **T** means the Cleric automatically succeeds with the undead monster type.

CLERICS VS. UNDEAD

Level	Skeleton	Zombie	Ghoul	Wight
1	7	9	11	—
2	T	7	9	11
3	T	T	7	9
4	D	T	T	7
5	D	D	T	T
6	D	D	D	T
7	D	D	D	D
8	D	D	D	D
9	D	D	D	D
10	D	D	D	D
11+	D	D	D	D

CLERICS

		XP	HD d6	Spells by Level					
Level	Title			1	2	3	4	5	
1	Acolyte	0	1	—	—	—	—	—	
2	Adept	1,500	2	1	—	—	—	—	
3	Priest ess	3,000	3	2	—	—	—	—	
4	Vicar	6,000	4	2	1	—	—	—	
5	Curate	12,000	5	2	2	—	—	—	
6	Elder	25,000	6	2	2	1	1	—	
7	Bishop	50,000	7	2	2	2	1	1	
8	Lama	100,000	8	3	3	2	2	1	
9	M Patriarch	200,000	9	3	3	3	2	2	
10	10th-level M Patriarch	300,000	9+1	4	4	3	3	2	
11	11th-level M Patriarch	400,000	9+2	4	4	4	3	3	
12	12th-level M Patriarch	500,000	9+3	5	5	4	4	3	
13	13th-level M Patriarch	600,000	9+4	5	5	5	4	4	
14	14th-level M Patriarch	700,000	9+5	6	5	5	5	4	
15+	Similar to the above	+100,000	+1 hp	DM's discretion					

A **D** means the Cleric automatically destroys or disintegrates the undead monster type.

Success enables players to roll 2d6 to determine the number of hit dice of undead affected. At least one monster is always affected.

For example, the 3rd-level Cleric Brother Standish encounters five ghouls in a crypt. Each ghoul has 2 hit dice. The player finds Brother Standish's level in the Cleric's Level column on the **Clerics vs. Undead** table, then cross-references it with the Ghoul column. The chart indicates a roll of 7 or greater (on 2d6) succeeds. The player rolls 2d6 and gets a result of 8. This is a success. The player rolls 2d6 and gets a result of 9. Nine hit dice worth of ghouls are turned, which means four of the ghouls flee (left over hit dice have no effect). Let's suppose six skeletons then attack. Based on his level, Brother Standish automatically succeeds in turning the skeletons. The player rolls 2d6 to determine how many hit dice are affected. The result is 5. Because the skeletons have 1 hit die each, the roll results in 5 skeletons fleeing the scene. One skeleton remains to do to battle.

Spells (2nd level): Clerics can use spells beginning at 2nd level. As they earn more levels, they earn more powerful spells.

Castle (9th level): Clerics may build a castle or stronghold at 9th level. As long as the Cleric hasn't lost favor with his or her deity, the cost to build it is half the normal cost because of generous giving by believers, additional labor and help provided by loyal followers

of the religion, and divine support from the deity. When the stronghold is complete, a following of 5d6 × 30 fanatics, who are utterly devoted to the faith (and which never need to check morale, flock to the stronghold to defend it. These devotees will be 1st or 2nd level, and they'll wield various weapons. The Dragon Master determines the exact composition of the force, such as the number of horsemen, the number of archers, and so on.

Beyond 14th Level: It's suggested clerics continue to gain more spells as they earn more levels. The exact rate of advancement is at the discretion of the Dragon Master.

DWARVES

Dwarves are short, stocky demi-humans. They stand about four feet tall, have long beards, and weigh about 150 pounds. They're skin, hair, and eyes are all earth-toned or darker. Dwarves are stubborn, practical, and humorless. They find joy mostly in drink, precious metals, and gem stones. They value good craftsmanship. Dwarves are good fighters who are highly resilient to magical effects.

DWARVES

Level	Title	XP	HD ds
1	Dwarven Veteran	0	1
2	Dwarven Warrior	2,200	2
3	Dwarven Swordmaster	4,400	3
4	Dwarven Hero	8,800	4
5	Dwarven Swashbuckler	17,000	5
6	Dwarven Myrmidon	35,000	6
7	Dwarven Champion	70,000	7
8	Dwarven Superhero	140,000	8
9	Dwarven Lord	270,000	9
10	10th-level Dwarven Lord	400,000	9+3
11	11th-level Dwarven Lord	530,000	9+6
12	12th-level Dwarven Lord	660,000	9+9

Maximum Level: Dwarves can advance to 12th level.

Minimum Ability Score: Dwarves must have a Constitution score of 9 or greater.

Prime Requisite: The prime requisite for a Dwarf is Strength. A Strength score of 13 or greater grants a Dwarf a bonus to earned experience points.

Hit Dice: Dwarves use 1d8 when rolling hit points.

Weapons & Armor: Dwarves can use any kind of weapon, except for those that require two hands to use. They may use a crossbow or short bow. Dwarves may wear any armor and may use a shield.

Better Saving Throws: Dwarves have better saving throws than other character classes.

Expert Miner: Dwarves can find slanting passages, traps, shifting walls, and new construction on 5+|d6 when searching for them.

Infravision: Dwarves have heat-sensing vision that enables them to see 60 feet in the dark.

Languages: Dwarves speak Common, Dwarvish, Gnomish, Kobold, Goblin, and their alignment tongue.

Stronghold (9th level): Dwarves may build strongholds at 9th level. They must be located in caverns under hills or mountains. When built, Dwarves of various clans will arrive to live there. Clans will live and work together to defend or support the stronghold in times of crisis. Also, Dwarves of 9th level and higher may hire only Dwarf mercenaries, though they may employee specialists and other hirelings of any race.

ELVES

Elves are slender, graceful, demi-humans with delicate features and slightly pointed ears. They generally stand between 5 and 5½ feet tall. They weigh about 120 pounds. Elves are skilled with weapons, like a Fighter, and spells, like a Magic-user. They prefer to feast and frolic in wooden glades, rarely visiting human cities. Elves are collectors of magic, especially those that are beautifully crafted.

ELVES

Level	Title	XP	HD d6	Spells by Level				
				1	2	3	4	5
1	Veteran Medium	0	1	1	—	—	—	—
2	Warrior Seer	4,000	2	2	—	—	—	—
3	Swordmaster Conjurer	8,000	3	2	1	—	—	—
4	Magician Hero	16,000	4	2	2	—	—	—
5	Enchanter Swashbuckler	32,000	5	2	2	1	—	—
6	Warlock Myrmidon	64,000	6	2	2	2	—	—
7	Sorcerer Champion	120,000	7	2	2	2	1	—
8	Necromancer Superhero	250,000	8	3	3	2	2	—
9	Wizard Lord	400,000	9	3	3	3	2	1
10	10th-level Wizard Lord	600,000	9+1	3	3	3	3	2

Maximum Level: Elves can advance to 10th level.

Minimum Ability Score: Elves must have an Intelligence score of 9 or greater.

Prime Requisite: The prime requisites for an Elf are Strength and Intelligence. An Elf must have both a Strength score and an Intelligence score of 13 or greater to earn a 5% bonus to the experience points they earn. With a Strength score of 13 and an Intelligence score of 16 or greater, they earn a 10% bonus to the experience points they earned.

Hit Dice: Elves use 1d6 when rolling hit points.

Weapons & Armor: Elves may use any kind of weapon, wear any kind of armor, and may use a shield. Elves can even use spells while wearing armor.

Spells: Elves can use spells beginning at 1st level. As they earn more levels, they earn more powerful spells.

Infravision: Elves have heat-sensing vision that enables them to see 60 feet in the dark.

Elf Sight: Elves have +1 to find secret doors or hidden compartments, enabling them to find such doors on 5+|d6 when searching for them.

Ghoul Touch Immunity: Elves are unaffected by the paralyzing touch of a ghoul.

Languages: Elves speak Common, Elvish, Orc, Hobgoblin, Gnoll, and their alignment tongue.

Stronghold (9th level): Elves may build strongholds at 9th level. They must be located deep within forests and made to blend in with their surroundings. Elf strongholds cost the same as stone structures, due to their degree of craftsmanship. Once complete, natural animals living within five miles of the stronghold will ally with its lord. The animals are friendly and aid the lord, warning of encroaching enemies, carrying news, delivering brief messages, and so on. In return, the animals expect aid and protection from the lord. Like Dwarves, elves of 9th level or higher may hire only elfen mercenaries, though they may employee specialists and other hirelings of any race.

FIGHTERS

Fighters are humans trained for battle. Their primary task is to engaged monsters in combat and protect the other character classes in the party. As they earn ever higher levels, fighters often become leaders of civilized regions, train mercenaries for battle, and clear wilderness of monsters to help expand human civilization.

FIGHTERS

Level	Title	XP	HD (d8)
1	Veteran	0	1
2	Warrior	2,000	2
3	Swordmaster	4,000	3
4	Hero	8,000	4
5	Swashbuckler	16,000	5
6	Myrmidon	32,000	6
7	Champion	64,000	7
8	Superhero	120,000	8
9	Lord	240,000	9
10	10th-level Lord	360,000	9+2
11	11th-level Lord	480,000	9+4
12	12th-level Lord	600,000	9+6
13	13th-level Lord	720,000	9+8
14	14th-level Lord	840,000	9+10
15+	Similar to the above	+120,000	+2 hp

Maximum Level: Fighters can advance to 36th level.

Prime Requisite: The prime requisite for fighters is Strength. A Strength score of 13 or higher grants Fighters a bonus to earned experience points.

Hit Dice: Fighters use 1d8 when rolling hit points.

Weapons & Armor: Fighters may use any kind of weapon, wear any kind of armor, and may use a shield.

Castle: Fighters may build a stronghold whenever they have the money to do so.

Barony (9th level): Fighters that earn 9th level may be granted a parcel of land by authorities to establish a barony. They must clear and maintain control of the land, and they must remain faithful to the lord who granted the land to them.

Beyond 14th Level: It's suggested Fighters earn additional attacks as they earn more levels. The exact rate of progression is at the discretion of the Dragon Master, with the suggested rate being two attacks at 20th level, three attacks at 25th level, and four attacks at 30th level.

HALFLINGS

Halflings are short, good-natured demi-humans. They stand about 3 feet tall and weigh about 60 pounds. While sociable, they're not particular brave. They generally seek wealth only as a means for gaining the comforts of home, which they dearly love.

HALFLINGS

Level	Title	XP	HD (d6)
1	Halfling Veteran	0	1
2	Halfling Warrior	2,000	2
3	Halfling Swordmaster	4,000	3
4	Halfling Hero	8,000	4
5	Halfling Swashbuckler	16,000	5
6	Halfling Myrmidon	32,000	6
7	Halfling Champion	64,000	7
8	Halfling Superhero	120,000	8

Maximum Level: Halflings can advance to 8th level.

Minimum Ability Scores: Halflings must have both a Dexterity and Constitution of 9 or greater.

Prime Requisite: The prime requisites for a Halfling are Strength and Dexterity. A Halfling that has either a Strength score or a Dexterity score of 13 or greater earns a 5% bonus to earned experience points. If both abilities have a score of 13 or greater, halflings earn a 10% bonus to the earned experience points.

Hit Dice: Halflings use 1d6 when rolling hit points.

Weapons & Armor: Halflings can use any kind of weapon, except for those that require two hands to use. They may use a short bow. Halflings may wear any kind of armor and may use a shield.

Better Saving Throws: Halflings have better saving throws than other character classes.

Accurate Shot: Halflings have +1 to their attack rolls when using missile weapons.

Small Size: Halflings have a bonus -2 to armor class when attacked by monsters that are larger than human-size.

Quick Action: When using the optional rule for individual initiative, halflings have +1 to their result.

Hide in Woods: Halflings have a 90% chance of being hidden when hiding in woods and underbrush.

Hide in Shadows: Halflings, like Thieves, can hide in shadows on 5+|d6. They must remain still and quiet.

Stronghold: Halflings may build a stronghold whenever they have the money to do so. It must be in pleasant, rolling hills with gentle streams and good farmland. When finished, the stronghold attracts a community of halflings. They spend their days eating, drinking, telling stories, and resting. These "shires" are generally represented by a sheriff.

MAGIC-USERS

Magic-users are humans who have learned to use spells through rigorous study. They are extremely powerful at higher levels.

MAGIC-USERS

				Spells by Level						
Level	Title	XP	HD (d4)	1	2	3	4	5	6	
1	Medium	0	1	1	—	—	—	—	—	—
2	Seer	2,500	2	2	—	—	—	—	—	—
3	Conjurer	5,000	3	2	1	—	—	—	—	—
4	Magician	10,000	4	2	2	—	—	—	—	—
5	Enchanter ess	20,000	5	2	2	1	—	—	—	—
6	Warlock Witch	40,000	6	2	2	2	—	—	—	—
7	Sorcerer ess	80,000	7	3	2	2	1	—	—	—
8	Necromancer	150,000	8	3	3	2	2	—	—	—
9	Wizard	300,000	9	3	3	3	2	1	—	—
10	10th-level Wizard	450,000	9+1	3	3	3	3	1	—	—
11	11th-level Wizard	600,000	9+2	4	3	3	3	2	1	—
12	12th-level Wizard	750,000	9+3	4	4	3	3	3	2	—
13	13th-level Wizard	900,000	9+4	4	4	4	3	3	3	—
14	14th-level Wizard	1,050,000	9+5	4	4	4	4	3	3	—
15+	Similar to the above	+150,000	+1 hp	DM's discretion						

Maximum Level: Magic-users can advance to 36th level.

Prime Requisite: The prime requisite for Magic-users is Intelligence. An Intelligence score of 13 or higher grants a Magic-user a bonus to earned experience points.

THIEVES

Level	Title	XP	HD (d4)	Thief Skills						
				OL	F RT	PP*	MS	CSS	HS	HN
1	Apprentice	0	1	15	10	20	20	87	10	5+
2	Footpad	1,500	2	20	15	25	25	88	15	5+
3	Robber	3,000	3	25	20	30	30	89	20	4+
4	Burglar	6,000	4	30	25	35	35	90	25	4+
5	Cutpurse	12,000	5	35	30	40	40	91	30	4+
6	Sharper	25,000	6	45	40	45	45	92	35	4+
7	Pilferer	50,000	7	55	50	55	55	93	45	3+
8	Thief	100,000	8	65	60	65	65	94	55	3+
9	Master Thief	200,000	9	75	70	75	75	95	65	3+
10	10th-level Master Thief	300,000	9+1	85	80	85	85	96	75	3+
11	11th-level Master Thief	400,000	9+2	95	90	95	95	97	85	2+
12	12th-level Master Thief	500,000	9+3	96	95	105†	96	98	90	2+
13	13th-level Master Thief	600,000	9+4	97	97	115†	98	99	95	2+
14	14th-level Master Thief	700,000	9+5	99	99	125†	99	99	99	2+
15+	Similar to the above	+100,000	+1 hp							At the DM's discretion

* Reduce the chance 5% for each level the victim is above 5th.

† Success is automatic vs. low-level characters. The DM may decide there's always a 1% chance of failure.

Hit Dice: Magic-users use 1d4 when rolling hit points.

Weapons & Armor: Magic-users may only use a dagger. They may not wear armor nor use a shield.

Spells: Magic-users can use spells beginning at 1st level. As they earn more levels, they earn more powerful spells.

Create Magical Items (9th level): Magic-users can create magical items at 9th level. DMs should see the subsection on **Magical Research** (page 66) in **Section 8: Dragon Masters Information**.

Tower (11th level): Magic-users may build a tower at 11th level. When the stronghold is complete, the Magic-user attracts 1d6 apprentices. Roll 1d3 to determine the level of each apprentice.

Beyond 14th Level: It's suggested Magic-users continue to gain more spells as they earn more levels. The exact rate of advancement is at the discretion of the Dragon Master.

THIEVES

Thieves are humans trained in stealth and burglary. They have skills which enable them bypass obstacles without combat or magic.

Maximum Level: Thieves can advance to 36th level.

Prime Requisite: The prime requisite for Thieves is Dexterity. A Dexterity score of 13 or higher grants a Thief a bonus to earned experience points.

Hit Dice: Thieves use 1d4 when rolling hit points.

Weapons & Armor: Thieves may use any weapon. They may wear only leather armor and may not use a shield.

Thief Skills: Thieves have the following skills: Climb Steep Surfaces, Find or Remove Traps, Hear Noises, Hide in Shadows, Move Silently, Open Locks, and Pick Pockets. The Thief Skills table shows the percentile chance of success for each skill. As Thieves earn more levels, their chances of succeeding with their skills increase.

Strike from Behind: When Thieves attack a foe while unnoticed, they have +4 to their roll. If they hit, they do double damage.

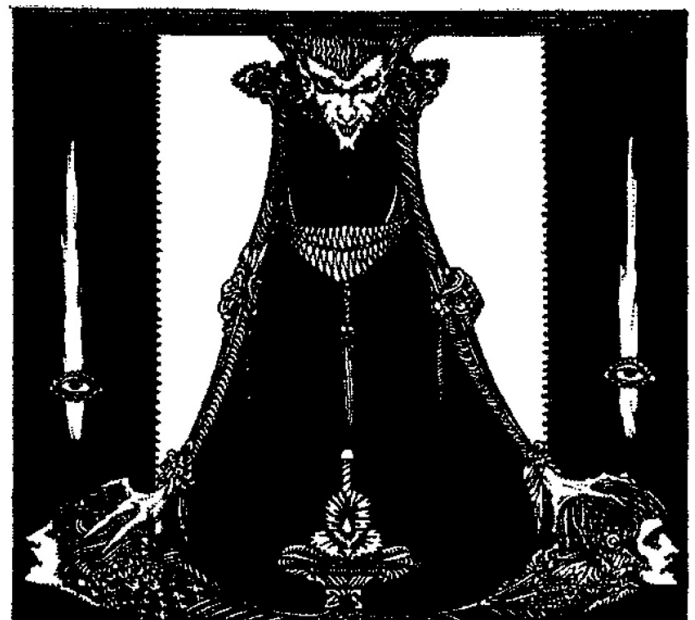
Read Languages (4th level): Thieves have an 80% chance to read simple codes, dead languages, treasure maps, and so on. If they

fail, Thieves must earn a level before they have another chance to succeed. Thieves can't use this ability to read magical writings.

Hideout (9th level): Thieves can establish a hideout at 9th level. The hideout can be a fortified building, a network of tunnels, or anything similar. When complete, a Thief attracts 2d6 1st-level Thieves. Generally, these apprentices will be loyal, though this isn't always the case. If any die or leave, they can't be replaced. When a hideout is established, Thieves may also establish a Thieves' Guild. The exact details for this are at the discretion of the Dragon Master.

Use Magic Scrolls (10th level): Thieves have a 90% chance to successfully use Magic-user spells found on scrolls. Failure creates a backfire, which results in an unexpected, and often times misfortunate result for the Thief.

Beyond 14th Level: Thieves should gain advantages that enable them to do extraordinary things, such as climbing overhangs upside down, mimicking voices, or using ventriloquism. The exact details are at the discretion of the Dragon Master.



CHARACTER ALIGNMENT

There are three alignments, or three ways in which characters behave generally. They are Chaos, Law, and Neutrality. Choose the one that best fits your character concept. You must tell your Dragon Master your choice, though you needn't tell other players. Generally, Lawful characters reveal their alignment, while Chaotic characters are treacherous and untrustworthy. Talk to your Dragon Master if you want to play a character of Chaotic alignment.

Law (Lawful) is adherence to order, rules, and honesty. Lawful characters obey laws, care about others, and keep their promises. They believe in justice, fairness, and team work.

Chaos (Chaotic) opposes Law. It's a belief in selfishness and cruelty. Laws and promises matter little, while personal gain and self-advancement is most important.

Neutrality (Neutral) is belief in a balance between Law and Chaos. Neither side should become too advantaged. Individual whim and desire are important, as is the group. Neutrals seek prosperity and survival.

Alignment informs and guides player characters' actions; it doesn't dictate them. Alignment never forces a character to act in foolish or illogical ways, which is at your sole discretion as a player. At the

Dragon Master's discretion, your character's alignment might change.

Situational Example

Suppose a party is overwhelmed by monsters, and escape is futile unless the monsters are delayed. Lawful characters won't abandon comrades and fight to protect them, unless the group decides it's best to flee. Chaotic characters do whatever is best for them, whether that means helping the group, running away, or betraying their comrades. Neutral characters weigh the situation, protecting the group, when reasonable, and saving their own lives, when necessary.

Alignment Languages

Each alignment has a language comprising gestures, signals, code words, and so on. Any sentient creature with speech knows their alignment language, and they always know when a different alignment language is being used, even if they can't understand it. Alignment languages aren't written languages nor are they learnable by those of a different alignment. Those who change alignment forget their prior alignment language and begin using the new one immediately.

OTHER CONSIDERATIONS

Inheritance

The Dragon Master may allow player characters to gift their possessions to a newly created, 1st-level relative upon death. The proper authorities will retain 10% of the value of the items in taxes. This kind of inheritance may occur only once per player.

Languages

All monsters capable of speech can speak their alignment language. Most humans, Dwarves, Elves, and Halflings also know Common, which is the *lingua franca* of the game. Monsters with their own languages (often named after them) have a 20% chance of speaking

Common. Suggested additional languages include Bugbear, Doppelganger, Dragon, Dwarvish, Elvish, Gargoyle, Gnoll, Gnome, Goblin, Halfling, Harpy, Hobgoblin, Kobold, Lizard Man, Medusa, Minotaur, Ogre, Orc, Pixie, and other human dialects.

Hopeless Characters

At times, characters may have below average ability scores or one very low ability score (e.g., 3-6). This is limiting if the score is in an important ability score, such as a Fighter with a poor Constitution score. At the DM's discretion, a player can discard the character and create another one.



WEAPON & EQUIPMENT COSTS

MISCELLANEOUS EQUIPMENT

Item	Cost (gp)
Backpack	5
Crowbar	10
Flask of Oil	2
Garlic	5
Grappling Hook	25
Hammer (small)	2
Holy Symbol	25
Holy Water (1 vial)	25
Iron Spikes (12)	1
Lantern	10
Mirror (hand-size, steel)	5
Pole, Wooden (10 feet)	1
Rations, Iron (1 person, 1 week)	15
Rations, Standard (1 person, 1 week)	5
Rope, 50 feet	1
Sack, Large	2
Sack, Small	1
Stakes (3) and Mallet	3
Thieves' Tools	25
Tinderbox (flint & steel)	3
Torches (6)	1
Waterskin or Wineskin	1
Wine (1 quart)	1
Wolfsbane (1 bunch)	10

All equipment above weigh 80 coins combined.

LAND TRANSPORT

Item	Cost (gp)
Camel	100
Cart (2 wheels)	100
Horse	
Draft	40
Riding	75
War	250
Mule	30
Saddle & Bridle	25
Saddle Bags	5
Wagon (4 wheels)	200

WATER TRANSPORT

Item	Cost (gp)
Boat, River	5
Boat, Sailing	10
Canoe	2
Galley	5
Large	25
Small	2
War	25
Lifeboat, Ship's	25
Longship	1
Raft	10
Sailing Ship	5
Large	1
Small	15
Troop Transport	5

WEAPONS

Item	Cost (gp)	Weight (cn)
Axes		
Battle Axe†	7	50
Hand Axe	5	30
Bows†		
Crossbow	30	50
Case with 30 quarrels	10	—
Longbow	40	30
Shortbow	25	30
Quiver, 20 arrows	5	—
1 silver-tipped arrow	5	—
Catapults		
Light Catapult	100	—
Shot	5	—
Shot, Pitch	25	—
Daggers		
Normal	3	10
Silver	30	10
Swords		
Normal	10	60
Short	7	30
Two-Handed†	15	150
Other Weapons		
Mace*	5	30
Club*	3	50
Javelin	1	15
Lance	5	150
Pole Arm†	7	150
Sling*, with 30 stones	2	—
Spear	3	30
Staff*†	2	40
War Hammer*	5	30

* Clerics can use these weapons † These are two-handed weapons

ARMOR

Item	AC	Cost (gp)	Weight (cn)
Barding (horses)	5	150	600
Chain Mail	5	40	400
Leather	7	20	200
Plate Mail	3	60	500
Shield	-1*	10	100

* Shields better armor class by 1 point.

Weapon & Equipment Cost

At the discretion of the Dragon Master, players may buy items not on these lists. The Dragon Master determines what's available and its cost.

DESCRIPTIONS OF EQUIPMENT

Backpack: Use this to free your arms for other items. Holds 400 coins.

Barding: This is armor for horses. It's made of leather and metal plates.

Boat, River: A river boat is 20-30 feet long, has a beam (or width) of 10 feet, and has a draft (depth in the water) of 2-3 feet. It holds a crew of eight, which can row or pole the boat through water. For an extra 1,000 gp, it has a wooden roof to protect crew and cargo from the elements.

Boat, Sailing: Smaller than a river boat, this is a single-mast boat,

20-to-30 feet in length, 10 feet wide, and a draft of 2-to-3 feet. These vessels ply lakes and coastal waters, often times for fishing. To sail this ship, there must be at least one sailor. A captain and crew may be hired too. This boat can carry up to 20,000 coins of weight.

Canoe: This wooden craft is often waterproofed with bark, hides, or canvas. It's 15- feet long and weighs about 500 coins. Two people can carry a canoe overland if necessary. It holds up to 6,000 coins of weight.

Cart: Carts are meant to be pulled by 1-2 draft horses (or 2-4 mules) at a speed of 60|20. A single draft horse enables the cart to carry up to 4,000 coins of weight, while two draft horses increases that to 8,000 coins. Carts must travel on a road to move through forests, mountains, deserts, and swamps.

Crowbar: Use this 1-inch thick, 2-3 foot long iron bar to pry open doors, chests, and windows.

Flask of Oil: Use this item to fuel a lantern. You can also throw it at foes or pour it on floors and light it to delay monsters.

Galley, Large: This single-mast ship with square sail can range from 120-150 feet in length. It's 15-20 feet wide and has a draft of 3 feet. Its crew consists of a captain, 20 sailors, 50 marines, and 180 rowers. It can hold 40,000 coins of weight beyond that of the crew. It has two light catapults, one on the bow and one on the stern. It may also have a ram, at an additional cost of 10,000 gp.

Galley, Small: This is a smaller, lighter version of the large galley, with a length between 60-100 feet, a beam of 10-15 feet, and a draft of 2-3 feet. Its crew consists of a captain, 10 sailors, 20 marines, and 60 rowers. Like the large galley, a small galley can have a ram and two light catapults.

Galley, War: Similar in size to a large galley, this ship has a draft of 4-6 feet. It's specially constructed for war and generally heads a fleet of ships. Its crew consists of a captain, 30 sailors, 70 marines, and 300 rowers. It always has a ram, two masts, and a full deck over the rowers. Additionally, the ship has two wooden towers, one on the bow and one on the stern, which are 10-20 feet square and 15-20 feet tall. Three light catapults can fit on the ship. A war galley can carry up to 60,000 coins beyond that of its crew.

Grappling Hook: Ropes are tied to these 3-4 pronged, iron implements to ensure they anchor tightly.

Hammer (Small): Use a small hammer to drive iron spikes into doors and walls.

Holy Symbol: This is a mark or figure that represents a deity. Clerics must have this item to use spells and to turn undead.

Holy Water: Water made holy by a blessing from a high level Cleric can cause damage to undead monsters. The vials are usually thrown at foes.

Iron Spikes: Use these to wedge doors open, keep them shut, or to anchor a rope.

Lantern: One flask of oil keeps a lantern lit for four hours (24 turns). It sheds light in a 30-foot radius. It can be shuttered so that its light can be concealed and protected from strong winds.

Lifeboat, Ship's: This boat is 20 feet in length, has a beam of 4-5 feet, and a draft of 1-2 feet. It has a collapsible mast and a week's worth of food for 10 men. It can carry 15,000 coins worth of weight. Small ships have 1-2 such ships, and large ships have 3-4. Lifeboats for larger vessels are purchased separately and reduce their carrying capacity by 5,000 coins.

Longship: This long, narrow ship is 60-80 feet in length, has a beam of 10-15 feet, and a draft of 2-3 feet. It can be used in rivers, on coastal waterways, and at open sea. Its crew consists of a captain and 75 sailors, who are also its rowers and marines. Only

60 sailors are needed to row the boat at full speed. The ship can carry up to 40,000 coins of weight beyond that of its crew.

Mirror: This item is used to look at monsters, places, or items indirectly. It's especially useful to reflect the images of monsters whose gazes can cause harm, such as the Medusa. Characters that use the mirror to attack monsters have -1 to their attack rolls. Light is necessary to use the mirror, and using it prevents the use of a shield. If no mirror is used, characters that attack while avoiding the gaze of monsters have -4 to attack rolls, while the avoided monster has +2 to its attack rolls against the user of the mirror.

Pole, Wooden: This 2-inch thick, 10-foot long stick is useful for finding traps, probing refuse and pools, and maintaining a healthy distance from suspect items.

Raft: This can be either a shoddily-built floating platform or a professionally-built barge. The latter comes with raised edges (to prevent water from flowing onboard), a tent or hut for shelter, and crude oars for steering. Rafts can be poled in gentle currents along rivers and in coastal waterways. They tend to be no larger than 30-feet by 40-feet and are generally dismantled and sold for their wood, which can fetch a quarter of the original price. A raft can support 10,000 coins for each 10-foot by 10-foot section it has.

Rations, Iron: These preserved items feed one person for a week.

Rations, Standard: These unpreserved items feed one person for a week. They can be thrown to pursuing monsters in an effort to delay their pursuit.

Rope: A thick, heavy rope that can support the weight of three fully-loaded human-sized monsters.

Sack, Large: This item can hold up to 600 coins.

Sack, Small: This item can hold up to 200 coins.

Saddle Bag: This item is tied to a horse and can hold up to 300 coins.

Sailing Ship, Large: With three masts, one or more decks, castled decks to aid archers, a length of 100-150 feet, a beam of 25-30 feet, and a draft of 10-12 feet, this ship is one of the mightiest on the open seas. Its crew consists of a captain and 20 sailors. It can hold two light catapults and carry up to 300,000 coins of weight, besides its crew.

Sailing Ship, Small: Similar to a large sailing ship, this vessel is generally half the length, same width, and half the draft of its larger cousin. The crew is about half the size too, though it can only hold 100,000 coins of cargo.

Stakes & Mallet: Useful against vampires, these three, 1½-feet long wooden sticks are sharpened for maximum penetration.

Thieves' Tools: Use these tools with the Open Locks skill.

Tinderbox: This small box holds flint, steel, and tinder. It's used to start fires and to light torches. Characters can use this to light a fire on 5+|d6. It takes one round to use the tinderbox.

Torch: Six of these come bundled together. They shed light in a 30-foot radius for one hour (6 turns).

Troop Transport: These specially modified sailing vessels are meant to carry large numbers of troops. They can carry twice as many people and horses as a large sailing ship.

Wagon: It takes 2-4 draft horses (4-8 mules) to pull a wagon. Two animals can pull 15,000 coins of weight, and four animals can pull 25,000 coins of weight. Wagons must travel on roads in rough terrain.

Waterskin/Wineskin: This item holds a quart of liquid.

Wolfsbane: This item may cause were-monsters hit in melee combat to run away.

SECTION 3: SPELLS

Clerics, elves, and magic-users have the ability to use spells. Spells are complex, intricate formulas for unleashing magical power. Spell-users control the forces intrinsic to the formulas by remembering a set of words and gestures. Each spell requires its own set of words and gestures to function.

Spell-users must prepare (learn, memorize) their spells before an adventure begins and can retain them in memory for as long as they like before using them. Once prepared, spell-users can't change their selection until they rest (sleep) for an evening. Once used, spell-users must prepare the spell again before it can be used again. However, they may prepare the same spell more than once, if they've earned a sufficient number of levels to do so, and can then use it more than once without the need to prepare it again. As spell-users advance in levels, they increase the number and type of spells they can use.

Casting Restrictions. Spell-users must be able to talk, must be able to gesture freely (can't be bound or gagged), and can do nothing else in the round (neither walking nor talking) but initiate and execute the spell. Before initiative is determined, players must tell the Dragon Master what spell their characters will use. Should the spell-user lose initiative and take damage or fail a saving throw before using the spell, the spell is lost and the character counts it as used. Finally, spell-users must be able to see the foes or areas they want to affect.

Saving Throws. Some spells allow foes to make a saving throw to avoid or lessen its effects. Saving throws represent a foe's luck, skill, or innate qualities in avoiding or resisting the effects. See the subsection Saving Throws on page 32 in Section 5: The Encounter for more information. The description for a spell will note whether a saving throw is possible. Generally, a monster that succeeds with its saving throw will ignore the spell effects entirely or take half the damage indicated.

Range & Duration. Each spell has a range and duration. Range is given as a number, which represents feet in indoor settings, like dungeons, or yards in outdoor settings, like wilderness. If the number is 0, it means spell-users can use it on themselves or must touch another character. Duration is how long the spell effects last. Duration is noted in rounds (each 10 seconds) or turns (each 10 minutes).

Concentration. Some spells require the spell-user concentrate to maintain their effects. Concentration is indicated in the entry for duration, in parenthesis. The only action a concentrating spell-user can take is to move up to half speed. All other actions end the spell. Concentration is broken immediately if the spell user suffers damage or fails a saving throw.

Regaining Spells. Generally, adventures should take no more than a few hours of game time. However, when player characters find themselves on an adventure for longer than a day, they regain (re-prepare) spells to use again. To regain spells, spell-users must rest (sleep) for a night and then have an hour of uninterrupted time to ask for them (Clerics), or study and memorize them (Elves and Magic-users). Elves and Magic-users must have their spell-books on hand to regain spells.

Replacing Spell-books. Without their spell-books, Elves and Magic-users can't regain spells. To replace a spell-book, spell-users must spend 1,000 gp and work for 1 week per spell level for each spell replaced in a new book. For example, to replace two 1st-level spells (1,000 gp each and 2 weeks of work) and a 2nd-level spell (2,000 gp and 2 weeks of work) would cost 4,000 gp and take 4 weeks of work. Elves and Magic-users can do nothing during this time, including adventure.

Getting New Spells. Because Clerics receive their spells from the deities they serve, they can prepare any spell on the clerical spell list once they earn the appropriate character level that gives them access to the spell level in question. Elves and Magic-users, on the other hand, are taught their spells. Based on the nature of the campaign, Elves and Magic-users have access to spells either through a wizardry guild or through a high-level NPC master who is a teacher and mentor.

When they earn a level, they must return to the guild or master for one week of game time to learn any new spells. During this time, Elves and Magic-users are unable to do anything else, including adventure. The Dragon Master may choose which new spell a character learns or may let the player decide. Elves and Magic-users are limited to knowing a number of spells equal to the number of spells they can use at each spell level. These are also the only spells they have in their spell-books. For example, the spell-books of both a 4th-level Elf and a 4th-level Magic-user would hold two 1st-level spells and two 2nd-level spells.

Reversible Spells. Some spells can produce an effect opposite of the original spell. How this is done, and the implications of reversing spells, depends on whether characters are clerics, or elves and magic-users.

Clerics needn't prepare a reversible form of a spell. They can decide to reverse the form when they use it. Lawful clerics generally use the form of the spell as initially described. They use the reverse forms at the risk of angering their deity. Only in matters of life and death should a Lawful cleric use the reverse form of a spell. Otherwise, they risk penalties or alignment change if they overuse the reverse form. Chaotic clerics, on the other hand, use the reverse form regularly and only use the initial form of the spell to aid themselves, their followers, those who serve the same deity or cause, or those of Chaotic alignment. Whether the initial form or the reverse form is the proper spell to use for Neutral clerics is determined by the nature of the deity they serve. No cleric is permitted to use both forms of a reversible spell with impunity. The ability to even use such forms of the spell is at your Dragon Master's discretion.

Elves and Magic-users must deliberately prepare the reverse form of a spell. It's possible for them to prepare both forms, if they have enough uses per day available for that spell level.

Stacking Effects. Spells that grant modifiers to attack rolls, damage rolls, saving throws, morale, reaction, and any other rolls can be used together to stack, or accumulate, ever-larger modifiers. These modifiers, in turn, stack with modifiers granted by magical items. However, spells such as *haste*, which provide a singular effect, don't stack with itself or with any effect that replicates it.

CLERIC SPELLS

First-Level Cleric Spells

Cure Light Wounds*	Protection from Evil
Detect Evil	Purify Food & Water
Detect Magic	Remove Fear*
Light*	Resist Cold

Second-Level Cleric Spells

Bless*	Resist Fire
Find Traps	Silence, 15-ft. Radius
Know Alignment	Snake Charm
Hold Person	Speak with Animal

Third-Level Cleric Spells

Continual Light*	Locate Object
Cure Disease*	Remove Curse*
Growth of Animals	Striking

Fourth-Level Cleric Spells

Create Water	Protection from Evil, 10-ft. Radius
Cure Serious Wounds*	Speak with Plants
Neutralize Poison	Sticks to Snakes

Fifth-Level Cleric Spells

Commune	Insect Plague
Create Food	Quest*
Dispel Evil	Raise Dead*

FIRST LEVEL CLERIC SPELLS

Cure Light Wounds*

Range: 0
Duration: Permanent

The Cleric restores 1d6+1 hit points to a living monster with a touch. Instead of restoring hit points, the spell may remove paralysis instead. This spell doesn't restore hit points beyond a monster's total hit points.

The reverse of this spell, **cause light wounds**, inflicts 1d6+1 damage to a living monster with a successful melee attack.

Detect Evil

Range: 120
Duration: 6 turns (1 hour)

This spell causes monsters with evil intentions or objects with evil enchantments in range to glow with a slight radiance. The Cleric doesn't hear any thoughts but feels a sense of dread and maliciousness coming from the monster or object. The definition of evil is left to the discretion of the Dragon Master. Chaotic isn't necessarily synonymous with evil, nor are poisons or traps good or evil.

Detect Magic

Range: 60
Duration: 2 turns (20 minutes)

The Cleric can assess whether or not one area, object, or monster in range is affected by a spell or magical effect. Several items can be assessed during the duration of the spell. If the target is affected, it glows with a slight radiance.

Light*

Range: 120
Duration: 12 turns (2 hours)

The spell creates a 15-foot radius light to shine from a given point. It can be used to read and see by, but it isn't as bright as daylight. It can be anchored on an object. It can also be anchored on the eyes of a monster. The monster is blinded for the duration of the spell if it fails a saving throw vs. Spells. A blinded monster can't attack.

The reverse of this spell, **darkness**, creates a 15-foot radius area of utter darkness. Except for infravision, no form of sight works in its area. It negates a **light** spell when used specifically against it, and vice versa. This form of the spell can be cast on the eyes of a monster too, resulting in the same effect.

Protection from Evil

Range: 0 (Cleric only)
Duration: 12 turns (2 hours)

The spell causes a magical barrier to surround and move with the Cleric. Monsters whose alignments are different from the Cleric's alignment have -1 to attack rolls against him or her, while the Cleric also has +1 to saving throws prompted by such monsters. The barrier prevents summoned or created monsters from making melee attacks against the Cleric, though they can still make missile attacks or magical attacks. This benefit of the spell ends before the duration expires if the Cleric makes any melee attacks against such monsters.

Purify Food & Water

Range: 10
Duration: Indefinite

This spell purifies spoilt or poisonous food and water. It can purify one ration of food, six skins of water or wine, or enough food to feed 12 people.

Remove Fear*

Range: 0
Duration: 2 turns (20 minutes)

This spell removes all fear effects from the recipient. Those who are fleeing when targeted by the spell have +1 to their saving throw for every level of the Cleric. For example, a 3rd-level Cleric using this spell on a fleeing target grants the target +3 to the saving throw.

The reverse of this spell, **cause fear**, forces a recipient to flee for two turns if a saving throw against Spells is failed. This form of the spell has a range of 120.

Resist Cold

Range: 30
Duration: 6 turns (1 hour)

This spell allows all those in range to ignore the effects of freezing temperatures. They also have +2 to saving throws against cold attacks. Cold damage against them is reduced 1 point for each die rolled, to a minimum of 1 damage per die rolled.

SECOND-LEVEL CLERIC SPELLS

Bless*

Range: 60
Duration: 6 turns (1 hour)

This spell can only be used on allies of the Cleric in a 20-foot by 20-foot area who aren't yet in melee combat. They have +1 to their morale score, +1 to attack rolls, and +1 to damage rolls. At the discretion of the Dragon Master, this spell may be used in a ritual to bless or cleanse a monster, location, or object.

The reverse of this spell, **blight**, gives foes -1 to their morale score, -1 to attack rolls, and -1 to damage rolls if they fail a saving throw vs. Spells.

Find Traps

Range: 30
Duration: 2 turns (20 minutes)

Any area within range that has a trap glows with slight radiance. The spell reveals the location of mechanical and magical traps but not their kind nor how they can be disarmed.

Know Alignment

Range: 10
Duration: 1 round (10 seconds)

The Cleric learns the alignment of one monster, item, or location.

Hold Person

Range: 180
Duration: 9 turns (1 hour and 30 minutes)

This spell is useful only when used on human, demi-human, or human-like monsters. It has no effect on undead or monsters larger than an ogre. A group of 1d4 monsters within range is affected, unless the Cleric chooses to target just one monster. Targets of the spell must succeed with a saving throw vs. Spells or be paralyzed. If used against just one monster, the target has -2 to the saving throw.

Resist Fire

Range: 30
Duration: 2 turns (20 minutes)

The Cleric enables one recipient to ignore the effects of heat or normal fires. They also have +2 to saving throws against fire attacks. Fire damage against them is reduced 1 point for each die rolled, to a minimum of 1 damage per die rolled.

Silence, 15-foot Radius

Range: 180

Duration: 12 turns (1 hour and 30 minutes)

This spell prevents sounds arising from the area of effect. Conversations and use of spells from within the area is impossible. It doesn't prevent those within the area from hearing sounds arising from outside the area. This spell may target a monster; in which case, the spell anchors to the monster if it fails a saving throw vs. Spells. A successful save means the spell anchors to the area instead.

Snake Charm

Range: 60

Duration: See spell description

The Cleric charms 1 hit die of snakes for each level of the Cleric. For example, a 6th-level Cleric can charm one snake with 6 hit dice, 2 snakes with 3 hit dice, and so on. The snakes can do nothing but sway back and forth. If this spell is used on attacking snakes, the spell lasts for 1d4+1 rounds; otherwise, it lasts for 1d4+1 turns.

Speak with Animals

Range: 30

Duration: 6 turns (1 hour)

The Cleric can talk to one type of normal or giant animal, such as dogs. It doesn't work on intelligent animals or fantastical monsters. The Dragon Master determines the reaction of the animal normally. An animal must understand any request and must be capable of performing it.

THIRD-LEVEL CLERIC SPELLS**Continual Light***

Range: 120

Duration: See spell description

The Cleric creates a 30-foot radius light, which emanates from a chosen point within range. The light is equivalent to full daylight and lasts until dispelled. Monsters with penalties when in full daylight suffer these penalties when in the area of effect of the spell. Like the **light** spell, the Cleric can attempt to place the spell on the eyes of a monster. If the monster fails its saving throw vs. Spells, it's blinded. An item can also be the recipient of the spell.

The reverse of this spell, **continual darkness**, creates a 30-foot radius area of utter darkness. No form of light functions in it. Likewise, neither the 1st-level light spell nor infravision function in it. Similarly, if used on the eyes of a monster, the monster is blind should it fail a saving throw vs. Spells. A **continual darkness** spell dispels a continual **light** spell, and vice versa.

Cure Disease*

Range: 30

Duration: Permanent

The recipient of this spell is cured of all diseases, even those of a magical nature, such as lycanthrope and mummy rot. It also kills green slime.

The reverse of this spell, **cause disease**, causes a recipient to suffer a withering disease with a failed saving throw vs. Spells. The recipient immediately has -2 to attack rolls, doesn't benefit from magical healing, and must rest twice as long to heal naturally. The recipient dies in 2d12 days unless **cure disease** is used to remove the disease.

Growth of Animal

Range: 120

Duration: 12 turns (1 hour and 30 minutes)

The spell doubles the size of one normal or giant animal. It doesn't work on intelligent animals or fantastical monsters. The strength, damage, and carrying capacity of the animal are doubled. The behavior of the animal remains unchanged.

Locate Object

Range: 120

Duration: 6 turns (1 hour)

This spell can locate either a common type of item (doors, stairs, tapestries, and so on) or a unique item. To find a unique item, the Cleric must have seen it up close and must know its shape, size, color, and so on. When an item in question is within range, the Cleric knows in what direction it lies but not its distance. This spell can't locate monsters.

Remove Curse*

Range: 0

Duration: Permanent

This spell removes one curse. It can be used to separate a cursed magical item from its recipient.

The reverse of this spell, **curse**, conveys misfortune on the recipient. The recipient ignores the curse with a successful saving throw. The exact nature of the misfortune is limited only to the imagination of the player. The Dragon Master is responsible for ensuring the curse isn't too powerful. Example effects of a curse follow.

- -4 to attack rolls
- -2 to saving throws
- A prime requisite is reduced by half

There's no limit to the number of curses that can affect a recipient.

Striking

Range: 30

Duration: 1 turn (10 minutes)

One weapon does +1d6 damage with every hit. This spell enables the weapon to do damage to monsters that are only able to be hit with magical weapons.

FOURTH-LEVEL CLERIC SPELLS**Create Water**

Range: 0

Duration: Permanent

This spell causes a magical spring to issue forth from the ground. It supplies enough water for 12 humans and their mounts for a day. This spell supplies twelve additional humans and their mounts for each level the Cleric is above 8th.

Cure Serious Wounds*

Range: 0

Duration: Permanent

The Cleric restores 2d6+2 hit points to a living monster with a touch. This spell doesn't restore hit points beyond a monster's total hit points.

The reverse of this spell, **cause serious wounds**, inflicts 2d6+2 damage to a living monster with a successful melee attack.

Neutralize Poison

Range: 0

Duration: Permanent

This spell removes the effects of poisons and returns to life a recipient who died of poisoning if used within 10 rounds. When used on a

poison or poisoned item, it makes those items harmless. The spell is effective only on poisons currently present at the time the spell is used.

Protection from Evil, 10-foot Radius

Range: 0
Duration: 12 turns

This spell creates a magical barrier that emanates from the Cleric, up to a distance of 10 feet. The barrier moves with the Cleric. Monsters whose alignments are different from the Cleric's alignment have -1 to attack rolls against anyone in the area of effect, while all those protected have +1 to saving throws prompted by such monsters. The barrier prevents summoned or created monsters from making melee attacks against those within the area, though monsters can still make missile or magical attacks. This benefit of the spell ends before the duration expires if anyone in the area makes melee attacks against the monsters.

Speak with Plants

Range: 30
Duration: 3 turns (30 minutes)

The Cleric can talk to plants and plant-like monsters. The plants give simple aid and support to the Cleric, if they can understand the request and are capable of performing it. For example, they can allow the Cleric and allies to move through impenetrable underbrush.

Sticks to Snakes

Range: 120
Duration: 6 turns (1 hour)

The Cleric turns 2d8 sticks into snakes (AC 6; HD 1d8; MV 90|30; A 1; D 1d4; Save F1; ML 7; AL N). They obey the Cleric until the spell ends or they're killed; at which point, they turn back into sticks. There's a 50% chance the snakes are poisonous.

FIFTH-LEVEL CLERIC SPELLS

Commune

Range: 0
Duration: 3 turns (30 minutes)

The Cleric can ask three questions of powerful supernatural entities. The questions must be yes|no questions. The spell works but once a week. Once a year, the Cleric can ask six such questions. If overused, the Dragon Master may limit its used to once a month.

Create Food

Range: 0
Duration: Permanent

This spell creates enough food to supply 12 humans and their mounts for a day. This spell supplies twelve additional Humans and their mounts for each level the Cleric is above 8th.

Dispel Evil

Range: 30
Duration: 1 turn (10 minutes)

With the spell, the Cleric banishes or destroys a summoned, created, or undead monster that comes within range of the Cleric and fails a saving throw. A monster that succeeds with a save flees from the area of effect. The Cleric can do nothing (including move) while this spell is in effect. The spell may be used directly on one monster or item; in which case, the recipient has -2 to the saving throw. This spell can also separate a recipient from a cursed magical item.

Insect Plague

Range: 480
Duration: 1 day

With this spell, the Cleric calls forth a swarm of insects 60 feet in diameter. The swarm obscures vision and causes monsters of 3 hit dice or fewer to flee. The swarm has a speed of 60|20. While swarm is in range, the Cleric can direct its movement. The Cleric can do nothing (including move) while this spell is in effect. Should the Cleric be disturbed, the swarm dissipates immediately and the spell ends. The spell can only be used outside.

Quest*

Range: 30
Duration: See spell description

This spell forces the recipient to accomplish or complete a task or quest demanded by the Cleric. The recipient can ignore the Cleric with a successful saving throw vs. Spells. The exact nature of the quest can be anything, including a command to slay a monster, retrieve an item, rescue a prisoner, or take a journey. The recipient won't take any obviously suicidal actions. Once the task is accomplished, the spell ends. Recipients who refuse to perform the quest suffer a curse until they resume the mission.

The reverse of this spell, **remove quest**, is the only way to remove a quest or quest-like curse. If the Cleric is of an equal or greater level than the spell-user who initiated the quest, the spell removes the effects immediately. If the Cleric is one level lower than the spell-user, the chance of successfully removing the effects is 95%. If the Cleric is two levels lower than the spell-user, the chance of success is 90%, and so on.

Raise Dead*

Range: 120
Duration: Permanent

This spell returns to life one dead Human or demi-human (Dwarf, Elf, or Halfling). An 8th-level Cleric can raise someone from the dead who has been dead for four days. For each level beyond 8th, the period of death increases four days, so a 10th-level Cleric can raise someone who's been dead for 12 days. When returned to life, the recipient has 1 hit point and can't fight, use spells, use abilities, carry heavy loads, nor move at more than half speed. After the recipient has bedrest for two full weeks, which magic can't alter, these limitations end. Note, if the Cleric targets an undead monster with this spell, the monster is destroyed if it fails a saving throw vs. Spells.

The reverse of this spell, **finger of death**, discharges a ray that kills one monster if it fails a saving throw vs. Death Ray. Lawful Clerics may use this spell only if their life depends on it.



ELF & MAGIC-USER SPELLS**First-Level Elf & Magic-user Spells**

Charm Person	Protection from Evil
Detect Magic	Purify Food & Water
Floating Disc	Read Magic
Hold Portal	Shield
Light	Sleep
Magic Missile	Ventriloquism

Second-Level Elf & Magic-user Spells

Continual Light*	Levitate
Detect Evil	Locate Object
Detect Invisible	Mirror Image
ESP	Phantasmal Force
Invisibility	Web
Knock	Wizard Lock

Third-Level Elf & Magic-user Spells

Clairvoyance	Infravision
Dispel Magic	Invisibility, 10-ft. Radius
Fire Ball	Lightning Bolt
Fly	Protection from Evil, 10-ft. Radius
Haste	Protection from Normal Missiles
Hold Person	Water Breathing

Fourth-Level Elf & Magic-user Spells

Charm Monster	Polymorph Others
Confusion	Polymorph Self
Dimension Door	Remove Curse*
Growth of Plants	Wall of Fire
Hallucinatory Terrain	Wall of Ice
Massmorph	Wizard Eye

Fifth-Level Elf & Magic-user Spells

Animate Dead	Magic Jar
Cloudkill	Pass-Wall
Conjure Elemental	Telekinesis
Contact Higher Plane	Teleport
Feeblemind	Transmute Rock to Mud*
Hold Monster	Wall of Stone

Sixth-Level Elf & Magic-user Spells

Anit-Magic Shell	Lower Water
Control Weather	Move Earth
Death Spell	Part Water
Disintegrate	Project Image
Geas*	Reincarnation
Invisible Stalker	Stone to Flesh

FIRST-LEVEL ELF & MAGIC-USER SPELLS**Charm Person**

Range: 120
Duration: See spell description

This spell is useful only when used on human or human-like monsters. It has no effect on undead nor monsters larger than an ogre. A recipient that fails a saving throw vs. Spells has complete trust in the spell-user. The spell-user may command the recipient, who will obey so long as the recipient understands the spell-user's language and the commands don't go against its nature (alignment, self-preservation).

Consult the table below to see when recipients can make a new saving throw to overcome the spell.

Charm Person Saving Throw Frequency

Recipient's Intelligence Score	Saving Throw Frequency
3-8	Once a month
9-12	Once a week
13-18	Once a day

A *dispel magic* spell can remove charm effects, similar to this spell.

Detect Magic

Range: 60
Duration: 2 turns (20 minutes)

The spell-user can assess whether or not one area, object, or monster in range is affected by a spell or magical effect. Several items can be assessed during the duration of the spell. If the target is affected, it glows with a slight radiance.

Floating Disc

Range: 60
Duration: 6 turns (1 hour)

This spell forms an invisible disc that can hold up to 5,000 coins worth of weight. It must be created in an unoccupied space. The disc forms at the spell-user's waist and remains at that height. The disc follows the spell-user, moving at the same speed. When the spell ends, the disc vanishes, leaving everything on it to fall to the ground.

Hold Portal

Range: 10
Duration: 2d6 turns (20 minutes to 2 hours)

This spell enchants a door, gate, or similar threshold so that it won't open. The *knock* spell opens a portal affected by this spell. Monsters with 3 hit dice or more can open portals affected by this spell in one round.

Light*

Range: 120
Duration: 6 turns (1 hour) + 1 turn per level of the spell-user

The spell creates a 15-foot radius light to shine from a given point. It can be used to read and see by, but it isn't as bright as daylight. It can be anchored on an object. It can also be anchored on the eyes of a monster. The monster is blinded for the duration of the spell if it fails a saving throw vs. Spells. A blinded monster can't attack.

The reverse of this spell, *darkness*, creates a 15-foot radius area of utter darkness. Except for infravision, no form of sight works in its area. It negates a *light* spell when used specifically against it, and vice versa. This form of the spell can be cast on the eyes of a monster too, resulting in the same effect.

Magic Missile

Range: 150
Duration: Instant

With this spell, the spell-user conjures a visible, glowing magical missile that can be launched at any time during the spell duration. The magic missile automatically hits its target and does 1d6+1 damage. For every five levels the spell-user has, two additional missiles are earned. For example, a 1st-level spell-user has one missile, a 6th-level spell-user has three missiles, an 11th-level spell-user has five missiles, and so on. When used, they must all be used at once, though they may be divided among any number of foes.

Protection from Evil

Range: 0 (spell-user only)
Duration: 6 turns (1 hour)

The spell causes a magical barrier to surround and move with the spell-user. Monsters whose alignments are different from the spell-user's alignment have -1 to attack rolls against him or her, while the spell-user also has +1 to saving throws prompted by such monsters. The barrier prevents summoned or created monsters from making melee attacks against the spell-user, though they can still make missile attacks or magical attacks. This benefit of the spell ends before the duration expires if the spell-user makes any melee attacks against such monsters.

Read Languages

Range: 0 (spell-user only)
Duration: 2 turns (20 minutes)

The spell-user can read (but not speak) any languages, signs, codes, symbols, treasure maps, and so on.

Read Magic

Range: 0
Duration: 1 turn (10 minutes)

The spell-user can read magical writing and scrolls with this spell. Without it, the spell-user can't understand the writing. Once read with this spell, the spell-user can always understand it. This spell must be used to read spell-books and scrolls with Elf & Magic-user spells.

Shield

Range: 0 (spell-user only)
Duration: 2 turns (20 minutes)

The spell-user is protected by a magical barrier that moves with him or her. The barrier provides AC 2 against missile attacks and AC 4 against all other attacks.

Sleep

Range: 240
Duration: 4d4 turns (40 minutes to 2 hours and 40 minutes)

This spell causes either one monster with 4+1 hit dice to fall into a magical slumber or 2d8 hit dice of monsters with 4 hit dice or fewer to do so. Undead are unaffected. Monsters with the fewest hit dice are affected first, then those with more, and so on. Ignore pluses to hit dice and consider monsters with less than 1 hit die as 1 hit die monsters. Slumbering monsters must be awakened by force, and they can be killed instantly.

Ventriloquism

Range: 60
Duration: 2 turns (20 minutes)

This spell-user can make the sound of his or her voice come from some other location within range.

SECOND-LEVEL ELF & MAGIC-USER SPELLS

Continual Light*

Range: 120
Duration: See spell description

The spell-user creates a 30-foot radius light, which emanates from a chosen point within range. Unlike the cleric spell, this spell isn't equivalent to daylight. It lasts until dispelled. Like the **light** spell, the spell-user can attempt to place the spell on the eyes of a monster. If the monster fails its saving throw vs. Spells, it's blinded.

The reverse of this spell, **continual darkness**, creates a 30-foot radius area of utter darkness. No form of light functions in it. Likewise, neither the 1st-level **light** spell nor infravision function in it. Similarly, if used on the eyes of a monster, the monster is blind should it fail a saving throw vs. Spells. This spell dispels a **continual light** spell, and vice versa.

Detect Evil

Range: 120
Duration: 2 turns (20 minutes)

This spell causes monsters with evil intentions or objects with evil enchantments in range to glow with a slight radiance. The cleric doesn't hear any thoughts but feels a sense of dread and maliciousness coming from the monster or object. The definition of evil is left to the discretion of the Dragon Master. Chaotic isn't necessarily synonymous with evil, nor are poisons or traps good or evil.

ESP

Range: 60
Duration: 12 turns (2 hours) (concentration)

The spell-user can hear the thoughts of others with this spell. It takes one full turn (10 minutes) of concentration for the spell-user to hear and understand the thoughts of one monster within range, regardless of language. If more than one monster is in the line of hearing, the spell-user hears a muddle of different thoughts. An additional turn (10 minutes) of concentration is required to sort out the voices and listen in on only one monster. This spell is prevented from working by more than 2 feet of rock or a thin layer of lead. Undead have no thoughts and can't be heard with this spell.

Invisibility

Range: 240
Duration: Permanent until broken

One recipient or object in range becomes invisible. All worn and carried items (except carried monsters) are also invisible. Items become visible and remain visible when the recipient discards them. Invisible recipients remain so until they attack someone or use a spell. While sources of light can be made invisible, their light remains visible.

Knock

Range: 60
Duration: 1 round (10 seconds)

This spell opens gates, chests, and so on that are barred, locked, or secured, including those benefiting from a **hold portal** or **wizard lock**.

Levitate

Range: 0 (spell-user only)
Duration: 6 turns (1 hour) + 1 turn per level of the spell-user

This spell enables the spell-user to move vertically up or down without regard to gravity at a speed of 60|20. To move horizontally requires the spell-user to push or pull themselves along some surface. The spell-user may use this spell while carrying a normal amount of weight.

Locate Object

Range: 60 + 10 per level of the spell-user
Duration: 2 turns (20 minutes)

This spell can locate either a common type of item (doors, stairs, tapestries, and so on) or a unique item. To find a unique item, the spell-user must have seen it up close and must know its shape, size, color, and so on. When an item in question is within range, the spell-user knows in what direction it lies but not its distance. This spell can't locate monsters.

Mirror Image

Range: 120
Duration: 6 turns (1 hour)

This spell-user produces 1d4 images that look and behave exactly as he or she does. An attack against the spell-user strikes an image instead and causes it to vanish. No hit is necessary.

Phantasmal Force

Range: 240
Duration: See spell description (concentration)

This spell creates or changes the appearances of things within a 20-foot cubic area. The illusion remains so long as the spell-user concentrates. Images that replicate what the spell-user has seen before offer viewers no advantages to their saving throw; otherwise, the Dragon Master may apply a bonus. Should a viewer interact with the illusion, they immediately recognize it for what it is. If the spell-user uses the spell to create an image of a monster, the monster has AC 9 and vanishes when hit. If the spell-user uses it to mimic an attack, such as a false lightning bolt or a collapsing cave wall, the target can avoid the virtual effects with a saving throw vs. Spells. Even if the target fails the saving throw, the damage is never real. Killed targets simply fall unconscious, those who believe they've been petrified simply stand rigid, and so on. These virtual effects last for 1d4 turns.

Web

Range: 10
Duration: 48 turns (8 hours)

The spell produces webbing that covers a 10-foot cubic space and prevents passage through it. The webbing is sticky and hard to destroy. Monsters with giant strength can break through the webbing in two rounds, monsters with ogre strength can break through it in four rounds, and monsters with human strength can break through it in 2d4 turns. Fire destroys the webbing in two rounds (20 seconds), though monsters within the webbing suffer 1d6 damage.

Wizard Lock

Range: 10
Duration: Permanent

This spell enchants anything with a lock (not just a portal) so that it won't open. The **knock** spell opens an object affected by this spell, but the **wizard lock** spell remains active and continues to affect the object. Any magic-using monster with 3 hit dice or more can pass through or open objects affected by this spell.

THIRD-LEVEL ELF & MAGIC-USER SPELLS**Clairvoyance**

Range: 60
Duration: 12 turns

With this spell, the spell-user can see through the eyes of another monster. The monster need not be visible, but it must be in the general direction the spell-user chooses and within range. The spell-user sees through the eyes of a monster for a turn (10 minutes), after which time the spell-user can switch to another monster. Two feet of rock or a thin lining of lead prevent this spell from working.

Dispel Magic

Range: 120
Duration: Permanent

This spell removes all spell effects from a 20-foot cubic area. Magic items are unaffected. The chance of success is 100% for a spell-user of equal or greater level than the first spell-user, 95% if the spell-user is one level lower, 90% if the spell-user is two levels lower, and so on.

Fire Ball

Range: 240
Duration: Instant

The spell-user launches a fiery missile that erupts into flames at a designated point. The burst has a 20-foot radius. Everything within the radius of effect takes 1d6 damage for each level of the spell-user. A successful saving throw vs. Spells results in half damage.

Fly

Range: 0
Duration: 1d6 turns + 1 turn per level of the spell-user

The recipient can fly at a speed of 360|120 or stay motionless in the air.

Haste

Range: 240
Duration: 3 turns (30 minutes)

This spell lets 24 monsters within a 30-foot radius move at double their speed and make twice their normal number of missile or melee attacks. The speed at which spells and devices are used isn't affected.

Hold Person

Range: 180
Duration: 9 turns (1 hour and 30 minutes)

This spell is useful only when used on human, demi-human, or human-like monsters. It has no effect on undead or monsters larger than an ogre. A group of 1d4 monsters within range is affected, unless the spell-user chooses to target just one monster. Targets of the spell must succeed with a saving throw vs. Spells or be paralyzed. If used against just one monster, the target has -2 to the saving throw.

Infravision

Range: 0
Duration: 1 day

The recipient can see in the dark, up to 60 feet.

Invisibility, 10-foot Radius

Range: 120
Duration: See spell description

The spell causes a recipient and all those within 10 feet of him to become invisible. The area of effect moves with the recipient. Those who move outside the area of effect become visible.

Lightning Bolt

Range: 180
Duration: Instant

The spell-user discharges a bolt of lightning from anywhere within the range of the spell. The bolt moves directly away from the spell-user. The bolt is 5-foot wide, 60-foot long. Monsters caught within the bolt take 1d6 damage per level of the spell-user. Should the bolt strike a solid surface before terminating, it ricochets directly back to the point of origin until it reaches its maximum length of 60 feet. Each time a monster is hit by the bolt, it must succeed with a saving throw vs. Spells to take half damage.

Protection from Evil, 10-foot Radius

Range: 0
Duration: 12 turns (2 hours)

This spell creates a magical barrier that emanates from the spell-user, up to a distance of 10 feet. The barrier moves with the spell-user. Monsters whose alignments are different from the spell-user's alignment have -1 to attack rolls against anyone in the area of effect, while all those protected have +1 to saving throws prompted by such

monsters. The barrier prevents summoned or created monsters from making melee attacks against those within the area, though monsters can still make missile or magical attacks. This benefit ends before the duration expires if anyone in the area makes melee attacks against the monsters.

Protection from Normal Missiles

Range: 30
Duration: 12 turns (2 hours)

One recipient is immune to damage from small, non-magical missile weapons but takes damage from a catapult shot or magic arrow.

Water Breathing

Range: 30
Duration: 1 day

This spell enables a recipient to breath underwater without harm.

FOURTH-LEVEL ELF & MAGIC-USER SPELLS

Charm Monster

Range: 120
Duration: See spell description

This spell is useful against all monsters, except undead monsters. A recipient that fails a saving throw vs. Spells has complete trust in the spell-user. The spell-user may command the recipient, who will obey so long as the recipient understands the spell-user's language and the commands don't go against its nature (alignment, self-preservation). Only one monster of 3+1 hit dice or greater can be affected by the spell. Otherwise, 3d6 monsters are charmed. Consult the table below to see when recipients can make a new saving throw to overcome the spell.

Charm Person Saving Throw Frequency

Recipient's Intelligence Score	Saving Throw Frequency
3-8	Once a month
9-12	Once a week
13-18	Once a day

A *dispel magic* spell can remove charm effects, similar to this spell.

Confusion

Range: 120
Duration: 12 rounds (2 minutes)

This spell causes recipients to act erratically. Consult the table below.

Confusion Behavior

2d6 Roll	Result
2-5	Attack the spell-user's party
6-8	Do nothing
9-12	Attack the recipient's allies, if any

Recipients with 2+1 hit dice or more can make a saving throw vs. Spells each round the spell lasts to ignore the spell effects that round.

Dimension Door

Range: 10
Duration: 1 round (10 seconds)

The recipient can instantly move from one point in space to another within 360 feet. Unwilling recipients ignore the effects of the spell with a successful save vs. Spells. The spell-user may pick the destination or direction of movement. If a location is unknown, directions not to exceed 360 feet may be given (30 feet north, then 20 feet south, then another 310 feet straight down, for example). If movement causes the recipient to arrive in a solid object, the spell has no effect.

Growth of Plants

Range: 120
Duration: See spell description

The spell-user causes normal brush and wood to become impassable with thick overgrowth. If there are no plants in the area, the spell has no affect. Only the largest of monsters may move through the area. The area of effect can be no larger than 3,000 square feet and must be within the range of the spell. The effects of the spell last until dispelled.

Hallucinatory Terrain

Range: 240
Duration: See spell description

This spell produces the illusion of any one terrain feature, such as woods, marsh, mountains, and so on, within the range of the spell. Any real features in range are concealed. The illusion lasts until an intelligent monster interacts physically with it; at which point, it vanishes.

Massmorph

Range: 240
Duration: See spell description

With this spell, the spell-user causes up to 100 human-sized monsters in a 120-foot radius from a chosen point to appear as trees in an orchard or wood. A recipient that moves outside the area of effect returns to normal appearance. The illusion remains in effect even if monsters should move through the area and interact with it. The spell lasts until dispelled or the spell-user dismisses it.

Polymorph Others

Range: 60
Duration: See spell description

The spell-user causes one recipient to change from one kind of monster into a different kind of monster. The recipient's new monster type can have no more than twice the hit dice of the recipient's original form, though total hit points remain unchanged. The recipient becomes the new monster in all respects, gaining its special abilities and behavioral tendencies. This spell can't cause a monster to take the form of a unique individual. An unwilling recipient is unaffected with a successful saving throw vs. Polymorph. The spell lasts until dispelled or the recipient dies.

Polymorph Self

Range: 0 (spell-user only)
Duration: 6 turns (1 hour) + 1 turn per level of the spell-user

The spell-user assumes the form of another kind of monster. The new monster type must have an equal or fewer hit dice than the spell-user's original form. The only qualities gained by the spell-user are the new monster's physical abilities, such as physical strength, or the ability to use its wings to fly. The spell-user doesn't gain any special abilities, such as resistance to cold, fire-breathing, a petrification gaze, use of spells, and so on. While in the new monster form, the spell-user can't use spells. The spell can be dispelled, and the spell-user assumes original form if killed. This spell can't be used to take the form of a unique individual.

Remove Curse*

Range: 0
Duration: Permanent

This spell removes one curse. It can be used to separate a cursed magical item from its recipient.

The reverse of this spell, *curse*, conveys misfortune on the recipient. The recipient ignores the curse with a successful saving throw. The exact nature of the misfortune is limited only to the imagination of the

player. The Dragon Master is responsible for ensuring the curse isn't too powerful. Example effects of a curse follow.

- -4 to attack rolls
- -2 to saving throws
- A prime requisite is reduced by half

There's no limit to the number of curses that can affect a recipient.

Wall of Fire

Range: 60

Duration: See spell description (concentration)

This spell creates a thin wall of fire up to 1,200 square feet in an unoccupied space. The wall can be any shape and blocks line of sight. Monsters with fewer than 4 hit dice can't pass through it. Monsters with 4 hit dice or more can pass through it, but they take 1d6 damage. Undead monsters and those aligned with cold, such as frost giants and white dragons, take 2d6 damage. The spell lasts so long as the spell-user concentrates on it.

Wall of Ice

Range: 120

Duration: 12 turns (2 hours)

This spell produces a lustrous sheet of ice up to 1,200 square feet in an unoccupied space. The wall can take any shape and blocks line of sight. It must rest on a solid surface or similar support. Monsters with fewer than 4 hit dice can't break through the wall. Monsters with 4 hit dice or more can do so, though they take 1d6 damage. Monsters aligned with fire, such as fire giants and red dragons, take 2d6 damage.

Wizard Eye

Range: 240

Duration: 6 turns (1 hour) (concentration)

The spell-user is able to see through an invisible eye. The eye is equal in size to the spell-user's and has infravision up to 60 feet. The eye floats through the air at a speed of 120|40. It can't go through solid objects or move beyond the range of the spell. The spell-user must concentrate to use the eye.

FIFTH-LEVEL ELF & MAGIC-USER SPELLS

Animate Dead

Range: 60

Duration: Indefinite

This spell animates corpses within the range of the spell into skeletons or zombies. The monsters obey the spell-user until destroyed or dispelled. The spell animates 1 hit die of monsters for each level of the spell-user. Skeletons have the same hit dice as the original monster, while zombies have 1 more hit die than the original monster. Animated dead retain none of the special abilities or spells of their former lives.

Cloudkill

Range: 0

Duration: 6 turns (1 hour)

This spell forms a poisonous cloud of vapor with a 15-foot radius. The cloud emanates from the spell-user. It moves with a speed of 60|20 in the direction of the wind, or directly away from the spell-user, if there's no wind. The cloud descends into holes in the ground or down inclines when possible. Trees and other thick flora dissipate the cloud. Monsters with fewer than 5 hit dice suffer 1 point of damage if they succeed with saving throw vs. Poison; otherwise, they die. Monsters with 5 hit dice or more suffer 1 point of damage. Monsters suffer the effects of the cloud each round while inside it.

Conjure Elemental

Range: 240

Duration: Indefinite (concentration)

The spell-user summons an elemental of his or her choice: air, earth, fire, or water. The elemental obeys the commands of the spell-user and serves until killed, dispelled, freed, or it's dismissed it back to its home plane. The spell-user must concentrate on the spell; otherwise, the elemental is freed. Freed elementals move directly toward the spell-user with the intention of killing him or her, and it kills all that's in its path. Once freed, the spell-user can't regain control of the elemental. Conjured elementals can be dispelled with either **dispel magic** or **dispel evil** spells.

Contact Higher Plane

Range: 0

Duration: See spell description

This spell-user may ask yes|no questions of powerful entities on other planes. The spell-user decides which plane to contact. The level of the plane determines the chances the entities know the answer to the questions or lie to the spell-user. It also determines the chances the spell-user is driven insane as a consequence. Consult the chart below.

The spell-user never knows if the entities are lying. For each level above 11th level, the spell-user has 5% less chance of suffering insanity. The spell-user may use this spell once a week. Spell-users suffering insanity are removed from play for a number of game weeks equal to the level of the plane contacted.

Contact High Plane Results

Plane Contacted	Number of Questions	Chance to Know	Chance to Lie	Drive Insane
3rd	3	25%	50%	5%
4th	4	30%	45%	10%
5th	5	35%	40%	15%
6th	6	40%	35%	20%
7th	7	50%	30%	25%
8th	8	60%	25%	30%
9th	9	70%	20%	35%
10th	10	80%	15%	40%
11th	11	90%	10%	45%
12th	12	95%	5%	50%

Feeblemind

Range: 240

Duration: Indefinite

This spell is useful only on Elves and Magic-users. The target of the spell has -4 to a saving throw vs. Spells. A failed save results in the target becoming helpless and incapable of action, including thinking or using spells. The spell lasts until dispelled.

Hold Person

Range: 120

Duration: 6 turns (1 hour) +1 turn per level of the spell-user

This spell is useful against any monster, except undead monsters. A group of 1d4 monsters within range is affected, unless the spell-user chooses to target just one monster. Targets of the spell must succeed with a saving throw vs. Spells or be paralyzed. If used against just one monster, the target has -2 to the saving throw.

Magic Jar

Range: 30

Duration: See spell description

This spell places the spell-user in a trance and places his or her life-force into an inanimate object within range. The spell-user can attempt to possess the body of another monster that comes within 120 feet of the inanimate object. A monster that succeeds with a saving throw vs. Spells resists the attempt and can't be targeted again for 1 turn. A monster that fails is possessed, and the spell-user controls its body as if it was his or her own. While in possession of the body, the spell-user can't use spells known by the monster. A **dispel evil** spell forces the life-force of the spell-user back to the inanimate object. If the possessed monster is killed, the life-force of the spell-user is sent back to the inanimate object. If the inanimate object is destroyed while the spell-user's life-force is inside, the spell-user is killed. If its destroyed while the spell-user is in possession of another body, he or she remains stranded in the new body. If the spell-user's body is killed, the spell-user's life force is stranded in the inanimate object until it can possess another body. Only when the life-force of the spell-user returns to its original body does the spell end.

Pass-Wall

Range: 30
Duration: 3 turns (30 minutes)

This spell creates a hole in solid rock with a 2½-foot radius, up to 10 feet deep. The hole disappears and the structure returns to normal when the spell ends.

Telekinesis

Range: 120
Duration: 6 rounds (concentration)

This spell enables the spell-user to move through the air up to 200 coins of weight per level. The spell-user can direct the items to move in any direction, up to a speed of 60|20. If used on an unwilling recipient, the monster is unaffected with a successful saving throw vs. Spells. Objects affected by the spell fall to the ground when the spell ends.

Teleport

Range: 10
Duration: Instant

The spell-user or one other monster instantly appears in another location the spell-user knows and can visualize. The recipient and all it can carry, up to its maximum load, arrives standing on a solid surface at ground level, in an occupied space. The chances of arriving safely depends on how well the spell-user knows the destination location. Consult the table below.

Casual Knowledge. The spell-user has visited once or twice, has seen it through magical scrying, or can visualize it based on descriptions.

General Knowledge. The spell-user has been to the location often or has viewed the location for several weeks by means of magical scrying.

Exact Knowledge. The spell-user has studied the location in person and has a highly detailed understanding it.

Recipients who arrive too high arrive 1d10 × 10 feet above the desired destination point. If the arrival point is in a solid object, the recipient dies instantly. Such is the case for those who arrive too low. Spell-users may never deliberately cause recipients to arrive too high, too low, or in solid objects. Unwilling monsters that succeed with a saving throw vs. Spells are unaffected by the spell.

Teleportation Results (d%)

Knowledge of Location	Successful Arrival	Arrived Too High	Arrived Too Low
Casual	1-50%	51-75%	76-100%
General	1-80%	81-90%	96-100%
Exact	1-95%	96-99%	100%

Transmute Rock to Mud*

Range: 120
Duration: 3d6 days

This spell causes 3,000 square feet of rock, up to 10 feet deep, to become mud. Monsters in the mud may become hindered and move at a tenth of their speed.

The reverse of this spell, **transmute mud to rock**, causes 3,000 square feet of rock, up to 10 feet deep, to become rock. The duration of this form of the spell is permanent.

Wall of Stone

Range: 60
Duration: See spell description

This spell produces a wall of stone 2 feet thick and up to 1,000 cubic feet in an unoccupied space. The wall can take any shape and blocks line of sight. It must rest on a solid surface or similar support. The wall lasts until destroyed or dispelled.

SIXTH-LEVEL ELF & MAGIC-USER SPELLS

Anti-Magic Shell

Range: 0 (spell-user only)
Duration: 12 turns (2 hours)

This spell creates a barrier around the spell-user that prevents his or her use of spells and provides immunity against all spell effects. The spell-user can dismiss the spell at will.

Control Weather

Range: 0 (spell-user only)
Duration: Concentration

With this spell, the spell-user can create one weather condition within 240 yards of his or her location. The spell can only be used outside. Some example weather conditions follows.

Clear. This removes conditions like fog, rain, or snow but not conditions that result from the weather, like mud or flooding.

Fog. Within the fog, visibility is reduced to 20 feet, and monsters move at half speed. The Dragon Master may apply a chance monsters move in unintended directions.

Extreme Heat. This condition forces monsters to move at half speed. Mud hardens into solid ground.

Rain. Monsters have -2 to missile attacks. In three turns (30 minutes), the ground becomes muddy, forcing monsters to move at half speed.

Snow. This condition forces monsters to move at half speed and reduces visibility to 20 feet. When the snow melts, the ground becomes muddy, forcing monsters to move at half speed.

Tornado. A whirlwind forms that the spell-user can control. The phenomenon has a speed of 360|120, attacks as if it were an air elemental with 12 hit dice, and ends when the spell ends. Ships at sea suffer 12 points of hull damage if they fail a saving throw vs. Storms.

Winds. This condition forces monsters to move at half speed. It also prevents monsters from flying or making missile attacks. When used at sea, ships increase their speed by 50%. When used in the desert, a sandstorm occurs, reducing visibility to 20 feet.

Death Spell

Range: 240
Duration: 1 round

The spell-user kills 4d8 hit dice of monsters with fewer than 8 hit dice in a 60-foot cubic area. Targets that succeed with a saving throw vs.

Death are unaffected. Undead monsters, and monsters with 8 hit dice or more, are unaffected.

Disintegrate

Range: 60
Duration: Instant

The spell-user disintegrates one non-magical monster or object. Examples of possible targets include a ship, a 10-foot section of wall, a dragon, a bridge, and so on. Monsters that succeed with a saving throw vs. Death Ray are unaffected.

Geas*

Range: 30
Duration: See spell description

This spell compels the recipient to perform an action or to refrain from performing an action. The recipient is unaffected with a successful saving throw vs. Spells. Monsters must be capable of performing or refraining from the action, and the action can't be fatal to the recipient; otherwise, the spell affects the spell-user instead. Monsters compelled to act or not act can ignore the compulsion at the risk of cumulative penalties, which are at the Dragon Master's discretion. Example penalties include lowered attack and damage rolls, lowered ability scores, inability to use spells, pain and feebleness resulting in death, and so on. Once the recipient conforms to the action, the penalties end.

The reverse of this spell, **remove geas**, removes a **geas**. The chance of removing the geas is 100% if the spell-user is of equal or greater level than the original spell-user. The chance is 95% if the spell-user is one level lower, 90% if the spell-user is two levels lower, and so on.

Invisible Stalker

Range: 0
Duration: See spell description

The spell-user summons an invisible stalker. The monster follows the orders of the spell-user until it accomplishes its mission. The only way to dismiss the monster is to kill it or use **dispel evil** on it.

Lower Water

Range: 240
Duration: 10 turns (1 hour and 40 minutes)

This spell lowers by 50% the depth of 10,000 square feet of water.

Move Earth

Range: 240
Duration: 6 turns

This spell moves soil (but not stone) within 240 feet of the spell-user. The spell extends to the end of the range or until it reaches stone. The spell-user can move the soil at a speed of 60/20. The spell also enables the spell-user to alter surface features of an area with range.

Part Water

Range: 120
Duration: 6 turns

The spell-user forms a path in a body of water that enables movement along the solid surface underneath the water. The path is 120 feet long and 10 feet wide. The spell-user can dismiss the spell before its duration expires.

Reincarnation

Range: 0
Duration: Permanent

This spell returns a dead character to life with a new body. The Dragon Master rolls on the table below to determine whether the character returns as a character class or a monster. If the character returns as a character class, the Dragon Master rolls 1d6 to determine his or her level, with the limitation that the level can never be higher than it was when the character died. If the character returns as a monster, the Dragon Master rolls on the monster list, on the column matching the character's alignment. If a monster is indicated, the hit dice of the monster can be no higher than the hit dice when the character died. If it is, the Dragon Master must reroll the monster type. Monster characters don't earn experience points nor advance in class levels.

The Dragon Master has discretion to alter the results on the table. Monsters should have 6 hit dice or fewer and be semi-intelligent.

Reincarnation Result

		Monster					
1d10		1d6				1d10	
Roll	Result	Roll	Lawful	Neutral		Roll	Chaotic
1	Cleric	1	Gnome	Pixie/Sprite		1	Kobold
2	Dwarf	2	Neanderthal	Baboon, Rock		2	Goblin
3	Elf	3	Blink Dog	Lizard Man		3	Orc
4	Fighter	4	Pegasus	Ape, White		4	Hobgoblin
5	Halfling	5	Unicorn	Centaur		5	Gnoll
6	Magic-user	6	Roc, Small	Werebear		6	Bugbear
7	Thief					7	Wererat
8	Prior Class					8	Ogre
9	Prior Class					9	Werewolf
10	Monster					10	Minotaur

Stone to Flesh*

Range: 120
Duration: Permanent

This spell changes stone to flesh. When used on monsters that have been turned to stone, it restores them to life.

The reverse of this spell, **flesh to stone**, turns one living monster to stone. All items worn and carried are turned to stone too. With a successful saving throw vs. Turn to Stone, the target is unaffected.



SECTION 4: THE ADVENTURE

BEGINNING THE ADVENTURE

B|XFRP is played in sessions (called adventures) that can vary in duration. Sessions are generally three to four hours long, but they can be as short as an hour or extend through an entire weekend, depending on players' wherewithal.

When a session begins, characters always start in some semblance of civilization called a base town. A base town might mean a large city, a barbarian camp, a wilderness fort, a small village, the tower of a friendly wizard, or anywhere else inhabitants gather and safety is fairly certain. The settlement generally provides characters a chance to rest, buy equipment, hire retainers, convert treasures to more manageable items, learn more about magic items, and consult allies, whether they're priests, sages, guild masters, the authorities, or others.

At this point, the Dragon Master provides the background for the adventure, which might include details about the town, the area characters must travel to or are currently in, any retainers or NPC allies that'll join them, and some rumors about the area to be explored.

PARTY SIZE AND COMPOSITION

Adventuring alone is generally too dangerous for all but high level characters. Characters should travel in numbers, with six to eight characters being the best size of an adventuring party. This is a good size for handling the challenges of a dungeon while remaining organized and sneaky. A variety of character classes is recommended, as each has special abilities that are effective against specific challenges. Fighters, of course, are best at fighting, while Clerics can fight and aid the party with spells. Magic-users are good utility players, while Thieves are best for scouting and bypassing hazards or obstacles. Dwarves, Elves, and Halflings all have abilities that prove useful too.

At the discretion of the Dragon Master, you may play more than one character at a time. This is generally the case when there are few players. If you play two characters, remember to play each as separate characters and not simply extensions of each other. Simply because you happen to be playing both doesn't mean they would be any friendlier with one another than normal.

PARTY ORGANIZATION

The way in which the party prepares and organizes for an adventure depends on whether the adventure is a dungeon expedition, a foray into wilderness, or a visit to a settlement. If the journey is straight to a dungeon without the challenges of traveling overland, then organization will be minimal. For overland travel, parties may want to be especially conscientious of the supplies characters take with them. Overland travel also requires the party to decide in which direction it wishes to travel.

No matter the kind of adventure, the party should arrange characters in a marching order before striking out. A marching order is the positioning of the characters as they explore their surroundings—who's scouting ahead, in the middle, flanking the group, guarding the rear. For dungeon settings, players should use different marching orders for when the party opens doors, searches rooms, and explores corridors of various sizes. Generally in a dungeon, characters travel two-by-two through 10-foot-wide corridors, with more heavily armored characters in the front and back, and Thieves and Magic-users in the middle.

The Caller

Players should choose someone among them to tell the Dragon Master what the plans and actions of the party will be. This person is the caller. Generally, the caller is empowered to decide where the party travels when exploring a dungeon, such as declaring the party will take one way through the dungeon rather than another, or declaring the Thief will check for traps on a door, and so on. Other players can have their characters do other things, but this generally slows play and causes confusion. Good callers will be open to suggestions from others.

Generally, callers are those whose characters have a higher Charisma, since their characters should be in front to see what the Dragon Master is describing and should be point of contact when meeting monsters.

Marching Order

Organize a marching order to show relative distances among the members as they explore a region. If exploring a dungeon, prepare a formation for 10-foot wide passages, 20-foot wide passages, for listening to doors, and so on. This can be done on a scratch piece of paper or with models. Ensure the leader/caller of the group is near the front, if he's expected to communicate with monsters. If the party prefers to use miniature figurines, ensure the Dragon Master knows which miniature represents which character. Players should ensure the positioning of the miniatures reflect the way characters are traveling as they explore. The party can reposition the miniatures when situations require characters to shift the marching order, such as when they move through narrower or wider areas, investigate a door, search a room, and so on. If miniatures aren't used, other methods will suffice, such as using tokens, index cards, or simply writing the arrangements on a sheet of paper.

Mapping

While one player should map as the party explores an area, success of an expedition increases if at least one other person helps with the effort. These player characters are the mappers. Rates of speed for characters assume exploration and mapping of an area.

Dungeon Settings. Use graph paper when mapping a dungeon. Avoid spending too much time determining exact dimensions and completing minute details and should focus more on proper directions, shapes, and approximate sizes. A good mapper actively listens and is attentive to the descriptions the Dragon Master provides. Good mappers also note the location of monsters, room contents, traps or hazardous features, and unusual dungeon features. A map should be simple and easy to read. When characters run or flee, no mapping is possible. Also note, tactics that substitute for mapping, such as trailing string, marking walls, or dropping items are generally useless in dungeons, because they get annihilated, relocated, or ruined by passing monsters. Never attempt to make an exact map. A difference of 10 or 20 feet is nothing to worry about, as long as the map is accurate enough for the party to exit the dungeon. Much of this advice is relevant for urban settings as well.

Wilderness Settings. Hexagonal graph paper (or hex paper) is the best paper to use in this situation. Use a scale of 6 miles to a hex. Because of constraints on visibility, characters only have a general sense of the terrain type in a hex. They may become aware of obvious signs of civilization (roads, towns, farms, castles, and so on). To gain more specific knowledge of these areas, the characters would need to spend time explicitly investigating them.

Preparation Example

A party of five characters, a Dwarf, two Fighters, a Magic-user, and a Thief decide to journey to the Keep on the Hinterlands. No road leads directly there, nor has any member of the party been to the Keep before. The Magic-user seeks out traders or merchants who might have visited before to get a better sense of direction, but he quickly learns no one has truly travelled there themselves. One of the Fighters (#1) searches without any success for a map that shows the region and best route to the Keep. In the end, the party seeks to hire a guide and a few retainers, finding only a guide and one retainer for the other Fighter (#2).

The guide tells the party that travel to the Keep will take three weeks. The Magic-user is asked to make a list of items needed for the journey. His list includes several horses, a couple of mules, saddles and bridles for the pack animals, a couple of lances for the Fighters, several flasks of oil, abundant rope, blankets, and food and water for three weeks.

Each go their separate ways to buy the gear and return to their common meeting place—a tavern—when all is purchased.

When the group convenes, they leave their village. The Dragon Master asks for them to arrange themselves in a marching order, which they do, and they agree to have the first Fighter talk to strangers they meet on the way. The Magic-user and Thief will both map to ensure accuracy and to guard against having one map lost or destroyed.

EXPLORATION, SEQUENCE OF PLAY—DUNGEON

1. The Dragon Master rolls 1d6 to determine whether or not wandering monsters are encountered.
2. If monsters are encountered, the Dragon Master plays through **Sequence of Play—Encounter** (page 29).

If no monsters are encountered, the party moves, listens, and searches the dungeon.

3. If monsters are encountered, the Dragon Master plays through **Sequence of Play—Encounter**.

If no monsters are encountered, the turn ends (skip to step 9).

4. The turn ends. The Dragon Master checks everyone's hit points, need for rest, possessions, change in encumbrance, change in marching order, duration of light sources, duration of spells, and the total time spent in the dungeon.

EXPLORATION, SEQUENCE OF PLAY—WILDERNESS

1. The party starts traveling in a direction.
2. The Dragon Master rolls 1d6 to determine if the party remains oriented or gets lost.
3. The Dragon Master rolls 1d6 to determine whether or not wandering monsters are encountered.
4. If monsters are encountered, the Dragon Master plays through **Sequence of Play—Encounter** (page 29).

If no monsters are encountered, the party moves, listens, and searches the dungeon.

5. If monsters are encountered, the Dragon Master plays through **Sequence of Play—Encounter**.

If no monsters are encountered, the turn ends (skip to step 9).

6. The day ends.

ENCUMBRANCE & SPEED

All player characters have a base speed of 120|40. The number to the left of the slash is exploration speed, or the distance characters can travel in a turn when exploring a dungeon. The number to the right of the slash is encounter speed, or the distance characters can travel in a round. The scale of travel, whether in feet or yards, and the explanations of a turn and a round are explained in the subsection Time & Movement.

Encumbrance is the amount of load characters can carry. It factors in weight, bulk, and ease of carrying. Encumbrance is measured in coins. Characters can carry only so much coin-equivalent load. Carrying too much may be fatal when speed is important.

Calculating Speed. A character's speed when unarmored is calculated by adding up encumbrance values for all equipment (weapons, shield, and miscellaneous items) and treasure carried. When wearing armor, the speed assumes the load of equipment but not treasure. A character that carries any amount of treasure when wearing the listed armor type has a reduced speed equal to the line one step lower.

Encumbrance Example

The character Finias Fingers is preparing for a dungeon expedition. He has the follow equipment and encumbrance.

Finias "Fingers"

Item	Encumbrance
Chain mail armor	400 coins
Sword	60 coins
Shield	100 coins
Bow & Arrows	30 coins
Miscellaneous Equipment	80 coins
Total	670 coins

Speed, by Encumbrance

Encumbrance	Speed
Unarmored	
Up to 400 coins	120 40
401+ coins	90 30
601+ coins	60 20
801+ coins	30 10

Armored (includes all equipment: weapons, shield, and miscellaneous items).

Leather armor	90 30
Metal armor	60 20

Since Finias is wearing armor, the player consults the Armored section of the table, cross-referencing the line for metal armor to find a speed of 60|20. This speed incorporates the load of his sword, shield, bow and arrows, and miscellaneous equipment. If Finias picks up any treasure, his speed immediately falls to 30|10.

Let's assume Finias doesn't wear chain mail and goes unarmored. The player then adds up the encumbrance values for all equipment and any treasure. For just his equipment, Finias has an encumbrance load of 270 coins, which means his speed is 120|40. When he picks up 171 coins, he has an encumbrance load of 401, which reduces his speed to 90|30. When he puts on chain mail again, his speed is reduced to 30|10 again.

TIME & MOVEMENT

Part of the fun of B/XFRP is exploring the unknown. This means moving through a setting, mapping its contents, and reacting to various challenges. As in the real world, travel involves distance and time. Note that the speed at which characters travel assumes they're being cautious, observant, and as quiet as they can be.

Dungeon Exploration

Play proceeds in turns when exploring a dungeon.

Time. Each dungeon turn is equal to 10 minutes of game time, though in real time it may take just a couple of seconds to play. For example, it may take you just a few seconds to tell the Dragon Master which direction the party will head, and a few seconds for the Dragon Master to describe what the party sees, but 10 minutes will pass for the characters.

Movement. Characters can travel a number of feet in a turn equal to their exploration speed. For example, with a speed of 90|30, your character can map and examine up to 90 feet of dungeon in 10 minutes. When moving through familiar or mapped areas, the Delve Master may allow characters to move at a faster pace. The Delve Master also has discretion to determine speeds for jumping, crawling, swimming, climbing, and other forms of movement.

Sometimes, characters in a party will have different speeds. See the subsection Encumbrance & Speed. In these cases, faster characters are assumed to travel at the rate of their slowest companions, unless

players want faster characters to outpace their allies.

Resting. Characters must take a short rest 1 turn for every 5 turns of dungeon exploration; otherwise, they have -1 to attack rolls and damage rolls until they do. Hits always do a minimum of 1 damage.

Most adventures only last for a few hours of game time. Should the party want to rest overnight in a dungeon, in can take a long rest. The party should be in a location that's defensible and safe. Members of the party should also take watches and should determine a watch order. A watch order is a modified marching order, specifically for watch duty. A long rest enables characters to restore spells.

Wilderness Exploration

Play proceeds in days when exploring wilderness.

Time. Each day is equal to 12 hours of game time.

Movement. Characters can explore a number of miles in a day equal to their exploration speed divided by 5. For example, characters with a speed of 90|30 can explore 18 miles ($90 \div 5$) of wilderness in a day.

Terrain. Terrain affects character movement overland, not during encounters, such as combat. See the table below for modifiers.

Speed Adjustment due to Terrain

Terrain	Adjustment
City, clear, grasslands, trail	None
Broken, desert, hills, forest	2/3 speed
Jungles, mountains, swamp	1/3 speed
Road	3/2 speed

The party can move through more than one type of terrain if it has enough speed. Round down movement to the nearest mile. For example, the slowest character in the party has speed of 60|20. That translates to a daily move of 12 miles for the party. It moves along the grassy steppe three miles (cost: 3 miles) before catching the road headed east for nine miles (cost: 6 miles), and then heads 1½ miles into the Great Bog (cost: 3 miles), where it settles for camp.

Obstacles. Terrain cannot only be difficult to move through but impossible. Cliffs, rivers, rapids, impenetrable forests, perilous moors, and so on, can prevent movement altogether.

Forced March. This maneuver is when characters force themselves to travel farther than normal in a day. Characters can increase their speed to 1½ times their normal movement for a day. This means characters that normally travel 12 miles a day can travel 18 miles; those that normally travel 18 miles a day travel 27 miles; and so on. After a forced march, characters must immediately rest for one full day.

Airborne Travel. When traveling by air, monsters and characters can travel twice their normal distance. For example, characters that fly at a speed of 120|40 can travel 48 miles in a day. Of course, flying monsters speed adjustments due to terrain. Should characters fly on the backs of monsters, the following guidelines can be used to determine how big of a character a monster may carry, based on the monsters hit dice.

- 3 hit dice or greater: Halflings or smaller*
- 6 hit dice or greater: Humans or smaller.
- 12 hit dice or greater: Horses or smaller.
- 24 hit dice or greater: Elephants or smaller.

* Pegasi and hippogriffs can carry Humans.

Waterborne Travel. More information on waterborne travel can be found in Section 8: Dragon Master Information, page 70.

Becoming Lost. When a party travels through the wilderness without the benefit of a road, landmark, visible terrain, or some other stationary marker, there's a chance it becomes lost. The Dragon Master secretly notes any new directions, while the party is left to determine their fate. Once they realize their predicament, characters can do what they must to regain their orientation.

Resting. Times and distances for wilderness exploration assume the party is taking short rests as needed. Players are generally more interested in long rests, taken at the end of a day.

LIGHT

Characters must have light to see in dungeons, such as a torch or lantern. Each sheds light in a 15-foot radius. The torch burns for 6 turns (1 hour) while a lantern stays lit for 24 turns (4 hours). The Dragon Master should note which characters are carrying which light sources.

Infravision. This is the ability to see in the dark, generally up to 60 feet. It can be used only to see living monsters; it can't be used to read. When in normal or magical light, infravision doesn't work. All non-human monsters have infravision.

DOORS

Normal Doors. Doors are generally closed and often stuck or locked. Stuck doors can be forced open on 5+|d6. A character's Strength modifier applies. Generally, locked doors must be opened by a Thief. The chance to open a door can never be less than 6+|d6 or greater than 2+|d6. Open doors shut when unattended. The use of spikes or some other wedge keeps a door open. Monsters can move through any door effortlessly unless the door is magically sealed, barred, or spiked.

Secret Doors. Secret doors are hidden or concealed. Characters have a 6+|d6 chance of finding a secret door. Elves have +1 to the roll. The Dragon Master makes the roll only if players deliberately note their characters are searching for secret doors. Only if a secret door is present in the space they search do characters have a chance of success. It takes 1 turn to search for a secret door. A character only has one chance to find each secret door.

Listening. A character can attempt to hear what's on the other side of a door. The chance of success is 6+|d6. Dwarves, Elves, and Halflings have +1 to the roll. Thieves have a Hear Noise skill that betters as they advance in levels. Success means any monster on the other side is heard. A character can try only once per door. Some monsters, like undead, never make a sound.

TRAPS

Traps are primarily features of dungeons; less so of wilderness. Traps can be nearly anything—trap doors that open when someone walks over them, spring-loaded darts and spears that launch at unsuspecting explorers, or vents that pump noxious fumes into chambers.

Triggering Traps. On 5+|d6, a trap is sprung if a character does something to trigger it. This chance is for each character that performs the action. Traps don't initiate combat, and damage from traps are generally automatic. At the discretion of the Dragon Master, monsters might have the same chances to trigger a trap or may never trigger traps.

Finding Traps. Any character can find a non-magical trap on 6|d6 when searching a 10-foot cubic area that contains one. A Dwarf has +1 to this roll when searching dungeons for stone-related traps. It takes one turn to search the area. The DM makes this roll only when players indicate their characters are searching for traps and for each character that searches, regardless if there's a trap to be found or not, so as not to inadvertently let players know there's no trap.

WANDERING MONSTERS

Wandering monsters are those the DM hasn't prepared or placed before the adventure. They have no set location but can be found nearly anywhere in a dungeon as the characters explore. The Dragon Master can choose wandering monsters that fit the location, such as using giant rats when exploring the sewers of a city, and may determine them randomly using tables in Section 8: Dragon Master Information (page 71-75).

RETAINERS & HIRLINGS (OR SPECIALISTS)

Player characters can hire other characters to help them. There are two kinds of characters they can hire—retainers or hirelings.

Retainers are NPCs that accompany player characters on adventures. Players generally use retainers as a way to strengthen their party. Originally, Dragon Masters were advised not to allow retainers to beginning players (not necessarily beginning characters) because of their tendency to have retainers take most of the risks. It was suggested players have more than one character first, perhaps because they might then value the characters more. Speak with the Dragon Master to understand if and how many retainers can be used.

Hirelings (also known as specialists) are employees that provide specific services for a fee. This includes mercenaries (or men-at-arms). Player characters tend to use them when they earn higher levels, because of the nature of the skills they offer. Hirelings never accompany player characters on adventures.

Retainers

A retainer is more than a simple employee; he or she is a devoted comrade, confidante, compatriot, henchman, or cohort that follows the player character into danger out of a strong sense of admiration and loyalty. They take the same kinds of risks as the player characters and be appropriately awarded. The number of retainers a player character can have is limited by his or her Charisma score.

Hiring. A player character must be able to find NPCs interested in becoming a retainer. It may require travel to a location with more candidates and frequenting establishments where such candidates might be found, such as taverns. Advertising may also be helpful. The Dragon Master creates all NPCs for player characters to consider.

Player characters must interview candidates, explain the duties and responsibilities, decide which are worth making an offer to, and the details about the offer. The Dragon Master determines whether the offer is accepted. Generally, offers must include a minimum wage and a partial share of discovered treasure. Minimum wages should be commensurate with a retainer's skill set and the number of such retainers available. Player characters are expected to pay for a retainer's equipment and food, in addition to the minimum wage provided. As is often the case, supply and demand influence asking amounts. If demand for work is great yet there are only a few opportunities, retainers may accept lower wages than would otherwise be expected. The reverse is true if demand is weak and opportunities abound.

Reactions. When the player character makes the offer, the Dragon Master determines whether or not the NPC accepts by rolling 2d6 and consulting the table below.

Retainer Reactions

2d6 Roll	Result
2	NPC refuses offer, all other candidates have -1 to their rolls
3-5	NPC refuses offer
6-8	Roll again.
9-11	NPC accepts
12	NPC accepts, increase this retainer's Morale score by 1

Dragon Masters may apply +1 or +2 if PCs make great offers, or -1 or -2 if they make pitiful offers.

Levels of Retainers. Retainers always have a character class and a level. They may be of any class and any level, though they may never be of a higher level than the player character that hires them. Generally, it's very difficult to find Elves and Dwarves who want to be retainers.

Loyalty. All retainers have a degree of fealty to their employers and will take reasonable risks during adventures. This is called loyalty, which is their Morale score. The starting morale for a retainer morale is a function of the employer's Charisma score. The Dragon Master

makes a Morale roll when a retainer is faced with extraordinary danger during an adventure. The Dragon Master also makes a Morale roll for the retainer after the adventure, once everyone has returned to town. This latter roll can be modified at the discretion of the Dragon Master if the player character took particularly admiring or demeaning actions toward a retainer. For example, the Dragon Master might positively adjust the roll of the player character pays a retainer more than the agreed upon wage or share at the end of an adventure, or returned to rescue and save a retainer during the adventure.

Experience. Retainers earn levels, just as player characters do. However, they earn only half as many experience points from an adventure, since their actions are under the direction and guidance of their employers. Player characters are free to award more than their agreed upon share of treasure to earn experience points quicker. And just like PCs, retainers benefit from, or are hindered by, high and low prime requisite scores.

Hirelings (or Specialists)

Hireling are NPCs with highly specialized skills. Like retainers, player characters must find hirelings using advertising, searching out candidates in likely locations, and so on. All factors in finding retainers apply, such as employer reputation, demand, supply, and wages offered. Unlike retainers, hirelings don't have levels, and they don't go on adventures.

Mercenaries are also hirelings. They usually don't go on dungeon adventures, and they participate in wilderness adventures only when the aim is to clear terrain of monsters, battle other armies, defend a stronghold, and so on. Mercenary morale is negatively affected by high death rates, poor wages, and unfair treatment, which may lead to rebellion or desertion. Safe but exciting service, along with good treatment can engender greater loyalty and success.

Alchemist (1,000 gp monthly). An alchemist can create potions. If given a recipe and ingredients, or a sample, an alchemist can make the potion in half the time and at half the cost of a Magic-user; otherwise, if it's from pure research, the cost and time is twice the normal amount.

Armorer (100 gp monthly). An armorer is necessary to maintain the weapons and armor of every 50 warriors hired by the player character. When not used to support warriors, an armorer can make non-magical weapons and armor. The rate of production is one suit of armor, three shields, or five weapons a month. This output can be doubled for every three assistants the armorer uses. One of the assistants must be a smith. An armorer can manage up to six assistants.

Animal Trainer (100 gp monthly). To train any animal besides a dog, a horse, or a mule requires an animal trainer. An animal trainer specializes in just one type of monster. For example, to train a hippogriff requires a hippogriff trainer. An animal trainer can handle up to six animals at a time. The Dragon Master determines the amount of time necessary to train an animal. Generally, to train an animal to perform a trick or maneuver requires no less than two weeks. The time varies based on the complexity of the task, the intelligence of the animal, and so on. Should training fail to be continuous, the animal becomes untrainable.

Engineer (750 gp monthly). An engineer is necessary when building castles and other large structures. Dwarven engineers generally focus on tunneling. One engineer must be present on a project for every 100,000 gp spent.

Sage (2000 gp monthly). This advisor can answer questions requiring rare and obscure knowledge. A chance of failure exists for every special question they attempt to answer. The time and costs for a sage to answer a single question is at the discretion of the Dragon Master. Sages are extremely scarce, and the Dragon Master may limit their availability.

Seaman (Rowers: 2 gp monthly; Sailors: 10 gp monthly; Navigator 150 gp monthly; Captain: 250 gp monthly). Rowers and sailors are normal

humans, though rowers handle oars and fight as peasants only when frantic, while sailors sail vessels and fight as light footmen (see the entry on Mercenaries). A navigator is necessary to pilot ships on long ocean voyages. Without a navigator, a ship that's out of sight of land automatically becomes lost. A captain is a sailor necessary for all larger ships and who has knowledge of coastal waterways.

Spy (No less than 500 gp each mission). A spy is someone who is either a member of a group or an outsider to the group and who is asked to bring back information about the group. The length of a mission and the spy's chance of success are at the discretion of the Dragon Master. Chance of success is based on what information is desired, what precautions the target group has taken against spies, and the amount of money a player character pays for the mission. A spy may even betray the character. The Dragon Master decides the likelihood of such an act.

Mercenaries (Men-at-Arms)

Mercenaries generally defend castles and strongholds. Costs on the table below cover simple upkeep, such as food and miscellaneous gear.

Mercenary Monthly Costs, in GP

Troop Type	Human	Dwarf	Elf	Orc	Goblin
Foot					
Peasant	1	—	—	—	—
Light Foot	2	—	4	1	½
Heavy Foot	3	5	6	1½	—
Archer	5	—	10	3	2
Crossbowman	4	6	—	2	—
Longbowman	10	—	20	—	—
Mounted					
Light Horseman	10	—	20	—	—
Medium Horseman	15	—	—	—	—
Heavy Horseman	20	—	—	—	—
Mounted Bowman	15	—	30	—	—
Mounted Crossbowman	—	15	—	—	—
Wolf Riders	—	—	—	—	5

Troop Type	Equipment
Foot	
Peasant	—
Light Footman	Leather, shield, sword
Heavy Footman	Chain mail, shield, sword
Archer	Leather, short bow, sword
Crossbowman	Chain mail, heavy crossbow
Longbowman	Chain mail, longbow, sword
Mounted	
Light Horseman	Leather, lance
Medium Horseman	Chain mail, lance
Heavy Horseman	Plate mail, lance, sword
Mounted Bowman	Light horse, short bow
Mounted Crossbowman	Mule, crossbow
Wolf Riders	Leather, spear

Mercenaries also come equipped with their armor and weapons. Armorers and smiths are necessary to maintain their equipment. Their cost during wartime doubles. If the Dragon Master allows mercenaries to go on dungeon adventures, the costs are much higher and at the discretion of the Dragon Master.

EARNING EXPERIENCE POINTS

The Dragon Master awards experience points (XP) to surviving characters when they return to town. Characters earn XP for treasure retrieved from a dungeon and monsters defeated. The ratio of Monster XP to Treasure XP is generally 1:4. For this reason, parties should attempt to reclaim treasure without confronting monsters, if they can.

Treasure. Characters earn the majority of their XP from retrieving non-magical treasure from the dungeon. Generally, the Dragon Master awards 1 XP for every 1 gp worth of treasure recovered. The XP is divided equally among all characters, regardless of how much treasure an individual character claims. No XP is gained from claiming magic items. For example, a party accumulates 240 silver pieces, a tapestry (342 gp), 4 gems (each 50 gp), and a scroll with a Magic-user spell on it. The total amount of XP from treasure would be 566 XP (24 + 342 + 200 + 0).

Dividing XP. While players can divide treasure as they see fit, the Dragon Master totals XP from treasure and monsters and divides the amount among both PCs and NPCs in the party. For example, a party of nine characters (5 PCs and 4 NPCs) goes on an expedition. Only four PCs and 3 NPCs return alive. Total monster XP is 1,028 and total treasure XP is 7,457, totaling 8,485 combined. The combined XP total is divided by 7, to arrive at 1,212 XP per share. Each player character earns this amount, while each NPC earns just half that, or 606 XP.

Bonus XP. Characters with sufficiently high prime requisites also earn 5% or 10% more XP after each adventure. In the above example, if a character has a 10% bonus to XP, the award amount would be 1,333 XP.

Maximum XP. Characters can never earn enough XP in a single adventure to advance two or more levels. For example, if a 2nd-level character earns enough XP in a single adventure to advance to 4th level, the Dragon Master would reduce the XP award to an amount that would leave the character 1 XP short of 4th level.

Advancing a Level

Characters can't advance in level until an adventure concludes, and they return to town. When a character earns a level, the player rolls another hit die, adjusts it based on any Constitution modifier, and adds the result to the prior hit point total. For example, when a 3rd-level Fighter with 14 hit points earns enough XP to reach 4th level. The player rolls 1d10 and gets 7. The character's new hit point total is 14 + 7 = 21.



SECTION 5: THE ENCOUNTER

An encounter is a meeting between the party and a monster. Before an adventure, the Dragon Master makes a list of monster encounters, noting what kind of monster, the number appearing, armor class values, hit dice, hit points, and so on. The DM may also want to decide on the reason the monster is present and any motivations.

Encounters are handled much the same way whether they're in a dungeon or in the wilderness. For wilderness adventures, the DM must determine at which time of the day the encounter occurs, since this influences the terrain and the type of monster. Encounters are generally around midday or in the evening, after the party has camped.

SEQUENCE OF PLAY—ENCOUNTER

1. The DM rolls to determine the number of monsters appearing in the encounter.
2. The DM rolls $2d6 \times 10$ (in dungeons) or $4d6 \times 10$ (in wilderness) to determine the distance between the two sides.
3. The DM rolls 1d6 for all sides to determine whether or not a side is surprised.
4. Each side rolls 1d6 for initiative. The DM rolls for monsters. The side with the highest result acts first.
5. The DM rolls 2d6 to determine monster reactions.
6. All sides act and react to one another.
 - a. If both sides **talk**, the DM roll for monster reactions and initiative, as needed.
 - b. If one side **evades**, the DM determines the chances of pursuit.
 - c. If **combat** begins, the DM plays through the Sequence of Play—Combat (page 31).

When the encounter ends, play returns to Sequence of Play—Exploration, for either dungeon adventures (step 4) or wilderness adventures (step 6), as appropriate. See page 25 for more information.

NUMBER OF MONSTERS

The number of monsters in an encounter is often determined before an adventure. Commercial modules note the number of monsters, and organized DMs who create their own adventures generally determine these numbers before play. A suggested range for the monster is given in its description. The DM should always consider the strength of the party when determining the exact number of monsters.

Dungeon Encounters

The number to the left of the slash is the number of monsters in a dungeon. The number to the right of the slash is the number of monsters in a dungeon lair. The ranges are for when the party meets monsters on the dungeon level equal to the monster's hit dice. The DM should change these numbers when a monster is found on another level of a dungeon. See Section 8: Dragon Masters Information.

Wilderness Encounters

The number to the right of the slash is the number of monsters encountered when monsters are met in the wilderness.

DISTANCE

The circumstances of an encounter informs how far apart sides are when they become aware of each other.

Dungeon Encounters

In a dungeon, when characters see monsters turn a corner 20 feet ahead, the encounter distance is 20 feet. When it's not clear how far apart the two sides are, the DM can roll $2d6 \times 10$ to determine the number of feet separating the sides.

Wilderness Encounters

In the wilderness, encounters happen at much greater distances. Terrain is often a factor. For example, a monster seen coming over a ridge 20 yards away is encountered at that distance. When it's not clear how far apart the two sides are, the DM can roll $4d6 \times 10$ to determine the number of yards separating the sides.

SURPRISE

Once the number of monsters and distance is known, the DM determines if some or all sides are surprised. It's possible for all sides to be unprepared. Circumstances should determine surprise in most cases. For example, characters that take several rounds to bash down a door won't surprise monsters on the other side.

When surprise is possible, the DM rolls 1d6 for each side. A result of 5+|d6 generally indicates a side is surprised.

- If both sides are surprised, nothing happens.
- If one side is surprised, the side that isn't surprised moves and acts for one round, while the other sides do nothing. When the surprise round is over, all sides roll for initiative.
- If neither side is surprised, each side rolls for initiative.

Dungeon Encounters

When one or more sides are surprised in a dungeon, the encounter distance is generally between $1d4 \times 10$ **feet**.

Wilderness Encounters

When one or more sides are surprised in a dungeon, the encounter distance is generally between $1d4 \times 10$ **yards**.

INITIATIVE

Each side rolls 1d6 each round for initiative. The DM rolls for monsters and NPCs. Members of a side with a higher initiative result can take action before members of sides with lower initiative results. They can choose to fight, evade, talk, or simply wait to see what happens. In the case of ties, the DM may ask the relevant sides to reroll or may decide that actions happen simultaneously.

ENCOUNTER ACTIONS

When a side has the initiative, its members can take actions before members of the other side. Below are a few of those actions.

Party Actions

Members of the party have a few options from which to choose.

Fight. The party may engage in combat with the monsters. The Dragon Master plays through the Sequence of Play—Combat (page 31).

Talk. The party may choose to talk with the monsters. Should the monsters listen, the Dragon Master plays their part. Conversation can include boasts, threats, pleads, bribes, questions, praise, and so on. The Dragon Master should determine the reaction of monsters based on their nature, the demeanor of the party, and the shrewd use of the Monster Action table.

Evade. The party can flee. If the monsters choose not to pursue, the encounter ends; otherwise, the DM plays through the pursuit until the party escapes or is caught.

Wait. The party may choose to wait and see what the monsters do. The DM decides how the monsters act.

Monster Actions

The Dragon Master should play monsters appropriate to the circumstances. Some monsters consistently act in particular ways, such as zombies. If the Dragon Master doesn't have the monster's

actions planned in advance or wants to decide their actions randomly, a roll on the Monster Reactions table may be helpful.

Monsters Reactions

2d6 Roll	Result
2	Monster attacks immediately
3-5	Monster is hostile, possibly attacks
6-8	Uncertain or confused
9-11	Monster leaves or considers offer
12	Monster is extremely friendly

TIME & MOVEMENT

Dungeon Encounters

Time. Play during an encounter proceeds in rounds. Each round is equal to 10 seconds of game time. There are 6 rounds to a minute, and 60 rounds to a turn. The Dragon Master will consider any encounter (including combat) that lasts less than 60 rounds to have lasted a full turn. Characters spend any additional time recovering from the encounter, resting, considering their next course of action, and so on.

Movement. In a dungeon, the distance characters can move in a round is equal to their encounter speed in feet. Encounter speed is found to the right of the slash in a character's speed. For example, a character with a speed of 90|30 has an encounter speed of 30 feet. Encounter speed is always one-third of a character's exploration speed.

Wilderness Encounters

Time. An encounter in the wilderness is played in the exact same way as one in a dungeon. Play is in rounds, with 10 seconds to a round. Encounters lasting less than 60 rounds are rounded up to a full turn.

Movement. In the wilderness, the distance characters can move in a round is equal to their encounter speed in yards. For example, a character with a speed of 90|30 has an encounter speed of 30 yards.

RUNNING

Characters can run three times their encounter speed (simply moving their exploration speed per round). No mapping is possible when characters run, and they may only run for 30 round (5 minutes) before they must rest for 3 full turns (30 minutes). If characters must fight before they can fully rest, they have -2 to attack and damage rolls (with a minimum of 1 damage), while their foes have +2 to attack rolls. These adjustments end once characters have fully rested.

EVASION

Dungeon Encounters

One side of an encounter can automatically avoid (evade) the other side if it has greater speed, combat hasn't started, and it isn't forced to stop. Otherwise, the side must flee and outrun any pursuers to get away.

Wilderness Encounters

A side that has surprised another side can always evade an encounter successfully. When a side has been detected and still wants to evade,

use the Chance of Evasion table to determine the chances. A side always has a minimum 5% chance to evade unless it's surprised.

Compare the number of monsters to the number of characters in the party to find the percentage chance that the party can evade the monsters. Should a larger party separate into smaller groups, determine the chance of evasion for each group based on their new size.

The Dragon Master may modify the chance of evasion based on circumstances, such as the type of terrain, weather, relative speed, and so on. For example, an evading side might have +25% to its chance of evasion, or perhaps +10% if it was surprised. Or one side might be twice as fast or faster than the other side, which might increase or decrease chances by 25%, depending on which side is faster.

PURSUIT

Dungeon Encounters

Characters must decide whether or not to pursue monsters when the monsters flee and are slower. The Dragon Master can use the Monster Reaction table in the subsection on Reactions to help determine whether or not monsters pursue characters that are slower than them.

Time during pursuit is tracked in rounds. Both sides are considered to be running. Monsters chase foes as long as they can see them. Characters may drop items to delay pursuers. Unintelligent monsters stop to eat standard rations on 4+|d6. Intelligent monsters stop to retrieve dropped treasure 4+|d6. Characters may also delay or stop pursuit by igniting oil, which is effective most but not all the time.

Wilderness Encounters

When a roll on the Chance of Evasion table fails, the party fails to evade. It must instead flee and outrun its pursuers. If pursuing monsters are faster, there's a 50% chance they catch the party. If this roll fails, the party may attempt to evade again. The DM rolls again on the Chance of Evasion table. This happens indefinitely until the party escapes, the party is caught, or the monsters stop pursuit.



Chance of Evasion

Number of Monsters	Size of Party				Chance of Evasion
	1-4	5-12	13-24	25+	
—	—	—	—	1-10	10%
—	—	—	1-6	11-30	25%
—	—	1-3	7-16	31+	35%
1	—	4-8	17+	—	50%
2-3	—	9+	—	—	70%
4+	—	—	—	—	90%

COMBAT

Combat happens when player characters fight monsters. It entails hurling missiles, swinging weapons, using spells, discharging magic items, wrestling, and so on. Fights are always between one side and another, though there can be three or more sides to a fight. Use the **Sequence of Play—Combat** to resolve fights.

SEQUENCE OF PLAY—COMBAT

1. Each side rolls 1d6 for initiative.
2. In the order of initiative, members of each side follows the sequence below. If initiative is tied, the Dragon Master may have relevant sides reroll or decide actions are simultaneous.
 - a. **Morale.** The Dragon Master rolls 2d6 for monster morale.
 - b. **Movement.** Combatants may move. Those in melee can only move defensively. Characters can't move and use spells; they must do one or the other.
 - c. **Missiles.** Combatants attack foes from afar.
 - Attackers choose targets
 - Attackers roll 1d20 and modify the result with Dexterity, range, cover, and magic modifiers.
 - The Dragon Master determines damage.
 - d. **Magic.** Spell-users use spells and others use magic items. Foes roll 1d20 for saving throws, if applicable.
 - e. **Melee.** Combatants attack in hand-to-hand combat.
 - Attackers choose targets
 - Attackers roll 1d20 and modify the result with Strength and magic modifiers.
 - The Dragon Master determines damage, modified by Strength and magic modifiers.
3. Members of the side with the next highest initiative result act next, and so on, until all sides have acted.
4. The Dragon Master handles retreats, surrenders, and so on. This sequence is followed until combat ends.

MORALE | OPTIONAL

Each monster has a Morale score. A high Morale score means a monster is brave (or foolish) and has a likelihood of fighting on in a battle. A low Morale score means a monster is likely to give up or run away. The Morale rules apply only to monsters, never to player characters.

Morale Scores

Morale scores range from 2 to 12 and are given in the monster's description. Monsters with a Morale score of 2 won't fight and those with a Morale score of 12 fight to the death.

The Morale Roll

The Dragon Master rolls 2d6 and compares the result to the monster's Morale score. If the result is higher than the score, the monster uses the **retreat** or the **fighting withdrawal** maneuvers. If the result is less than the score, the monster fights on.

When to Make a Morale Roll

The DM makes Morale rolls at critical times in combat. Two example circumstances are given below. At the DM's discretion, additional Morale rolls may be made for other circumstances.

- When the first combatant is killed, regardless of which side.
- When half of the monsters have been incapacitated.

Monsters that succeed with two Morale rolls fight to the death.

Modifiers to the Morale Roll

Unless a monster's Morale score is 2 or 12, circumstances can modify a Morale score. Modifiers may be permanent or temporary, and are left to the discretion of the Dragon Master. It's recommended the modifiers don't exceed -2 or +2.

Retainer Morale

A retainer's Morale score is a function of the employer's Charisma score. The DM makes a Morale roll for retainers after every adventure. A failed Morale roll means the retainer never adventures with the character again. Unless the circumstances in battle are extraordinary, the DM never makes a Morale roll for retainers when in battle. If characters award retainers with a full share of treasure for several adventures, the retainers' Morale scores might increase by 1 point.

Surrender

Monsters may offer to surrender at any time, though it'll often coincide when a monster has nowhere to run after a failed Morale roll. Of course, foes aren't obliged to accept their surrender! The DM plays the part of the monsters in these situations. Non-intelligent monsters often seek to flee dire circumstances. Intelligent monsters generally offer treasure from their lairs or friends as a ransom for their life.

MOVEMENT

Play during an encounter is handled in rounds of 10 second each. When combatants are engaged in melee, only two forms of defensive movement are possible. Players must announce they want to use these maneuvers before the Initiative roll.

Fighting Withdrawal. This is when a combatant moves directly backwards at half encounter speed. There must be enough room to execute the maneuver; otherwise, the maneuver is impossible.

Retreat. Any backward movement at a rate faster than half speed is considered a retreat. Foes engaged with a retreating combatant have +2 to melee attack rolls. Additionally, the retreating character can't make a return attack and doesn't benefit from a shield.

MISSILE ATTACKS

Combatants can use missile attacks to hit foes from a distance (more than five feet away). Missile weapons can be weapons, such as bows, spears, and slings, or they can be items, such as a hurled flask of oil or a vial of holy water. A combatant must be able to see foes to use a missile weapon against them. If a combatant can use multiple missile attacks in a round, they all happen at this time.

The Missile Attack Roll

The player rolls 1d20 and adds all relevant modifiers. If the result meets or exceeds the target for the armor class, the attack is said to "hit," and the player makes a damage roll. See the Character Attacks table for a chart of all results needed to hit each armor class value. Unless a monster can only be hit by special weapons (such as silver or iron) or magical weapons, a roll of 20 on the die is always a hit and a roll of 1 on the die is always a miss.

Damage from Missile Attacks

Unless the DM uses Variable Weapon Damage, damage is always 1d6. The result is the number of hit points the target subtracts from its total hit points. When reduced to 0 or fewer hit points, targets die.

Variable Missile Weapon Damage

Weapon	Damage	Weapon	Damage
Bow	1d6	Spear	1d6
Crossbow	1d4	Sling	1d6
Javelin	1d4		

Missile Attack Modifiers

The following modifiers apply when combatants make missile attacks.

Dexterity Modifier. A combatant’s Dexterity modifier applies to missile attack rolls. Apply the modifier, whether a subtraction or addition. This modifier doesn’t modify the damage done by a missile weapon.

Range Modifier. Each missile weapon has a set of ranges, given below.

Missile Weapon Ranges

Weapon	Short	Medium	Long
Crossbow	80	160	240
Javelin	20	40	60
Long Bow	70	140	210
Short Bow	50	100	150
Sling	40	80	160
Spear	20	40	60
Holy Water or Oil	10	30	50
Axe or Dagger	10	20	30

The ranges are in feet, when used in a dungeon, and in yards when used in the wilderness.

Missile attacks against foes in short range have +1 to the attack roll, while missile attacks against foes in long range have -1 to the attack roll. There’s no modifier for attacks against foes in medium range. There’s no chance to hit a foe beyond the maximum range for the weapon.

Cover Modifier. When making a missile attack against a foe that’s partially hidden behind cover, whether a tree, wall, table, or so on, a combatant has -1 to -4 to the attack roll. The Dragon Master decides the exact modifier, with a greater penalty applied to hit foes that are nearly almost completely covered. Foes that are completely covered are hidden and can’t be targeted with attacks.

Magic Modifiers. Any magical bonus from a magic weapon is added to the missile attack roll.

Hurled Miscellaneous Gear

Oil. Flasks of oil can be hurled against foes and then lit to do damage. Foes hit with oil and then set aflame take 1d8 damage for two rounds before the oil drips off. This doesn’t apply to monsters that normally uses natural fire attacks, like red dragons. The chance of lighting the oil is at the discretion of the Dragon Master.

If on the floor, oil affects a 1½-foot radius, burns for 1 turn, and does 1d8 damage each round a monster is in the flames.

Holy Water. Vials of holy water can be hurled to do damage against undead monsters. Undead hit by a vial suffer 1d8 damage.

MAGIC SPELLS

Spells from spell-users take effect at this time. Spells automatically “hit” targets that are within range or within the area of effect. A few spells offer targets a saving throw to avoid or reduce the effects.

Saving Throws

A saving throw represents a chance that a monster or player character might ignore or suffer reduced effects from a spell.

To make a saving throw, the player rolls 1d20 and adds all relevant modifiers. If the result meets or exceeds the number provided on the relevant class chart below, the save is successful. A successful save against a damage causing spell reduces damage to half the normal amount. A successful save against a special spell effect that doesn’t cause damage enables the target to avoid the effect entirely.

If an attack that causes damage and a special effect allows for a saving throw, a successful save prevents or reduces only the special effect, not

the damage caused by the attack. For example, if a character succeeds with a saving throw vs. Poison when bit by a snake, the snake still does the damage listed for the bite, even if the character ignores the poison.

Equipment & Saves. Equipment is unaffected when a character succeeds with a saving throw. Normal equipment is destroyed when a character is killed by such an attack. At the Dragon Master’s discretion, magic items may need to succeed with a saving throw equivalent to the character’s level and class, modified by magic bonuses, to survive.

CLERIC

Level	Death Ray or Poison	Magic Wands	Paralysis or Turn to Stone	Dragon Breath	Rods, Staves, Spells
1-4	11	12	14	16	15
5-8	9	10	12	14	15
9-12	6	7	9	11	9
13-16	3	5	7	8	7

DWARF & HALFLING

Level	Death Ray or Poison	Magic Wands	Paralysis or Turn to Stone	Dragon Breath	Rods, Staves, Spells
1-3	8	9	10	13	12
4-6	6	7	8	10	10
7-9	4	5	6	7	8
10-12	2	3	4	4	6

ELF

Level	Death Ray or Poison	Magic Wands	Paralysis or Turn to Stone	Dragon Breath	Rods, Staves, Spells
1-3	12	12	13	15	15
4-6	10	11	11	13	12
7-9	8	9	9	10	10
10	6	7	8	8	8

FIGHTER

Level	Death Ray or Poison	Magic Wands	Paralysis or Turn to Stone	Dragon Breath	Rods, Staves, Spells
0	14	15	16	17	18
1-3	12	13	14	15	16
4-6	10	11	12	13	14
7-9	8	9	10	10	12
10-12	6	7	8	8	10
13-15	4	5	6	5	8

MAGIC-USER

Level	Death Ray or Poison	Magic Wands	Paralysis or Turn to Stone	Dragon Breath	Rods, Staves, Spells
1-5	13	14	13	16	15
6-10	11	12	11	14	12
11-15	8	9	8	11	8

THIEF

Level	Death Ray or Poison	Magic Wands	Paralysis or Turn to Stone	Dragon Breath	Rods, Staves, Spells
1-4	13	14	13	16	15
5-8	12	13	11	14	13
9-12	10	11	9	12	10
13-16	8	9	7	10	8

MELEE ATTACKS

Combatants can use melee attacks to hit foes that are within five feet of them. Melee weapons can be weapons, such as clubs, swords, and axes, or they can be natural weapons, such as bites, claws, and so on. If a combatant can use multiple missile attacks in a round, they all happen at this time.

The Melee Attack Roll

The player rolls 1d20 and adds all relevant modifiers. If the result meets or exceeds the target number for the armor class, the attack is said to “hit,” and the player makes a damage roll. See the Character Attacks table for a chart of all results needed to hit each armor class value.

Melee Attack Modifiers

The following modifiers apply when combatants make missile attacks.

Strength Modifier. A combatant’s Strength modifier applies to melee attack rolls. Apply the modifier, whether a subtraction or addition.

Magic Modifiers. Any magical bonus from a magic weapon is added to the missile attack roll.

Damage from Melee Attacks

Unless the Dragon Master uses Variable Melee Weapon Damage, damage is always 1d6. The result is the number of hit points the target subtracts from its total hit points.

Variable Weapon Damage

Weapon	Damage	Weapon	Damage
Battle Axe	1d8	Pole Arm	1d10
Club	1d4	Short Sword	1d6
Dagger	1d4	Spear	1d6
Hand Axe	1d6	Sword	1d8
Lance	1d6	War Hammer	1d6
Mace	1d6	Two-handed Sword	1d10

Strength Modifier. A combatant’s Strength modifier applies to melee damage rolls. Damage can never be less than 1 damage.

Characters and monsters reduced to 0 or fewer hit points are killed.

Lance Combat

Mounted characters can cause double damage with a lance if they use it on a foe after charging no less than 20 yards.

Unarmed Combat

Characters that fight without weapons inflict 1d2 damage with a hit, modified by their Strength modifier.

Group Combat

Two or more foes may attack a character or monster. The Dragon Master decides how many foes can attack a defender based on the size of all combatants and the area in which they’re fighting.

Missile & Melee Player Character Attacks

			Results needed to hit listed armor class												
Fighters*	Clerics**	Magic-users	9	8	7	6	5	4	3	2	1	0	-1	-2	-3
Normal Human			11	12	13	14	15	16	17	18	19	20	20	20	20
1-3	1-4	1-5	10	11	12	13	14	15	16	17	18	19	20	20	20
4-6	5-8	6-10	8	9	10	11	12	13	14	15	16	17	18	19	20
7-9	9-12	11-15	5	6	7	8	9	10	11	12	13	14	15	16	17
10-12	13-16	16-20	3	4	5	6	7	8	9	10	11	12	13	14	15
13-15	17-20	21-25	2	2	3	4	5	6	7	8	9	10	11	12	13

* Includes dwarves, elves, and halflings

** Includes thieves

OTHER KINDS OF ATTACK

Mass Combat

Battles among armies are outside the scope of this game. Several supplements compatible with B/XFRP can be found in the market.

Naval Combat

Missile and magic attacks are generally made in naval warfare until ships are close enough for combatants to board the opposing ship. More information is given in Section 8: Dragon Masters Information.

Aerial Combat

Monsters at higher altitudes have the advantage against those at lower altitudes. The DM must track position and speed. Unless a combatant is a native flyer, spell use and missile attacks require combatants have stability.

Spell Use. Unless characters have stability, they can’t use spells when flying. Magical items don’t require stability. Flying mounts using wings don’t provide stability. Magical effects and items, such as a fly spell or magic carpet, do so.

Swoop Attacks. Some flying monsters with surprise can make a swoop attack on foes. Such attacks cause double damage if they hit.

Missile Attacks. Characters without stability can still make missile attacks. They have -4 to their rolls.

Bombardment. This kind of attack is generally made with rocks and must be made at altitudes no higher than 300 feet. On 16+|d20, such an attack hits. A monster that can carry a human-size monster can carry enough rocks to inflict 2d6 damage to all those in a 10-foot square area.

HEALING

Characters are most likely to suffer damage when hit in combat. However, falls, diseases, and other hazards may cause characters to lose hit points just the same. When reduced to 0 hit points, characters die. Before that happens, they have a chance to restore lost hit points. This can be done either through the natural healing process or with magic.

Natural Healing. Wounded characters that wish to heal naturally must remain in a safe place and do nothing else but rest. A full day of such rest restores 1d3 hit points. If the rest is interrupted for any reason, the character doesn’t regain any hit points.

Magical Healing. Clerical spells and magical items can restore lost hit points more quickly. They restore hit points without requiring characters to rest for the entire day.

Both natural healing and magical healing can be used together to fully restore a character to maximum hit points. For example, characters may rest one full day and benefit from a cure light wounds spell.

SECTION 6: MONSTERS

Monsters are creatures that aren't player characters. They can be friendly, threatening, uncaring, nasty, helpful, or indifferent. Monsters in this section are in alphabetical order. They and their special abilities are of the strength and variety most commonly encountered. At your discretion, you can weaken or strengthen monsters to suit your campaign. Any change in strength (hit dice) should also be accompanied with changes to armor class, speed, damage, and saving throws. You may also create monsters, using the monsters listed here as examples.

A monster whose name is followed with an asterisk (*) can only be damaged by special or magic weapons. You should use these monsters with caution in your adventures.

All non-human monsters have infravision, up to 60 feet. Infravision enables monsters to see heat along a black-white spectrum. Cold objects are black, warm objects are grey, and hot objects are white. When in an areas of intense heat, like near a lava flow, infravision is thwarted.

Armor Class. Monsters have an armor class, similar to player characters. The rating is a reflection of a monster's swiftness and agility and its toughness, whether from hide or something it wears.

Hit Dice. This is the number of d8s rolled to determine a monster's hit points. Some monsters have additional modifiers represented as bonus or minus. For example, a monster with 2 hit dice has 2d8 hit points. A monster with 2+1 hit dice has 2d8+1 hit points.

Hit dice, without modifiers, reflect a monster's level and the dungeon level on which it's most commonly found. For example, a monster with 2d8+1 hit dice is considered a 2nd-level monster. It can be found most frequently on the 2nd level of a dungeon. Monsters with several special abilities might be considered a level greater than its hit dice suggest.

When found on other dungeon levels, you should limit monsters to two levels above or two levels below their level. Monsters found on dungeon levels less than their hit dice are found in fewer numbers. Monsters found on dungeon levels greater than their hit dice are found in greater numbers. For example, a 5th level monster is generally found on dungeon levels 3 through 7. They're unlikely to be found on the 1st or 2nd dungeon levels, or on the 8th dungeon level or lower. When found on the 3rd level, only one would be encountered, while on the 7th level, greater numbers would be met.

A monster's hit dice also determine its chance to hit in combat and the amount of experience points characters earn for can defeating monsters by force, magic, or ingenuity. See the Monster Attack table and the Monster Experience Point Values table that follow.

Monster Missile & Melee Attacks

Monster's Hit Dice	Results needed to hit listed armor class												
	9	8	7	6	5	4	3	2	1	0	-1	-2	-3
Up to 1	10	11	12	13	14	15	16	17	18	19	20	20	20
1+ to 2	9	10	11	12	13	14	15	16	17	18	19	20	20
2+ to 3	8	9	10	11	12	13	14	15	16	17	18	19	20
3+ to 4	7	8	9	10	11	12	13	14	15	16	17	18	19
4+ to 5	6	7	8	9	10	11	12	13	14	15	16	17	18
5+ to 6	5	6	7	8	9	10	11	12	13	14	15	16	17
6+ to 7	4	5	6	7	8	9	10	11	12	13	14	15	16
7+ to 9	3	4	5	6	7	8	9	10	11	12	13	14	15
9+ to 11	2	3	4	5	6	7	8	9	10	11	12	13	14
12+ to 13	2	2	3	4	5	6	7	8	9	10	11	12	13
13+ to 15	2	2	2	3	4	5	6	7	8	9	10	11	12
15+ to 17	2	2	2	2	3	4	5	6	7	8	9	10	11
17+ to 19	2	2	2	2	2	3	4	5	6	7	8	9	10
19+ to 21	2	2	2	2	2	2	3	4	5	6	7	8	9
21+	2	2	2	2	2	2	2	3	4	5	6	7	8

Follow the steps below to determine XP for the defeat of a monster.

1. Find a monster's hit dice in the Monster Hit Dice column.
2. Cross-reference the result with the XP Value column. This is the base XP amount of for the monster.
3. Then cross-reference the result with the Special Abilities XP Bonus column. Add this additional bonus for each asterisk a monster has listed next to its hit dice.

Experience Points for Monsters Defeated

Monster Hit Dice	XP Value	Special Abilities XP Bonus
Fewer than 1	5	1
1	10	3
1+	15	4
2	20	5
2+	25	10
3	35	15
3+	50	25
4	75	50
4+	125	75
5	175	125
5+	225	175
6	275	225
6+	350	300
7	450	400
8	650	550
9-10+	900	700
11-12+	1,100	800
13-16+	1,350	950
17-20+	2,000	1,150
21+	2,500	2,000

For each hit die after 21, add 250 experience points to the XP Value and Special Abilities XP Bonus columns.

Use the next line down when an encounter is especially challenging. Likewise, you may award partial XP if characters were able to learn from an encounter without defeating monsters outright. For extraordinary circumstances, such as a character defeating a monster all alone or a character who did less than their fair share, you may award more or less shares. Character actions should reflect alignment and class considerations, with the added reminder that protecting the rear is always an important task.

Speed. The speed of a monster is here. Some monsters may have an additional mode of travel, such as swimming or flying.

Attacks. This entry lists the number and type of attacks the monster can make in a round.

Damage. Lists the amount of damage the monster inflicts for its attacks. If a monster has multiple attacks, the damage is listed in the same sequence as their attacks in the Attacks entry. Some monsters can inflict special forms of damage, as follows.

Acid. When hit with an acid attack, acid damage is done in addition to the damage done by the regular attack. Also, the acid damage often does ongoing damage, without the need for any additional attack rolls, until water or wine is used to wash off the acid. Acid damage also has the unfortunate ability to destroy armor, causing armor class to become worse o the intervening rounds.

Charge. A charge is when a monster quickly rushes into melee combat. Such a maneuver can't be done while engaged in melee, nor can it be done in difficult terrain like mountains, hills, forests, swamps, jungle, or broken ground. To charge, the monster must move at least 20 yards. If the monster hits a foe with an attack after it charges, it does double damage. Hits in the first round of battle from spears or polearms against the charging monster do double damage.

Continuous Damage. Some special forms of damage, such as blood drain, swallow, constriction, and so on, do damage automatically every round until the attacker is killed or flees.

Poison. A character that fails a saving throw vs. Poison generally dies immediately, making this one of the most dreaded forms of damage.

Paralysis. Characters that fail a saving throw vs. Paralysis are forced to stay stationary and are unable to take any action. While they remain fully aware of their circumstances, they can't move, speak, use spells, attack, and so on. Paralysis generally wears off after 2d4 turns. A cleric can remove paralysis with a cure light wounds spell. Attacks against paralyzed foes automatically hit.

Energy Drain. Certain monsters can drain the vitality and memories from their victims. Each hit removes from their foes a level or more. Victims lose any benefits they had because of the former levels. Unlike for poison or paralysis damage, there's no saving throw allowed and no means for restoring loss levels.

Number Appearing (No. Appearing). The number before the slash is the number of monsters appearing on the same dungeon level as the monster's level or hit dice. When encountered on dungeon levels higher or lower, increase or decrease the number of monsters at your discretion. The number after the slash is the number of monsters encountered in a dungeon lair or in the wilderness. When encountered in a wilderness lair, the number of monsters is generally five times as many listed to the right of the slash. A value of 0 (zero)

MONSTER LIST: BASILISK to ZOMBIE

Basilisk

Armor Class	4	No. Appearing	2d4/5d4
Hit Dice	6+1**/28 hp	Save As	Fighter 6
Speed	60/20	Morale	9
Attacks	1 bite + gaze	Treasure Type	F
Damage	1d10 + special	Alignment	Neutral

Basilisks are unintelligent, 10-foot long, magical lizards. They live in underground caverns or in overgrown copses. Foes hit by a basilisk, or those that meet its gaze, must succeed with a saving throw vs. Turn to Stone or become petrified, along with all their gear. Surprised foes automatically meet the monster's gaze. There's a 5+|d6 chance basilisks see themselves in any small mirror used by a foe. In which case, they must succeed with a saving throw or petrify themselves!

Black Pudding

Armor Class	6
Hit Dice	10*/45 hp
Speed	60/20
Attacks	1
Damage	3d8
No. Appearing	1/0
Save As	Fighter 5
Morale	12
Treasure Type	—
Alignment	Neutral



These unintelligent, formless blobs are about 5d6 feet in diameter. They devour all in their path. They can travel along sheer surfaces and ceilings, and can eat through wood and metal in a turn. Black puddings are harmed only by fire. Each hit from a weapon or spell attack causes them to divide into smaller blobs (2 hit dice, 1d8 damage).

means the monster never appears in that setting unless you place it there.

Save As. Monsters use one of the seven saving throw progressions used by player characters. This entry lists the character class and character level equivalent. Monsters normally use the fighter saving throw progression at the level equal to their own. Unintelligent monsters (generally animals) save as a character of half their level (round up). For example, an unintelligent 5th-level monster saves as a 3rd-level character. Monsters that are enchanted, magical, or special in nature may have their saving throws modified in some way. The description for such monsters note the adjustments.

Morale. This entry lists the monster's Morale score, which is used with the optional morale rules. You can apply situational modifiers to adjust this score at your discretion. Results on 2d6 above this score indicates monsters try to flee or surrender.

Treasure Type. Not all monsters have treasure. If a monster does, a letter is listed here that you can use to determine how much of it the monster has. Unintelligent monsters rarely have treasure. If they have any, it's generally due to some unexpected or unintentional reason. Generally, treasures of significance are found in monster lairs. Wandering monsters often have little to none.

Alignment. Monsters have one of three alignments—Chaotic, Lawful, or Neutral. Unintelligent monsters are generally Neutral. Intelligent monsters can speak their alignment language.

Blink Dog

Armor Class	5
Hit Dice	4*/18 hp
Speed	120/40
Attacks	1 bite
Damage	1d6
No. Appearing	1d6/1d6
Save As	Fighter 4
Morale	6
Treasure Type	—
Alignment	Neutral



Blink dogs are highly intelligent beasts that look like dingoes and travel in packs. They can use a limited teleportation ability, which enables them to "blink" into melee, attack, and "blink" away up to 1d4 × 10 feet (or yards in the wilderness), all without suffering counterattacks by their foes. If truly threatened, blink dogs blink away, never to return again. They never blink into solid objects. Blink dogs always attack shifter beasts, their natural enemies.

Bugbear

Armor Class	5	No. Appearing	2d4/5d4
Hit Dice	3+1/14 hp	Save As	Fighter 3
Speed	90/30	Morale	9
Attacks	Weapon	Treasure Type	B
Damage	2d4 or weapon +1	Alignment	Chaotic

Bugbears are goblins, albeit much larger, hairier, and vicious. Though they move with an awkward gait, they're urprisingly quick and quiet, which means they surprise their foes on 4+|d6. They have all the benefits of infravision with none of the of sensitivity to daylight. Because of their great strength, bugbears have +1 to damage when using a weapon.

Caecilian

Armor Class	6	No. Appearing	1d3 1d3
Hit Dice	6 27 hp	Save As	Fighter 3
Speed	60 20	Morale	9
Attacks	1 bite	Treasure Type	B
Damage	1d8	Alignment	Neutral

Caecilians are high, worm-like amphibians that can grow to a length of 30 feet or more. When a caecilian hits a foe with its massive jaws lined with sharp teeth with an unmodified 19 or 20, the foe is swallowed. A swallowed foe takes 1d8 damage automatically each round until dead or the caecilian is dead. A swallowed foe can only make an attack with a dagger with -4 to the attack roll.

Cavern Crawler

Armor Class	7
Hit Dice	3+1* 14 hp
Speed	120 40
Attacks	8 tentacles
Damage	Paralysis
No. Appearing	1d3 1d3
Save As	Fighter 2
Morale	9
Treasure Type	B
Alignment	Neutral



Cavern crawlers are centipede-like worms, approximately 9-feet long and 3-feet tall. They scavenge dungeons and underground regions. Around their maws are eight, 2-foot long tentacles. They can move along floors, walls, and ceilings without penalty. The tentacles of cavern crawlers paralyze foes if they fail a saving throw vs. Paralysis. This effect lasts 1d6+1 turns or until a *cure light wounds* spell is used to remove it.

Centaur

Armor Class	5
Hit Dice	4 18 hp
Speed	180 60
Attacks	2 hooves and weapon
Damage	1d6 1d6 and weapon
No. Appearing	0 2d10
Save As	Fighter 4
Morale	8
Treasure Type	A
Alignment	Neutral



Centaurs are half-horse, half-human monsters that live in meadows deep in forests. They're sentient creatures that arm themselves with clubs, lances, or bows. Centaurs live in tribes or families. The women and children never leave the lair and never fight unless they're unable to flee. Children have 2 hit dice and do 1d2|1d2|1d4 damage.

Chimera

Armor Class	4	No. Appearing	1d3 1d3
Hit Dice	9** 40 hp	Save As	Fighter 2
Speed	120 40, fly 180 60	Morale	9
Attacks	2 claws 3 heads + special	Treasure Type	B
Damage	1d3[×2] 2d4[×2], 3d4 + special	Alignment	Neutral

These three-headed monsters are a mix of dragon, goat, and lion. They live in isolated hills and rarely in dungeons. Chimerae can breathe a 50-foot long cone of fire, 10 feet wide at the end, which does 3d6 damage. They breathe fire (50%) of the time; otherwise, they bite. They breathe three times a day.

Cockatrice

Armor Class	5
Hit Dice	3* 58 hp
Speed	90 30,
Attacks	1
Damage	3d1
No. Appearing	1 1d4
Save As	Fighter 13
Morale	9
Treasure Type	E + 5,000 gp
Alignment	Chaotic



Cockatrices are small, magical monsters with the body of a rooster and a serpent's tail. The touch of Cockatrices petrifies foes unless they succeed with a saving throw vs. Turn to Stone.

Cyclops

Armor Class	5
Hit Dice	13* 58 hp
Speed	90 30
Attacks	1
Damage	3d10
No. Appearing	1 1d4
Save As	Fighter 13
Morale	9
Treasure Type	E + 5,000 gp
Alignment	Chaotic



Cyclopes are 20-foot tall monsters with a single eye from which to see. They live alone mostly, but there are times when a family of them can be encountered. They tend to be herders and very dimwitted. Cyclopes have -2 to attack rolls because they lack two eyes. They generally fight with a club, but they can throw rocks up to 200 feet (or yards). The rocks cause 3d6 damage. A Cyclops has a 5% chance to have the ability to *curse* a foe once a week. The nature of the curse is at your discretion.

Djinni, Lesser*

Armor Class	5	No. Appearing	1 1
Hit Dice	7+1* 58 hp	Save As	Fighter 14
Speed	90 30, fly 240 80	Morale	12
Attacks	1 + special	Treasure Type	—
Damage	2d8 or 2d6	Alignment	Neutral

Djinni are intelligent air elementals that look like humans enveloped in clouds of vapor. They can carry 6,000 coins of weight without penalty and up to 12,000 coins of weight for 3 turns walking, or 1 turn flying, before they must rest for 3 turns. Djinni are magical and are harmed only by magic or magic weapons. Slain Djinni return to their own plane.

Djinni can use any of the following seven abilities three times a day:

- **Create food and drink.** As a 7th-level Cleric.
- **Create metallic objects.** For a limited duration, based on substance: Gold lasts a day, iron lasts a round. To a maximum of 1,000 coins of weight.

- **Create soft goods.** For a limited or permanent (wooden items) duration. To a maximum of 1,000 coins of weight.
- **Invisibility.** Like the spell.
- **Gaseous form.** Like the *potion of gaseous form*.
- **Create illusions.** These illusions are both aural and visual. They last until touched or dispelled. No concentration is required.
- **Whirlwind.** Djinni can form into a 70-foot tall, 10-foot wide (base, 20-foot wide at top) whirlwind. It takes five rounds to change forms. Speed in this form is 120|40. Monsters caught in the whirlwind take 2d6 damage. Those with 2 hit dice or fewer that fail a saving throw vs. Death Ray are flung aside.

Dragon

	White	Black	Green	Blue	Red	Gold
Armor Class	3	2	1	0	-1	-2
Hit Dice	6** 27 hp3	7** 31 hp	8** 36 hp	9** 40 hp	10** 45 hp	11** 49 hp
Speed	90 30, fly 240 80					
Attacks	2 claws 1 bite + special					
Damage	1d4 1d4 2d8	1d4+1 1d4+1 2d10	1d6 1d6 3d8	1d6+1 1d6+1 3d10	1d8 1d8 4d8	2d4 2d4 6d6
No. Appearing	1d4 1d4					
Save As	Fighter 6	Fighter 7	Fighter 8	Fighter 9	Fighter 10	Fighter 11
Morale	8	8	9	9	10	10
Treasure Type	H					
Alignment	Neutral	Chaotic	Chaotic	Neutral	Chaotic	Lawful

Dragon Type	Where Found	Breath Weapon	Range Length × Width	Shape of Breath Weapon	Chance of Talking	Chance of Being Asleep	Spells (by Level)		
							1st	2nd	3rd
White	Cold regions	Cold	80 × 30	Cone	10%	50%	3	—	—
Black	Swamp, marsh	Acid	60 × 5	Line	20%	40%	4	—	—
Green	Jungle, forest	Gas	50 × 40	Cloud	30%	30%	3	3	—
Blue	Desert, plain	Lightning	100 × 5	Line	40%	20%	4	4	—
Red	Mountain, hill	Fire	90 × 30	Cone	50%	10%	3	3	3
Gold	Anywhere	Fire Gas	90 × 30 50 × 40	Cone Cloud	100%	5%	4	4	4

Dragons are an ancient race of winged reptiles, differentiated only by the colors of their scales. They live for hundreds, if not thousands, of years. Their long lifespans lead them to dismiss all but the most long-lived of sentient beings, such as elves. Regardless of color, dragons are all born from eggs, have a predilection for eating meat, can use breath weapons, and are keenly self-interested in their own survival.

Chaotic dragons generally attack and eat monsters. Neutral dragons could care less and have a tendency to attack or simply leave others alone. Lawful dragons help others, especially those that are good at heart. All dragons have such strong pride and narcissistic tendencies as to listen to sycophants and obsequious characters. Rules on breath weapons, treasure, subduing dragons follow.

Breathe Weapon. All dragons can use a special breath weapon attack instead of their normal claws and bite attack routine. They can use their breath weapons up to three times a day and always use their breath weapon in the first round they attack. The damage done by this attack is always equal to the dragon's remaining number of hit points. At your discretion, you can randomly determine if the dragon uses its breath weapon (1-3|d6) or attacks with its claws and bite (4-6|d6).

Shape of Breath Weapon. Dragon breath is in one of following shapes.

- **Cone.** A cone is always 2 feet wide at origination. It's width at termination is based on the specific dragon.

Doppelganger

Armor Class	5	No. Appearing	1d6 1d6
Hit Dice	4* 18 hp	Save As	Fighter 10
Speed	90 30	Morale	10
Attacks	1	Treasure Type	E
Damage	1d12	Alignment	Chaotic

Doppelgangers are cunning, wicked human-like shapeshifters. Doppelgangers (but not their gear) can take the form of any human-like creature it sees, up to 7 feet in height. When mimicking the form of another creature, they attempt to kill the person furtively, assume his or her place, and then covertly kill any remaining companions. They're immune to charm effects.

- **Line.** A line is always 5 feet wide.
- **Cloud.** A cloud affects an area that's 50 feet × 40 feet × 20 feet.

Saving Throws. Monsters in the area of effect that succeed with a saving throw vs. Dragon Breath suffer only half damage. Dragons are never affected by their own breath weapons nor are they affected by attacks based on the same damage type. Dragons automatically take half damage from magical effects similar to their breath weapon damage types, with a successful save resulting in no damage.

Talking Dragons. All dragons are intelligent. Only some can speak Dragon and Common. If a dragon can talk, it can use Elf and Magic-user spells. These are shown in the Spell (by Level) column.

Sleeping Dragons. When a party encounters a dragon, there's a chance it's asleep. Combatants have +2 to attacks against sleeping foes for a round, at which point the monster awakes.

Subduing Dragons. Parties may choose to subdue a dragon instead of kill it. Missile weapons and magic spells can't be used for this purpose. Determine attacks and damage normally. When the dragon is reduced to 0 hit points, it surrenders. Note that subdual damage doesn't reduce the dragons hit points, and so it doesn't reduce the damage done by the breath weapon. If given a reasonable chance, subdued dragons rebel against their captors and either attempt to kill them or flee. While subdued dragons can be forced to serve the characters that

subdued it, it's often best for them to sell the beast for a price never to exceed 1,000 gp for each hit point it has.

Dragon Age. Information for each dragon type assumes the dragon is of average age. Smaller dragons have less treasure and fewer hit dice. Should you want dragons of various size, reduce or increase the hit dice by no more than 3.

Treasure. Dragon treasure is only found in a dragon's lair. Younger dragons may have collected as little as a quarter to a half of the treasure, while older dragons should have collected as much as double the amount.

Gold Dragons. These noble beasts always speak and use spells. They can shapeshift into human or animal forms too. Gold dragons can breathe fire or gas when they use their breath weapons, though they can only use their breath weapon three times a day.

Because dragons are immensely powerful monsters, you should use them with discretion. Low level parties have little chance of besting a dragon, even in a battle of wits. As a general principle, you should use dragons only when parties are comprised of 4th or 5th level PCs.

Dragon Turtle

Armor Class	-2	No. Appearing	0 1
Hit Dice	30 135 hp	Save As	Fighter 15
Speed	30 10, swim 90 30	Morale	10
Attacks	2 claws 1 bite	Treasure Type	H
Damage	1d8 1d8 10d6	Alignment	Chaotic

Dragon turtles are half-turtle, half-dragon monstrosities that roam the deepest, darkest regions of the open sea. They lair in underwater caverns, sometimes populated with the wreckage of legendary ships. While their heads, limbs, and tails resemble dragons, they have a hard shell for their midsection. They're so large that were a shop to maneuver close to one, the crew could moor itself on the shell, thinking it to be a small isle.

Dragon turtles are able to use a breath weapon, which is a 90-foot long, 30-foot wide cloud of steam. It does damage similar to that of a dragon, inflicting a number of hit points equal to the Dragon Turtles current total. Should they attack ships, they can maneuver underneath them to rise up and tip them over.

Dryad

Armor Class	5
Hit Dice	2* 18hp
Speed	120 40
Attacks	See below
Damage	0
No. Appearing	0 1d6
Save As	Fighter 4
Morale	8
Treasure Type	D
Alignment	Neutral



Dryads are peaceful spirits that live within trees in woodland and dense forests. They're peaceful, shy spirits that roam in the form of attractive women. These spirits die if they're ever more than 240 feet away from the tree they're tied to or if their tree dies. Dryads can become undetectable by merging with their tree. Whatever treasure they might gather is often buried underneath the roots to their trees.

Dryads use **charm person** on those that approach them or follow them. A target has -2 to the saving throw vs. Spells. Those charmed walk and merge into the Dryad's tree and are lost forever.

Dwarf

Armor Class	4	No. Appearing	1d6 5d6
Hit Dice	1 4 hp	Save As	Dwarf 1
Speed	60 20	Morale	8 10
Attacks	Weapon	Treasure Type	G
Damage	1d8 or weapon	Alignment	Lawful Neutral

Dwarves live in clans in hilly or mountainous regions. They can appear as NPCs, sometimes in warbands, mining expeditions, or clans. For every 20 dwarves encountered, they'll have a leader of 3rd-8th level (1d6+2). Each leader has a 5% chance per level of having magic items. Roll separately for each type of magic item, except on the Scroll and Wand/Rod/Staff tables. With a leader, Dwarf morale is 10 instead of 8. Dwarves hate Goblins and generally attack them on sight.

Efreeti, Lesser*

Armor Class	3	No. Appearing	1 1
Hit Dice	10 45 hp	Save As	Fighter 15
Speed	90 30, fly 240 80	Morale	12
Attacks	1	Treasure Type	—
Damage	2d8	Alignment	Chaotic

Efreets are intelligent fire elementals. They look like large demon-like humans enveloped in hot, hazy smoke. They can carry up to 10,000 coins of weight while flying. Efreets are harmed only by magic or magic weapons. Efreets hate djinni and attack them immediately. Efreets can use each of the following five abilities three times a day:

- **Create metallic objects.** To a maximum of 1,000 coins of weight, for a limited duration based on substance—gold, a day; iron, a round.
- **Create soft goods.** For limited or permanent (wooden items) duration. To a maximum of 1,000 coins of weight.
- **Invisibility.** Like the spell.
- **Create illusions.** These illusions are both aural and visual. They last until touched or dispelled. No concentration is required.
- **Wall of fire.** Like the spell.
- **Pillar of fire.** Efreets can form into a pillar of fire for 3 rounds that combusts all flammable items within 5 feet. They also do 1d8 fire damage when they hit foes.

Some Magic-users can conjure and control efreets up to 101 days. These efreets are wily, distorting their master's commands intentionally.

Elemental*

	Air	Earth	Fire	Water
Armor Class	See below	See below	See below	See below
Hit Dice	See below	See below	See below	See below
Speed	Fly 240 80	60 20	120 40	60 20, swim 180 60
Attacks	Special	Special	Special	Special
Damage	See below	See below	See below	See below
No. Appearing	1 1	1 1	1 1	1 1
Save As	See below	See below	See below	See below
Morale	10	10	10	10
Treasure Type	—	—	—	—
Alignment	Neutral	Neutral	Neutral	Neutral

Elementals are beings summoned from another plane. There must be a large resource of the element nearby from which the monster can be summoned. Control of an elemental requires concentration. If the summoner loses control, the elemental attacks him or her, and anything that gets in its way. Control can never be regained once it's

lost. Elementals are sent back to their plane once they're dispelled, slain, or dismissed by the one who summoned them. Elementals can only be harmed by magic or magical weapons.

There are three kinds of elementals: staff, device, or conjured elementals. Staff elementals are summoned by staves. Device elementals are summoned by miscellaneous magic items. Conjured elementals are called forth by the 5th-level spell *conjure elemental*. Consult the table below to determine the armor class, hit dice, damage, and saves of each kind of elemental.

Elemental Characteristics, By Type

	Armor Class	Hit Dice	Damage	Save As
Staff	2	8	1d8	Fighter 8
Device	0	12	2d8	Fighter 12
Conjured	-2	16	3d8	Fighter 16

Air Elementals manifest as whirlwinds. They're usually 2 feet tall and ½ foot across for each hit die they have. Foes of 2 hit die or fewer are flung aside if they fail a saving throw vs. Death Ray. Against foes in the air, Air Elementals do an extra 1d8 damage.

Earth Elementals manifest as huge humanoid-like shapes. They're generally 1-foot tall for each hit die they have. Earth Elements can't cross any body of water that's wider than they are tall. Against foes on the ground, Earth Elementals do an extra 1d8 damage.

Fire Elementals manifest as swirls of flaming pillars. They're 1-foot tall and 1-foot wide for each hit die they have. Fire Elementals can't cross any body of water that's wider than they are tall. Against cold-based foes, they do 1d8 extra damage.

Water Elementals manifest as great waves ½-foot tall and 2-foot wide for each hit die they have. Water Elementals can't move farther than 60 feet from water. Against foes in water, they do an extra 1d8 damage.

Elf

Armor Class	5	No. Appearing	1d4 4d6
Hit Dice	1+1* 5 hp	Save As	Elf 1
Speed	120 40	Morale	8 10
Attacks	Weapon	Treasure Type	E
Damage	1d8 or weapon	Alignment	Neutral

Giant

	Hill	Stone	Frost	Fire	Cloud	Storm
Armor Class	4	4	4	4	4	2
Hit Dice	6** 27 hp3	7** 31 hp	8** 36 hp	9** 40 hp	10** 45 hp	11** 49 hp
Speed	120 40	120 40	120 40	120 40	120 40	150 50
Attacks	1	1	1	1	1	1 + special
Damage	2d8	3d8	4d8	5d6	6d6	8d6 + special
No. Appearing	1d4 2d4	1d2 1d6	1d2 1d4	1d2 1d3	1d2 1d3	1 1d3
Save As	Fighter 6	Fighter 7	Fighter 8	Fighter 9	Fighter 10	Fighter 11
Morale	8	8	9	9	10	10
Treasure Type				E + 5,000 gp		
Alignment	Chaotic	Neutral	Chaotic	Chaotic	Neutral	Lawful

Hill Giants are stupid, 12-foot tall, hairy brutes. Their homes are generally in the foothills of mountains, from which they raid civilized settlements. Like Ogres, they wear animal skins, use stone implements, and wield large clubs and spears.

Stone Giants are charcoal-colored, 14-foot tall humanoids. Their homes are in caverns or stone huts. They have a 50% chance of having cave bears guard their homes. Stone Giants use massive stone pillars for clubs and can throw rocks up to 300 feet that do 3d6 damage.

Frost Giants are pale skin, blond or of faint blue hair, and are 18-foot tall. Their castles rise far above the tree line of snow-capped

Elves live in isolated forests and meadows. Each elf has one 1st-level spell, which you can choose or determine randomly. When a group of 15 or more elves are encountered, they'll have a leader of 2nd–7th level (1d6+1). Each leader has a 5% chance per level of having magic items. Roll separately for each type of magic item. Elves have Morale of 8 with a leader; otherwise it's 10. Elves can also appear as NPCs in an NPC adventuring party.

Gargoyle*

Armor Class	5
Hit Dice	4* 18 hp
Speed	90 30, fly 150 50
Attacks	2 claws 1bite 1horn
Damage	1d3 1d3 1d6 1d4
No. Appearing	1d6 2d4
Save As	Fighter 8
Morale	11
Treasure Type	C
Alignment	Chaotic



Gargoyles are cunning and gruesome constructs, generally carved of stone. They have hideous visages, horns, wings, claws, fangs, and the like. They attack anything living that comes near them. Gargoyles are only affected by magical effects or weapons, and are immune to *charm* and *sleep* effects.

Gelatinous Cube

Armor Class	8	No. Appearing	1 0
Hit Dice	4* 18 hp	Save As	Fighter 1
Speed	60 20	Morale	12
Attacks	1	Treasure Type	V
Damage	2d4 + special	Alignment	Neutral

These nearly transparent blocks of gummy ooze scavenge dungeons by sweeping the corridors of all matter, living or otherwise. Whatever they engulf dissolves, except for coins and gems, which remain suspended intact in their bodies. Gelatinous cubes take no damage from cold or electricity. They surprise foes on 3+|d6, and can paralyze foes with a hit unless they succeed with a saving throw vs. Paralysis. This effect lasts 2d4 turns or until a *cure light wounds* spell is used to remove it.

mountains. As guards within, they either have 3d6 polar bears (20% chance) or 6d6 wolves (80% chance). Frost Giants are immune to cold-based attacks.

Fire Giants stand 16 feet tall, with reddish skin, dark hair, and dark beards. They generally wear armor made of copper, brass, or bronze. Their homes—castles made of black volcanic rock reinforced with crude iron—are in or near volcanoes, intensely hot geysers, and so on. Their lairs are guarded by 1d3 Hydras (20% chance) or 3d6 Hellhounds (80% chance). Fire Giants are immune to fire-based attacks.

Cloud Giants stand 20 feet tall, their white-cloud skin covered by white robes. Their strongholds are high on mountain tops shrouded in clouds, guarded by 3d6 Giant Hawks or 6d6 Dire Wolves. They're extremely reclusive and may obstruct mountain passes to prevent intruders. The senses of Cloud Giants is so keen, they can only be surprised on 6+|d6. They can throw boulders up to 200 feet for 3d6 damage.

Storm Giants, with bronze skin and bright red or yellow hair, are the tallest of giants, generally standing over 22 feet tall. Like Cloud Giants, their strongholds are high atop mountains, or sometimes are in the deepest of seas, and guarded by 2d4 griffons (in the mountains) or 3d6 Giant Crabs (underwater). Storm Giants are immune to lightening attacks. They love fierce storms of thunder and lightning, and can create one in 1 turn. From such storms, they can throw lightning, as a lightning bolt spell, once every 5 rounds.

Gnoll

Armor Class	3	No. Appearing	1 1
Hit Dice	10 45 hp	Save As	Fighter 15
Speed	90 30, fly 240 80	Morale	12
Attacks	1	Treasure Type	—
Damage	2d8	Alignment	Chaotic

Gnolls are products of wicked sorcery, created by combining Gnomes and Trolls. They're dim-witted humanoid that look like two-legged hyenas, and they antagonize other races through stealth and theft. For every 20 Gnolls encountered, they'll have a leader with 4 hit dice and 16 hit points.

Gnome

Armor Class	5
Hit Dice	1 4hp
Speed	60 20
Attacks	1 weapon
Damage	1d6 or weapon
No. Appearing	2d4 6d10
Save As	Normal Human
Morale	7 (see below)
Treasure Type	R C
Alignment	Chaotic



Gnomes are the smaller relatives of Dwarves. While living in hillside burrows, they have infravision to 90 feet. Like their relatives, they're known for being metalsmiths and miners, and they're especially known for their outsized love for precious stones. Gnomes have a penchant for apparatuses of all kinds. When called to battle, they use crossbows and war hammers. They're on friendly terms with dwarves, war against Goblins, and attack Kobolds on sight.

There's a gnome leader for every 20 gnomes encountered. A leader has 2 hit dice and 11 hit points. In a lair, a Gnome Chieftain is present, with 1d6 bodyguards. The chieftain has 4 hit dice, 18 hit points, and +1 to damage rolls. Bodyguards have 3 hit dice and 1d4+9 hit points. While the chieftain lives, Gnomes have a Morale score of 10 rather than 8.

Goblin

Armor Class	6
Hit Dice	1-1 3hp
Speed	60 20
Attacks	1 weapon
Damage	1d6 or weapon
No. Appearing	d8 5d8
Save As	Dwarf
Morale	(see below)
Treasure Type	RC
Alignment	lawful Neutra



Goblins are short, cruel creatures, with recessed eyes blacker than coal. Colored umber and dun, they live in the darkest pits of the earth. Dwarves are the ancient enemies of Goblins, and Goblins always attack them on sight.

In a Goblin lair, there's a Goblin King (3 hit dice, 15 hit points, +1 to damage rolls) and 2d6 bodyguards (2 hit dice, 2d6 hit points). The Goblin King and his bodyguards aren't affected by daylight. As long as their king is with them, and he's alive, goblins have a Morale score of 9 instead of 7. Goblins have -1 to attack rolls when in daylight. There's a 20% chance one of every four goblins encountered rides a dire wolf.

Golem*

	Air	Earth	Fire	Water
Armor Class	See below	See below	See below	See below
Hit Dice	See below	See below	See below	See below
Speed	Fly240 80	60 20	120 40	60 20
Attacks	Special	Special	Special	Special
Damage	See below	See below	See below	See below
No. Appearing	1 1	1 1	1 1	1 1
Save As	See below	See below	See below	See below
Morale	10	10	10	10
Treasure Type	—	—	—	—
Alignment	Neutral	Neutral	Neutral	Neutral

Golems are constructs built and animated by powerful Clerics or Magic-users. Those listed here are just a few examples of the materials that can be used to make Golems. The creation of golems is beyond the abilities of player characters presented in the core B/XFRP rules.

Golems can only be harmed by magic or magic weapons. They're also immune to charm, hold, and sleep spells, and gases of all kinds.

Wood Golems are makeshift, human-like figures made of wood that stand about 3 feet tall. Because of the construction material, they have -1 to their Initiative, -2 to saving throws against fire-based attacks, and suffer +1 damage for each die of fire damage.

Bone Golems are 6-foot tall grotesque brutes stitched together from the bones of dead men. Generally, they have four arms, which they use to wield four weapons or two pole arms. These monsters are immune to, fire, cold, and lightning attacks.

Amber Golems look like giant lions or tigers. They're flawless trackers and can detect invisible monsters within 60 feet.

Bronze Golems resemble fire giants. Foes hit by these monsters suffer an additional 1d10 damage from the heat generated inside them. Foes that hit the bronze golem with edged weapons, such as swords and axes, must succeed with a saving throw vs. Death Ray or suffer 2d6 damage from the eruption of fiery, liquid fire-blood. These monsters are immune to fire-based attacks.

Gorgon

Armor Class	2	No. Appearing	1d2 1d4
Hit Dice	8* 36 hp	Save As	Fighter 8
Speed	120 40	Morale	8
Attacks	1 gore or special	Treasure Type	E
Damage	2d6 or special	Alignment	Chaotic

These magical, bull-like monsters that roam foothills and grasslands. They're protected by massive iron scales and gore their foes with their large horns, which do double damage on a charge. Gorgons can also breathe a haze, 60 feet long and 10 feet wide, that petrifies foes if they fail a saving throw vs. Turn to Stone. They're immune to their own vapor.

Gray Ooze

Armor Class	8	No. Appearing	1 1
Hit Dice	3* 13 hp	Save As	Fighter 2
Speed	10 3	Morale	12
Attacks	1	Treasure Type	—
Damage	2d8	Alignment	Neutral

Gray ooze is a slick excretion. When touched, it destroys metal armor immediately and causes 2d8 acid damage to flesh too. It can even destroy magical metal armor in 1 turn. Gray Ooze is immune to fire and cold attacks but can be harmed by weapon and lightning attacks.

Green Slime*

Armor Class	—	No. Appearing	1 0
Hit Dice	2* 9 hp	Save As	Fighter 1
Speed	3 1	Morale	12
Attacks	1	Treasure Type	—
Damage	See below	Alignment	Neutral

Green Slime is a pale-lime secretion found in dungeons, sticking to stone walls and dropping on unsuspecting prey. It burns through clothing, wood, and metal in 6 rounds. When it touches flesh, it turns a victim into Green Slime within 1d4 rounds. It can't be scrapped off nor harmed by anything but fire or cold. A *cure disease* spell kills it instantly. Fire and cold used against the slime while it clings to a victim causes half damage to the slime and half damage to the victim.

Griffon

Armor Class	5
Hit Dice	7* 31 hp
Speed	120 40, fly 360 120
Attacks	2 claws 1 bite
Damage	1d4 1d4 1d6
No. Appearing	0 2d8
Save As	Fighter 4
Morale	8
Treasure Type	E
Alignment	Neutral



Griffons are monsters that are a cross between an eagle and a lion. They're brutal hunters who enjoy the taste of horseflesh. Unless they succeed with a Morale roll when within 120 feet of a horse, they must attack it immediately. Any other monster that approaches their nests are attacked with equal ferociousness. Griffon young captured at an early age may be tamed. The kind of training, cost, and time it takes is at the discretion of the Dragon Master. Tamed Griffons make for fiercely loyal mounts, though they must still check Morale if they come near a horse.

Halfling

Armor Class	7	No. Appearing	3d6 5d8
Hit Dice	1-1* 3 hp	Save As	Halfling 1
Speed	90 30	Morale	7
Attacks	Weapon	Treasure Type	V B
Damage	1d6	Alignment	Lawful

Halflings may be NPCs. They settle in villages of 3d10 × 10 inhabitants. Each village has a leader with 1d6+1 levels and guards of 5d4 militia, each with 2 hit dice. Treasure type B is found only when Halflings are encountered in the wilderness.

Harpy

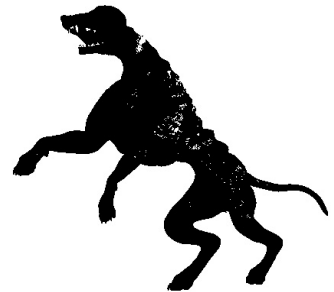
Armor Class	7
Hit Dice	3* 13 hp
Speed	60 20, fly 150 50
Attacks	2 claws weapon + special
Damage	1d4 1d4 1d6 + special
No. Appearing	1d6 2d4
Save As	Fighter 3
Morale	7
Treasure Type	C
Alignment	Chaotic



Harpies are creatures whose upper bodies are those of hideous women while their lower bodies are of vultures. When foes of a Harpy hear it sing, they must succeed with a saving throw vs. Spells or be charmed. Charmed foes walk toward the Harpy, resisting any attempts to stop them. Foes that resist the song of one Harpy during an encounter are immune to the songs of all other Harpies for the duration of that encounter.

Hellhound

Armor Class	4
Hit Dice	3-7* 13-31 hp
Speed	120 40
Attacks	1 bite or 1 breath
Damage	1d6 or special
No. Appearing	2d4 2d4
Save As	Variable
Morale	9
Treasure Type	C
Alignment	Chaotic



These cunning and highly intelligent hounds are red-brown in color and the size of small ponies. They lair in dungeons, near volcanoes, or with other fire-based monsters, such as Salamanders or Fire Giants. Hellhounds save as Fighters of equal hit dice. They use their fire breath in a round on 5+|d6. Damage is 1d6 for each hit die it has. Foes that succeed with a saving throw vs. Dragon Breath take only half damage. Also, Hellhounds have a 75% chance each round of detecting an invisible monster that's within 60 feet of them.

Hippogriff

Armor Class	5	No. Appearing	0 2d8
Hit Dice	3+1 14 hp	Save As	Fighter 2
Speed	180 50, fly 360 120	Morale	8
Attacks	2 claws 1 bite	Treasure Type	—
Damage	1d6 1d6 1d10	Alignment	Neutral

Hippogriffs are a mix of Giant Eagle and Horse that live among rocky escarpments. They can be tamed and ridden. Hippogriffs hate Pegasi and attack them on sight.

Hobgoblin

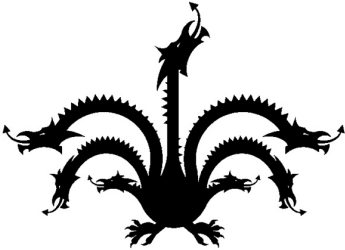
Armor Class	6	No. Appearing	1d6 4d6
Hit Dice	1+1 5 hp	Save As	Fighter 1
Speed	90 30	Morale	8 10
Attacks	Weapon	Treasure Type	D
Damage	1d8 or weapon	Alignment	Chaotic

Hobgoblins are a rare specimen of Goblin that's larger, stronger, and crueler. They generally lead or lord over large warbands of its lesser kin. Because they often raids the civilized communities aboveground, Hobgoblins have no aversion to sunlight. Like Goblins, Hobgoblins

loathe Dwarves and will attack them on sight. A Hobgoblin king and 1d4 bodyguards live in Hobgoblin lairs. The Hobgoblin king has 5 hit dice, 22 hit points, and has +2 to damage rolls. The bodyguards have 4 hit dice and 3d6 hit points. As long as their king is with them and alive, Hobgoblins have a Morale score of 10 instead of 8.

Hydra

Armor Class	5
Hit Dice	5-12 40-96 hp
Speed	120 40
Attacks	5-12 (see below)
Damage	1d10 per head
No. Appearing	1 1
Save As	See below
Morale	9
Treasure Type	B
Alignment	Neutral



Hydras are dragon-like beasts with multiple serpentine heads. Roll 1d8+4 to determine the number of heads the beast has. For each head a hydra has, it has 8 hit points. It can attack with every head it has each round. When it suffers 8 hit points of damage, one of the heads is killed and nonfunctioning. Hydras save as Fighters of a level equal to the number of their heads.

Other kinds of Hydras exist, including Sea Hydras. At your discretion, you may create special versions of hydra. These monsters may instead breathe fire or have poisonous bites. Regardless, they're all generally used as guardians to vast hordes of treasure.

Invisible Stalker

Armor Class	3	No. Appearing	1 1
Hit Dice	8* 36 hp	Save As	Fighter 8
Speed	120 40	Morale	12
Attacks	1	Treasure Type	—
Damage	4d4	Alignment	Neutral

Generally encountered because of the *invisible stalker* spell, these highly intelligent monsters are flawless trackers that are generally summoned to hunt down and slay their summoner's foes. Clear commands that can be accomplished quickly are faithfully followed. Complex commands that take some time are distorted while the literal command is kept. These monsters are always invisible, even when they attack. They surprise foes that can't detect invisible monsters on 5+|d6.

Kobold

Armor Class	7	No. Appearing	4d4 6d10
Hit Dice	½ 2 hp	Save As	Normal Human
Speed	60 20	Morale	6 8
Attacks	Weapon	Treasure Type	P J
Damage	1d4 or weapon -1	Alignment	Chaotic

These evil mixes of rodent, canine, and reptile are thin and sickly-brown in color. They like to dwell in dank subterranean caves or overgrown forests, where they roam in tribal groups, hunched and chittering.

In a kobold lair, there's a Kobold chieftain (2 hit dice, 9 hit points) and 1d6 bodyguards (1+1 hit dice, 6 hit points). As long as the chieftain is alive, Kobolds in a lair have Morale 8 instead of 6. Kobolds sometimes cooperate with Goblins, but hate Gnomes and always attack them on sight. They have -1 to attack rolls in daylight and have infravision up to 90 feet. Treasure Type J occurs only in Kobold lairs or in the wilderness.

Living Statue

	Crystal	Iron	Rock
Armor Class	4	2	4
Hit Dice	3 13 hp	4 18 hp	5** 22 hp
Speed	90 30	30 10	60 20
Attacks	2 fists	2 fists	1 fist + special
Damage	1d6 1d6	1d8 1d8	2d6 2d6
No. Appearing	1d6 1d6	1d4 1d4	1d3 1d3
Save As	Fighter3	Fighter 4	Fighter 5
Morale	11	11	11
Treasure Type	—	—	—
Alignment	Neutral	Neutral	Chaotic

Living Statues are the result of powerful sorcery. Until they begin to move, they appear as normal statues. They can be over any size and shape, with those outlined here representing medium-sized versions. You're free to make many more types of living statues. All Living Statues are immune to *sleep* spells.

Crystal Statues are an array of living, crystalline structures. They often appear in the form of a human-like entity.

When a foe hits an **Iron Statue** with iron and steel weapons, a successful saving throw vs. Spells is required or the weapons gets stuck in the body of the statue. This prevents the use of the weapon until the statue is killed and weapons removed.

When a **Rock Statue** hits a foe, it ejects magma from the hollowed insides of its shape. This causes 2d6 additional damage.

Lizard Man

Armor Class	5	No. Appearing	2d4 6d6
Hit Dice	2+1 10 hp	Save As	Fighter 2
Speed	60 20, swim 120 40	Morale	12
Attacks	Weapon	Treasure Type	D
Damage	1d6+1 or weapon +1	Alignment	Neutral

Lizard men are semi-intelligent, two-legged creatures that live in swamps, in rivers, near coasts, and in dungeons. They're a tribal people who savor the taste of human and demi-human flesh. They raid nearby settlements for tasty captives. In battle, lizard men use spears and large clubs (which are considered maces) with +1 to their damage rolls because of their strength.



Lycanthrope*

	Wererat	Werewolf	Wereboar	Weretiger	Werebear	Devil Swine
Armor Class	7 9	5 9	4 9	3 9	2 8	3 9
Hit Dice	3* 13 hp3	4* 18 hp	4+1* 19 hp	5* 22 hp	6* 27 hp	9* 40 hp
Speed	120 40	180 60	150 50	150 50	120 40	180 60
Attacks	1 bite or weapon	1 bite	1 tusk-bite	2 claws 1 bite	2 claws 1 bite	1 gore or blow
Damage	1d4 or weapon	2d4	2d6	1d6 1d6 2d6	2d4 2d4 2d8	2d6 or weapon
No. Appearing	1d8 2d8	1d6 2d6	1d4 2d4	1d4 1d4	1d4 1d4	1d3 1d4
Save As	Fighter 3	Fighter 4	Fighter 4	Fighter 5	Fighter 6	Fighter 9
Morale	8	8	9	9	10	10
Treasure Type				C		
Alignment	Chaotic	Chaotic	Neutral	Neutral	Neutral	Chaotic

Lycanthropes are Humans that can shapeshift into wild beasts. This is due to the curse of lycanthropy. When fully succumb to the curse, lycanthropes in their human form have physical traits and mannerisms of their animal type. When killed, they return to their Human forms. In animal form, lycanthropes can only be harmed by silver weapons, magical weapons, or magical effects. When hit by an attack using wolfsbane, lycanthropes must succeed with a save vs. Poison or flee.

Humans that lose half or more their hit points by natural attacks from a lycanthrope become lycanthropes like the one that wounds them in 4d6 days. (All other monsters are killed by the disease.) In half that time, the victim starts to exhibit symptoms of the curse. This curse can be removed with a remove curse spell from a Cleric of 6th level or higher. Any player character that becomes a fully transformed lycanthrope becomes an NPC, controlled by the Dragon Master.

Lycanthropes can shapeshift into their half-human, half-animal form in 1 round. All clothing, armor, and gear is unaffected by the transformation; for this reason, lycanthropes generally avoid armor.

Lycanthropes can summon 1d2 beasts similar to their type. Werewolves can summon wolves, werebears can summon bears, devil swine can summon swine, and so on. The animals arrive in 1d3 rounds.

Wererats differ from other lycanthropes in that they are fairly intelligent, speak the Common tongue in either form, and use

weaponry. They're often encountered in humanoid form. Only the bite of a wererat causes lycanthropy. They also surprise foes on 3+|d6.

Werewolves are semi-intelligent monsters that hunt in packs with normal wolves, which aid them in battle. For every 5 werewolves, they have a leader (5 hit dice, 30 hit points, +2 to damage rolls).

Wereboars, like werewolves, are semi-intelligent. They have nasty tempers, which cause them to act like berserkers in battle, having +2 to attack rolls in melee and fighting to the death with Morale checks.

Weretigers are much like the great cats—curious and extremely dangerous. They swim exceptionally well and can stealthily track prey, surprising foes on 3+|d6. While they prefer to summon tigers, they can summon any great cat nearby.

Werebears are extremely intelligent no matter what form they take. They are solitary monsters that seek out other bears at times. They can also be friendly to those approach them calmly. Like bears, they can hug foes for 2d8 damage when they hit with both paws in the same round. Werebears can summon any kind of bear nearby.

Devil swine live on the edges of swamps or forest, near settlements of human, whose flesh they prefer. They can take the form of a bloated hog or obese human, and must retain the form during the day, changing form only at night. In any form, they can use the charm person spell three times every 24 hours. A target has -2 to the saving throw vs. Spells. Devil Swine can have as many as 1d4-1 charmed humans under their control.

Manticore

Armor Class	5	No. Appearing	2d4 6d6
Hit Dice	2+1 10 hp	Save As	Fighter 2
Speed	60 20, swim 120 40	Morale	12
Attacks	Weapon	Treasure Type	D
Damage	1d6+1 or weapon +1	Alignment	Neutral

Manticores are a mix of human, lion, and bat, with a tail of ridged spikes. They feast on human flesh and live in mountainous regions. Manticores have as many as 24 spikes, 6 of which they can launch each round, even as they fly. The spikes have a range of 180 and do 1d6 damage. These spike regrow at a rate of two a day.

Medusa

Armor Class	5	No. Appearing	2d4 6d6
Hit Dice	2+1 10 hp	Save As	Fighter 2
Speed	60 20, swim 120 40	Morale	12
Attacks	Weapon	Treasure Type	D
Damage	1d6+1 or weapon +1	Alignment	Neutral

Medusas are hideous women with snakes for hair and a serpent body. They wear hooded robes for disguise. Medusas have +2 to saves vs.

Spells. Their snakes can attack each round, and their bite cause foes to die in 1 turn if they fail a save vs. Poison. Those that look at Medusas must succeed with a save vs. Turn to Stone or be petrified. Medusas can also be petrified by their reflection. Those that avoid their gaze have -4 to attack rolls vs. Medusas, while the monsters have +2 to their attack rolls.

Merman

Armor Class	5	No. Appearing	2d4 6d6
Hit Dice	2+1 10 hp	Save As	Fighter 2
Speed		Morale	12
Attacks	Weapon	Treasure Type	D
Damage		Alignment	Neutral

Mermen are half-human, half-fish that live off sea coasts. They feed on fish and kelp, and wield tridents (sea spears), spears, or daggers. All except their leaders have 1 hit die and save as a 1st-level Fighter. The number of merman appearing are small warbands. Whole communities have 100-300 inhabitants. For every 10 merman, there's a leader with 2 hit dice. For every 50 merman, there's a leader with 4 hit dice. Each leader saves as a Fighter of a level equal to their hit dice. Mermen are known to have trained marine animals and monsters guard their villages.

Minotaur

Armor Class	6
Hit Dice	6 27 hp
Speed	120 40
Attacks	1 gore 1bite or weapon
Damage	1d6 1d6 or weapon +2
No. Appearing	1d6 1d8
Save As	Fighter 6
Morale	12
Treasure Type	C
Alignment	Chaotic



Minotaurs are enormous men, whose heads are that of a bull. They attack anything that's their size or smaller, and they pursue prey so long as it's in sight. When using a weapon, they have +2 to damage because of their great strength. They can't bit and gore while wielding a weapon. Minotaurs lair in twisting, maze-like structures.

Nixie

Armor Class	7	No. Appearing	0 2d20
Hit Dice	1 4 hp	Save As	Elf 1
Speed	120 40	Morale	6
Attacks	1	Treasure Type	B
Damage	1d4	Alignment	Neutral

Nixies are water sprites that lair in the deepest areas of rivers and lakes. They look like beautiful, 3-foot tall women with light blue or green skin. They always avoid conflict. Nixies can use small tridents (sea spears) and daggers if forced to fight. Ten of them together can charm a foe. If the save vs. Spells fails, their foe is charmed and enters into their underwater world to serve for a year. Each Nixie can use a **water breathing** spell to keep air-breathing monsters alive. A group of Nixie can also summon a giant bass [AC 7, HD 2 (9 hp), Spd 120|40, A 1, D 1d6, SV F1, ML 8, AL N] to help against foes.

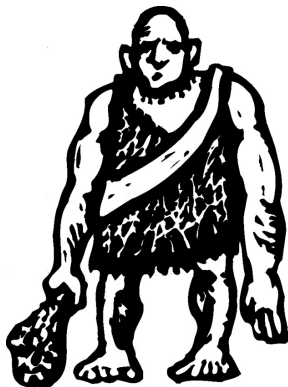
Ochre Jelly

Armor Class	8	No. Appearing	1 0
Hit Dice	5 22 hp	Save As	Fighter 3
Speed	30 10	Morale	12
Attacks	1	Treasure Type	—
Damage	2d6	Alignment	Neutral

Ochre jellies resemble giant, yellow-brown organisms. They ooze through small holes and destroy wood, leather, and clothing in 1 round. They're harmed only by fire or cold, while weapons and lightning cause them divide into 1d4+1 smaller (2 hit dice) organisms. When they touch flesh, they inflict 2d6 damage. The smaller ones inflict only half damage.

Ogre

Armor Class	5
Hit Dice	4+1 19 hp
Speed	90 30
Attacks	1 club
Damage	1d10
No. Appearing	1d6 2d6
Save As	Fighter 4
Morale	10
Treasure Type	C + 1,000 gp
Alignment	Chaotic



Ogres are brutish, human-like hulks, standing 8 to 10 feet tall. They lair in caves and tunnels, and wear skins and furs for clothing. Ogres have

1d6 × 100 gp among them in large sacks when encountered outside their lair. Ogres hate Neanderthals and attack them on sight.

Orc

Armor Class	6	No. Appearing	2d4 6d10
Hit Dice	1 4 hp	Save As	Fighter 1
Speed	120 40	Morale	8
Attacks	1 weapon	Treasure Type	D
Damage	1d6 or weapon	Alignment	Chaotic

Orcs are brutish half-animal, half-man humanoids that live in tribes. They're often foot-soldiers in the armies of Chaotic leaders. Orcs attack monsters smaller than them but hesitate if a monster is larger and stronger. Still, they may be forced to fight by their leaders.

Orcs prefer to live underground and roam above ground at night. When in daylight, they have -1 to attack rolls. They often use swords, spears, axes, and clubs. They never use weapons like siege weapons.

In a group of orcs, regardless of size, there's one orc leader with 8 hit points and +1 to damage rolls. Morale for the group is 8 with the leader or 6, if the leader is killed.

Tribes of different orcs are often hostile to each other. Orc lairs never have more than one tribe. Tribes are populated with an equal number of orc-women, with two offspring for each pair of adults.

Each orc tribe is led by a leader with 15 hit points and +2 to damage rolls, who attacks as a 4-HD monster. For every 20 orcs, an ogre lives with them on 6+|d6, as well as a troll on 19+|d20.



Owl Bear

Armor Class	5	No. Appearing	1d4 1d4
Hit Dice	5 22 hp	Save As	Fighter 3
Speed	120 40	Morale	9
Attacks	2 claws 1bite	Treasure Type	C
Damage	1d8 1d8 1d8	Alignment	Neutral

Owl Bears are 8-10 feet tall. They resemble bears with the heads of giant eagles. They're wild, famished things with a preference for meat. They're found in dense forests and dungeons. When owl bears hit a foe with both claw attacks, they hug their victims for an additional 2d8 damage.

Pixie

Armor Class	3	No. Appearing	1d4 1d4
Hit Dice	1* 4 hp	Save As	Fighter 3
Speed	90 30	Morale	9
Attacks	2 claws 1bite	Treasure Type	C
Damage	1d8 1d8 1d8	Alignment	Neutral

Pixies are relatives of elves and sprites. They stand between 1-2 feet tall and have thin, gossamer wings, which can carry pixies only for 3 turns before they must land and rest for 1 turn. Pixies are always invisible, unless they chose not to be. They can remain invisible when attacking, which always causes surprise. After the first round, foes have -2 to attack rolls against them even though they're invisible.

Pegasus

Armor Class	6
Hit Dice	6 27 hp
Speed	240 80, fly 480 160
Attacks	2 hooves
Damage	1d6 1d6 or
No. Appearing	0 1d12
Save As	Fighter 2
Morale	8
Treasure Type	—
Alignment	Lawful



Pegasi are semi-intelligent, winged horses. They're reclusive, often found in the meadows of the deepest forests. They're untamable but willing to serve Lawful characters if captured and trained when young. Pegasi hate hippogriffs and attack them on sight.

Purple Worm

Armor Class	6	No. Appearing	1d2 1d4
Hit Dice	15* 67 hp	Save As	Fighter 8
Speed	60 20	Morale	10
Attacks	1 bite 1 stinger	Treasure Type	D
Damage	2d8 1d8 + special	Alignment	Neutral

Purple Worms are enormous 100-foot long, 10-foot wide monsters. They burrow under unsuspecting foes and come from underneath to attack. When twisting tunnels of their lairs may prevent Purple Worms from using both their bite and tail attacks. A Purple Worm that exceeds the armor class of a human-size or smaller foe by 4 or more points with a bite swallows the foe. Swallowed foes suffer 3d6 damage each round. Foes stung by a tail die with a failed save vs. Poison.



Rocs are gigantic birds that resemble eagles. They prefer to live in solitary mountainous regions, high away from all monsters. There's a 50% chance that a Roc nest has 1d6 eggs or young in it. Rocs attack any who aren't careful in their approach, and they never check morale when in their lair. Young Rocs can be tamed and trained as steeds.

Rust Monster

Armor Class	2
Hit Dice	5 27 hp
Speed	120 40
Attacks	1
Damage	See below
No. Appearing	1d4 1d4
Save As	Fighter 3
Morale	7
Treasure Type	—
Alignment	Neutral



Rust Monsters resemble armadillos with long, flanged tails and two thin antennae. Rust Monsters can sense rust from hundreds of feet away. When metal items touch Rust Monsters, they rush and become useless. Magical items have a 10% chance per bonus to avoid this effect. If a magical item is subject to the rusting effects, it's reduced to the next level bonus. When it's reduced to a normal item, it's destroyed.

Salamander*

	Flame	Frost
Armor Class	2	3
Hit Dice	8* 36 hp	12* 54 hp
Speed	120 40	120 40
Attacks	2 claws 1 bite	4 claws 1bite
Damage	1d4 1d4 1d8	1d6[×4] 2d6
No. Appearing	1d4+1 2d4	1d3 1d3
Save As	Fighter 8	Fighter 12
Morale	8	9
Treasure Type	F	E
Alignment	Neutral	Neutral

Flame salamanders are a type of fire elemental with orange-yellow or yellow-orange scales. They appear as 12-16-foot long giant snakes with the head and limbs of lizards. Flame salamanders are intelligent monsters, living in near or inside volcanoes or in hot deserts. They're immune to fire-based attacks, and they radiate such heat up to 20 feet that monsters in the area suffer 1d8 damage each round.

Frost salamanders are similar to flame salamanders, except their scales are white or blue-white in color. Frost Salamanders are immune to cold-based attacks. They radiate a freezing cold, such that monsters within 20 feet of them suffer 1d8 damage each round.

These two monsters hated each other and attack each other on sight.

Shadow

Armor Class	7	No. Appearing	1d8 1d12
Hit Dice	2+2 11 hp	Save As	Fighter 2
Speed	90 30	Morale	12
Attacks	1	Treasure Type	F
Damage	1d4 +special	Alignment	Chaotic

Shadows are sentient shadow-beings. They're harmed only by magical effects and weapons, and are immune to **charm** and **sleep** effects. They look like real shadows and can alter their shape to surprise foes on 2+|d6 when not in bright light. A hit from a shadow drains 1 point of Strength from its target. Foes reduced to 0 Strength become shadows immediately. A foe regains lost Strength points in 8 turns.

Shifter Beast

Armor Class	2
Hit Dice	5 27 hp
Speed	120 40
Attacks	1
Damage	See below
No. Appearing	1d4 1d4
Save As	Fighter 3
Morale	7
Treasure Type	—
Alignment	Neutral



These intelligent monsters look like panthers, except they have six legs and tentacles emerging from their shoulders, terminating in razor-like spines. Shifter beasts hate blink dogs and attack them and their allies on sight. Shifter beasts phase in and out of this dimension, appearing to be in locations up to about three feet from their actual location. Shifter beasts benefit from this ability by having +2 to saving throws and causing foes to have -2 to attack rolls against them.

Shrieker

Armor Class	7	No. Appearing	1d8 0
Hit Dice	3 13 hp	Save As	Fighter 1
Speed	9 3	Morale	12
Attacks	See below	Treasure Type	—
Damage	—	Alignment	Neutral

These giant, mushroom-looking creatures thrive in subterranean areas. They can move ever so slowly, and live off molds and small insects. When exposed to light, or when something larger than insect-size moves within 30 feet, Shriekers emit their namesake for 1d3 rounds. For each round of the shrieking, there's a 50% chance of the noise attracting a wandering monster in 2d6 rounds.

Sprite

Armor Class	5	No. Appearing	3d6 5d8
Hit Dice	½ 2 hp	Save As	Fighter 3
Speed	60 20, fly 180 60	Morale	12
Attacks	1 spell	Treasure Type	—
Damage	Curse	Alignment	Neutral

Sprites are shy, curious relatives of Elves and Pixies. They're about a foot tall, with wispy, gossamer wings. They have peculiar senses of humor. Five sprites together can place a curse on one foe. The curse most often takes the form of a non-lethal practical joke, whether that be tripping someone or having someone's nose extend. The effect is limited only by the Dragon Master's imagination. See the spell **remove curse**, which can counter this effect.

Stirge

Armor Class	7
Hit Dice	1* 4 hp
Speed	30 10, fly 180 60
Attacks	1
Damage	1d3 + special
No. Appearing	1d10 3d12
Save As	Fighter 2
Morale	9
Treasure Type	L
Alignment	Neutral



Stirges are bird-like things with tubular mouths used to suck blood from their victims. The attacks are harmless; it's the immediate blood drain that usually kills a victim. With a successful hit, Stirges attach to their victims and automatically do damage until they or their victims are dead. They have +2 to their first attack rolls because of their speed.

Thoul

Armor Class	6	No. Appearing	1d6 1d10
Hit Dice	3** 13 hp	Save As	Fighter 3
Speed	120 40	Morale	10
Attacks	2 claws or weapon	Treasure Type	C
Damage	1d3 1d3 or weapon	Alignment	Chaotic

Thouls are made of magic that combines a ghoul, a hobgoblin, and a troll. Only on close inspection can one see Thouls for what they truly are; otherwise, they appear to be hobgoblins. In many cases, hobgoblin rulers use Thouls as bodyguards. When Thouls hit with their claws, foes must succeed with a saving throw vs. Paralysis or be paralyzed. When Thouls restore 1 hit point of damage at the end of each round of combat.

Treat

Armor Class	2	No. Appearing	0 1d8
Hit Dice	8 36 hp	Save As	Fighter 8
Speed	60 20	Morale	9
Attacks	2 blows	Treasure Type	C
Damage	2d6 2d6	Alignment	Lawful

These sentient trees stand 18 feet or taller. They're hard to tell from normal trees; for this reason, encounters are always within 30 yards, and they surprise foes on 4+|d6. Treants protect all vegetative life in forests. They have a language that is ancient and difficult to speak. Treants distrust outsiders, especially those that use fire. They can also animate two trees within 60 yards, which have speeds of 30|5 and fight as treants. Treants can alter at will the trees they animate.

Troglodyte

Armor Class	5
Hit Dice	2* 9 hp
Speed	120 40
Attacks	2 claws 1 bite
Damage	1d4 1d4 1d4
No. Appearing	1d8 5d8
Save As	Fighter 2
Morale	9
Treasure Type	A
Alignment	Chaotic



Troglodytes are human-like fish-reptiles. They despise most living monsters and attack to kill on sight. Troglodytes can blend into rock wall surroundings to surprise foes on 3+|d6. They also produce a nauseating stench that grants foes -2 to attack rolls when fighting Troglodytes unless a saving throw vs. Poison is successful.

Troll

Armor Class	7
Hit Dice	6+3* 30 hp
Speed	120 40
Attacks	2 claws 1 bite
Damage	1d6 1d6 1d10
No. Appearing	1d8 1d8
Save As	Fighter 6
Morale	10 (see below)
Treasure Type	D
Alignment	Chaotic



Trolls are 8-ft. tall, skinny, supple creatures. They live in caves, dungeons, ruins, and wilder lands. Trolls are intelligent and prefer to feast on the flesh of sentient monsters. They use their brute strength to rend foes apart.

Trolls restore 3 hit points each round, beginning the round after they take damage. Severed limbs crawl back to the main body and reattach themselves. If reduced to 0 hit points, trolls require 2d6 rounds to restore the first 3 hit points.

They're vulnerable to fire and acid damage, which they can't regenerate, and which lowers their Morale to 8.

Undead

	Skeleton	Zombie	Ghoul
Armor Class	7	8	6
Hit Dice	1 4 hp	2 9 hp	2* 9 hp
Speed	60 20	120 40	90 30
Attacks	1	1 weapon	2 claws 1 bite + special
Damage	1d6 or weapon	1d8 or weapon	1d3 1d3 1d3 + special
No. Appearing	3d4 3d10	2d4 4d6	1d6 2d8
Save As	Fighter 1	Fighter 1	Fighter 2
Morale	12	12	9
Tresure Type	—	—	B
Alignment	Chaotic	Chaotic	Chaotic

Undead monsters were once living beings who, through dark sorcery, now have vile, wicked existences. They're unaffected by such things as poison and are immune to the effects of **charm**, **hold**, and **sleep** spells. Undead are unnaturally silent. Only those associated with pure evil, such evil Clerics or extradimensional entities, can create undead.

Skeletons are common to graveyards, dungeons, and other deserted areas. Many evil people use them to guard locales or items.

Zombies are the mindless, animated corpses of humans or demi-humans. They act last in every round (no Initiative roll needed).



Ghouls are horrendous, bestial humans that attack anything living. Hits from ghouls cause foes of Ogre-size or smaller to be paralyzed with a failed save vs. Paralysis. They'll continue to attack threatening foes, until all foes are paralyzed or dead, or until they're dead. This effect lasts 2d4 turns or until a cure light wounds spell is used to remove it.

Wights are human or demi-human corpses under the control of an undead spirit. They can only be hit with silver or magical weapons. Wights remove a level from their foes when they hit. A foe drained of all levels dies and rises as a Wight in 1d4 days, under the control of the

Unicorn			
Armor Class	2	No. Appearing	1d6 1d8
Hit Dice	4* 18 hp	Save As	Fighter 8
Speed	240 80	Morale	7
Attacks	2 hooves 1 horn	Treasure Type	—
Damage	1d8 1d8 1d8	Alignment	Lawful

These one-horned, horse-like monsters are prized for their horn and their purity. They're reclusive beasts, often hiding deep within dense forests. While shy, they can be fierce when cornered. Legend has it that only pure maidens can talk or ride a Unicorn. Once a day, Unicorns can teleport themselves and their riders up to 360 away.

Wight*	Wraith*	Mummy*	Spectre*	Vampire*
5	3	3	7	2
3* 13 hp	4** 18 hp	5+1* 19 hp	6** 27 hp	7-9** 31-40 hp
90 30	120 40, fly 240 80	60 20	150 50, fly 300 100	120 40, fly 180 60
1 + special	1 + special	1 + special	1 + special	1 + special
Special	1d6 + special	1d12 + special	1d8 + special	1d10 + special
1d6 1d8	1d4 1d6	1d4 1d12	1d4 1d8	1d4 1d6
Fighter 3	Fighter 4	Fighter 5	Fighter 6	Fighter 7-9
12	12	12	11	11
B	E	D	E	F
Chaotic	Chaotic	Chaotic	Chaotic	Chaotic

wight that killed him or her.

Wraiths are ghostly undead that drain the life from their victims. Its form is almost always that of a pale man enveloped in mist. Wraiths can only be hit with silver or magical weapons. Silver weapons do half damage. When they do damage, they remove a level from their foes. A foe drained of all levels dies and rises as a Wraith in a day, under the control of the wraith that killed him or her.

Mummies are undead monsters, often encountered in tombs and ruins. They can only be damaged by spells, fire, or magic items, which only do half damage. Foes that look on a mummy must succeed with a saving throw vs. Paralysis or be paralyzed until the mummy attacks or moves out of line of sight. Also, if hit, foes become infected with a rot that prevents magical healing and requires wounds heal at 1/10 the normal rate. The disease lasts until magically removed.

Spectres are among the mightiest of undead. They're harmed only by magic or magical weapons. A foe hit by a spectre loses two levels, dying when reduced to 0 level and rising as a spectre, controlled by the killer.





Vampires are undead humans that live off the blood of living monsters. They haunt ruins, tombs, crypts, and other places where the dead reside. Vampires can only be harmed by magical weapons.

Vampires can charm foes that fail a save vs. Spells when looking into their eyes. The foe has -2 to the save. Charmed foes are completely under the control of the vampire. A foe hit by a vampire loses two levels. If reduced to 0 level, the foe is slain and rises in three days as a vampire, controlled by his or her killer. They can also call on one of the following kinds of animals if they're in the area: 10d10 rats, 5d4 giant rats, 10d10 bats, 3d6 giant bats, 3d6 wolves, or 2d4 dire wolves.

Vampires can change into gaseous form, animal form, or human form. The transformation takes 1 round. When in gaseous form, vampires travel at the listed flying speed and is immune to all physical attacks. While in gaseous form, they can't attack. Animal forms consist of a dire wolf or giant bat. When in these forms, use information from those monster descriptions, except retain the vampire's armor class, hit dice, Morale score, and saving throws.

Vampires restore 3 hit points each round if damaged. At 0 hit points, they change into gas and vapors, and then flee to their coffins.

Vampires never come within 10 feet of a strongly presented Holy Symbol, though they may attack such foes from another direction. They avoid mirrors, which never cast their reflection. They must succeed with a saving throw vs. Poison each round to attack when in the presence of a strong garlic odor. Vampires can't cross running water on foot or in the air, other than by bridge or while in their coffins. If they don't rest in their coffins during the day, they suffer 2d6 damage each day until they do so. These hit points can't be restored until they rest one full day.

Vampires can only be killed with stakes driven through their hearts or immersion in running water for 1 turn. When exposed to direct sunlight, they must succeed with a save vs. Death Ray each round or disintegrate. A vampire whose coffins have all been blessed or destroyed loses 2d6 hit points each day, dying at 0 hit points.

Yellow Mold

Armor Class	Automatically hit	No. Appearing	1d8 1d4
Hit Dice	2 9 hp	Save As	Fighter 2
Speed	0	Morale	—
Attacks	Spores	Treasure Type	—
Damage	1d6 + spores	Alignment	Neutral

A single patch of this fungus covers a 10-foot square area, and several of these patches can spread out over an entire area. It can only be killed with fire, and a torch inflicts 1d4 damage. Yellow Mold eats through wood and leather in a round, and has a 50% chance of releasing spores in a 10-foot cubic area when touched. Those caught in the spores choke to death in 6 rounds with a failed saving throw vs. Death Ray.

Wyvern

Armor Class	3	No. Appearing	1d2 1d6
Hit Dice	7* 31 hp	Save As	Fighter 4
Speed	90 30, fly 240 80	Morale	9
Attacks	1 bite 1 sting	Treasure Type	E
Damage	2d8 1d6 + special	Alignment	Chaotic

These winged beasts are often mistaken for dragons. They prefer to live among the highest cliffs or the deepest forests. Foes hit with the Wyvern's poison stinger die unless they succeed with a saving throw vs. Poison.



APPENDIX A: ANIMALS (ANT to WOLF)

Ant, Driver

Armor Class	3	No. Appearing	2d4 4d6
Hit Dice	4* 18 hp	Save As	Fighter 2
Speed	180 60	Morale	7 (see below)
Attacks	1 bite	Treasure Type	U (see below)
Damage	2d6 + special	Alignment	Neutral

Driver ants are black ants that span 6-feet in length. They eat anything and fight to the death when in a fight. There's a 30% chance a driver ant lair has 1d10 1d10 × 1,000 gp worth of gold nuggets. When they hit, they grasp their foes and do automatic damage every round.

Ape, White

Armor Class	6	No. Appearing	1d6 2d4
Hit Dice	4 18 hp	Save As	Fighter 2
Speed	120 40	Morale	7
Attacks	2 claws	Treasure Type	—
Damage	1d4 1d4	Alignment	Neutral

White apes are unintelligent, nocturnal creatures that live in caves and seek out fruit and vegetables at night. They aggressively threaten those that near their lairs and attack those that ignore their threats. White apes may throw for 1d6 damage with each hit.

Baboon, Rock

Armor Class	6	No. Appearing	2d6 5d6
Hit Dice	2 18 hp	Save As	Fighter 2
Speed	120 40	Morale	8
Attacks	1 club 1bite	Treasure Type	U
Damage	1d6 1d3	Alignment	Neutral

Rock baboons are larger versions of baboons. They're omnivores, though they prefer meat. They use natural objects as tools and weapons. They travel in packs, each led by a dominate male. They're brutal, with horrible tempers. They have a basic form of communication through shrieks and grunts with which they can warn and direct each other.

Bat

	Normal	Giant
Armor Class	6	6
Hit Dice	¼ 1 hp	2 9 hp
Speed	9 3, fly 120 40	30 10, fly 180 60
Attacks	Special	1 bite
Damage	—	1d4
No. Appearing	1d100 1d100	1d10 1d10
Save As	Normal Human	Fighter 1
Morale	6	8
Treasure Type	—	—
Alignment	Neutral	Neutral

Bats are nocturnal, dwelling in caverns or ruins. They use echolocation to find their way around. A *silence* spell effectively blinds a bat.

Normal bats don't attack humanoids. However, for every ten bats that take flight, they can confuse a character. Confused characters have -2 to attacks rolls and saving throws, and they can't use spells. Unless controlled or summoned, normal bats make Morale rolls every round.

Giant bats are carnivores. If hungry, they may attack a party. There's a 5% chance these bats are vampire bats. When they hit, their foes must succeed with a save vs. Paralysis or fall unconscious for 1d10 rounds. The vampire bat then feeds on the helpless victim each round, draining 1d4 hit points. Foes that die of blood drain must succeed with a saving throw vs. Spells or become an undead monster 24 hours after death.

Bear

	Black	Brown	Polar	Cave
Armor Class	6	6	6	5
Hit Dice	4 18 hp	5 22 hp	6 27 hp	7 31 hp
Speed	120 40			
Attacks	2 claws 1 bite			
Damage	1d3 1d3 1d6	1d4 1d4 1d8	1d6 1d6 1d10	1d8 1d8 2d6
No. Appearing	1d4 1d4	1 1d4	1 1d2	1d2 1d2
Save As	Fighter 2	Fighter 2	Fighter 3	Fighter 3
Morale	7	8	8	9
Treasure Type	U	U	U	V
Alignment	Neutral	Neutral	Neutral	Neutral

Bears are no strangers to adventurers. When bears hit with both claws in the same round, they hug foes for 2d8 damage that round too.

Black bears stand about 6-feet tall and prefer to eat berries and roots. It's not unusual for them to enter camps in search of food in search of fish or sweets. Generally, they don't attack unless cornered. They will attack to the death to defend their young.

Brown bears stand nearly 9-feet tall. They enjoy meat and are more likely than black bears to attack an adventuring party. These bears are most common in mountains and forests.

Polar bears stand about 11-feet tall and live in frigid regions. They prefer to eat fish but are also more likely to attack adventuring parties. These Bears are good swimmers, treating water as normal terrain.

Cave bears are prehistoric animals, living in isolated caves and lost worlds. They stand about 15-feet tall and are omnivores, though they enjoy the taste of meat, especially human flesh. They're keen trackers.

Bee, Killer

Armor Class	7	No. Appearing	1d6 5d6
Hit Dice	½* 2 hp	Save As	Fighter 1
Speed	150 50	Morale	9
Attacks	1 sting	Treasure Type	See below
Damage	1d3 + special	Alignment	Neutral

Killer bees are a foot long and have nasty tempers. They attack anything that comes within 30 feet of their hive. Killer bees produce honey that when eaten can heal the eater 1d3 hit points. To benefit from the honey requires the eater to consume the entire stock, which is about two pints. When killer bees hit, they cause 1d3 damage and die. Victims must succeed with a saving throw vs. Poison or die. Until a stinger is removed, it does 1 damage each round, as it works its way deeper into the victim. In the lair is a killer queen bee (2 hit dice, 9 hit points). She can repeatedly sting foes without dying. There's a minimum of 10 killer bees in or near the hive at any given time. Four of these bees have 1 hit die and 4 hit points.

Beetle, Giant

	Fire	Oil	Tiger
Armor Class	4	4	3
Hit Dice	1+2 6 hp	2* 9 hp	3+1 14 hp
Speed	120 40	120 40	150 50
Attacks	1 bite	1 bite + special	1 bite
Damage	2d4	1d6 + special	2d6
No. Appearing	1d8 2d6	1d8 2d6	1d6 2d4
Save As	Fighter 1	Fighter 1	Fighter 1
Morale	7	8	9
Treasure Type	—	—	U
Alignment	Neutral	Neutral	Neutral

Giant Beetles are subterranean creatures.

MONSTERS (Animals)

Fire beetles are nocturnal, though they may be active at any time when underground. They're about 2½-feet long. They have two red-glowing glands above their eyes and near the back of their abdomen that shed red light in a 10-foot radius. If removed, they glow for 1d6 days.

Oil Beetles are 3-feet long. They sometimes burrow into the ground.

When attacked, an Oil Beetle sprays an oily fluid at its foe, which has a range of 5. The oil causes extreme pain, causing the foe to have -2 to attack rolls until a cure light wounds spell is used (to cure the pain and not any hit points) or until after 24 hours. The Oil Beetle can also make a bite attack in the round.

Tiger beetles are 4-feet long and have a striped carapace that lends them their name. They're carnivores that generally feed on robber flies. They aren't shy of attacking sentient monsters larger than they are.

Boar

Armor Class	3	No. Appearing	2d4 4d6
Hit Dice	4* 18 hp	Save As	Fighter 2
Speed	180 60	Morale	7 (see below)
Attacks	1 bite	Treasure Type	U (see below)
Damage	2d6 + special	Alignment	Neutral

Wild Boars are generally found in forests. They're omnivores and are extremely foul tempered when disturbed.

Camel

Armor Class	6	No. Appearing	1d6 2d4
Hit Dice	4 18 hp	Save As	Fighter 2
Speed	120 40	Morale	7
Attacks	2 claws	Treasure Type	—
Damage	1d4 1d4	Alignment	Neutral

Camels are beasts of burden found in deserts and barren terrains, which they treat as clear terrain. Camels well-watered can travel for 2 weeks without water. They are stubborn and ill-tempered, and often bite and kick when frustrated. Camels can move normally while carrying up to 3,000 coins of weight, with a maximum load of 6,000 coins. Riders can't charge on a camel.

Cat, Great

	Mountain Lion	Panther	Lion
Armor Class	6	4	6
Hit Dice	3+2 15 hp	4 18 hp	5 22 hp
Speed	150 50	210 70	150 50
Attacks	—	2 claws 1 bite	—
Damage	1d3 1d3 1d6	1d4 1d4 1d8	1d4+1 1d4+1 1d10
No. Appearing	1d4 1d4	1d2 1d6	1d4 1d8
Save As	Fighter 2	Fighter 2	Fighter 3
Morale	8	8	9
Treasure Type	—	—	U
Alignment	Neutral	Neutral	Neutral
	Tiger	Sabre-Tooth Tiger	
Armor Class	6	6	
Hit Dice	6 27 hp	8 36 hp	
Speed	150 50	150 50	
Attacks	—	2 claws 1 bite	—
Damage	1d6 1d6 2s6	1d8 1d8 2d8	
No. Appearing	1 1d3	1d4 1d4	
Save As	Fighter 3	Fighter 4	
Morale	9	10	
Treasure Type	U	V	
Alignment	Neutral	Neutral	

The great cats generally avoid fights. Only when extremely hungry or trapped do they attack. They may be playful at times, but they have radically variable temperaments. They don't go deeply into caves, preferring to remain close to the expanse of the wilderness. They're always curious, and they always chase fleeing prey.

Mountain lions are found in mountains, plains, and forests. They tend to wander deeper into caves and dungeons than other species cat.

Panthers live in plains or in forests. They're quick and faster than most of their prey over short distances.

Lions are found in warm climates, thriving in savannah or brush lands near deserts.

Tigers prefer cooler temperatures and wooded lands. They surprise their foes on 3+|d6.

Sabre-Tooth tigers are prehistoric animals found in lost worlds.

Centipede, Giant

Armor Class	9	No. Appearing	2d4 1d8
Hit Dice	½ 2 hp	Save As	Normal Human
Speed	60 20	Morale	7
Attacks	1 bite	Treasure Type	—
Damage	Special	Alignment	Neutral

Giant centipedes are about a foot long. They prefer damp, dark places. Though their bites don't cause, Giant centipedes cause foes that fail a saving throw vs. Poison to become ill. Sick foes move at half speed and can't take any actions for 10 days.

Crab, Giant

Armor Class	2	No. Appearing	1d2 1d6
Hit Dice	3 13 hp	Save As	Fighter 2
Speed	60 20	Morale	7
Attacks	2 pincers	Treasure Type	—
Damage	2d6 2d6	Alignment	Neutral

Giant Crabs are unintelligent and always hungry. They are unable to swim and thus lurk at the bottom of shallow rivers, pools, and coastal waterways.

Crocodile

	Normal	Large	Giant
Armor Class	5	3	1
Hit Dice	2 9 hp	6 27 hp	15 67 hp
Speed	—	90 30, swim	90 30
Attacks	—	1 bite	—
Damage	1d8	2d8	3d8
No. Appearing	0 1d8	0 1d4	0 1d3
Save As	Fighter 1	Fighter 3	Fighter 8
Morale	7	7	9
Treasure Type	—	—	—
Alignment	Neutral	Neutral	Neutral

These semi-tropical and tropical reptiles stay close to water where they attack prey. They don't venture far out on land. Crocodiles are attracted to the scent of blood or violent movements in water.

Large crocodiles can grow to be as long as 20 feet, with the power to overturn small rafts and canoes.

Giant crocodiles are generally found in "lost worlds," and can overturn small ships. They have been known to grow to over 50 feet in length.

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Dinosaur

	Stegosaurus	Triceratops	Tyrannosaurus Rex
Armor Class	4	2	3
Hit Dice	11 49 hp	11 49 hp	20 90 hp
Speed	60 20	90 30	120 40
Attacks	Tail or trample	Gore or trample	1 bite
Damage	2d8 or 2d8	3d6 or 3d6	6d6
No. Appearing	0 1d4	0 1d4	0 1
Save As	Fighter 6	Fighter 6	Fighter 10
Morale	7	8	11
Treasure Type	—	—	V × 3
Alignment	Neutral	Neutral	Neutral

Dinosaurs are found in lost, prehistoric worlds.

Stegosaurus are squat, four-legged herbivores. They have a distinct plating of bone along their backs and four long spikes at the end of their tails, which they use to attack anything threatening.

Triceratops are four-legged dinosaurs herbivores that can be aggressive when threatened. They stand about 12 feet at the shoulder and are 40-feet long. They can charge for double damage on their first attack.

Tyrannosaurus rexes are one of the largest predators, standing over 20 feet tall. They have massive jaws filled with razor sharp teeth.

Elephant

Armor Class	5	No. Appearing	0 1d20
Hit Dice	9 40 hp	Save As	Fighter 5
Speed	120 40	Morale	8
Attacks	2 tusks or trample	Treasure Type	See below
Damage	2d4 2d4 or 4d8	Alignment	Neutral

Elephants attack first with a charge, using their tusks to do double damage. Then they either strike with tusks (25% chance) or trample (75% chance). Elephants have +4 to attack rolls to trample human-size targets or smaller. Their tusks are worth 10d6 × 10 gp when sold.

Ferret, Giant

Armor Class	7	No. Appearing	1d8 1d12
Hit Dice	1+1 5 hp	Save As	Fighter 1
Speed	150 50	Morale	8
Attacks	1 bite	Treasure Type	—
Damage	1d8	Alignment	Neutral

Giant Ferrets appear to be 3-feet long weasels. They hunt Giant Rats, a task for which they're sometimes trained. However, they have variable tempers, and they've been known to attack their trainers and others.

Fish, Giant

	Piranha	Rockfish	Catfish	Sturgeon
Armor Class	6	7	4	0
Hit Dice	3+3 16 hp	5+5 27 hp	8+3 39 hp	10+2 47 hp
Speed	swim 150 50	swim 180 60	swim 90 30	swim 180 60
Attacks	1 bite	4 spines + special	1 bite 4 feelers	1 bite
Damage	1d8	1d4[×4] + special	2d8 1d4[×4]	2d10
No. Appearing	0 2d4	0 2d4	0 1d2	0 1
Save As	Fighter 2	Fighter 3	Fighter 4	Fighter 5
Morale	7	8	8	9
Treasure Type	—	—	—	—
Alignment	Neutral	Neutral	Neutral	Neutral

MONSTERS (Animals)

Giant piranha are vicious predators that live in freshwater rivers and lakes. They grow up to 5 feet in length. As soon as they draw blood, they become highly excitable and never check morale. As many as 8 such monsters can attack a human-sized target.

Giant rockfish look like rocks in shallow salt water. Rockfish have a 70% chance of being mistaken for rocks. If a monster is unaware of the fish and tries to grab it, it automatically hits with four of its spines. A foe hit by a spine must succeed with a saving throw vs. Poison or die immediately.

Giant catfish can grow to be as long as 15 feet. It attacks anything that moves near it on lake and river bottoms.

Giant sturgeon grow to be about 30 feet long. On a roll of 18 or more, the Giant Sturgeon swallows prey whole. Such prey suffers 2d6 damage each round and must succeed with a saving throw vs. Death Ray or be paralyzed. While inside the sturgeon, attackers have -4 to attack rolls against the sturgeons' AC 7.

Fly, Robber

Armor Class	6	No. Appearing	1d6 2d6
Hit Dice	2 9 hp	Save As	Fighter 1
Speed	90 30, fly 180 60	Morale	8
Attacks	1 bite	Treasure Type	U
Damage	1d8	Alignment	Neutral

Robber flies are about 3-feet long. They have black and yellow stripes, which cause many to confuse them as giant killer bees, their primary source of food. However, they eat meat and attack sentient creatures on occasion. The poison of killer bees doesn't harm robber flies. Robber flies hide and wait for prey in shadows, enabling them to surprise foes on 3+|d6.

Hawk

	Normal	Giant
Armor Class	8	6
Hit Dice	½ 2 hp	3+3 16 hp
Speed	Fly 480 160	Fly 450 150
Attacks	1	1
Damage	1d2	1d6
No. Appearing	0 1d6	0 1d3
Save As	Normal Human	Fighter 2
Morale	7	8
Treasure Type	—	—
Alignment	Neutral	Neutral

Hawks are predators of the air. They swoop and dive on prey. Both kinds of hawk can be domesticated or trained as guard animals. Hawks that surprise and damage foes do double damage the first round.

Normal hawks avoid conflict with monsters of human-size or larger.

Giant hawks can rival small dogs or large ponies in size. They're powerful enough to carry off Halfling-size prey.

Herd Animal

Armor Class	7	No. Appearing	0 3d10
Hit Dice	See below	Save As	Fighter 1 or 2
Speed	240 80	Morale	5
Attacks	1 butt	Treasure Type	—
Damage	See below	Alignment	Neutral

Herd animals are any one wild, grazing species. Some examples include antelope, caribou, deer, elk, goats, moose, wild ox, yak, and others. The hit dice of the animals depend on the size of the animal, with smaller animals (antelope, deer, goats) having 1 or 2 hit dice and do 1d4 damage, medium animals (caribou, ox, yak) having 3 hit dice and do 1d6 damage, and larger animals (elk, moose) having 4 hit dice

and do 1d8 damage. Only males butt with their horns to attack. Males make up one monster for every four encountered, the others being females and young. Young animals have only ½ hit die, though male young have +1d4 hit points. Females and young flee when threatened.

Horse			
	Riding	War	Draft
Armor Class	4	2	3
Hit Dice	11 49 hp	11 49 hp	20 90 hp
Speed	60 20	90 30	120 40
Attacks	Tail or trample	Gore or trample	1 bite
Damage	2d8 or 2d8	3d6 or 3d6	6d6
No. Appearing	0 1d4	0 1d4	0 1
Save As	Fighter 6	Fighter 6	Fighter 10
Morale	7	8	11
Treasure Type	—	—	V × 3
Alignment	Neutral	Neutral	Neutral

Wild horses can be domesticated into **riding horses**. They can carry up to 3,000 coins of weight before slowing, up to a maximum weight of 6,000 coins, in which case they move at half speed.

War horses are bred for battle and short charges. They can carry up to 4,000 coins before being encumbered, up to a maximum of 8,000 coins before slowing to half speed. A War Horse can charge into battle.

Draft horses are bred specifically to work, whether on farms or pulling wagons. They can carry up to 4,500 coins of weight, up to 9,000 coins before slowing to half speed. Draft Horses don't fight but instead flee.

Lizard, Giant

	Gecko	Draco	Horned Chameleon	Tuatara
Armor Class	5	5	2	4
Hit Dice	3+1 14 hp	4+2 20 hp	5* 22 hp	6 27 hp
Speed	120 40	120 40, fly 210 70	120 40	90 30
Attacks	1 bite	1 bite	1 bite 1 horn	2 claws 1 bite
Damage	1d8	1d10	2d4 1d6	1d4 1d4 2d6
No. Appearing	1d6 1d10	1d4 1d8	1d3 1d6	1d2 1d4
Save As	Fighter 2	Fighter 3	Fighter 3	Fighter 4
Morale	7	7	7	6
Treasure Type	U	U	U	V
Alignment	Neutral	Neutral	Neutral	Neutral

Geckos are about 5-feet long. They're generally soft blue in color with orange-brown spots. They're active at night and eat meat. They have the ability to climb anything, treating anything they climb as normal terrain.

Dracos are about 6-feet long. They have membranes between their legs that enable them to glide like flying squirrels. They're carnivores and have been known to attack sentient creatures.

Horned chameleons are about 7-feet long. Horned chameleons that hit with a tail sweep knock their foe prone. When they hit foes up to 5 feet away with their tongues, they can automatically cause damage with their bites. Horned chameleons can blend into their surroundings and surprise foes on 2+|d6.

Tuataras are about 8-feet long, and looks like a hybrid of toad and iguana. They're carnivores that sometimes attack sentient creatures.

Leech, Giant

Armor Class	7	No. Appearing	0 1d4
Hit Dice	6 27 hp	Save As	Fighter 3
Speed	90 30	Morale	10
Attacks	Special	Treasure Type	—
Damage	1d6	Alignment	Neutral

Giant Leeches dwell in swamps and can grow to be about 3 to 4-feet long. They can attach to a foe with a successful hit and drain 1d6 damage each round. They must be killed to remove them. Only when a foe is dead do they detach.

Locust, Cave

Armor Class	4	No. Appearing	2d10 1d10
Hit Dice	2 9 hp	Save As	Fighter 2
Speed	60 20	Morale	5
Attacks	1 bite, bump, or spit	Treasure Type	—
Damage	1d2, 1d4, or special	Alignment	Neutral

Cave Locusts are 2-3 feet long. They eat plants and fungus, especially yellow mold and shriekers. They are easily overlooked or mistaken for a piece of the surrounding environment unless closely inspected. When attacked or frightened, Cave locusts shriek loudly each round. The shriek has a 20% chance of attracting wandering monsters. Locusts generally flee than fight. When they do, they leap to get away. The direction of their leaping is random. There's a 50% chance of a cave locust leaping into a character (determine randomly). An attack roll is made, and if the attack hits, the character takes 1d4 damage before the monster flies away.

If cornered, cave locusts spit a poison up to 10 feet, which hits vs. AC 9 against a foe. A failed saving throw vs. Poison results in the foe being unable to do anything for 1 turn due to the stench of the spittle. After this time, the victim becomes used to the odor, but all others coming within 5 feet must succeed with a saving throw or become sick. This lasts until the odor is washed off.

Mastodon

Armor Class	3	No. Appearing	0 2d8
Hit Dice	15 67 hp	Save As	Fighter 8
Speed	120 40	Morale	8
Attacks	2 tusks or trample	Treasure Type	See below
Damage	2d6 2d6 or 4d8	Alignment	Neutral

Mastodons resemble woolly elephants with immense tusks. They're generally found in cold tundra of lost, prehistoric worlds. In the first round of combat, they charge, striking for double damage. In subsequent rounds, it either strikes with its tusks (25% chance) or tramples, if foes are human-size or smaller (75% chance). Against such foes, they have +4 to attack rolls to trample. Each of their tusks is worth 2d4 × 100 gp.

Mule

Armor Class	7	No. Appearing	0 3d10
Hit Dice	See below	Save As	Fighter 1 or 2
Speed	240 80	Morale	5
Attacks	1 butt	Treasure Type	—
Damage	See below	Alignment	Neutral

Mules are stubborn, and they bite or kick when upset or agitated. At your discretion, a party may be able to take mules into dungeons. They can carry a 400 coins, up to 800 coins, which then reduces its speed to 60|20. Mules only fight in self-defense.

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Octopus, Giant

Armor Class	7
Hit Dice	8 36 hp
Speed	90 50
Attacks	8 tentacles 1 bite
Damage	1d3[x8] 1d6
No. Appearing	0 1d2
Save As	Fighter 4
Morale	7
Treasure Type	—
Alignment	Neutral



Giant octopi inhabit tropic or temperate salt waters near fishing settlements. If threatened, they eject an inky jet in a 40-foot radius to obscure vision and move at triple their speed. For each tentacle that hits a foe, the foe is grappled and has -1 to attack rolls. Thus, a foe hit by all eight tentacles has -1 to attack rolls. A grappled foe automatically suffers 1d3 damage from each tentacle. Grappled foes can sever a tentacle as long as they inflict 6 damage on the Giant Octopi with a single hit.

Prerodayctl

	Normal	Pteranodon
Armor Class	7	6
Hit Dice	1 4 hp	5 22 hp
Speed	Fly 180 60	Fly 240 120
Attacks	1	1
Damage	1d3	1d12
No. Appearing	0 2d4	0 1d4
Save As	Fighter 1	Fighter 3
Morale	7	8
Treasure Type	—	V
Alignment	Neutral	Neutral

Pterodactyls are found in lost worlds. They have bat-like wingspans of 8-10 feet and attack human-sized monsters only when severely hungry.

Pteranodons are giant pterodactyls, with wingspans over 50 feet. They're more aggressive, attacking humanoid monsters more often. Like pterodactyls, these monsters are found only in "lost world" settings.

Rat

	Normal	Giant
Armor Class	9	7
Hit Dice	¼ 1 hp	5 22 hp
Speed	60 20, swim 30 10	120 40, swim 60 20
Attacks	1 bite per pack	1 bite
Damage	1d6 + special	1d3 + special
No. Appearing	5d10 2d10	3d6 3d10
Save As	Normal Human	Fighter 1
Morale	5	8
Treasure Type	L	C
Alignment	Neutral	Neutral

Rats eat almost anything and almost always carry disease. They avoid fires and sentient creatures larger than themselves, unless summoned, commanded, or defending their lair. They're good swimmers, attacking normally while swimming. Rats might infect their foes with a disease if a natural 20 is rolled to hit. There's a 25% chance infected foes die in 1d6 days if a save vs. Poison is failed; otherwise, the foe becomes sick and is removed from the campaign for a month.

Normal rats generally grow to be as large as 6-inches to 2-feet long. Normal rats move and attack in packs, with each pack comprised of

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1d6+4 individual rats, with 5-10 hit points as a pack. Packs don't attack more than one foe at a time. They can occupy the space of their foes. Foes overcome by a pack must succeed with a saving throw vs. Death to remain standing; otherwise, they're knocked prone.

Giant rats are about 3-feet long or longer. They're found in dungeons and places where undead frequent.

Rhinoceros

	Normal	Woolly
Armor Class	5	4
Hit Dice	6 27 hp	8 36 hp
Speed	120 40	120 40
Attacks	1 butt or trample	1 butt or trample
Damage	2d4 or 2d8	2d6 or 2d12
No. Appearing	0 1d12	0 1d8
Save As	Fighter 3	Fighter 4
Morale	6	6
Treasure Type	—	—
Alignment	Neutral	Neutral

Rhinos are herbivores. They stampede (i.e., charge) in a random direction when threatened or surprised. Stampedes do double damage on the first attack. The woolly variety roams tundra and plains in "lost world" regions.

Rhagodessa

Armor Class	7	No. Appearing	1d4 1d6
Hit Dice	4+2 20 hp	Save As	Fighter 2
Speed	150 50	Morale	9
Attacks	1 leg 1 bite	Treasure Type	U
Damage	0 2d8	Alignment	Neutral

Rhagodessa are giant arachnids, about the size of a small horse. They look like large, hairy spiders, with giant heads and mandibles. Rhagodessa are always hungry for humanoid flesh. They have five legs, of which the front two have adhesive to help it restrain prey. Foes hit by a Rhagodessa suffer no damage but are hit with mandibles automatically in the same round and each after for 2d8 damage.

Scorpion, Giant

Armor Class	2	No. Appearing	1d6 1d6
Hit Dice	4* 18 hp	Save As	Fighter 2
Speed	150 50	Morale	11
Attacks	2 claws 1 sting	Treasure Type	V
Damage	1d10 1d10 1d4 + special	Alignment	Chaotic

Giant scorpions live in deserts, caves, and ruins. They grow to as large as a small horse and often attack living things on sight. When any one claw hits, it has +2 to attack rolls when using its stinger. Foes hit stung with the stinger must succeed with a saving throw vs. Poison or die.

Sea Serpent, Lesser

Armor Class	5	No. Appearing	0 2d6
Hit Dice	6 27 hp	Save As	Fighter 3
Speed	150 50	Morale	8
Attacks	1 bite or squeeze	Treasure Type	—
Damage	2d6	Alignment	Neutral

Sea serpents are 20-30 feet long. They look like snakes with countless fins. They attack vessels of their size or smaller by wrapping their bodies around them and crushing them, which inflicts 1d10 hull damage each round. They can lash out of water up to 20 feet to make a bite attack.

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Shark

	Bull	Mako	Great White
Armor Class	4	2	3
Hit Dice	2 18 hp	4 36 hp	4 36 hp
Speed	Swim 180 60	Swim 180 60	Swim 180 60
Attacks	1 bite	1 bite	1 bite
Damage	2d4	2d6	2d10
No. Appearing	0 3d6	0 2d6	0 1d4
Save As	Fighter 1	Fighter 2	Fighter 4
Morale	7	7	7
Treasure Type	—	—	V × 3
Alignment	Neutral	Neutral	Neutral

Sharks are vicious salt water monsters. When they can smell blood (up to 300 feet away), they go into a frenzy and needn't make Morale rolls. Bull sharks, specifically in the first round, can ram a foe instead of attack in order to stun a foe, which makes a foe helpless that round. After which, they attack normally.

Shrew, Giant

Armor Class	4	No. Appearing	1d4 1d8
Hit Dice	1 4 hp	Save As	Fighter 1
Speed	180 60	Morale	10
Attacks	2 bites	Treasure Type	—
Damage	1d6 1d6	Alignment	Neutral

Giant shrews prefer underground burrows to open spaces. Once they've chosen a lair or area, they defend it to the death. Like bats, giant shrews "see" up to 60 feet by echolocation and are blinded by **silence** spells, which means it can't act, has AC 8, and has -4 to attack rolls. Giant shrews act first in the first round of combat, regardless of Initiative, and have +1 to initiative for their second attack. Foes of 3rd-level or lower flee when attacked with a failed save vs. Death Ray.

Snake

	Spitting Cobra	Pit Viper	Sea Snake
Armor Class	6	4	6
Hit Dice	3+2 15 hp	4 18 hp	5 22 hp
Speed	150 50	210 70	150 50
Attacks	1 bite or 1 spit	1 bite	1 bite
Damage	1d3 1d3 1d6	1d4 1d4 1d8	1d4+1 1d4+1 1d10
No. Appearing	1d4 1d4	1d2 1d6	1d4 1d8
Save As	Fighter 2	Fighter 2	Fighter 3
Morale	8	8	9
Treasure Type	—	—	U
Alignment	Neutral	Neutral	Neutral

	Giant Rattler	Roc Python
Armor Class	6	6
Hit Dice	6 27 hp	8 36 hp
Speed	150 50	150 50
Attacks	2 bites	1 bite 1 squeeze
Damage	1d6 1d6 2s6	1d8 1d8 2d8
No. Appearing	1 1d3	1d4 1d4
Save As	Fighter 3	Fighter 4
Morale	9	10
Treasure Type	U	V
Alignment	Neutral	Neutral

Snakes are found almost anywhere except very hot or cold regions. They don't attack unless surprised or threatened. Most spiders are venomous.

Spitting cobras are about 3-ft. long. They don't attack human-sized or larger creatures unless threatened or surprised. They either spit (the

more usual attack) or bite in a round. Spitting cobras can spit venom into their foes' eyes, up to 5-6 feet away, that causes blindness with a failed save vs. Poison. This can only be removed with a **cure blindness** spell. Bitten foes die in 1d10 turns with a failed save vs. Poison.

Pit vipers are about 5-ft. long. Pit Vipers act first in every round, regardless of Initiative. Bitten foes die with a failed save vs. Poison.

Sea snakes are about 6-ft. long for each hit die. They spend time under water but return to the surface to breathe once an hour. Foes bitten by a sea snake only notice it 50% of the time and die in 1d4+2 turns with a failed save vs. Poison. By the time the effects are felt, there's a 25% chance that a **neutralize poison** spell is unhelpful.

Giant rattle snakes can be 10-ft. long. They have rattles on their tails to warn off foes. They eat meat. Foes bitten by a giant rattle snake die in 1d6 turns with a failed save vs. Poison. They can make a second attack in the round, after their foes have attacked.

Rock pythons are about 20-feet long. When they hit foes with a bite, they constrict the same round. Damage is automatic for each round until it or the victim is dead.

Spider

	Crab Spider	Black Widow	Tarantella
Armor Class	7	6	5
Hit Dice	2* 18 hp	3* 22 hp	4* 36 hp
Speed	120 40	60 20, webs 120 40	Swim 180 60
Attacks	1 bite	1 bite	1 bite
Damage	1d8 + special	2d6 + special	1d8 + special
No. Appearing	1d4 1d4	1d3 1d3	1d3 1d3
Save As	Fighter 1	Fighter 2	Fighter 2
Morale	7	6	6
Treasure Type	U	U	U
Alignment	Neutral	Neutral	Neutral

Giant spiders live in temperate, desert, or tropical regions.

Crab spiders are about 5-ft. long. They're carnivores and surprise foes on 3+|d6; after which, foes can see the spiders. A foe hit by its bite dies in 1d4 turns with a failed save vs. Poison. Foes have +2 to this save.

Black widows are about 6-feet long, black, with a red hourglass-like mark on their abdomens. They stay close to their webbed lairs, eating the flesh of passing creatures. The web is treated like that of the **web** spell. A foe hit by its bite dies in turn with a failed save vs. Poison.

Tarantellas are huge, hairy, magical spiders that are about 7-ft. long. A foe hit by their bite suffers spasms with a failed save vs. Poison. These spasms are like a dance and last for 2d6 turns. A monster that views this dance begins to dance for 2d6 turns with a failed save vs. Spells. Dancers have -4 to attack rolls, and their foes have +4 to attack rolls to hit them. Anyone that dances for 5 turns collapses and is helpless. A **dispel magic** spell ends the effect.

Squid, Giant

Armor Class	7	No. Appearing	0 1d4
Hit Dice	11 49 hp	Save As	Fighter 3
Speed	Swim 120 40	Morale	9 (see below)
Attacks	8 tentacles 1 bite	Treasure Type	V
Damage	1d4[×8] 1d10	Alignment	Neutral

Giant squids dwell in deep oceans, coming to the surface to feed. When they meet a ship, they either try to destroy it (25% chance) or snatch crew (75% chance) to drown and devour. Against ships, giant squids use two large tentacles to do 1d10 damage and a beak to do 2 damage. When they attack crew, only 6 tentacles are used, each inflicting automatic damage once they hit. The two larger tentacles are severed after taking 10 damage from edged weapons. The smaller

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tentacles are severed after taking 6 damage. If threatened, giant squids use a 30-foot radius inky jet (up to twice a day) to obscure vision and move at triple their speed.

Swarm, Insect

Armor Class	7	No. Appearing	1 1d3 swarms
Hit Dice	2-4 9-18 hp	Save As	Normal Human
Speed	30 10, fly 60 20	Morale	11
Attacks	1 swarm	Treasure Type	—
Damage	2 hit points	Alignment	Neutral

Insect swarms are groups of bees, spiders, ants, wasps, beetles, locusts, and so on, that generally cover a 10-feet by 30-feet area. They're attracted to light or odors, and often amass to defend their lairs. Harmed swarms pursue foes until foes are out of sight or immersed in water. They're immune to physical attacks, except fire, cold, and smoke. Those in swarms take 4 damage, while those in armor take 2 damage. Those that do nothing but ward off a swarm with an object or weapon, or escape the swarm, take half damage. Those that escape take 3 rounds to remove any remaining insects. Foes that escape and become immersed in water take damage for one round before the insects die. Smoke, heat (fires), and cold drive away swarms. Insect swarms are also effected by *sleep* spells.

Termite, Water

	Swamp	Fresh Water	Tarantella
Armor Class	4	6	5
Hit Dice	1+1 5 hp	2+1 10 hp	4 18 hp
Speed	90 30	120 40	180 60
Attacks	See below	See below	See below
Damage	1d3	1d4	1d6
No. Appearing	0 1d4	0 1d3	0 1d6+1
Save As	Fighter 1	Fighter 2	Fighter 3
Morale	10	8	11
Treasure Type	—	—	—
Alignment	Neutral	Neutral	Neutral

Water Terminates are 1-ft. long in rivers to 5-ft. long in oceans. They look like normal terminates except for a sack that can expand to enormous size. They move in water by expelling water from their sacks.

When threatened above water, these terminates spray foes that stuns them for 1 turn with a failed save vs. Poison. When underwater, they expel black ink to obscure vision. These attack forms can be used once a turn. If unable to flee, water termites bite. They can inflict 1d3 hull damage before they end their feast. Check to see if vessels sinks (see pages 67-68). Those on a damaged ship have a 50% chance each round to notice the damage.

Titanotheres

Armor Class	7	No. Appearing	0 1d4
Hit Dice	11 49 hp	Save As	Fighter 3
Speed	Swim 120 40	Morale	9 (see below)
Attacks	8 tentacles 1 bite	Treasure Type	V
Damage	1d4[×8] 1d10	Alignment	Neutral

Titanotheres look like gigantic rhinoceroses, standing 12 feet at the shoulder. These herbivores are generally unaggressive. They travel in herds and are found in lost worlds.

Toad, Giant

Armor Class	7	No. Appearing	0 1d4
Hit Dice	11 49 hp	Save As	Fighter 3
Speed	Swim 120 40	Morale	9 (see below)
Attacks	8 tentacles 1 bite	Treasure Type	V
Damage	1d4[×8] 1d10	Alignment	Neutral

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Giant toads rival large dogs in size and generally weigh 150-250 pounds. They blend into woods and dark dungeons, surprising on 4+|d6. Giant toads make melee attacks with their tongues from up to 15 feet away. A hit can drag a dwarf-sized foe or smaller into their mouths, wherein they're automatically bitten. An unmodified 20 means the target is swallowed and takes 1d6 damage each round.

Weasel, Giant

Armor Class	7	No. Appearing	0 1d4
Hit Dice	11 49 hp	Save As	Fighter 3
Speed	Swim 120 40	Morale	9 (see below)
Attacks	8 tentacles 1 bite	Treasure Type	V
Damage	1d4[×8] 1d10	Alignment	Neutral

Giant weasels are swift and malicious hunters that grow up to 8 feet in length and have handsomely colored fur. Their lairs are underground. Any treasure found there is from the bodies of their dead prey. They can track foes by scent, preferring to pursue wounded prey. When a giant weasel bites, it holds on to its prey and drains blood, doing 2d8 damage automatically. It only lets go when it or its prey is dead.

Whale

	Killer	Narwhal	Sperm
Armor Class	4	6	5
Hit Dice	1+1 5 hp	2+1 10 hp	4 18 hp
Speed	90 30	120 40	180 60
Attacks	See below	See below	See below
Damage	1d3	1d4	1d6
No. Appearing	0 1d4	0 1d3	0 1d6+1
Save As	Fighter 1	Fighter 2	Fighter 3
Morale	10	8	11
Treasure Type	—	—	—
Alignment	Neutral	Neutral	Neutral

Killer whales are found primarily in cold waters. They're about 25-ft. in length and hunt all manner of sea life, including other whales. Killer whales swallow halfling-sized foes or smaller with an unmodified 20. Foes suffer 1d6 damage each round and drown in 10 rounds.

Narwhals are intelligent, magical monsters that roam arctic waters. They're about 15-ft. long, with a horn, like a unicorn. Horns are worth 1d6 × 1,000 gp and vibrate when in the presence of evil.

Sperm whales grow to 60 feet long. It eats sea food, including giant squid. There's a 10% chance they attack ships, battering them for 6d6 hull damage. They swallow human-sized or smaller foes when they hit by 4 or more points. Swallowed foes suffers 3d6 damage each round.

Wolf

	Normal	Dire
Armor Class	9	7
Hit Dice	¼ 1 hp	5 22 hp
Speed	60 20, swim 30 10	120 40, swim 60 20
Attacks	1 bite per pack	1 bite
Damage	1d6 + special	1d3 + special
No. Appearing	5d10 2d10	3d6 3d10
Save As	Normal Human	Fighter 1
Morale	5	8
Treasure Type	L	C
Alignment	Neutral	Neutral

Wolves are carnivorous pack animals that roam the wilderness and may be found in caves. Captured wolf cubs can be trained (at DM's discretion). When three or less wolves are encountered, or their pack is reduced to half or less their original number, their Morale score is 6 instead of 8. **Dire wolves** are prehistoric versions of the wolf and lair in caves, woods, or mountains. At times, goblins use them as mounts.

APPENDIX B: HUMANS (ACOLYTE to NPC PARTY)

Acolyte

Armor Class	2	No. Appearing	1d8 1d20
Hit Dice	1 4 hp	Save As	Cleric 1
Speed	60 20	Morale	7
Attacks	1 weapon	Treasure Type	U
Damage	1d6 or weapon	Alignment	Any

Acolytes are 1st-level clerics that are generally on a pilgrimage or seeking adventure. In a party of two or more, the Clerics all have identical alignment, with equal chances of it be Lawful, Neutral, or Chaotic. When four or more 1st-level Clerics are encountered, they're led by a leader. Roll 1d10 to determine the leader's level: 1-4, 2nd level; 5-7, 3rd level; 8-9, 4th level; 10, 5th level.

Bandit

Armor Class	6	No. Appearing	1d8 3d10
Hit Dice	1 4 hp	Save As	Thief 1
Speed	120 40	Morale	8
Attacks	1 weapon	Treasure Type	U A
Damage	1d6 or weapon	Alignment	Chaotic or Neutral

Bandits are 1st-level Thieves that have united to rob others. They often ambush and surprise their victims. Treasure A is found only in their hideout in the wilderness. At times, Bandits have a leader that can be of any class. The leader's level is at least one level higher than the Bandits.

Fighter

	Berserker	Brigand	Buccaneer (or Pirate)
Armor Class	7	Variable	Variable
Hit Dice	1+1 9 hp	1 4 hp	1 4 hp
Speed	120 40	120 40	120 40
Attacks	1 weapon	1 weapon	1 weapon
Damage	1d8 or weapon	1d6 or weapon	1d6 or weapon
No. Appearing	1d6 3d10	0 1d4×10	0 special
Save As	Fighter 1	Fighter 1	Fighter 1
Morale	See below	8	6 (see below)
Treasure Type	P B	A	A
Alignment	Neutral	Chaotic	Neutral
	Dervish	Merchant	Noble
Armor Class	Variable	5	Variable
Hit Dice	1 4 hp	1 4 hp	Variable
Speed	90 30	90 30	Variable
Attacks	1 weapon	1 weapon	1 weapon
Damage	1d6 or weapon	1d6 or weapon	1d6 or weapon
No. Appearing	0 (1d6+1)×10	0 1d20	2d6 2d6
Save As	Fighter 1	Fighter 1	Variable
Morale	10	8	8
Treasure Type	A	A	V×3
Alignment	Lawful	Neutral	Any
	Nomad	Trader	Veteran
Armor Class	Variable	6	2
Hit Dice	1 4 hp	1 4 hp	1-3 4-13 hp
Speed	120 40	120 40	60 20
Attacks	1 weapon	1 weapon	1 weapon
Damage	1d6 or weapon	1d6 or weapon	1d8 or weapon
No. Appearing	0 1d4×10	1d8 3d6	2d4 2d6
Save As	Fighter 1	Fighter 1	Fighter 1-3
Morale	8	7	9 (varies)
Treasure Type	A	U+V	V
Alignment	Neutral	Any	Any

A few professions with Fighter skills are listed here. Many are led by high level fighters with better armor, weapons, and chance of magic items. Whatever treasure they might have is usually kept at a lair or camp.

Berserkers are crazed warriors. Determine reactions normally; when they enter battle, they fight to the death, sometimes attacking allies too. When fighting humans, orcs, goblins, kobolds, and the like, they have +2 to attack rolls. Berserkers never surrender, retreat, or take captives. They have Treasure Type B in the wilderness.

Brigands are robbers and raiders. They have a 2nd-level Fighter for every 20 men. They have a 4th-level Fighter as commander for every 40 men. Half of them wear leather and use a shield, short bow, sword while the other half have Riding Horses, wear chain mail, and use shields and swords. Leaders ride War Horses, wear plate mail, and use swords and lances. You can change this mix at your discretion. Brigand groups sometime form fortified camps of 50-300 men. These camps are led by a 9th-level Fighter and an additional 5th-level Fighter for every 50 men. There's a 50% chance of a 9th-11th level Magic-user in the camp and a 30% chance of an 8th-level Cleric.

Buccaneers (and Pirates) raid coastal towns and sailing vessels on lakes, rivers, seas, and oceans. Buccaneers generally have a license to raid; pirates have no such authority. Pirates are generally evil men who have little loyalty than to their own band or captain.

Ship Type	Number of Ships	Number of Men, per Ship
Boat, River	1d8	10d2
Galley, Small	1d6	20d2
Ship, Long	1d4	20d2+10
Ship, Warship	1d3	40d2

Choose the most appropriate ship type for the terrain.

Equip Buccaneers and Pirates as follows.

Equipment	Buccaneers	Pirates
Leather and sword	60%	50%
Leather, sword, crossbow	30%	35%
Chain mail, sword	10%	15%

Buccaneers have a 4th-level Fighter for every 30 men. Each ship has a 7th-level Fighter as Captain. There's a 9th-level Fighter as commander of the fleet. There's a 30% chance a Magic-user of 10th or 11th level and a 25% chance of an 8th-level Cleric.

Pirates have a 4th-level Fighter for every 30 men and a 5th-level Fighter for every 50 men. For every 100 men or fleet, there's an 8th-level Fighter that leads them. For every 300 men, there's an 11th-level Fighter, which is their Pirate-Lord and commander. They have a 75% chance of having a 9th-10th level Magic-user with them.

Buccaneers and pirates either have treasure with them or hidden, with a treasure map. Treasure is for the entire group. Pirates also have a 25% chance of having 1-3 prisoners with them that they're trying to ransom.

Dervishes are religious fanatics that form camps or tribes. Settlements, which are either tents (75% chance) or wood or brick (25% chance), have up to 300 men and led by a 10th-level Cleric. Occasionally these men wage a holy war against nonbelievers. Foes are killed or captured. Captives have a chance to convert; otherwise they're killed or enslaved. Lawful characters may be invited to join the holy war.

Merchants are Traders (see below) that travel from settlement to settlement in caravans. They trade in goods, such as precious metals, silk, wine, and so on. They always travel with mounts appropriate for the terrain—horses for plains, camels for deserts, mules for mountains, and so on. Merchants wear chain mail and wield dagger and sword.

No. of Merchants	No. of Wagons	1st-level Fighters	2nd- or 3rd-level Fighters	5th-level Fighters	Extra Animals
5	10	20	2	1	1d12
10	20	40	4	1	1d12
15	30	60	6	1	1d12
20	40	80	8	1	1d12

Fighters have AC 4, crossbows, daggers, and swords. Extra animals may be camels, horses, or mules. Reduce treasure for fewer than 20 wagons.

Nobles rule over land and have a title, such as Baron, Count, Duke, Knight, Khan, Sheikh, Emir, and so on. They're normal humans or of any character class and level. For simplicity, all Nobles may be 3rd-level Fighters; in which case, they have AC 2, 3 HD (13 hp), speed of 60|20, 1d8 damage or damage by weapon.

Nomads wander from region to region. They may be peaceful or warlike, and may be of any alignment. They're buyers and sellers, with knowledge of far-off lands. They're deeply superstitious. Equip Nomads as follows, based on the terrain. Camels are only found with desert Nomads.

Equipment	Desert	Steppe
Leather, lance, shield, riding horse (or camel)	50%	20%
Leather, bow, riding horse (or camel)Chain	20%	50%
Chain mail, bow, riding horse	—	20%
Chain mail, lance, shield, riding horse (or camel)	30%	10%

There's a 2nd-level Fighter for every 25 Nomads. There's a 4th-level Fighter for every 40 Nomads. Nomads may have up to 300 men in a camp or temporary settlement; in which case, there's a 5th-level Fighter for every 100 men, and an 8th-level Fighter acting as tribal chief. There's a 50% chance for a 9th-level Cleric to be among the Nomads and a 25% chance of an 8th-level Magic-user.

Traders make their living from trading goods, like merchants. However, they tend not to travel long distances. They use swords and hand axes, and wear furs (leather armor). In wilderness, they have 1d4 pack animals.

Veterans are fighters of 1st-3rd level going to, or returning from, war. A party of veterans maybe of mixed or identical alignment and levels.

Normal Human

Armor Class	9	No. Appearing	1d4 1d20
Hit Dice	½ 2 hp	Save As	Normal Human
Speed	120 40	Morale	6
Attacks	1 weapon	Treasure Type	U
Damage	Weapon	Alignment	Usually Lawful

Normal humans have no character class. They have 1-4 hit points, based on age, health, and profession. They can be artists, children, townsfolk, scholars, slaves, villagers, and workers. When a normal human earns experience points on an adventure, they must choose a character class.

Medium

Armor Class	9	No. Appearing	1d4 1d12
Hit Dice	1** 4 hp	Save As	Magic-user 1
Speed	120 40	Morale	7
Attacks	1 dagger or spell	Treasure Type	V
Damage	1d4 or spell	Alignment	Any

Mediums are 1st-level Magic-users that can use one 1st-level spell. They're accompanied by a master 50% of the time. The master is a 3rd-level Magic-user that can use two 1st level spells and one second level spell.

Neanderthal

Armor Class	8	No. Appearing	1d10 10d4
Hit Dice	2 9 hp	Save As	Fighter 2
Speed	120 40	Morale	7
Attacks	1 weapon	Treasure Type	C
Damage	2d4 or weapon +1	Alignment	Lawful

Neanderthals are cave men. They use stone spears, axes, clubs, and war hammers. They may hunt with cave bears and may have white apes as pets. Neanderthals are friendly with dwarves but hate goblins and kobolds; they attack Ogres on sight. In their lairs, they have a male leader and a female leader, each 10 feet tall with 6 HD (27 hp).

NPC Party

	Adventurers	Cleric	Fighter	Magic-user
Armor Class	Variable	Variable	Variable	Variable
Hit Dice	Variable	Variable	Variable	Variable
Speed	Variable	Variable	Variable	Variable
Attacks	Variable	Variable	Variable	Variable
Damage	Variable	Variable	Variable	Variable
No. Appearing	See below	See below	See below	See below
Save As	Variable	Variable	Variable	Variable
Morale	Variable	Variable	Variable	Variable
Treasure Type	Variable	U+V	U+V	U+V
Alignment	Neutral	Neutral	Neutral	Neutral

Adventurers are a mix of high-level characters of any class and any. See Creating an NPC Party (page).

Clerics are 7th-12th level with a retinue of 1d4 2nd-5th level clerics and 1d3 1st-6th level clerics. All have the same alignment.

Fighters are 7th-10th level level with a retinue of 2d4 retainers of 3rd-6th level of any class but of the same alignment as their leader.

Magic-users are 7th-10th level with 1d4 apprentices of 1st-3rd level. They are of the same alignment as their leader. They're protected by 1d4 hired fighters of 2nd-5th level.



SECTION 7: TREASURE

Treasure is any coin, jewel, gem, or magic item found while on an adventure. All but magic items grant experience points and enable PCs to obtain better equipment, hire more retainers, and pay for better services. Magic items enable PCs to do things they would normally be unable to do. PCs can find treasure in dungeons or may be paid such items on completion of quest or mission.

As DM, you decide how much and of what type of treasure player characters find. You can choose treasures deliberately or randomly determine them. For large hoards, it's best if you determine treasure, so you can best determine how it's protected or hidden. Monsters are sure to use any helpful magic items they have in their treasure cache. Remember, as player characters earn ever higher levels, treasure should be better hidden, better protected, and better trapped! Very few treasures should be unguarded in higher-level play.

Random Treasure Generation

Use the following steps to randomly determine treasure.

1. Consult the monster description to find the treasure type.
2. Reference this treasure type on the Treasure Types table to determine the various elements of treasures—1000s of copper pieces, 1000s of silver pieces, 1000s of gold pieces, 1000s of platinum pieces, gems and jewelry, and magic items.
3. Roll d% for each element that has percentage chance to determine if that element is present. If it is, roll to determine the amount.
4. Reference the relevant subtable if magic items are present.

Deliberately Placed Treasures

If you choose treasures instead of determining them randomly, choose the amounts carefully. Three-fourths of the total experience points

characters earn are from treasure. Since you know your player characters well enough to know how many experience points they need, deliberately placing treasure is often a good way to distribute wealth. Ensure characters earn their experience points by placing appropriately difficult monsters to defend treasure.

Adjustments to Treasure

Wealth for Treasure Types A through O are for average-sized lairs (average results using rolls to the right of the slash in the No. Appearing entry of monster descriptions). Reduce or increase treasure by a proportional amount if the number of encountered monsters is fewer or greater than the average. For example, goblins have Treasure Type C when encountered in a dungeon lair, which is generally 6d10 goblins in number, or an average of 33 goblins. If random treasure determination results in 7,000 cp and 2,000 ep, but only 17 goblins are present, the treasure should be reduced by $17 \div 33 = 52\%$, to 3,606 cp and 1,030 ep.

You may create your own Treasure Types with any combination of elements present. You can also add other valuable items to a cache, including tapestries, silks, animal skins or ivory, kitchen ware, rare books, wines, statuettes, and so on. Give each item a worth and an encumbrance, if used.

Average Treasure Type Values

The table below lists the average worth of treasure for a Treasure Type in gold pieces.

A	17,000	F	5,000	J	25
B	2,000	G	25,000	K	125
C	1,000	H	50,000	L	250
D	4,000	I	8,000	M	15,000
E	2,000				

Treasure Types

Lair Treasures

Treasure Type	1,000s of Copper	1,000s of Silver	1,000s of Electrum	1,000s of Gold	1,000s of Platinum	Gems & Jewelry*	Magic Items
A	25% 1d6	30% 1d6	20% 1d4	35% 2d6	25% 1d2	50% 6d6	30% Any 3
B	50% 1d8	25% 1d6	25% 1d4	25% 1d3	—	25% 1d6	10% 1 sword, armor, or weapon
C	20% 1d12	30% 1d4	10% 1d4	—	—	25% 1d4	10% Any 2
D	10% 1d8	15% 1d12	—	60% 1d6	—	30% 1d8	15% Any 2, 1 potion
E	5% 1d10	30% 1d12	25% 1d4	25% 1d8	—	10% 1d10	25% Any 3, 1 scroll
F	—	10% 2d10	20% 1d8	45% 1d12	30% 1d3	20% 2d12 10% 1d12	30% Any 3 (no weapons), 1 scroll, 1 potion
G	—	—	—	50% 1d4	50% 1d6	25% 3d6 25% 1d10	35% Any 4, 1 scroll
H	25% 3d8	50% d%	50% 1d4	50% 1d6	25% 5d4	50% 1d% 50% 1d4	15% Any 4, 1 scroll
I	—	—	—	—	30% 1d8	50% 2d6	15% Any 4, 1 potion, 1 scroll
J	25% 1d4	10% 1d3	—	—	—	—	15% Any 1
K	—	30% 1d6	10% 1d2	—	—	—	—
L	—	—	—	—	—	50% 1d4 —	—
M	—	—	—	40% 2d4	50% 5d6	55% 5d4 45% 2d6 —	—
N	—	—	—	—	—	—	40% 2d4 potions
O	—	—	—	—	—	—	50% 1d4 scrolls

Individual Treasures

Treasure Type	1,000s of Copper	1,000s of Silver	1,000s of Electrum	1,000s of Gold	1,000s of Platinum	Gems & Jewelry*	Magic Items
P	25% 1d6	—	—	—	—	—	—
Q	—	25% 1d6	—	—	—	—	—
R	—	—	10% 1d4	—	—	—	—
S	—	—	—	60% 1d6	—	—	—
T	—	—	—	—	1d6 each	—	—
U	—	10% d%	—	5% d%	—	5% 1d4	2% Any 1
V	—	—	5% d%	10% d%	5% d%	10% 1d4	5% Any 1

* Roll twice, once for Gems and once for Jewelry. Chances are identical unless two chances are noted.

MAGIC ITEMS

d% Roll	Magic Subtable
1-20	Swords
21-30	Armor
31-50	Potions
51-80	Scrolls
81-85	Rings
86-90	Weapons
91-95	Wands, Staves, Rods
96-100	Miscellaneous Magic Items

SWORDS

Levels 1-3	
1d8 Roll	Result
1	Sword +1
2	Sword +1, +2 vs. Lycanthropes
3	Sword +1, +2 vs. Spell-users
4	Sword +1, +3 vs. Undead
5	Sword +1, +3 vs. Dragons
6	Sword +1, light spell on command (30-ft. radius)
7	Sword +2
8	Sword -1, cursed

Levels 4+	
d% Roll	Result
1-40	Sword +1
41-46	Sword +1, +2 vs. Lycanthropes
47-52	Sword +1, +2 vs. Spell-users
53-57	Sword +1, +3 vs. Undead
58-62	Sword +1, vs. Dragons
63-67	Sword +1, vs. Regenerating Monsters
68-72	Sword +1, vs. Enchanted Monsters
73-80	Sword +1, light on command (30-ft. radius)
81-83	Sword +1, locate object
84-87	Sword +1, flames on command
88	Sword +1, drains 1d4+4 levels
89	Sword +1, wishes
90-92	Sword +2
93-94	Sword +2, charm person
95-96	Sword +3
97-98	Sword -1, cursed
99-100	Sword -2, cursed

ARMOR

Levels 1-3	
1d4 Roll	Result
1	Armor +1
2	Shield +1
3	Armor +1, Shield +1
4	Armor, cursed AC 9

Levels 4+	
d% Roll	Result
1-20	Shield +1
21-35	Armor +1
36-45	Sword +1, Shield +1
46-55	Shield +2
56-60	Armor +2
61-65	Armor +2, Shield +2
66-70	Shield +3
71-73	Armor +3
74	Armor +3, Shield +3
75-80	Shield -2, cursed
81-82	Armor -2, cursed
83-85	Armor -1, cursed
86-88	Shield, cursed AC 9

ARMOR (continued)

d% Roll	Result
89-90	Armor, cursed AC 9
91-93	Armor +2, Shield +1
94-95	Armor +1, Shield +2
96	Armor +1, Shield +3
97	Armor +3, Shield +1
98	Armor +2, Shield +2
99	Armor +2, Shield +3
100	Armor -2, cursed ; Shield +1

POTIONS

Levels 1-3	
1d8 Roll	Result
1	Diminution
2	ESP
3	Gaseous Form
4	Growth
5	Healing
6	Invisibility
7	Levitation
8	Poison

Levels 4+	
d% Roll	Result
1-3	Clairaudience
4-7	Clairvoyance
8-10	Control Animal
11-13	Control Dragon
14-16	Control Giant
17-19	Control Human
20-22	Control Plant
23-25	Control Undead
26-28	Diminution
29-35	Delusion
36-39	ESP
40-43	Fire Resistance
44-47	Flying
48-51	Gaseous Form
52-55	Giant Strength
56-59	Growth
60-63	Healing
64-68	Heroism
69-72	Invisibility
73-76	Invulnerability
77-80	Levitation
81-84	Longevity
85-86	Poison
87-89	Polymorph Self
90-97	Speed
98-100	Treasure Finding

SCROLLS

Levels 1-3	
1d8 Roll	Result
1	Spell scroll: 1 spell
2	Spell scroll: 2 spells
3	Spell scroll: 3 spells
4	Cursed scroll
5	Protection from Lycanthropes
6	Protection from Undead
7	Treasure Map to 1d4 × 1,000 gp value
8	Treasure Map to 1 magic item

SCROLLS (continued)**Levels 4+**

d% Roll	Result
1-3	Spell scroll: 1 spell
4-7	Spell scroll: 2 spells
26-31	Spell scroll: 3 spells
32-34	Spell scroll 5 spells
35	Spell scroll: 7 spells
36-40	Cursed scroll
41-50	Protection from Lycanthropes
51-60	Protection from Undead
61-70	Protection from Elementals
71-75	Protection from Magic
76-79	Treasure Map to 1d4 × 1,000 gp value
80-84	Treasure Map to 5d6 × 1,000 gp value
85-86	Treasure Map to 6d6 × 1,000 gp value
87-88	Treasure Map to 5d6 × 1,000 gp value and 5d6 gems
89-90	Treasure Map to 1d6 × 10 gems and 2d10 jewelry
91-93	Treasure Map to 1 magic item
94-95	Treasure Map to 2 magic items
96	Treasure Map to 3 magic items (no swords)
97	Treasure Map to 3 magic items and 1 potion
98	Treasure Map to 3 magic items, 1 potion, and 1 scroll
99	Treasure Map to 5d6 × 1,000 gp value and 1 magic item
100	Treasure Map to 5d6 gems and 2 magic items

RINGS**Levels 1-3**

1d6 Roll	Result
1	Control Animal
2	Fire Resistance
3	Invisibility
4	Protection +1
5	Water Walking
6	Weakness

Levels 4+

d% Roll	Result
1-5	Control Animal
6-10	Control Human
11-16	Control Plant
17-26	Delusion
27-29	Djinni Summoning
30-39	Fire Resistance
51-65	Invisibility
66-70	Protection +1
71-72	Protection +1, 5-ft. radius
73-74	Regeneration
75-80	Spell Storing
81-82	Spell Turning
83-88	Telekinesis
89-94	Water Walking
95-96	Wishes 1-2
97	Wishes, 1-3
98	Wishes, 2-4
99-100	X-Ray Vision

WEAPONS**Levels 1-3**

1d4 Roll	Result
1	Arrows +1 (10 arrows)
2	Axe +1
3	Dagger +1
4	Mace +1

WEAPONS (continued)**Levels 4+**

d% Roll	Result
1-3	Arrows +1 (2d6 arrows)
4-7	Arrows +1 (3d10 arrows)
26-31	Arrows +2 (1d6 arrows)
32-34	Crossbow Bolts +1 (2d6 bolts)
35	Crossbow Bolts +1 (3d10 bolts)
36-40	Crossbow Bolts +2 (1d6 bolts)
41-50	Bow +1
51-60	Axe +1
61-70	Axe +2
71-75	Mace +1
76-79	Mace +2
80-84	Mace +3
85-86	Dagger +1
87-88	Dagger +2, +3 vs. orcs, goblins, kobolds
89-90	War Hammer +1
91-93	War Hammer +2
94-95	War Hammer +3, returns to Dwarf users
96	Sling +1
97	Spear +1
98	Spear +2
99	Spear +3

WANDS, STAVES, RODS**Levels 1-3**

1d6 Roll	Result
1	Wand of Enemy Detection*
2	Wand of Magic Detection*
3	Wand of Paralyzation
4	Staff of Healing
5	Snake Staff
6	Rod of Cancellation

Levels 4+

d% Roll	Result
1-8	Rod of Cancellation
9-11	Staff of Commanding*†
12-21	Staff of Healing†
22-23	Staff of Power*
24-28	Snake Staff†
29	Staff of Striking*†
32-34	Staff of Withering†
35	Staff of Wizardry*
36-40	Wand of Enemy Detection*
41-45	Wand of Magic Detection*
46-50	Wand of Metal Detection*
51-55	Wand of Secret Door Detection*
56-60	Wand of Trap Detection*
61-65	Wand of Fear*
66-70	Wand of Cold*
71-75	Wand of Fire Balls*
976-80	Wand of Illusion*
81-85	Wand of Lightning Bolts*
86-90	Wand of Negation*
91-95	Wand of Paralyzation*
96-100	Wand of Polymorph*

* Useable only by Elves and Magic-users. † Useable only by Clerics.

MISCELLANEOUS MAGIC ITEMS**Levels 1-3**

1d10 Roll	Result
1	Bag of Devouring
2	Bag of Holding

MISCELLANEOUS MAGIC ITEMS (continued)

1d10 Roll	Result
3	Broom of Flying
4	Crystall Ball
5	Elven Boots & Cloak
6	Gauntlets of Ogre Power
7	Helm of Alignment Change
8	Helm of Telepathy
9	Medallion of ESP, 30 ft.
10	Rope of Climbing
Levels 4+	
d% Roll	Result
1-3	Amulet vs. Crystal Balls and ESP
4-5	Bag of Devouring
6-11	Bag of Holding
12-16	Boots of Levitation
17-21	Boots of Speed
22-26	Boots of Traveling & Leaping
27-31	Broom of Flying
32-35	Crystal Ball
36-37	Crystal Ball, clairaudience
38	Crystal Ball, ESP
39	Drums of Panic
40	Efreeti Bottle
41-42	Shifter Cloak
43	Bowl of Commanding Water Elementals
44	Brazier of Commanding Fire Elementals
45	Censor of Commanding Air Elementals
46	Stone of Commanding Earth Elementals
47-56	Elven Boots & Cloak
57	Flying Carpet
58-64	Gauntlets of Ogre Power
65-66	Girdle of Giant Strength
67-77	Helm of Alignment Changing
78	Helm of Telepathy
79-83	Helm of Reading Languages & Magic
84	Helm of Teleportation
85	Horn of Blasting
86-90	Medallion of ESP, 30 ft.
91-93	Medallion of ESP, 90 ft.
94	Mirror of Life Trapping
95-97	Rope of Climbing
99-100	Scarab of Protection

COINS

Each coin, regardless of kind, is comparable to an American half-dollar in size and weight. Electrum is a mixture of silver and gold. The value and exchange rates for the coins follow.

- 10 copper pieces (cp) = 1 silver piece
- 5 silver pieces (sp) = 1 electrum piece
- 2 electrum pieces (ep) = 1 gold piece
- 5 gold pieces (gp) = 1 platinum piece (pp)
- 100 cp = 10 sp = 2 ep = 1 gp = 1/5 pp

GEMS

Determine the value of gems using the following table.

d% Roll	Gem Value
1-20	10
21-45	50
46-75	100
76-95	500
96-100	1,000

JEWELRY

Each piece of jewelry is worth $3d6 \times 100$ gp. Circumstances such as fire balls, lava, lightning bolts, crushing damage, and other such treatment can damage jewelry. Damaged jewelry is worth of half its original value. You may combine or split jewelry into various numbers of values. For lower level adventures, keep with the value suggested here for individual pieces. For higher level adventures, feel free to increase the value of an individual piece beyond the maximum suggested.

MAGIC ITEMS

Use the General Magic Item table and the appropriate subtable to determine the type of magic found. If “any” kind of magic item can be found, roll a number of times on the General Magic item table as is indicated in the entry given. For example, a treasure with “Any 3” items would mean you should roll three times on the General Magic Item table.

Identifying Magic Items

A character that tests an item, whether by putting it on (ring, cloak, helm, and so on), tasting it (potion), and so on. Any one testing an item, even an NPC, expects to own that item thereafter. A high-level NPC Magic-user may be able to identify an item for the right price or service. It takes several game weeks for the NPC to do so.

Using Magic Items

To use a magic item, a character must first appropriately hold or don the item and then concentrate on using it—unless it’s a weapon, armor, or protective device that is always “on.” Concentration prevents a character from doing anything else in the round. Unless otherwise noted, an item can only be used once a round.

Charges

Some items have a limited number of uses, or charges. When the last charge is used, the item becomes a mundane item and is no longer magical. No kind of magic can reveal the number of charges left in an item, and such items can’t be recharged.

EXPLANATION OF MAGIC ITEMS

SWORDS

When a magic sword is used, apply its bonus or minus to the users attack roll and damage roll. For example, a **sword +1** adjusts a user’s attack roll of 16 to 17 and the damage roll of 3 to 4.

When a cursed sword is used in combat, only a **remove curse** or **dispel magic** spell enables the user to dispose of the item. Owners of cursed items are compelled to use them in battle and retrieve them if they dispose of them.

Some swords have special abilities or intelligence. For example, when using a **sword +1, +2 vs. spell-users**, a user would have +1 to attack rolls and damage rolls against all foes and +2 to attack rolls and damage rolls against characters that have the ability to use spells. Intelligence swords is explained in a moment.

Sword +1, light on command. The user may use the **light** spell, similar to the 1st-level Elf or Magic-user spell, at will. The effect is only on the sword and can never be used on another character.

Sword +1, located objects. The user may use the **locate object** spell once a day, similar to the 2nd-level Elf or Magic-user spell. The range of the spell is 120 feet.

Sword +1, flames on command. The sword erupts in flames when commanded and remains so until commanded otherwise. When aflame, the user has +2 to attack rolls against, Hippogriffs, Pegasi, Rocs, and Trolls; and +3 to attack rolls against Treants and undead. Damage is fire in nature. The flame is equivalent to a torch.

Sword +1, level drain. When the sword hits, it drains one level on command. The sword drains 1d4+4 levels before it becomes a standard **sword +1**.

Sword +1, wishes. The user of the sword has 1-4 wishes. The user must hold the sword and state the wish, which reduces the number of wishes available. When all the wishes are gone, the sword becomes a standard **sword +1**.

Sword +1, charm person. The user may use the **charm person** spell, similar to the 1st-level Elf or Magic-user spell, three times a week.

Intelligent Swords

Some swords are intelligent. You can create intelligence swords or use the random method. Intelligent swords are NPCs, controlled by you.

Creating an Intelligent Sword

1. Roll 1d20 to determine the special purpose of the sword.
2. Roll 1d20 to determine its Intelligence score.
3. Roll d% to determine the languages it knows.
4. Roll 1d20 to determine the alignment of the sword.
5. Roll d% to determine its primary powers.
6. Roll d% to determine its extraordinary power (if any).
7. Roll 1d12 to determine its Ego score.

1. SPECIAL PURPOSE. On 20|d20, the sword has a special purpose. Of course, you can omit this roll and place sword with a purpose at your discretion. Swords with a special purpose automatically have an Intelligence score of 12 and an Ego score of 12.

A sword has only one special purpose. You can use any one of the following examples or invent your own.

- Slay Magic-users (and Elves)
- Slay Clerics
- Slay Fighters
- Slay Thieves
- Slay one type of monster
- Defeat Law (or Chaos)

When used for its special purpose, the sword has the following special ability, based on its alignment.

Lawful. With a hit, the sword paralyzes Chaotic foes that fail their saving throw vs. Spells.

Neutral. The user has +1 to saving throws.

Chaotic. With a hit, the sword petrifies Lawful foes that fail their saving throw vs. Turn to Stone.

For example, a Lawful Fighter that fails a save vs. Turn to Stone is petrified if hit by a Chaotic sword whose purpose is to slay Fighters.

2. INTELLIGENCE. Choose an Intelligence score for the sword or roll 1d20. The result determines the Intelligence score, how many powers the sword has, and its mode of communication. Empathy means the sword user feels or senses the powers of the sword and how to use them.

Sword Intelligence

1d20 Roll	Intelligence Score	Powers	Communication Modes
1-14	—	—	—
15	7	1 Primary	Empathy
16	8	2 Primary	Empathy
17	9	3 Primary	Empathy
18	10	3 Primary	Speech
19	11	3 Primary, read magic	Speech
20	12	3 Primary, 1 Extraordinary, read magic	Speech

3. LANGUAGES. Swords with the ability to speak can be heard by the user and those nearby. The sword speaks its desires to the user. If a sword can read magic, it can also read the languages it speaks. A sword that can speak can speak its alignment language. Choose which languages the sword knows.

d%	Number of Languages
1-50	1
51-70	2
71-85	3
86-95	4
96-99	5
100	Roll twice again and add the results.

4. ALIGNMENT. Determine the alignment of the sword or roll 1d20.

1d20	Alignment
1-13	Lawful
14-18	Neutral
19-20	Chaotic

Not until the sword is handled can its alignment be discerned. If the handler's alignment is identical to that of the sword, there's no adverse effect. If it's different, the handler takes damage each round its handled or touched, as follows.

Handler's Alignment	Sword's Alignment	Damage Each Round
Lawful	Neutral	1d6
Lawful	Chaotic	2d6
Neutral	Lawful or Chaotic	1d6
Chaotic	Neutral	1d6
Chaotic	Lawful	2d6

5. PRIMARY POWERS. Roll d% to determine the primary powers of the sword. Reroll duplicate results.

d% Roll	Result
1-5	Detect shifting walls and rooms
6-10	Detect sloping passages
11-16	Find secret doors
17-26	Find traps
27-29	See invisible objects
30-39	Detect evil (or good)
51-65	Detect metal
66-70	Detect magic
71-72	Detect gems
73-74	Roll for 1 Extraordinary power (see step 6)
75-80	Roll twice again

One primary power may be used each round, unless otherwise noted. The user must have the sword in hand and must concentrate to use the power. Reroll duplicate results.

Detect shifting walls and rooms. Range is 10 feet.

Detect sloping passages. Range is 10 feet.

Find secret doors. Range is 10 feet. It can be used only three times a day.

Detect traps. Range is 10 feet. It can be used only three times a day.

See invisible objects. Users see invisible or hidden objects (but not secret doors) within 20 feet.

Detect evil (good). The sword can detect either evil or good within 20 feet. (Note, animals and traps are neither evil nor good.)

Detect metal. The user must request the type of metal sought. The sword points to the desired metal if it's within 60 feet, unless there's intervening lead.

Detect magic. The user becomes aware of any magical effect or magic item within 20 feet. Magic items glow on command. This power can be used three times a day.

Detect gems. The user becomes aware of any type of gem within 60 feet and can tell the number of such gems. The sword points in the direction of the gems unless there's intervening lead.

6. EXTRAORDINARY POWERS. Roll d% to determine extraordinary powers the sword might have. Reroll duplicate results unless noted otherwise.

d% Roll	Result
1-10	Clairaudience
11-20	Clairvoyance
21-30	ESP
31-40	Telepathy
41-50	Telekinesis
51-59	Teleportation
60-68	X-RayVision
69-77	Illusion
78-82	Levitation
83-87	Flying
88-92	Healing (duplication allowed)
93-97	Extra damage (duplication allowed)
98-99	Rolltwiceagain
100	Rollthriceagain

Clairaudience. The user chooses a monster within 60 feet and can hear the noises and speech the monster hears, unless there's intervening lead. The user must concentrate for 1 turn to hear what the monster hears.

Clairvoyance. The user chooses a monster within 60 feet and can see what the monster sees, unless there's intervening lead. The user must concentrate for 1 turn to see what the monster sees.

ESP. The user may listen to the thoughts of any monster within 60 feet. The user must concentrate in one direction and understands the thoughts heard, unless there's intervening lead.

Telepathy. Similar to **ESP**, except the user can transmit thoughts to a monster within range.

Telekinesis. The user may move up to 2,000 coins of weight by concentrating, like the spell of the same name.

X-ray vision. This works the same way as a **ring of x-ray vision**.

Illusion. The user can use a **phantasmal force** spell.

Levitation. The user can use a **levitate** spell for up to 3 turns.

Flying. The user can use a **fly** spell for up to 3 turns.

Healing. Once a day, the sword can heal a recipient up to 6 hit points, at a rate of 1 hit point each round. Duplicate results for this power increases the healing capacity by 6 hit points each time.

Extra damage. For 1d10 rounds, the user can do $\times 4$ damage. Duplicate results this power increases the damage multiplier by 1 to $\times 5$, then $\times 6$, and so on.

7. EGO. Determine the Ego of an intelligent sword or roll 1d12. Ego is the sword's force of personality. With a high Intelligence score and a high Ego score, a sword may be able to control its user. Make a check in the following situations to see if the sword controls the user.

- When the user first handles the sword.
- When the user is reduced to half hit points or fewer.
- When the user obtains any other magic items.
- When the alignments of the user and sword differ.
- When the sword's special purpose is relevant to a situation.

Follow these steps to see if the sword establishes control over the user.

1. Calculate the Will score of the user.

- Sum the user's Strength score and Wisdom score.
- Reduce this total by 1d4 if the user is wounded but has $\frac{1}{2}$ hit points or more.
- Reduce this total by 2d4 if the user has fewer than $\frac{1}{2}$ hit points.

2. Calculate the Will score of the sword.

- Sum its Intelligence score, Ego score, and bonuses.
- Add 1 to the result for each extraordinary power.
- Add 1d10 if the alignments of the user and sword differ.

3. Compare the Will scores.

- If the result for the user is equal to that of the sword or higher, then the user remains in control.
- If the result for the sword is higher, the sword controls the user's actions.

When a sword controls a player character, you decide which actions the sword, and thus the character, takes. Example actions follow.

- Leads the user beyond other magic items.
- Has the player discard other magic items.
- Forces the user into combat.
- Forces the user to surrender.
- Forces the user to spend all wealth to beautify the sword.

Control lasts until the sword is satisfied or until the situation which caused the Will score comparison passes.

WEAPONS & ARMOR

Similar to magic swords, the modifier listed for a weapon is applied to the user's attack roll and damage roll. For example, a **mace +1** adjusts a user's attack roll of 13 to 14 and the damage roll of 6 to 7.

The bonuses of armor and shield reduce the user's armor class. So **leather armor +1** is AC 6. Cursed armor and shields with negative modifiers increase the user's armor class. So **cursed plate mail -1** and **cursed shield -2** increases the user's armor class from AC 2 to AC 5. Users may dispose of cursed items only after a **remove curse** or **dispel magic** spell is used.

1d8 Roll	Armor Type	Normal AC	Encumbrance of Magic Armor
1-2	Leather	7	100 coins
3-6	Chain mail	5	200 coins
7-8	Plate mail	3	300 coins

POTIONS

Potions come in small vials, like holy water. Each potion has a distinct smell and taste, including potions that produce the same effects. The entirety of a potion must be consumed for it to work, though a user may sip the potion to discover its effects and use it later. It takes a round to drink a potion. Unless otherwise noted, the effect of a potion has a duration of 1d6+6 turns. Only you should know the exact duration.

Users that drink a potion while under the influence of another one become sick—unable to do anything—for 3 turns, no saving throw allowed, and neither potion has any further effects. Potions that provide immediate, one-time benefits (**potion of healing**, **potion of longevity**), don't have durations.

Potions of Control. Users of these potions must concentrate on, and be able to see, their intended targets to control their actions. Controlled monsters won't follow any suicidal commands.

Clairaudience. Users choose a monster within 60 feet and can hear noises and speech the monster hears, unless lead intervenes.

Clairvoyance. Users choose a monster within 60 feet and can see what the monster sees, unless there's intervening lead.

Control Animal. Users can control 3d6 hit dice of animals, except fantastic or magical in nature. The animals leave when control ends.

Control Dragon. Users can control 1d3 dragons of a specific type, randomly determined or chosen by you. Dragons do anything commanded, except use spells. When control ends, the affected dragons won't be happy.

Control Giant. Users can control 1d4 giants of a specific type, randomly determined or chosen by you.

Control Human. Users can use the *charm person* spell once a round on recipients within 60 feet. Up to 6 hit dice of monsters can be charmed. Normal humans count as ½ hit die. Each target can make a saving throw vs. Spells to avoid the effect. The effects of the charm end when the duration of the potion ends.

Control Plant. Users can control plants and plant-like monsters in a 30-ft. by 30-ft. area within 60 feet. Controlled plants do as commanded and can entangle targets in the area.

Control Undead. Users can control 3d6 hit dice of undead monsters. They are hostile when the effects end.

Delusion. Users suffer the effects similar to the ring of delusion.

Fire Resistance. Users are immune to normal fires, have +2 to saving throws vs. fire attacks, and reduce damage from fire attacks by 1 hit points for each die of damage.

Flying. Users are affected as a *fly* spell.

Giant Strength. Users become as strong as Frost Giants. They do double damage with successful melee attacks and can throw small boulders up to 200 feet for 3d6 damage. When used with other strength-augmenting items, only the most powerful version is used.

Heroism. Refer to the table below for the effects on a user.

User	Effect
Cleric, Elf, Magic-user, Thief	None
Normal Human	4th-Fighter
Fighter, Dwarf, Halfling of 1st-3rd level	+3 levels
Fighter, Dwarf, Halfling of 4th-7th level	+2 levels
Fighter, Dwarf, Halfling of 8th-10th level	+1 levels
Fighter, Dwarf of 11th level or higher	None

Subtract damage from the temporary hit points earned while the effect of the potion lasts.

Invulnerability. Users have +2 to armor class and +2 to all saving throws. When used twice or more in a week, the user suffers -2 to armor class and -2 to all saving throws.

Longevity. Users permanently become 10 years younger.

Polymorph Self. Users benefit from a *polymorph self* spell.

Speed. Users double their speed, can make double the normal number of attacks, and perform all other actions at twice the normal speed.

Treasure Finding. Users must concentrate to detect the direction and distance of the largest treasure within 360 feet, unless there's intervening lead.

SCROLLS

Scrolls contain magical spells or other arcane formula that produce magical effects. To use a scroll, users must have sufficient light and must be able to read the scroll aloud. When a scroll is used, the magical formula to produce the affect disappears. Only Clerics can use scrolls

that have Cleric spells; only Elves and Magic-users can use scrolls that have Elf and Magic-user spells; and anyone can use a protection scroll.

Spell Scrolls

Scrolls can have from one to seven spells. When a scroll with more than one spell is used, only the spell used disappears from the scroll. 75% of scrolls have Elf and Magic-user spells; the remainder have Cleric spells. To read a scroll with Elf and Magic-user spells on it requires the use of *read magic*.

Spell Levels. Choose the level of the spell or randomly determine it.

Spell Level

Level 1-3

1d6 Roll	Spell Level
1-3	1st level
4-5	2nd level
6	3rd level

Level 4+

d% Roll	Spell Level
1-25	1st level
26-50	2nd level
51-70	3rd level
71-85	4th level
86-95	5th level
96-100	6th level

Cursed Scrolls. Users of these scrolls immediately suffer some debilitating effect. Examples follow.

- Users turn into a harmless animal.
- A wander monster equal in level to the users appears adjacent to the user and attacks with surprise.
- One magic item of the user is lost.
- Users lose 1 level of experience (1st-level characters die).
- Users have their prime requisite rerolled.
- Users take twice as long to heal hit points. Healing spells restore only half the normal amount.

A *remove curse* spell can end the effects, or at your discretion, so might completion of a quest or special task.

Treasure Map. You should make any treasure maps before play. You can choose any kind of treasure equal to the amount you choose or randomly determine. Monsters and traps should guard the treasure, of course. Maps can be partially complete, hard to read, filled with riddles, and so on. A *read languages* spell reveals the contents of these maps.

Protection Scrolls. Any monster can use a protection scroll, as long as they can read. Unless otherwise noted, protection scrolls create a 5-ft. radius barrier around, and moves with, the user. The barrier prevents a specific type of monster from entering into the area covered by the barrier, although it doesn't prevent missile attacks or spell effects. Should someone from within the protected area attack such a monster in melee, the monster may enter the area and use melee attacks.

Protection vs. Lycanthropes. The scroll protects those inside the barrier from the following number of lycanthropes for 6 turns.

Lycanthrope Hit Dice	Number Affected
1 to 3 hit dice	1d10
4 to 5 hit dice	1d8
6 or more hit dice	1d4

Protection vs. Undead. The scroll protects those inside the barrier from the following number of undead for 6 turns.

Undead Hit Dice	Number Affected
1 to 3 hit dice	2d12
4 to 5 hit dice	2d6
6 or more hit dice	1d6

Protection vs. Elementals. The scroll creates a 10-ft. radius barrier prevents any elemental from entering. The effect lasts for 2 turns.

Protection vs. Magic. The scroll creates a 10-ft. radius barrier that prevents spells or magic effects from entering or leaving the area. The effect lasts for 1d4 turns. Only a wish can end the barrier.

RINGS

Any monster or class can benefit from a ring. To benefit, a ring must be worn on a finger or thumb. Of course, a character can carry a ring and don it as desired. Only one magic ring can be worn on each hand. When two or more are worn on the same hand, none of the rings function, except for a *ring of weakness*.

Control Animal. Users may command 1d6 normal animals or 1 giant-sized animal. No saving throw is allowed. Intelligent, fantastical, or magical animals can't be controlled. Users must be able to see the targets to control them. Control lasts as long as the user concentrates. If concentration ends, animals attack their controller or flee. Users may use this ring once a turn.

Control Human. Users can use the *charm person* spell once a round on recipients within 60 feet. Up to 6 hit dice of monsters can be charmed. Normal humans count as ½ hit die. Each target has -2 to saving throws vs. Spells to avoid the effect. The effects of the charm end until dispelled, dismissed by the user, or the ring is removed.

Control Plant. Users control plants and plant-like monsters in a 10-ft. by 10-ft. area within 60 feet. Controlled plants do as commanded and can entangle foes in the area. Users must concentrate to use the ring.

Delusion. Users believe this ring to have an effect of some other ring. Ensure you delude players as long as you can and reveal the true nature of the ring only at a critical time in play.

Djinni Summoning. Users may summon a Djinni to serve for one day. The Djinni obeys only the one who summoned it, even if the ring is given to someone else. The ring may be used only once a day.

Fire Resistance. Users are immune to normal fires, have +2 to saving throws vs. fire attacks, and reduce damage from fire attacks by 1 hit points for each die of damage.

Invisibility. Users are invisible when wearing the ring. Users that attack or use spells become visible. It can be used once a turn.

Protection +1. Users have +1 to armor class and +1 to saving throws.

Regeneration. Users restore 1 hit point a round. Additionally, lost limbs return in 24 hours for small ones (like fingers) or 1 week (like an entire arm). When the user falls to 0 hit points, the ring no longer functions. The ring doesn't restore hit points lost to fire or acid damage.

Spell Storing. When found, the ring has 1d6 spells stored. Users known immediately which spells are inside and how to use them. The ring holds only those spells it had when found. Spell-users can restore spells to the ring by using the identical spell on the ring. Spells targeting the user aren't stored. Duration, range, and effects of spells are equal to the lowest level needed to use them. Choose which spells are in the ring, with 20% of rings holding only Cleric spells.

Spell Turning. The ring reflects 2d6 spells back onto their originator.

Telekinesis. Users may move up to 2,000 coins of weight by concentrating, like the spell of the same name.

Water Walking. Users can walk on the surface of water without sinking.

Weakness. The user's Strength score becomes 3 within 6 rounds. It can't be removed unless *remove curse* or *dispel magic* spell is used, or at your discretion, the user completes a quest or special task.

Wish. Users can make 1-4 wishes, as noted in the item name.

X-ray Vision. Users can see through 30 feet of stone. Gold and lead block the effect. Users can view one 10-ft. × 10-ft. area each turn. They can see any traps and secret doors in the area. Users can see up to 60 feet through other materials (cloth, water, wood, and so on). Users must concentrate to use the ring, which may be used once a turn.

WANDS, STAVES, RODS

Wands are sticks, about 1½ feet long. Rods are similar, to about 3 feet long. Staves are 2 inches thick and about 6 feet long. Rods may be used by any character class, while wands and staves may only be used by spell-users. Users may use them once a round or until empty of charges. In low-level play, wands and staves have 1d10 charges. In high-level play, wands have 2d10 charges and staves have 3d10 charges.

Rod of Cancellation. This rod works but once to make one magic item a completely mundane item. If a user attempts to hit a stationary object in combat, the object has AC 9. You may adjust the armor class based on the circumstances if someone is using the targeted item.

Wand of Enemy Detection. All foes within 60 feet glow.

Wand of Magic Detection. The wand causes any magic item within 20 feet to glow. This glow can only be seen if the items are within sight. For example, glowing items hidden in chests or hidden compartments won't be seen.

Wand of Paralyzation. This wand produces a cone-shaped ray 60 feet long and 30 feet wide. Monsters in the ray are paralyzed for 6 turns unless they succeed with a saving throw vs. Wands.

Staff of Healing. This staff restores 1d6+1 damage to a recipient, who can benefit once a day. It doesn't have charges, nor does it use charges.

Snake Staff. This staff +1 doesn't have charges. When it hits a foe, it turns into a snake on command (AC 5, HD 3, 20 hit points, speed 60|20). Foes of human-size or smaller are held helpless for 1d4 turns with a failed save vs. Staves. Larger foes are unaffected. When commanded, the snake returns to become a staff again. All damage is healed when it changes. If killed, the snake dies, and the staff is forever lost.

Staff of Command. This staff duplicate the powers of a ring of control animal, a *ring of control human*, and a *ring of control plants*.

Staff of Power. Users of this staff can use it in the same way as a *staff of striking* and can use *fire ball*, *lightning bolt*, and *cone of cold* to do d8 damage. Users can also use a *continual light* spell and *telekinesis* spell that can move 2,400 coins worth of weight.

Staff of Striking. When a foe is hit and a charge is used, foes suffer 2d6 damage. Only one charge may be used at a time.

Staff of Withering. When a foe is hit and a charge is used, foes become 10 years older. Animals and most characters classes die of old age. Elves ignore the first 200 years of aging, and Dwarves ignore the first 50 years of aging. Undead are unaffected.

Staff of Wizardry. This *staff +1* functions as a *staff of power*. Users are able to use the *invisibility*, *pass-wall*, *web*, and *conjure elemental* spells. Users may also use it to create a whirlwind, similar to a Djinni whirlwind, or a cone of paralyzation (as a *wand of paralyzation*). Users that break the staff cause it to explode for 8 damage for each charge remaining to all those within 30 feet, including the user.

Wand of Metal Detection. Users know the type of metal and the direction to any mass of metals weighing 1,000 coins or more within 20 feet.

Wand of Secret Door Detection. Users locate all secret doors in 20 feet.

Wand of Trap Detection. Users locate all traps in 20 feet.

Wand of Fear. Users trigger a cone, 60 feet long and 30 feet wide. All monsters within the area must succeed with a saving throw vs. Wands or run from the user at three times their speed for 30 rounds.

Wand of Cold. The wand creates a **cone of cold** 60 feet long and 30 feet wide at the far end. All monsters suffer 6d6 damage with a failed save vs. Wands. Successful saves reduce the damage to half.

Wand of Fire Balls. Users can use a **fire ball** spell once a round. Damage is 6d6; half damage with a successful save vs. Wands.

Wand of Illusion. Users can use a **phantasmal force** spell. They must concentrate to maintain the illusion but can walk at half speed.

Wand of Lightning Bolts. Users can use a **lightning bolt** spell once a round. Damage is 6d6; half damage with a successful save vs. Wands.

Wand of Negation. A charge used from this wand cancels one effect from another wand or staff for one round. Users must choose which effect is to be cancelled before initiative is rolled.

Wand of Polymorphing. Users can use **polymorph others** or **polymorph self**. They must declare which effect they desire. Unwilling foes are unaffected with a successful saving throw vs. Wands.



MISCELLANEOUS MAGIC ITEMS

Unless otherwise noted, any character class may use these items, and they generally require concentration.

Amulet vs. Crystal Balls & ESP. Users of this item can't be targeted by users of a crystal ball or any form of ESP.

Bag of Devouring. Anything placed inside this bag is lost forever in 1d6+6 turns. Only very small monsters can be placed in the bag and lost.

Bag of Holding. This bag can hold up to 10,000 coins of weight and yet weigh only 600 coins. No item can be larger than 10 feet by 5 feet by 3 feet; otherwise, the item won't fit.

Boots of Speed. Users can move at a speed of 240|80 for 12 hours, after which they must rest for a full day.

Boots of Traveling and Leaping. Users needn't rest during normal movement and may jump either 10 feet high or 30 feet long.

Bowl, Brazier, Censor, Stone of Elemental Summoning. These items can be used once a day after a full turn of preparation. Once prepared, the user can summon and control within one round an elemental of the appropriate version. The user must concentrate the entire time.

Broom of Flying. This broom can carry its user at a speed of 240|80 or its user and a passenger at a speed of 180|60.

Crystal Ball. Only an Elf or Magic-user can use a crystal ball. Users may look into it to see any place or object conceived. Users that seek more familiar objects or monsters see clear pictures. The ball can be used three times a day. The image in the ball lasts for a turn. No spell can be used through the crystal ball.

Crystal Ball with Clairaudience. This crystal ball enables users to hear any noise or speech at the location viewed.

Crystal Ball with ESP. This crystal ball enables users to listen to the thoughts of one monster being viewed.

Drums of Panic. Hearers of these drums from 10 feet to 240 feet away run away at three times their speed for 30 rounds with a failed save

vs. Spells. If the optional Morale rules are used, Morale rolls are made instead, with -2 to the rolls. Those closer than 10 feet are unaffected.

Efreeti Bottle. This sealed jug of heavy metal has an Efreeti who, if released, emerges to serve the user once every 101 days or until slain. When its service has ended, it returns to its home plane. It serves only the character opening the bottle.

Elven Cloak and Boots. Users of the cloak are nearly invisible and are seen only on 6|d6. If attacking, users are visible for the turn. Users of the boots automatically move silently.

Flying Carpet. One user can fly at a speed of 300|100, 240|80 with two users, or 180|60 with three users, which is the max number of users.

Gauntlets of Ogre Power. Users have a Strength score of 18 and can carry an additional 1,000 coins of weight. Unarmed attacks do 1d4 damage.

Girdle of Giant Strength. Users are as strong as Hill Giants. They inflict 2d8 damage, or twice damage if variable weapon damage is used.

Helm of Alignment Changing. Users of this helm have their alignment changed to a random alignment. This helm is a cursed and can only be removed once a **remove curse** or **dispel magic** spell is used.

Helm of Reading Languages & Magic. Users can read any writing, though it doesn't enable non-spell-users to use spell scrolls. If the user is killed, the helm is destroyed too. Likewise, with each hit the user sustains, there's a 10% chance the helm is destroyed.

Helm of Telepathy. Users can read the thoughts of monsters within 90 feet when they concentrate. Users can understand the thoughts of any monster and can transmit thoughts to the monster.

Helm of Teleportation. Only Elves and Magic-users may use the helm to use a **teleport** spell. Once used, another **teleport** spell must be used on it to recharge it. Once recharged, users may use a **teleport** spell once a round without limitation. When used successfully on an unwilling recipient, the helm is nonfunctional until recharged again.

Horn of Blasting. Users can produce a cone of sound 100 feet long and 20 feet wide at its farthest end. Affected targets suffer 2d6 damage and are deafened with a failed save vs. Spells. It's suggested that three blows be required to destroy a 10-foot section of wall, while a single blow might bring down a cottage. Users can use the horn once a turn.

Medallion of ESP (30 ft.). Users that concentrate for a round can read the thoughts of one monster within 30 feet. Users may move normally. When used, roll 1d6. On 6|d6, the medallion transmits the user's thoughts to all within 30 feet instead! You may allow monsters a save vs. Spells to prevent their thoughts from being read.

Medallion of ESP (90 ft.). As above but up to 90 feet.

Mirror of Life Trapping. Any human-sized monster or smaller that looks into the mirror becomes trapped inside with a failed save vs. Spells. The mirror can trap up to 20 such monsters. Trapped monsters don't age, don't require food or air, and are completely powerless. Anyone outside the mirror can speak to trapped monsters inside, as long as they know their language. Monsters are immediately released if the mirror is broken.

Rope of Climbing. On a user's command, the rope climbs in any direction desired. It fastens to any protruding surface and can hold up to 10,000 coins of weight.

Scarab of Protection. This item cancels a curse or the use of the **finger of death** spell used against the wearer. It can do this 2d6 times before it becomes worthless.

Shifter Cloak. Users of the cloak appear 5 feet from their actual location. This provides +2 to saving throws vs. Wands; Rods, Staves, Spells; and Turn to Stone. Foes have -2 to their attack rolls against the user.

SECTION 8: DRAGON MASTER INFORMATION

As the Dragon Master, much is asked of you to ensure a smooth and enjoyable game. This section provides resources to help you live up to the expectations your players have of you. Included here are suggestions on how to play the game in general and how to run an adventure in particular. There are also tables for wandering monsters, rules on constructing castles, steps on creating NPC parties, and subsections designing dungeons and wilderness regions.

THE ART OF DRAGON MASTERY

Remember that a **B|XFRP** game is never a contest between you and your players. You would win that contest every time, at the risk of straining friendships. Your job is to make the game fun and exciting.

Choose Fun over Rules & Process

When in doubt, eschew discussions of rules and procedures to keep the game moving forward. Ensure there's equal amounts suspense, humor, excitement, and catharsis. Story and action should be priority.

Your Decisions are Final

Your decision on how to apply the rules are final. Of course, good Dragon Masters discuss issues with their players and consider a range of perspectives. However, this should be done after an adventure. Don't allow disagreement hold up play. And don't allow players with intimate knowledge of the guidelines in this booklet lord them over you. It's your game, and ultimate accountability for a decision falls on you. When necessary, make a temporary ruling so you can get on with the game, and then discuss the thorny decision afterward with your players. If a player disagrees strongly, he or she is free to quit playing in your campaign. It's up to you to ensure all players can enjoy game.

Winging It

At times, you'll be asked to help resolve an action that's not covered in the rules. This section offers some suggestions on how to resolve some situations, and there are many more that one could never foresee. When players surprise you with their actions, don't panic. Simply think about all the possible ways characters might succeed and assign them probabilities.

For example, when a player decides the best chances for his character to survive against a charging Red Dragon is to leap from the edge of a cliff, think of the circumstances. Are there overhangs, a river or lake below, strong winds that might cushion the fall? Assign a percentage chance to the attempt and let the player know the odds. "Okay, it's a 70-foot drop to the chasm floor below. If you jump, you have a 2% chance of survival. Do you jump?"

Using Ability Scores to Resolve Actions

You may want to base a character's chance of success on his or her ability scores. Three ways to do this follow.

Roll Low Method. Determine which ability score is most relevant to the success of the action. Have the player attempt to roll the ability score or lower on 1d20. Apply bonuses to the roll for circumstances that would make success more difficult (to a maximum of +4); apply minuses to the roll for circumstances that would make success more likely (to a maximum of -4). A roll of 1 is always success, and a roll of 20 is always failure. For example, a player may decide to have his or her character swing from a rope, land on a banister, and slide down to the bottom of the staircase. You decide Dexterity is the most relevant ability for this maneuver and that the character would have +3 to the roll because of how difficult the attempt seems. With a Dexterity score of 14, the player needs to roll no higher than $11 + 3 = 14$ to succeed.

Roll High Method. With all other 1d20 rolls in the game, higher results are always better. To use the above mechanic in a way that rewards higher results, have the player subtract the relevant ability score from 21 to determine the target number for success, and invert bonuses and minuses for better or worse conditions. In the above example, the

character with a Dexterity of 14 would need to roll $21 - 14 = 7$ or higher to succeed. The +3 penalty would turn into a -3 penalty, meaning the player would need to roll 10 or higher to succeed.

Ensure Balance

This means ensuring rewards are commensurate with the challenges. If challenges are too easy, you risk boring your players. If challenges are too hard, you risk discouraging them. In either circumstance, players will lose interest. Adjust the amounts of treasure and experience points to offer as slow or as fast an advancement in levels as your players prefer.

Player Knowledge vs. Character Knowledge

Remind players to separate the information they know as players from the information their characters know. For example, players whose characters witnessed an NPC betray an ally shouldn't have their other characters, who never met the NPC, accuse that NPC of being a traitor. Just because the players know the NPC to have acted thusly doesn't mean their other set of characters know of it. You are empowered to remind players of this slip, and you're also empowered to forbid actions.

Monster Tactics

Like player characters, monsters can band together and use various abilities to enhance their chances of survival. To increase the level of challenge, combine missile-using monsters with spell-using monsters and those good at hand-to-hand combat. Place some leaders with more hit dice and more battle experience, who have special powers, like spell-using goblins and their Ogre mercenary. Likewise, intelligent monsters might use deception and greater numbers to overwhelm weaker foes. Non-intelligent monsters won't think much beyond fight or flight, while weak monsters attack from afar, bribe and bargain, and ambush weaker foes. And should player characters retreat after failing to defeat monsters, smart ones will ensure better defenses against future attacks.

Non-Player Characters (NPCs)

You should play every NPC according to their alignment, personality traits, and their ability scores. NPCs with higher Intelligence, Wisdom, and Charisma scores are less likely to be duped, outwitted, or naïve about situations. Lawful characters keep their promises mostly, while Chaotics seek person gain at any cost. Retainers expect much from their employers, such as equipment, kindness, the share of treasures, and opportunities to acquire power without an outsized chance of death or permanent harm.

Random Rolls

You may be tempted to rely too heavily on random rolls, to the detriment of the adventure and the campaign. For example, one unplanned and disastrous wandering monster encounter in the wilderness while the party travels to a dungeon could ruin the game session from the start. Allow your judgement in making use of random tables. Ensure whatever encounter you challenge players with is appropriate to the theme of the adventure and the level of the characters.

New Powers and Abilities

You may expand your game beyond the guidelines set here. At times, expansion is influenced by players who want their characters to have new powers, often to differentiate themselves from other player characters. You should be leery of introducing any new spells, abilities, magic, and so on, into the game without considering the ramifications. The introduction of a power or ability unlimited by use, level, saving throw, or some other defensive mechanism can imbalance the game and create tensions between players. Try to test your ideas before permanently expanding the game in this way.

Wishes

These are the most powerful effects in the game. They literally enable player characters to do anything. You should see to it that wishes have reasonable limitations. For example, wishes can't change fundamental aspects of the campaign world, such as causing all wraiths to lose their ability to drain levels.

Wishes should also frustrate players who want to gain extreme wealth permanently without effort. Players who request powerful magic items to aid them might see their requests temporarily granted. If players attempt to acquire such unreasonable wealth and power, become a stickler on the wording of the wish. But when used wisely, and in ways beneficial to others, such as wishing Ugnor the Barbarian had never fallen to his death, wishes can be invaluable.

Excess Money

Sometimes, you may find you've allowed player characters to acquire too much money. In these cases, never forcefully take or reduce their wealth. Always give the player a chance to make a decision about what to do with his or her money. For example, never simply require a player character to decrease their cache because of taxes. Let them know the lord of the region has increased the tax rate, thus increasing the amount the character owes. Then ask the player what she or she intends to do: pay up, hide the wealth, rebel against his or her liege, and so on. Let the players' decisions drive the campaign.

TIPS & HINTS

Mapping

Rather than describe how far a party travels in feet, you might want to describe how far it travels in squares. This tends to make it easier on mappers. Similarly, should a party have every reason to know the shape or extent of a dungeon or adventure site, outline it for them on the map. You should also draw the starting door, room, or corridor for the party. In extreme cases, when the party comes to an especially complicated chamber or section of the dungeon, you might want to help the party by mapping the room. Of course, players become better the more they practice, so try not to do this too many time.

Monster Descriptions

When the players' character first encounter a monster, describe how it looks and acts without naming it. Only when players and their characters become familiar with a monster should you name it when they see it.

Surprise

When a monster surprises a party, describe only that which the party is aware. For example, if the party unexpectedly stumbles on an owl bear's lair and is surprised by its enraged inhabitant, you might first describe the "tremendous roar that echoes through the cave before a black slams into Lady Arielle. Lady Arielle suffers 4 points of damage." When the party orients itself, you might then tell them "in the dancing lights of your torches is a vicious, emaciated black beast that towers over Lady Arielle. It has the body of a bear and the head of a great bird." As above, if the characters are familiar with owl bears, you might just name it.

Monsters, Hit Points, and Level

Players and their characters should never know how many hit points a monster has left, how many hit dice it has, or what level an NPC is. They should come to know this information through play and the subtle signs obvious to them.

Magic Items

Never mention to players that their characters have found a **wand of fire balls** or an **elven cloak**. Let them know they must try to use the

items first before revealing anything about them. You might give hints to their nature, perhaps describing the wand as scorched and burnt or accenting the fine craftsmanship and elven symbols on the cloak, but withhold game information until the characters have used the items or have tried them on. Only after they're used should you reveal their powers.

Dividing Treasure

Players are responsible for dividing treasure among their characters. Still, you might suggest a few ways to do this. An even division of treasure is often best, with die rolls to help decide who picks first, second, and so on from among whatever special or magic items were found.

Level Advancement

Characters should advance a level for every three or four adventures they have. If advancement is slower or faster than this, and your players are dissatisfied with the rate of advancement, increase or decrease the amount of treasure.

Player vs. Character Conflicts

Some campaign may enjoy conflicts between characters. For example, two players might have their Dwarf and Elf characters treat each other questionably because of a long standing dislike between the two races, or a Lawful and a Neutral character might become embroiled in a dispute over how an oath was interpreted and fulfilled. These kinds of character conflicts can provide spice and flavor to a campaign, if kept to a reasonable level.

However, if such conflicts should escalate to one between players, you might need to step in. You can do this one of two ways. You can either do this "in game," by having some powerful monster intervene to remind characters (and players alike) they should end their conflict or else; or you can take the two players aside. Either way, you should stress that the purpose of play is to have fun, and that means fun for all involved, including you.

Figures | Miniatures

You and your players may find that miniatures enhance your experience of the game. Figures most common to the genre and market are the 25 millimeter figures. There are many well-crafted figures on the market. Of course, nothing stops you from using buttons, bottle top, poker chips, and other resources if the expense is too great.

Playing Surface

When using figures, you should use a playing surface with large squares to help keep track of movement and locations. A scale of 1 inch to 5 feet is best. Many online stores offer special battle maps that you can use with washable markers to quickly draw and redraw chambers and other areas of a dungeon.

SPOT RULES

This section offers optional rule suggestions to use in your campaign.

Climbing

Only Thieves can climb sheer surfaces. All other characters can climb surfaces with obvious hand and foot holds, such as trees, hills, and walls with hand and foot holds. You should include a chance of failure for all characters, regardless of class, that attempt to climb in difficult conditions, such as heavy rains, strong winds, crumbling walls, and so on. You might resolve this chance using a character's ability score, as mentioned in the subsection Using Ability Scores to Resolve Actions. Whether or not a surface can be climbed is at your discretion and should be a reasonable determination.

Construction—Castles, Strongholds, Hideouts

To build a castle or stronghold requires that the hex or local area be cleared of monsters. This requires the use of mercenaries and perhaps an adventure or two to remove more dangerous creatures. It may also be necessary to obtain the property authority to claim the land, be it a land grant or whatnot. Ask the player to draw a set of completed plans using the guidelines for cost in this section. Once you approve, the player character must hire an engineer to begin construction.

When the edifice is complete, the player character must then clear the surrounding hexes. When cleared, hexes remain so while patrolled. Patrols can travel up to 18 miles from a castle or stronghold. When in mountains, jungles, or swamp, a garrison is required ever 6 miles to help keep the territory domesticated.

Characters that spend money to attract settlers and build settlements can attract inhabitants who contribute taxes to help maintain the holdings and any mercenaries used to protect the settlement.

Castle Plans. Plans for a stronghold or castle should ensure castle walls are about 10 feet thick, tower walls and gatehouse walls are about 5 feet thick, and houses are ½ inch to 2 feet thick, depending on materials.

Construction Item	Cost (gp)
Castle wall, 2,000 sq.ft.	5,000
Bastion, 30-ft. base × 30-ft. tall	9,000
Round Tower, 20-ft. base × 30-ft. tall	15,000
Round Tower, 30-ft. base × 40-ft. tall	30,000
Square Keep, 60-ft. base × 80-ft. tall	75,000
Moat, 100-ft. long × 20-ft. wide × 10-ft. deep	400
Gatehouse, 30-ft. × 20-ft. base, 20-ft. high, with portcullis	6,500
Barbican, two 20-ft. × 30-ft. towers, gatehouse, drawbridge	37,000
Dungeon corridor, 10-ft. cube, stone flagged	500
Stone building, civilian (2-story; attic; 120-ft. wall; wooden doors, stairs, roof, floor)	3,000
Wooden buildings, as above	1,500
Other Items	
Stairs, 3-ft. wide × 10-ft. long	
Wood	20
Stone	60*
Door, 3-ft. wide × 7-ft. tall	
Wood	10
Reinforced Wood	20*
Iron, Stone	50
Secret	×5 cost
Trap Door, 4-ft. × 3-ft.	×2 cost
Roof, Floor, 10-ft. wide × 10-ft. long	
Wood	40
Flagstone, Tile	100*
Arrow Slit, Window	10*
Shutters (Window)	5*
Bars (Window)	10*
Shifting Wall, 10-ft. wide × 10-ft. long	1,000

* These items, along with any internal walls and modest furnishings, are assumed when adding 25% to the cost of the basic structure.

Construction Time. It takes one game day to complete 500 gp worth of construction. This assumes the land has is clear and prepared, and materials are present. Characters must hire an engineer for every 100,000 gp of construction planned.

Cost for Walls. Normal costs apply for heights to 30 feet. Double the costs for heights from 30 feet to 60 feet, which is the maximum.

Cost for Towers. Normal costs apply until the height is equal to the width of the base. Double the costs for building higher. The height of towers may not exceed twice their base width.

Houses, taverns, barns, and similar construction cost only 40% of the normal costs when made of stone. They cost only 20% of the normal costs when made of wood.

You may round numbers at your discretion to ease record-keeping.

Foraging

Characters can search and hunt for food while traveling in the wilderness. On 6+|d6, characters that search for food while traveling find enough nuts, berries, and small game to feed 1d6 humans. On 6+|d6, characters that don't travel but spend all day hunting encounter an animal on the Animal subtable of the Wandering Monster, Wilderness table. This encounter is in additional to any others for the day. When resting for the day, characters can't hunt.

Repercussions of starvation and thirst of left to your discretion. They could include slower speed, penalties to attack rolls and damage rolls, need for additional rest, and loss of hit points,

Getting Lost

Travel in the wilderness is dangerous. Not only are there untold number of monsters that populate the barren land between settlements, there's also a chance of getting lost. A party that travels along a road, trail, or river; has a guide; or follows a landmarks can't get lost. Without such help, you should roll 1d6 before a party sets out to determine whether they get lost that day. Reference the result on the following table.

Clear, Grasslands	Woods	Swamp, Jungle	Mountains, Hills, Barren	Desert	Ocean
6 d6	5+ d6	4+ d6	5+ d6	4+ d6	5+ d6

When a party becomes lost, you determine the direction it travels. You can choose or roll randomly. Be sure to track where the party believes it has traveled and the actual path.

Magical Research

This section offers guidelines on the creation of new spells and magic items.

Spell Research. Any spell-user may research a new spell. To conduct research, characters must take the necessary time and spend the requisite amount of money, which is 2 weeks for each spell level and 1,000 gp for each spell level. Thus, a 2nd-level spell takes 4 weeks and 2,000 gp to research while a 5th-level spell takes 10 weeks and 5,000 gp.

Research begins with the player providing you a written description of the spell. You must review it to ensure such a spell is possible, set the level of the spell, and ensure it won't imbalance the game. If you decide the spell would be of a level the character can't yet use, he or she won't be able to research it. Once all this has been determined, and the money spent and time elapsed, the character has the new spell.

Magic Item Creation. Clerics, Elves, and Magic-users can create magic item once they reach certain levels. The only restrictions on what can be created are that clerics can only create items that they can use or that duplicate Cleric spells, while Elves and Magic-users can only create items that they can use or duplicate Elf and Magic-user spells. You are always the final arbiter on what can or can't be created.

To create magic items, the spell-user must first collect the necessary ingredients. The list of said ingredients is for you to determine. Whether those are scarce papers and inks for scrolls, rare metals and woods for weapons, the blood or parts of animals or fantastic monsters, these items should be difficult to obtain. Most of the time, gathering these materials means going on adventure to retrieve them.

Once the ingredients are acquired, the spell-user must do nothing else but spend time and money crafting the item.

An item that duplicates a spell effect once generally requires 500 gp and 1 week of work for each spell level of the effect.

Eample	Cost (gp)	Time
scroll , two 1st-level spells	1,000	2 weeks
potion of healing	500	1 week
wand of fire balls	30,000	17 weeks

Assign time requirements and cost at your discretion for items that don't replicate spells. For even more powerful items, assign even rarer, harder to obtain ingredients that may require several expeditions. For more unique effects or items researched, such as researching a way to open up a gate to another plane, creating a magical apparatus, or cleansing a corrupted temple, the ingredients, time, and costs are at your discretion.

Use the following suggestions as guidelines.

Eample	Cost (gp)	Time
arrows +1 , 20	10,000	2 weeks
platemail +1	10,000	1 week
crystal ball	30,000	17 weeks
ring of x-ray vision	100,000	52 weeks (1 year)
ring of spell storing	10,000	4 weeks/spell level

Swimming

All characters are able to swim at half speed unless you decide otherwise. Similar to advice in the subsection Wingin It (page 64), you may want to assign chances of drowning based on circumstances. For example, in choppy water, a character wearing chain mail and carrying 600 coins of weight might have a 98% chance of drowning. Otherwise, characters in metal armor automatically sink to the bottom of the water and drown.

Also, battles in water should involve penalties to both attack rolls and damage rolls for non-native swimmers. Stabbing weapons, such as spears and daggers might have fewer penalties while missile weapons would be useless when used in or underwater. You may also want to have rules for holding one's breath.

WATERBORNE ADVENTURES

Fantastic adventures needn't happen only on land. The open sea, rivers, and lakes offer chances of high adventure too. Monsters abound in these environments, as do other dangerous, such as tremendous storms, sight-obscuring fogs, and the real likelihood of getting lost. This section provides suggested approaches to playing in waterborne environments. At your discretion, water travel along lakes and rivers can have subtle restrictions, such as limitations on ship sizes, increase or decrease in ship speed due to currents or winds (with a suggested modifier of 1d6+6 miles per day either way), and special encounters with rapids, waterfalls, and the like.

Crew								
Ship	Miles per Day	Feet per Round	Rowers	Sailors	Marines	Hull Points	AC	Cargo (cn)
Canoe	18	60	—	—	—	5-10	9	6,000
Galley, Large	18 72	90 120	180	20	50	100-120	7	40,000
Galley, Small	18 90	90 150	60	10	20	80-100	8	20,000
Galley, War	12 72	60 120	300	30	75	120-150	7	60,000
Lifeboat, Ship's	18	30	—	—	—	10-20	9	15,000
Longship	18 90	90 150	—	75*	—	60-80	8	40,000
Raft	12	30	—	—	—	5 per 10-ft. × 10ft.	9	50 per sq. ft.
River Boat	36	60	8	2	—	20-40	8	30,000
Sailing Boat	72	120	—	1	—	20-40	8	20,000
Sailing Ship, Large	72	120	—	20	50**	120-180	7	300,000
Sailing Ship, Small	90	150	—	10	20**	60-90	8	100,000

* Sailors act as rowers and marines ** Add 1/3 the original cost of the ship for these units.

SHIPS

To move along water routes requires a vessel. Galleys are used to navigate water routes near shores. Rafts and boats are used on rivers and lakes.

Ship Characteristics

Speed in miles per day and feet per round are average speeds. For ships with two speeds, the number left of the slash represents rowing speed, while the number right of the slash represents sailing speed.

Hull Points. These are similar to hit points, only for ships. When a ship is reduced to 0 hull points, it sinks in 1d10 rounds. Ships with 0 hull points can't move by its own power or attack with ship-mounted weapons. Crew members are free to use their weapons, of course.

Ship Modifications. The following modifications can be made to ships.

Ram. This can be added to Large and Small Galleys for an additional 1/3 the original cost of the ship. War Galleys are equipped with it.

Troops. A Large or Small Galley can be modified to carry troops. The cost is an additional 1/3 the cost of the original vessel. Additionally, these ships have an additional 1/3 the hull points and can carry twice the number of marines.

Light Catapult. This war machine can be on Longships, galleys of any type, and sailing warships. It and 20 shots weigh 10,000 coins.

WEATHER

Weather has a significant impact on the movement of ships. Ships that travel with a tailwind can double their speeds, while traveling with headwinds or no wind might cause a ship to get nowhere. Use the following optional table at your discretion.

2d6 Roll	Effect
2	Ships must use oars. Speed is reduced to 1/3 due to fatigue.
3	Light winds or headwind. Reduce speed to 1/3.
4	Light winds or quarter reaching. Reduce speed to one half.
5	Moderate winds or broad reaching. Reduce speed to 2/3.
6-8	Normal conditions.
9	Strong winds. +1/3 speed.
10	High winds. +1/2 speed.
11	Extreme winds. ×2 speed. 20% vessel ships water, which reduces speed by 1/3 until docked and repaired.
12	Gales. 80% chance of sinking. ×3 speed in random direction: 1 = 120° starboard, 2 = 120° port, 3 = opposite direction, 4 = 60° starboard, 5 = 60° port, 6 = current direction.

Any ship but galleys may run before gale-force winds. A ship successfully runs before the storm at $\times 3$ speed if it doesn't encounter shoreline until the storm ends. Otherwise, the ship has a 75% chance of breaking up on the beach. Success on this roll means the ship has found appropriate shelter.

A galley must sit and weather such a storm. It has a 20% chance to do so successfully. Failure means the ship is flooded, unless within sight of a coastline with clear terrain, in which case, the ship is considered beached before the storm arrives. When in sight of a coastline that's anything other than clear, the ship is beached safely or finds a cove on $5+|d6$.

WATER ENCOUNTERS

Consider the following rules when playing encounters at sea.

Visibility. On a clear day, characters can see up to 24 miles away. This distance is reduced at your discretion for such conditions as fog, haze, night, storms, and so on. Unless a ship has a navigator onboard, ships become lost. Ships can be identified as far away as 300 yards on a clear day, or as close as 40 yards in dense fog. Monster encounters happen the usual distances ($4d6 \times 10$ yards).

Surprise. Ships are never surprised unless there's a mitigating factor, such as fog.

Evasion. A side has one chance to evade a pursuer (whether ship or monster) during an encounter on the open sea. Consult the following table to determine the chance of evasion. Each evading ship rolls to determine if it evades.

Evader's Speed is...	Chance of Evasion
Faster than pursuer's	80%
0-30 ft. per round slower	50%
31-60 ft. per round slower	40%
61-90 ft. per round slower	35%
91-120 ft. per round slower	25%
121+ ft. per round slower	10%

If evasion is successful, pursuers lose sight of the evaders and can't attempt to attack until the following day, assuming the evaders are encountered again. If evasion fails, pursuers begin at a distance at which the evader is seen (300 yards on a clear day) and begins to close. They close at 30 ft. a round, if the differences in speed are in the 0-30 ft. category, or at speed equal to the differences in speed, if the difference is greater than 30 ft.

COMBAT AT SEA

Combat occurs normally when at sea. Ramming is resolved at the same time missile attacks are resolved. Crews can attempt to grapple and board one another when ships close. A sketch of the battle might help you adjudicate boarding attempts. Unless otherwise indicated, magical effects and giant sea monsters inflict 1 hull point of damage for every 5 hit points of damage they do.

Light Catapults. These machines fire rocks or flaming pitch between 150-300 yards when mounted on a ship. A crew of four is required to use the machines, which can fire every five rounds. If three crew use the machine, it fires every eight rounds, while a crew of two can fire once every 10 rounds. A crew of one can't use a light catapult.

Catapult attacks are made as a Fighter of a level equal to the number of crew; that is, as a 4th, 3rd, or 2nd-level Fighter, respectively.

Catapults that use rocks can inflict $3d6$ hull damage to a 10-ft. $\times$ 10-ft. area of ship. Flaming pitch affects the same area but inflicts $1d6$ hull points of damage for at least one turn (10 minutes) and for each turn thereafter. The flames spread unless a crew of at least five work to put them out. It takes three turns to end the flames for five crew, two turns for 10 crew, and one turn for 15 crew.

Ram. A ship can make a ram attack against a large target, such as another ship or giant sea monster. Attacks against AC 9 hit on a result of 10 or better. For each point of AC lower than 9, the chance to hit increases by 1. At your discretion, modifiers may apply for weather or other kinds of conditions. Rams on Small Galleys inflict $(1d4+4) \times 10$ hull damage to ships, while rams on Large Galleys inflict $(1d6+5) \times 10$ hull damage to ships. Against monsters, they do $3d8$ damage and $6d6$ damage, respectively. It's impossible to hit smaller targets.

Repairing Hull Damage. A crew of at least 5 can repair 1 hull point of damage per turn. Only half of sustained damage can be repaired in this manner. The remainder must be repaired while in port.

Damage to Ships. Crews put out fires or repair hull damage only after attacks inflict damage for the round. For each 10% of hull damage, or 10% reduction in rowers, ships suffer a 10% reduction in speed.

Grappling and Boarding. When opposing ships desire to grapple, the attempt is automatically successful. When only one side desires to grapple, success happens on $5+|d6$. Grapple attacks can be made each round. When ships are grappled, combat is resolved normally, with the ships as terrain. In the first round a boarder attempts to attack, they have -2 to attack rolls and -2 to armor class.

DESIGNING A DUNGEON

To play a game of **B/XFRP** requires an adventure set within a dungeon, which means you must either create a dungeon or become familiar with one of many commercially available modules that has a dungeon detailed in it. B/XG offers the B-series (Basic series) of modules, designed for characters of 1st-3rd level, and the X-series of modules, designed for characters of 4th-14th level. The short adventure included in these rules can be used to start adventuring immediately. It can also provide you with ideas for designing your own adventures.

In this section is a step-by-step guide (otherwise known as the Moldvay Method) to creating a dungeon. After the design steps, an example dungeon follows. The example dungeon is created using the same design steps and illustrates what a final, albeit small, dungeon could look like.

A. DECIDE ON A BACKGROUND. This is the reason for the adventure. It ties all the encounters in the dungeon together into a single theme and guides you in choosing specific monsters and treasures to place in the dungeon. The background can be nearly anything you imagine. A list and description of some common backgrounds follow, which you can develop further with more details.

- | | |
|-----------------------------------|-------------------------|
| 1. Exploration | 6. Quests Missions |
| 2. Investigation Reconnaissance | 7. Escape |
| 3. Recovery Reclamation | 8. Rescue |
| 4. Confrontation | 9. Magic Portals |
| 5. Voyages Pilgrimages | 10. Diplomacy Contact |

1. Exploration. The party must enter an unfamiliar area. The area may have been familiar once but is now largely avoided. Perhaps a castle or settlement has mysteriously appeared or has just been discovered. Module **B1 INTO THE UNKNOWN** and **X1 THE FORBODING ISLE** are examples of exploration adventures.

2. Investigations | Reconnaissance. The party must investigate a settlement, base, or garrison of a hostile people or threatening enemy force. It must explore the base, learn what it can, and destroy the base, if possible. Module **B2 KEEP ON THE HINTERLANDS** and module **B3 THE VILLAGE OF YGGSBURG** are good examples.

3. Recovery | Reclamation. The party is sent to scout an abandoned region, settlement, or dilapidated construction, such as a castle. It must clear the area of infestation. Sometimes the ruins are within or underneath a thriving city. Module **X2 DWELLERS OF THE LOST CITY** is an example of this background.

4. **Confrontation.** This background sets up a fight between the party and evil monsters or NPCs. Whether long buried and only recently awakened, or always among the civilized races in disguised, the evil is determined to usher in destruction and chaos. Sometimes, this theme is used in conjunction with others on this list. Module **B4 CULT OF THE TOAD GOD** is an example of this background.
5. **Voyages | Pilgrimages.** This background asks the party to travel far, perhaps to a lost shrine to retrieve a sacred item. Or perhaps it must pay pertinence at the shrine. The location of the shrine is forgotten and must be discovered again, either through sorcery or augury.
6. **Quests | Missions.** A mighty ruler, powerful NPC, or even a powerful extradimensional being (such as a god) requests or compels the party to adventure. Often, the quest is to recover a sacred item or return a valuable item to a person or location. Module **X3 TO FIND THE SACRED KEY** is an example of this kind of adventure.
7. **Escape.** At the start of this adventure, the characters find themselves captives in a prison from which they must escape, if they want to remain alive. This is sometimes a difficult kind of adventure, in that you must ensure escape is possible without being all but certain.
8. **Rescue.** This adventure asks the characters to rescue important persons held by villains, whether goblins, Bandits, or an evil Wizard. The characters are generally hired, though they might be compelled to help by other means, such as if they have a debt of honor, or they're related in some significant way to those who are captive. This scenario is the basis for the sample adventure that follows, **FORT & DUNGEON OF THE OAK KING**.
9. **Magical Portals.** The party must use a magic portal, one that enables monsters to move from one location to another. Often times, one location is another world or dimension. If the portal is known about, then the party may need to destroy it, close it, repair it, or open it. Unknown portals are useful for taking the party into another area where more adventuring can take place. Module **X4 ADVENTURES IN NEVERLAND** is an example of this kind of adventure.
10. **Diplomacy | Contact.** This background includes the discovery of a sentient race (often related to, and offshoot from, humans) that has lived undisturbed for some time, perhaps ages. This background is often connected to Confrontation, with the lost races acting as servitors to the some ancient evil.

B. CHOOSE A SETTING. Think about the locale in which the adventure is to take place. Is it a castle or tower, a catacomb of crypts or tombs, an ancient temple, a network of caves, an abandoned mine, a stronghold, a town? While it's unnecessary to make a map now, you should jot down ideas for rooms and areas of the dungeon.

C. DECIDE WHICH KEY MONSTERS TO USE. Based on the kind of background and scenario, you should choose specific monsters relevant and appropriate for the adventure. These are monsters not placed using the Wandering Monster table (see below). Feel free to create or change monsters to fit the dungeon. Along with special monsters, decide on any special treasures.

D. DRAW THE MAP OF THE DUNGEON. Traditionally, Dragon Masters draw dungeon maps on graph paper, using pencil. The scale has generally been 10 feet to a square, though some maps might use a scale of 20 feet to a square if the dungeon or its rooms are extremely large. For small locales, such as a fort like that in the following **FORT & DUNGEON OF THE OAK KING**, 5 feet or 10 feet to a square is better for a map.

The chosen setting should dictate the size and shape of the dungeon. The map for a tower and its curved outer walls would look different than the map for a cavern of irregular shaped twists and turns. The

extent to which the maps is rough or finished depends on how certain you are about where certain rooms or corridors will go. A rough map can always be completed later. It's also helpful to have a set of standard dungeon symbols to use with the map.

E. POPULATE THE DUNGEON. To populate the dungeon is to note whether its rooms are empty or have a monster, a trap, a treasure, or something special. Start with any special monsters and treasures, and place those in rooms. If there's no preference, use the following table to populate rooms and chambers.

Dungeon Contents

Roll for contents...

...then roll for treasure

1d6 Roll	Result	Roll	Monster?	Trap?	Empty?
1-2	Empty	1-3	No	No	No
3	Special	4	Yes	No	No
4	Trap	5	Yes	Yes	No
5-6	Monster	6	Yes	Yes	Yes

With a monster result, roll on the Wandering Monsters table. A trap result means there's a trap in an empty room or on treasure. A special is anything that's interesting or fantastic.

Example Traps

Chute. Harmless slide that takes one to deeper dungeon level.

Falling Block. Take 1d10 damage on failed save vs. Turn to Stone.

Fog. Harmless gas that blocks vision.

Pendulum. Hit by a swinging blade for 1d8 damage.

Pit. Fall 10 feet and suffer 1d6 damage.

Poison Gas. Succeed with saving throw vs. Poison or die.

Example Treasure Traps

Flash of Light. Blinded for 1d8 turns with failed save vs. Spells.

Illusion. This could be anything, yet is generally a monster. See phantasmal force spell.

Poison Needle. Succeed with saving throw vs. Poison or die.

Spring-Fired Dart. Suffer 1d4 damage for every 1d6 darts.

Stench Spray. Spray with strong odor doubles chance of wandering monsters to 5+|d6 every two turns.

Venomous Snake. A snake, from the monster section.

Example Specials

Animated Weapons. A set of weapons come alive to attack encroaching monsters. Often seen with animated armor.

Illusory Dungeon. Illusion of a door, stairs, corridor, or other such dungeon areas.

Inexplicable Moaning. Either in rooms or down corridors.

Loud Noises. An alarm or loud clanging that

Magical Waters. A pool, river, or other body of water that produces a magical effect when touched or drank.

Moving Chamber. Room sinks or shifts as door shuts and locks. The room travels to a lower dungeon level or to another area on the same level.

Shifting Walls. A block of stone that moves to prevent movement or redirect a corridor.

Teleportation Portal. A door or doorway that transports anything passing through to another area of the dungeon.

Trap Door. Up or down, often to another dungeon level.

TREASURE

When a monster is present with treasure, use the Treasure Type of the monster. When no monster is present, use the following table.

Unguarded Treasure

Dungeon Level	Silver Pieces	Gold Pieces	Gems	Jewelry	Magic Items
1	1d6 × 100	50% 1d6 × 10	5% 1d6	2% 1d6	2% Any 1
2-3	1d12 × 100	50% 1d6 × 100	10% 1d6	5% 1d6	8% Any 1
4-5	1d6 × 1,000	1d6 × 200	20% 1d6	10% 1d6	10% Any 1
6-7	1d6 × 2,000	1d6 × 500	30% 1d6	15% 1d6	15% Any 1
8-9	1d6 × 5,000	1d6 × 1,000	40% 1d12	20% 1d12	20% Any 1

F. COMPLETE THE DETAILS. When all the rooms are populated, flesh out the hallways, whether they have traps or random events. It's helpful to add flavor to the dungeon too, with notes on mundane furnishings, distinct odors, noises, and so on. Liven up areas, especially the ones that have no contents. Note that while some detail is helpful for players trying to imagine the environs, too much detail can come off as boring.

DESIGNING A WILDERNESS

Follow these steps to design a wilderness.

A. DECIDE ON A SETTING. Think about what you'd like the area or region to look like. Perhaps you want the area filled with mountains, with some steppes situated along a vast expanse of woodland. Perhaps you want to replicate a favorite fantasy novel you've read, or maybe you have a fully formed notion of a world all your own. Start small with a barony, an isle, or a valley—small regions, confined by borders to ensure you don't become overwhelmed with the extent of world-building.

B. DRAW A MAP. Start with some hexagonal graph paper (or hex paper). Assume a fairly small scale at first, such as six miles to a hex, or even one mile, if you feel like mapping out a granular view of the area first. Make basic sketches of the major terrain features in each hex. Use some real-world logic when you can. That is, rivers generally flow out of mountains and into larger bodies. Deserts and forest are seldom found near each other because of rainfall, and so on. Reference atlases or real-world maps to help you stay consistent when placing terrain types.

C. PLACE THE DUNGEON AND BASE TOWN. Put a small dot in the hex that the base town is in. Put a small square in the hex that the dungeon is in. Since the dungeon is likely within a day of travel by foot, these symbols may be separated only by a few hexes, if the hex is six miles in scale. Remember towns tended to grow up around vital water ways or trade routes. Ensure you place the town and dungeon in the center of your graph paper so that player characters can then explore the region all around their base town.

D. NOTE AREAS OF HUMAN CONTROL. Most civilized regions will be controlled by humans, the most populous race.

E. NOTE AREAS OF NON-HUMAN CONTROL. Place areas controlled by non-humans next. Begin with Dwarves, Elves, and Halflings. Generally, Dwarves live in mountains, and elves live in forests. Halflings are found within human-controlled lands, though they often live separate from humans in shires of green farmland. While monsters often roam the areas they settle in, and thus have no fixed boundaries, you might note the most common race in the general area they inhabit.

F. DETAIL THE BASE TOWN. Decide on how large the base town is. A very rough division of the settlement and relevant sizes follow.

Settlement	Population
Village	50-1,000
Small Town	1,000-5,000
Large Town	5,000-15,000
Major City	15,000+

The size of the settlement should determine what kinds of establishments can be found there and how many. For example, a

DRAGON MASTER INFORMATION

party may be able to find anything they seek in a major city, while only one of each of the most basic establishments—tavern, inn, blacksmith, and so on—might be present in a village. You should place in the base town at least one of each of the following establishments. Also determine who has authority in the settlement. Is it a noble? Is it a council of free people? Is it a group of guild masters? Is it an NPC adventurer? If so, the NPC should be at least 9th level.

Inn & Tavern. The party returns to these places after adventures. Here are where notices for retainers are posted and rumors are overheard.

Temple|Church. These places support clerics. You may want place here a Cleric NPC that has enough levels to use the raise dead spell.

Guilds & Trade Organizations. These organizations provide the party information, rumors, equipment, and possible retainers at a price. If Thieves are in the party, you might want to detail a Thieves' Guild.

Town Watch|Militia. These men-at-arms patrol the region, watching for trouble, whether from monsters or from player characters.

G. NOTE IMPORTANT DETAILS AND POINTS OF INTEREST.

Complete the map by noting local personalities if interest, rumors, significant sites, and so on. This is the place to list NPCs who might become retainers, the names and occupation of authorities, the size and frequency of patrols or mercenary garrisons, machinations of guilds and other organizations or importance, and the like.

H. CREATE SPECIAL ENCOUNTER TABLES AND GENERAL LAIRS.

Use the standard encounter tables only when they seem to make sense for the region you're developing. When they don't make sense, create your own. For example, if you have a defiled temple in an area, you may want to create a special encounter table to roll on whenever a party comes within a certain distance of the temple. Your special encounter table can reflect the theme and flavor of your campaign. Also, you may want to prepare maps of cave lairs, castles, ships, and other sites you can use when these randomly determined encounters happen. This speeds play and avoids delays at the table.

CREATING AN NPC PARTY

1. Determine Number of NPCs. The number of NPCs with a character class. Roll 1d4+4 for low-level play and 1d6+3 for high level play.

2. Determine Character Classes. Roll 1d8 for each NPC to determine the character class.

1d8 Roll	Character Class	Low-Level Character Level	High-Level Character Class
1	Fighter	1d3	1d6+2
2	Magic-user	1d3	1d6+4
3	Cleric	1d3	1d6+3
4	Thief	1d3	1d6+4
5	Dwarf	1d3	1d6+6
6	Elf	1d3	1d6+3
7	Halfling	1d3	1d6+2
8	Fighter	1d3	1d6+5

3. Determine Alignment. Roll 1d3 to determine the alignment. There are equal chances, so 1-2 is Lawful, 3-4 Neutral, and 5-6 Chaotic.

4. Determine Spells. For spell-users, randomly determined or choose the spells they have.

5. Determine Treasure & Equipment. Each NPC has Treasure Types U + V in addition to any equipment of your choosing. NPCs have a 5% chance for each level they have of having a magic item. Check for each magic item type: Swords; Armor; Miscellaneous Weapon; Potion; Scroll; Wands, Staves, Rods; and Miscellaneous Magic items. NPC don't have items they can't use. Don't reroll. Alter or disregard items as needed. NPCs use their magic items against foes and never give up their magic items, even if they're charmed.

6. Determine marching orders for the NPC party. If encountered in the wilderness, there's a 75% chance the party is mounted

WANDERING MONSTERS

Wandering monsters are unexpected encounters with monsters, unplanned and un-keyed to a particular location

Dungeon Adventures

The party encounters a wandering monster at the start of every third turn on 6|d6. Encounter distance is 2d6 × 10 feet. Choose the monster or determine it randomly from the Wander Monster tables that follow.

There may be areas of the dungeon in which the chance of wandering monsters is greater (5+|d6), more frequent (every turn), or automatic.

Use wandering monsters to your advantage when the party is noisy, disorganized, or slows play. Avoid them if the party makes good time or stops to rest in an isolated area.

You may want to create your own tables for areas of the dungeon. For example, in a warren of orc caves, you might want to have orc and orc-related monsters rather than those listed on the tables below.

The level and strength of a wandering monster is generally identical to the dungeon level they're on. The numbers appearing column reflects the level of the monster for the particular dungeon level indicated.

Wandering Monsters, Dungeon Level 1

1d20 Roll	Monster	No. Appearing	AC	HD	Damage	Speed	Save	Morale
1	Acolyte	1d8	2	1	1d6	60 20	C1	7
2	Bandit	1d8	7	1	1d6	120 40	T1	8
3	Beetle, Fire	1d8	4	1+2	2d4	120 40	F1	7
4	Dwarf	1d6	4	1	weapon	60 20	D1	8
5	Gnome	1d6	5	1	weapon	60 20	D1	8
6	goblin	2d4	6	1-1	weapon	60 20	F1	7
7	Green Slime*	1d4	—	2*	special	3 1	F1	12
8	Halfling	3d6	7	1-1	weapon	90 30	H1	7
9	Killer Bee	1d10	7	½*	1d3 + poison	120 40	F1	9
10	kobold	4d4	7	½	1d4	120 40	NH	6
11	Lizard, Gecko	1d3	5	3+1	1d8	120 40	F2	7
12	orc	2d4	7	1	weapon	90 30	F1	8
13	Shrew, Giant	1d10	4	2	1d6	180 60	F1	10
14	Skeleton	3d4	7	1	1d6	60 20	F1	12
15	Snake, Cobra	1d6	7	1*	1d3 + poison	90 30	F1	7
16	Spider, Crab	1d4	7	2*	1d8 + poison	120 40	F1	7
17	Sprite	3d6	5	½*	curse	60 20, 180 60	E1	7
18	Stirge	1d10	7	1*	1d3	30 10, 180 60	F2	9
19	Trader	1d8	7	1	weapon	120 40	F1	7
20	Wolf	2d6	7	2+2	1d4	180 60	F1	8

Wandering Monsters, Dungeon Level 2

1d20 Roll	Monster	No. Appearing	AC	HD	Damage	Speed	Save	Morale
1	Baboon, Rock	2d6	6	2	1d6 1d3	120 40	F2	8
2	Beetle, Oil	1d8	4	2*	1d6 + special	120 40	F1	8
3	Berserker	1d6	7	1+1*	weapon	120 40	F1	special
4	Cat, Mountain	1d4	6	2*	1d3 1d3 1d6	150 50	F2	8
5	Elf	1d4	5	2	weapon	120 40	E1	8
6	Fly, Baboon	1d6	6	1*	1d8	90 30, 180 60	F1	8
7	Ghoul	1d6	6	2*	1d3[×3] + special	90 30	F2	9
8	Gnoll	1d6	5	2	2d4	90 30	F2	8
9	Gray Ooze*	1	8	3*	2d6	10 3	F2	12
10	hobgoblin	1d6	6	1+1	weapon	90 30	F1	8
11	Lizard, Draco	1d4	5	2+1	1d10	120 40, 210 70	F3	7
12	Lizard Man	2d4	5	2	weapon +1	60 20, 120 40	F2	12
13	Neanderthal	1d10	8	1-3	1d6	120 40	F2	7
14	Noble	2d6	2	2	weapon	60 20	Variable	8
15	Pixie	2d4	3	1*	1d4	90 30, 180 60	E1	7
16	Snake, Pit Viper	1d8	6	2*	1d4 + poison	90 30	F1	7
17	Spider, Black Widow	1d3	6	3*	2d6 + poison	60 20, 180 60	F2	8
18	Troglodyte	1d8	5	2*	1d4[×3]	120 40	F2	9
19	Veteran	2d4	2	1-3	weapon	60 20	F1-3	9
20	Zombie	2d4	8	2	weapon	120 40	F1	12



Wandering Monsters, Dungeon Level 3

1d20 Roll	Monster	No. Appearing	AC	HD	Damage	Speed	Save	Morale
1	Ant, Driver	2d4	3	4*	2d6	60 20	F1	7
2	Ape, White	1d6	6	4	1d4 1d4	60 20	C1	7
3	Beetle, Tiger	1d6	3	3+1	2d6	120 40	T1	8
4	Bugbear	2d4	5	3+1	2d4	120 40	F1	7
5	Cavern Crawler	1d3	7	3+1*	—	60 20	D1	8
6	Doppelganger	1d6	5	4*	1d12	60 20	D1	8
7	Gargoyle*	1d6	5	4+4*	1d3 1d3 1d6 1d4	3 1	F1	12
8	Gelatinous Cube	1	8	4*	2d4	90 30	H1	7
9	Harpy	1d6	7	3*	1d4 1d4 1d6 + special	120 40	F1	9
10	Living Statue, Crystal	1d6	4	3	1d6	120 40	NH	6
11	Lycanthrope, Wererat	1d8	7	3*	1d4 or weapon	120 40	F2	7
12	Medium	1d4	9	1*	1d4 + spells	90 30	F1	8
13	Medusa	1d3	8	4**	1d6 + special	180 60	F1	10
14	NPC Party	1d4+4	variable	variable	variable	60 20	F1	12
15	Ochre Jelly	1	8	5*	2d6	90 30	F1	7
16	Ogre	1d6	6	4+1	1d10	120 40	F1	7
17	Shadow	1d8	7	2+2*	1d4 + special	60 20, 180 60	E1	7
18	Spider, Tarantella	1d3	5	4*	1d8 + special	30 10, 180 60	F2	9
19	Thoul	1d6	6	3**	1d3 1d3 or special	120 40	F1	7
20	Wight*	1d6	5	3*	special	180 60	F1	8

Wandering Monsters, Dungeon Level 4-5

1d20 Roll	Monster	No. Appearing	AC	HD	Damage	Speed	Save	Morale
1	Adventurers (NPC Party)	1d6+3	variable	variable	variable	variable	variable	8
2	Bear, Cave	1d2	5	7	1d8 1d8 2d6	120 40	F3	9
3	Blink Dog	1d6	5	4*	1d6	120 40	F4	6
4	Caecilia	1d3	6	6*	1d8	60 20	F3	9
5	Cockatrice	1d4	6	5**	1d6 + special	90 30, 180 60	F5	7
6	Doppelganger	1d6	5	4*	1d12	90 30	F10	10
7	Gray Ooze	1	8	3*	2d8	10 3	F2	12
8	Hellhound	2d4	4	3-5*	1d6 or special	120 40	F3-5	9
9	Lizard, Tuatara	1d2	4	6	1d4 1d4 1d12	90 30	F4	6
10	Lycanthrope, Wereboar*	1d4	4 9	4+1*	2d6	150 50	F4	9
11	Lycanthrope, Werewolf*	1d6	5 9	4*	2d8	180 60	F4	8
12	Minotaur	1d6	6	6	1d6 1d6 or weapon	120 40	F6	12
13	Ochre Jelly	1	8	5*	2d6	30 10	F3	12
14	Owl Bear	1d4	5	5	1d8 1d8 1d8	120 40	F3	9
15	Rhagodessa	1d4	5	4+2	2d8	150 50	F2	9
16	Rust Monster	1d4	2	5	special	120 40	F3	7
17	Spectre*	1d4	2	6**	1d8 + special	150 50, 240 80	F6	11
18	Troll	1d8	4	6+3*	1d6 1d6 1d10	120 40	F6	10
19	Weasel, Giant	1d4	7	4+4	2d4	150 50	F3	8
20	Wraith*	1d4	3	4**	1d6 + special	120 40, 240 80	F4	12

Wandering Monsters, Dungeon Level 6-7

1d20 Roll	Monster	No. Appearing	AC	HD	Damage	Speed	Save	Morale
1	Adventurers (NPC Party)	1d6+3	variable	variable	variable	variable	variable	8
2	Basilisk	1d6	4	6+1*	1d10 + special	60 20	F6	9
3	Bear, Cave	1d2	5	7	1d8 1d8 2d6	120 40	F3	9
4	Black Pudding	1	6	10*	3d8	60 20	F5	12
5	Caecilia	1d3	6	6*	1d8	60 20	F3	9
6	Dragon, White	1d4	3	6**	1d4 1d4 2d8 or special	90 30, 240 80	F6	8
7	Gorgon	1d2	1	8*	2d6 + special	120 40	F8	8
8	Hellhound	2d4	4	6-7*	1d6 or special	120 40	F6-7	9
9	Hydra	1	5	5-8	1d10 per head	120 40	F5-8	9
10	Lycanthrope, Weretiger	1d4	3 9	5*	1d6 1d6 2d6	150 50	F5	9
11	Minotaur	1d6	5	5+1*	1d6 1d6 + special	120 40	F6	12
12	Mummy	1d4	5	5+1*	1d12 + special	60 20	F5	12
13	Ochre Jelly	1	8	5*	2d6	30 10	F3	12
14	Owl Bear	1d4	5	5	1d8 1d8 1d8	120 40	F3	9
15	Rust Monster	1d4	2	5	special	120 40	F3	7
16	Salamander, Flame	1d4+1	2	8*	1d4 1d4 1d8 + special	120 40	F8	8
17	Scorpion, Giant	1d6	2	4*	1d10 1d10 1d4 + special	150	F2	11
18	Shifter Beast	1d4	4	6*	2d4 2d4	150 50	F6	8
19	Spectre*	1d4	2	6**	1d8 + special	150 50, 240 80	F6	11
20	Troll	1d8	4	6+3*	1d6 1d6 1d10	120 40	F6	10

Wandering Monsters, Dungeon Level 8

1d20 Roll	Monster	No. Appearing	AC	HD	Damage	Speed	Save	Morale
1	Adventurers (NPC Party)	1d6+3	variable	variable	variable	variable	variable	8
2	Black Pudding	1	6	10*	3d8	60 20	F5	12
3	Chimera	1d2	4	9**	1d3 1d4 2d4 2d4	120 40	F9	9
4	Devil Swine*	1d3	3 9	9*	3d4 + special	180 60, 120 40	F9	10
5	Dragon, Black	1d4	2	7**	1d4+1 1d4+1 2d10 or special	90 30, 240 80	F7	8
6	Dragon, Blue	1d4	0	9**	1d6+1 1d6+1 3d10 or special	90 30, 240 80	F9	9
7	Dragon, Gold	1d4	-2	11**	2d4 2d4 6d6 or special	90 30, 240 80	F11	11
8	Dragon, Green	1d4	1	8**	1d6 1d6 3d8 or special	90 30, 240 80	F8	9
9	Dragon, Red	1d4	-1	10**	1d8 1d8 4d8 or special	90 30, 240 80	F10	10
10	Giant, Hill	1d4	4	8	2d8	120 40	F8	8
11	Giant, Stone	1d2	4	9	3d6	120 40	F9	9
12	Golem, Bone	1	2	8	weapon [x4]	120 40	F4	12
13	Golem, Amber	1	6	10**	2d6 2d6 2d10	180 60	F5	12
14	Hydra	1	5	9-12	1d10 per head	120 40	F9-12	9
15	Lycanthrope, Werebear*	1d4	2 8	6*	2d4 2d4 2d8	120 40	F6	10
16	Manticore	1d2	4	6+1	1d8 1d6 1d6 or special	180 60	F6	9
17	Purple Worm	1d2	6	15*	2d8 1d8 + special	60 20	F8	10
18	Salamander, Flame	1d4+1	2	8*	1d4 1d4 1d8 + special	120 40	F8	8
19	Salamander, Frost	1d3	3	12*	1d6[x4] 2d6 + special	120 40	F12	9
20	Vampire	1d4	2	7-9**	1d10 + special	180 60	F7-9	11

Wilderness Encounters

At least once a day, but no more than three or four times a day, roll 1d6. Consult the table to the right for the chances the party has an encounter with wandering monsters in the terrain type specified. Ensure you track the time of day the encounters occur, since it may be of some importance whether the encounter is in the morning, at noon, in the afternoon, at dusk, or at night. The size of the party determines the number of monsters appearing.



CLEAR, Grassland	Woods	River	Swamp	Mountains
6	5+	5+	4+	4+
Desert	Inhabited	City	Ocean*	Jungle
5+	6	6	5+	4+
Aerial**	Hills	Barren		
5+	5+	5+		

* A result of 5 means a normal ocean encounter occurs. A result of 6 means the encounter happens at the end of the day when the ship calls into port or beaches.
** Use the Flyer subtable.

Wilderness Encounter Table

1d8 Roll	CLEAR, Grassland	Woods	River	Swamp	Barren, Mtns, Hills	Desert	Inhabited	City	Ocean	Jungle
1	Human	Human	Human	Human	Human	Human	Human	Human	Human	Human
2	Flyer	Flyer	Flyer	Flyer	Flyer	Flyer	Flyer	Undead	Flyer	Flyer
3	Humanoid	Humanoid	Humanoid	Humanoid	Humanoid	Humanoid	Humanoid	Humanoid	Swimmer	Insect
4	Animal	Insect	Insect	Swimmer	Unusual	Human	Human	Human	Swimmer	Insect
5	Animal	Unusual	Swimmer	Undead	Animal	Animal	Human	Human	Swimmer	Humanoid
6	Unusual	Animal	Swimmer	Undead	Humanoid	Dragon	Insect	Human	Swimmer	Animal
7	Dragon	Animal	Animal	Insect	Dragon	Undead	Animal	Human	Swimmer	Animal
8	Insect	Dragon	Dragon	Dragon	Dragon	Animal	Dragon	Human	Dragon	Dragon

Animal Subtable

1d12 Roll	CLEAR, Grassland	Woods	River	Barren, Mountains	Desert	Inhabited	Jungle	Prehistoric (Optional)
1	Herd Animal	Herd Animal	Herd Animal	Herd Animal	Herd Animal	Herd Animal	Herd Animal	Bear, Cave
2	Boar	Boar	Boar	Ape, White	Herd Animal	Herd Animal	Boar	Cat, Sabre
3	Cat, Lion	Cat, Panther	Cat, Panther	Ape, White	Camel	Boar	Cat, Panther	Croc, Giant
4	Elephant	Cat, Tiger	Cat, Tiger	Bear, Cave	Camel	Cat, Tiger	Lizard, Draco	Mastodon
5	Ferret, Giant	Hawk	Crab, Giant	Ca, Mt Lion	Cat, Lion	Ferret, Giant	Lizard, Gecko	Pterandon
6	Hawk, Giant	Lizard, Gecko	Crocodile	Hawk	Cat, Lion	Hawk	Lizard, Horned	Rhino, Woolly
7	Horse, Riding	Lizard, Tuatara	Croc, Large	Mule	Hawk	Rat, Giant	Rat, Giant	Snake, Pit Viper
8	Mule	Snake, Pit Viper	Piranha, Giant	Baboon, Rock	Lizard, Gecko	Shrew, Giant	Shrew, Giant	Stegosaurus
9	Baboon, Rock	Spider, Crab	Leech, Giant	Snake, Pit Viper	Lizard, Tuatara	Snake, Pit Viper	Snake, Pit Viper	Titanothere
10	Snake, Pit Viper	Unicorn	Rat, Giant	Snake, Rattler	Snake, Pit Viper	Spider, Tarantella	Snake, Rock Python	Triceratops
11	Snake, Rattler	Wolf	Shrew, Giant	Wolf	Snake, Rattler	Weasel, Giant	Snake, Spitting	Tyrannosaurus
12	Weasel, Giant	Wolf, Dire	Toad, Giant	Wolf, Dire	Spider, Tarantella	Wolf	Spider, Crab	Wolf, Dire

Flyer Subtable

1d12 Roll	Dragon Subtable	1d12 Roll	Insect Subtable	1d12 Roll	Mountains	Desert	All Others
1	Chimera	1	Ant, Driver	1	Gargoyle	Gargoyle	Cockatrice
2	Dragon,	2	Ant, Driver	2	Griffon	Gargoyle	Fly, Robber
3	Dragon, Blue	3	Beetle, Fire	3	Harpy	Griffon	Gargoyle
4	Dragon, Gold	4	Beetle, Oil	4	Hawk	Hawk	Griffon
5	Dragon, Green	5	Beetle, Tiger	5	Hawk, Giant	Hawk, Giant	Hawk, Giant
6	Dragon, Red	6	Fly, Robber	6	Hippogriff	Hawk, Giant	Hippogriff
7	Dragon, White	7	Killer Bee	7	Manticore	Manticore	Killer Bee
8	Hydra or Sea Hydra	8	Rhagodessa	8	Manticore	Manticore	Pegasus
9	Hydra or Sea Hydra	9	Scorpion, Giant	9	Pegasus	Manticore	Pixie
10	Wyvern	10	Spider, Black Widow	10	Roc, Small	Roc, Small	Roc, Small
11	Basilisk	11	Spider, Crab	11	Roc, Large	Roc, Large	Sprite
12	Salamander	12	Spider, Tarantella	12	Roc, Giant	Roc, Giant	Stirge

Human Subtable

1d12 Roll	Clear, Grassland	Woods	River	Swamp	Barren, Mtns, Hills	Desert	Inhabited	City	Ocean	Jungle
1	Brigand	Brigand	Brigand	Brigand	Brigand	Dervish	Bandit	Bandit	Buccaneer	Brigand
2	Bandit	Bandit	Bandit	Bandit	Bandit	Nomad	Trader	Trader	Pirate	Merchant
3	Adventurers	Adventurers	Adventurers	NPC Party*	Adventurers	Adventurers	NPC Party*	NPC Party*	Merchant	Bandit
4	Merchant	Merchant	Merchant	Adventurers	Merchant	Merchant	Adventurers	Adventurers	Adventurers	Adventurers
5	Berserker	Berserker	Buccaneer	Merchant	Berserker	Nomad	Merchant	Trader	Pirate	Cleric
6	Merchant	Brigand	Buccaneer	Cleric	Berserker	Nomad	Veteran	Veteran	Merchant	Fighter
7	Noble	Cleric	Cleric	Trader	Cleric	Cleric	Bandit	Bandit	Merchant	Magic-user
8	Magic-user	Magic-user	Magic-user	Berserker	Magic-user	Magic-user	Fighter	Fighter	Merchant	Berserker
9	Fighter	Fighter	Fighter	Fighter	Fighter	Fighter	Magic-user	Trader	Buccaneer	Brigand
10	Bandit	Bandit	Merchant	Magic-user	Brigand	Noble	Acolyte	Acolyte	Pirate	Neanderthal
11	Cleric	Brigand	Buccaneer	Adventurers	Neanderthal	Dervish	Cleric	Merchant	Merchant	Adventurers
12	Nomad	NPC Party*	NPC Party*	Bandit	Neanderthal	Nomad	Noble	Noble	Pirate	Brigand

Humanoid Subtable

1d12 Roll	Clear, Grassland	Woods	River	Swamp	Barren, Mtns, Hills	Desert	City, Inhabited	Jungle
1	Bugbear	Bugbear	Bugbear	Gnoll	Dwarf	Giant, Fire	Dwarf	Bugbear
2	Elf	Cyclops	Elf	Goblin	Giant, Cloud	Goblin	Elf	Cyclops
3	Giant, Hill	Dryad	Gnoll	Hobgoblin	Giant, Frost	Hobgoblin	Giant, Hill	Elf
4	Gnoll	Elf	Hobgoblin	Lizard Man	Giant, Hill	Hobgoblin	Gnome	Giant, Fire
5	Goblin	Giant, Hill	Lizard Man	Lizard Man	Giant, Stone	Ogre	Gnoll	Giant, Hill
6	Halfling	Gnoll	Lizard Man	Lizard Man	Giant, Storm	Ogre	Goblin	Gnoll
7	Hobgoblin	Goblin	Nixie	Nixie	Gnome	Ogre	Halfling	Goblin
8	Ogre	Hobgoblin	Ogre	Ogre	Goblin	Orc	Hobgoblin	Lizard Man
9	Orc	Ogre	Orc	Orc	kobold	Orc	Ogre	Ogre
10	Pixie	Orc	Sprite	Troglodyte	Orc	Pixie	Orc	Orc
11	Thoul	Thoul	Thoul	Troll	Troglodyte	Sprite	Pixie	Troglodyte
12	Troll	Troll	Troll	Troll	Troll	Thoul	Sprite	Troll

Swimmer Subtable

1d12 Roll	River Lake	Ocean	Swamp	1d12 Roll	Undead Subtable	1d12 Roll	Unusual Subtable
1	Crab, Giant	Dragon Turtle	Crab, Giant	1	Ghoul	1	Basilisk
2	Crocodile	Hydra, Sea	Crocodile	2	Ghoul	2	Blink Dog
3	Crocodile	Merman	Croc, Large	3	Ghoul	3	Centaur
4	Croc, Large	Octopus, Giant	Croc, Giant	4	Mummy	4	Gorgon
5	Fish, Catfish	Sea Serpent	Fish, Catfish	5	Skeleton	5	Lycanthrope, Werebear
6	Fish, Firanha	Sea Serpent	Insect Swarm	6	Skeleton	6	Lycanthrope, Wereboar
7	Fish, Sturgeon	Shark	Insect Swarm	7	Spectre	7	Lycanthrope, Wererat
8	Leech, Giant	Shark	Leech, Giant	8	Wight	8	Lycanthrope, Weretiger
9	Lizard Man	Snake, Sea	Leech, Giant	9	Wraith	9	Lycanthrope, Werewolf
10	Merman	Squid, Giant	Lizard Man	10	Vampire	10	Medusa
11	Nixie	Termite, Water	Lizard Man	11	Zombie	11	Shifter Beast
12	Termite, Water	Whale	Termite, Water	12	Zombie	12	Treant

Castle Encounters

Generally, a castle in the wilderness is home to a high level NPC. Like player characters, NPCs who own a castle have usually cleared the land around it and now guard it with mercenaries. Use the following table to randomly determine the reaction of the owner of the castle if you haven't already decided how the inhabitants might response.

Owner	Level	Patrol	Friendly	Ignore
Fighter	1d8+6	2d6 heavy horsemen	6+	4+
Magic-user	1d4+10	2d6 heavy footmen	6+	2+
Cleric	1d8+6	2d6 medium horsemen	5+	3+

First, find the class of the owner on the table. Note the level and the kind of patrol each owner generally has. The patrol is only a partial force, and the owner can have many more forces elsewhere, some of which are monstrous in nature, like trolls, treants, orcs, or so on. Roll 1d6 and reference the Friendly and Ignore columns. Each has the minimum threshold needed for the owner to have that response. If the result is less than that needed for Ignore, then the owner pursues the party. The responses assumes no motivation on the part of the adventurers.

Friendly. The owner invites the party to stay at the castle. However, it doesn't mean the owner likes or favors the party. In fact, the invitation could be for nefarious purposes.

Ignore. The owner makes no attempt to interact with the party.

Pursue. Forces from the patrol either pursue the party until they have left the owner's territory or charge the party a toll for passage. The sum of the toll depends on the temperament of the owner.

AN EXAMPLE OF DUNGEON DESIGN: FORT & DUNGEON OF THE OAK KING

This section is an example of how you can use the step-by-step dungeon design above to create a background and locale for an adventure. The dungeon that follows is complete and fully detailed, so that you need only become familiar with its content. Players should not read this section if you intend to use this adventure in play. The letters A-F correspond to the steps that proceeded the section and are meant to illustrate how each step might be realized.

A. DEVELOP A BACKGROUND. This section can be read to the players before the adventure.

Long ago, the fort of the Oak King stood majestic amidst a fertile countryside, on the edge of the kingdom. It housed a minor regent, tasked with the administration of the Oak King's rule and oversight of the territory, including the nearby Tower and Mines of the Oak King. In those days, the kingdom was at its zenith, in the Midsummer of its grandeur. Yet, as is oft to happen, time took its toll on the kingdom and soon it entered into an Autumn, into a season in which the Holly King rose in stature and great vanity. With great force, the Holly King and his followers drove from the territory the local regent and the other loyalists of the Oak King. The edifice that remained soon turned to disuse and ruin.

Today, a wayward passer-by or two will sometimes share with those in the nearby village stories of strange lights and sounds seen among the ruins of the fort. It's also known that goblins from beyond the Hills of Sorrow have begun to infest the surrounding lands, and it's believed they're responsible for the recent disappearance of a dozen or so villagers not more than a week ago. A local hunter brought news that unsavory figures have been spotted coming and going from the fort, and so the player characters, each related in some way to one of the missing villagers, have banded together and approach the ruins now.

The fort is still intact, if not in good shape. It stands two-stories tall, with a third-level tower. A fairly large, single oak tree stands to the west of the structure. A pitted and rotted wooden door on the east side still stands reluctantly at attention.

Dragon Master Information. What the players don't know is that a tribe of kobolds, under the command of a small contingent of gnolls, has abducted 10 villagers from the nearby village. They're in search of

two men believed to know the location of an ancient burial ground, the resting place of a mighty evil. Once found, the gnolls hope to claim some great power and return it to the gnoll Lord, thereby strengthening his position in negotiations to form an alliance with the Great goblin King, who resides beyond the Hills of Sorrow.

B. CHOOSE A SETTING. This adventure takes place in a ruined fort and its dungeon below. The fort has three upper levels (areas A, B, and C) and one dungeon level (area D). There are remains of furnishings throughout the fort, as it was once home to the regent, his servants, and family. The dungeon below once housed official records, food, an armory, and occasionally a prisoner or two.

In the upper levels of the fort is a force of kobolds that have taken up residence. In the dungeons below are a group of gnolls, who dominate the kobolds and command them, and a small band of goblins, who represent the powers-that-be beyond the Hills of Sorrow. It's the kobolds, under direction of their gnoll masters, who have taken the captives. The prisoners are scattered about the levels, though the two most important prisoners, "Old Man" Helig and Gunter of Three Crosses, are in **D8. HOLDING ROOM**. See the description for that room for the reason of their importance.

Not reflected on these maps, but within sight some distance away, is a deserted tower—the Tower of the Oak King—on a precipice that overlooks the countryside. Beyond the tower, within a 100 yards of it, in a light dispersion of woods, is a cave entrance to an abandoned mine—the Mines of the Oak King. These two areas can serve as locales for future adventures.

C. CHOOSE SPECIAL MONSTERS. Though there are three upper levels and a lower level (the dungeon), all levels are considered the 1st dungeon level. The most common monsters are kobolds, while gnolls and goblins are the next most common.

D. DRAW THE MAP. The map included here is the creation of Dyson Logos. As he notes, "The first of these [series of maps] is this small fortification and mandatory subterranean 'dungeon' beneath it. Built into a hillside with entrances on two different levels because of the elevation change around the structure, it just 'feels' like a lovely little guard post or fortification for a clan house of sheep-herders with delusions of grandeur." Little does he know who's taken up residence in the fort and dungeon.

E. POPULATE THE DUNGEON.

ROOM A1. The DM rolls for random contents in this room. The DM rolls 1d6 and gets a result of 6. The room is empty. The DM then rolls 1d6 for treasure. The result is 3, which means the room is devoid of treasure. The room is completely empty of monsters, treasure, or traps.

ROOM A2. The DM decides to place a lair of kobolds in the fort, starting with this room, and including A3, B1, C1, and C2. The DM rolls 10d6. Though the result is 45, the DM decides that's too many and instead decides 22 is a better number. The DM places seven of the kobolds here. Three of them will be on watch just inside the door to **A1. GREAT HALL** at any given time. The DM rolls 1d6 for treasure, and finds there is some.

To determine treasure for the entire lair, the Dragon Master consults the Kobold monster description, which indicates they have Treasure Type P and J. The Dragon Master forgoes rolling and decides the copper and silver coins are present. She rolls 1d4 for copper pieces and gets 4, for 4,000 coins, and 1d3 for silver pieces and gets 3, for 3,000 silver pieces. A full load! Yet, because there are only 22 kobolds in the lair (which is about 37% of the maximum 60 possible), the Dragon Master reduces the treasure to 37% of the total, which equals 1,480 copper pieces and 1,110 silver pieces. The Dragon Master decides to place only a minimal amount of coins outside the main chamber of the lair, which will be Room A3. So for this room, the Dragon Master places 133 cp and 56 sp.

B/XFRP

ROOM A3. The Dragon Master decides to place three of the kobolds here. One is the kobold leader and the other two are his bodyguards. The Dragon Master also places the most treasure here: 1,184 cp and 887 sp. To make things bit interesting, she also places a magical potion with the kobold leader.

ROOM A4. The Dragon Master decides to roll for random contents in this room. She rolls 1d6 and gets a result of 6. The room is empty. She then rolls 1d6 for treasure. The result is 3, which means the room is devoid of treasure. The room is completely empty of monsters, treasure, or traps.

ROOM B1. Nothing of significance will be in this entry hall.

ROOM B2. In this room will be three kobolds. The Dragon Master rolls 1d6 for treasure and gets a result of 6, or no treasure.

ROOM B3. The Dragon Master rolls for random contents in this room and gets a result of 2, which indicates a monster. With a couple of rolls, it's determined the room has 8 Stirges in it and no treasure.

ROOM C1. In this landing, the Dragon Master places another three kobolds. With a roll of 1 on 1d6, which indicates treasure, she places 74 cp and 56 sp.

ROOM C2. On this parapet, the Dragon Master places six more kobolds and the last 89 cp and 111 sp.

ROOM D1. The Dragon Master checks the contents of the room with a 1d6 roll. With a roll of 5, the room contains no monsters or traps. Another 1d6 roll determines there's no treasure.

ROOM D2. With another 1d6 roll for contents, the roll indicates a monster. The Dragon Master rolls 1d20, for a result of Green Slime. Another 1d6 roll indicates no treasure.

ROOM D3. The Dragon Master rolls for contents of this room, which indicates Wolves. She instead decides to place 2 Dire Wolves here, riding steeds for 2 goblins planned for D5.

ROOM D4. Rolls for monsters and treasures indicate none.

ROOM D5. In this room, the Dragon Master places 2 goblins, which have Treasure Type R. The Dragon Master rolls twice, resulting in one goblin have 8 ep and the other having 2 ep.

ROOM D6. Here is where the DM places 3 gnolls, which have Treasure Type D. However, all treasure will be reduced to a sixth of the total, because 3 out of the maximum 18 gnolls is 16.7%. The Dragon Master makes the suggested rolls and places 667 cp and 334 gp. A random prisoner, tortured and near death, is also placed in this room.

ROOM D7. All but two prisoners are in this room, without any treasure.

ROOM D8. The remaining two prisoners, "Old Man" Helig and Gunter of Three Crossings, are here. The Dragon Master rolls for content, resulting in a trap. The DM places a poison-needle trap in the lock on the door.

F. COMPLETE THE DETAILS. Now it's time to detail the contents of each room and provide any further notes on play. This is called an encounter key or a dungeon key. The key is a complete description of the dungeon, its rooms, and everything contained inside. It's all that's needed for the DM to play.

In the key for the fort and dungeon, monsters are presented in the following abbreviated format.

Monster Name							
AC	HD	SPD	#AT	D	SA	ML	AL
armor	hit	speed	number	damage	save	morale	alignment
class	dice		of attacks		as		

Special: Any special rules about the monster is noted here.

Basic stat blocks for monsters in this adventure follow.

DRAGON MASTER INFORMATION

Kobold:							
AC	HD	SPD	#AT	D	SA	ML	AL
7	½	160 80	1	1d4 or W-1	NH	6	C

Special: Infravision, -1 to attack rolls in sunlight, hate Gnomes

Stirge:							
AC	HD	SPD	#AT	D	SA	ML	AL
7	1	30 10	1	1d3 +	F2	9	N
		fly 180 60		special			

Special: Infravision, +2 to first attack roll, auto damage after hit

Gnoll:							
AC	HD	SPD	#AT	D	SA	ML	AL
5	2	90 30	1	2d4 or W+1	F2	8	C

Special: Infravision

Goblin:							
AC	HD	SPD	#AT	D	SA	ML	AL
6	1-1	60 20	1	1d6 or W	NH	7 9	C

Special: Infravision, -1 to attack rolls in sunlight, hate Dwarves

Green Slime*:							
AC	HD	SPD	#AT	D	SA	ML	AL
—	2*	3 1	1	special	F1	12	N

Special: Harmed by cold & fire, eats wood & metal, turns foe into slime

Wolf, Dire:							
AC	HD	SPD	#AT	D	SA	ML	AL
6	4+1	150 50	1 bite	2d4	F2	8	N

Special: Infravision

DUNGEON KEY

A1. GRAND HALL. This room was once the grand hall, where the regent would greet dignitaries and other visitors. Debris of rotted furnishings, tapestries, useless fragments of armor, and other insignificant pieces of clutter fill the room.

Three kobolds stand watch here inside this room, just inside the door on the east wall. They're more nervous than normal and will need to make Morale saves when they spot a threat. They retreat into **A2. DINING HALL** to join their companions.

Each wears leather and has two spears, one to throw and the other to wield in melee. They have no treasure among them.

A2. DINING HALL. This was the lavish dining hall of the regent. It now lacks any refinement and is instead marked with grime, waste, and rubbish. Many makeshift bunks made of straw lay about the room. Strewn among the rubbish is 70 cp and 25 sp.

Seven kobolds make their home here.

A group of three keep watch in **A1. GRAND HALL**, just outside the door on the west wall. They're relieved every eight hours. The makeshift bunks of straw are theirs. Each wears Leather and has two spears, one to throw and the other to wield in melee. They have 63 cp and 31 sp among them.

The three kobolds in **A1. GRAND HALL** may retreat here. If intruders threaten this area, these kobolds alert those on level B and fight viciously to stop anyone from entering **A3. KITCHEN**, where the kobold leader is.

A3. KITCHEN. This room is less cluttered and less filthy than others. A smaller fireplace is in the south wall, and a number of hanging hooks are on the walls. Some intact kettles and pots can still be found. Out of place here is a 2-ft. by 3-ft. unframed canvas of a painting sitting on a small table in a corner. It depicts a tranquil garden scene awash with a field of tulips. The canvas is painted with vibrant yellows and reds.

The kobold leader and two body guards lair here. They use this room not only because of its defensive position but also because it provides

a place for them to meet with the Gnolls from the dungeon below without the other Kobolds seeing them in a position of weakness. Each has chain mail, shield, and hammer. The leader has a sword.

The leader carries **potion of gaseous form** in a small flask. The potion is yellowish-green and is easily mistaken as a vapor, though it doesn't act like a vapor at all, of course. He won't use it, because he doesn't know what it is yet.

If attacked from the west, from **A4. PANTRY**, they retreat immediately to **A2. DINING HALL**. If attacked from the north, they retreat immediately into **A4. PANTRY** and scamper down the stairs to seek out the gnolls.

Hidden among refuse in the fireplace is the following.

- A miniature cask (1-ft. by 8-in.) with a fine wine (20 gp).
- An ivory box with a relief of an elephant on it (10 gp), which has 3 pp inside it.
- A ceramic jar of exotic perfume (20 gp).
- Two silver-coated eating utensils (15 gp)
- The unframed canvas painting (50 gp), to which the leader has taken a special liking.

A4. PANTRY. What little food was left behind in this place rotted long ago. Among scraps and fragments of wood casks and ceramic vessels that lay scattered about are the disgusting foodstuffs of the kobolds—unidentifiable remains, putrid eggs and cheese, rancid water, and small rodents. A set of stone stairs leads to **D1. CELLAR** in the dungeon area.

B1. UPPER STAIRWELL. The kobolds have scrawled obscene glyphs and markings on the wall of this upper hall with grotesque inks and blood. Unless someone in the party understands the language of kobolds, they'll blissfully remain unaware of their taunts, threats, and boasts.

B2. GRAND HALLWAY. Like the prior room, **B1. UPPER STAIRWELL**, this room is smeared with refuse and markings.

Three kobold sentries waste away the time here when they're not sleeping in **C1. GUARD ROOM** or standing watch on **C2. PARAPET**. They play games of dice and other brutish, physical games involving small, serrated blades, entrails, and notched sticks. Each wears Leather and has two spears, one to throw and the other to wield in melee. They have no treasure among them.

Should their companions at **C2. PARAPET** raise an alarm, it takes these three kobolds 1d2 rounds to organize and either join their allies above or rally to those in **A1. GRAND HALL** and **A2. DINING HALL**, depending on the threat.

B3. GRAND BEDROOM. The small double doors to this area are barricaded with wooden beams and small stones—as if to keep something out or something in. This once lavish and enviable chamber is a holding area for refuse that predates the current occupants of the fort. A dilapidated bedframe is still recognizable, as is a battered and cleaved armoire, though there's little else. With some searching, a small hole with access to the outside is detectable in the stones of the south wall.

Eight stirges nest here in the rafters and in crevasses of refuse. The kobolds, and even the gnolls, avoid this chamber. The stirges won't leave the chamber to chase fleeing prey. They can go and come when they want through the hole in the south wall. Whatever treasures were once here were removed long ago.

C1. GUARD ROOM. Here is where guards of the old regime would sleep and rest while a contingent of their peers watched from the parapet and operating the light siege engines thereon. The room serves the same function for the current residents.

Three kobolds sleep here at any given time. When the time comes, they relieve their companions in **B2. GRAND HALLWAY**. Each wears Leather and has two spears, one to throw and the other to wield in melee. They have 74 cp and 56 sp among them.

If the guards on **C2. PARAPET** raise the alarm, they take 5 rounds to get ready for battle and move either to the parapet or lower into the fort.

C2. PARAPET. Six kobolds stand watch here. Three of them retire to **C1. GUARD ROOM** when their shift is over, while the remaining three are joined by the three from **B2. GRAND HALLWAY**. Each wears Leather and has two spears, one to throw and the other to wield in melee. They have 89 cp and 111 sp among them.

D1. CELLAR. Stairs from **A4. PANTRY** above descend 20 feet to this barrel-vault room. Prior occupants used it to store iron (from the nearby dark wood), dairy, salt, wool, animal skins, garlic, honey, and wine, of course. Today, debris has been removed so that occupants can move to and from the upper and lower areas without incident.

D2. STOREROOM. This door is locked from the outside. (One of the gnolls has a key for the room.) A kobold met its demise when the gnolls and kobolds first came to the fort and encountered the occupant, and they've avoided the room ever since.

A patch of green slime occupies this room. It lies in wait on the ceiling and drops on any living thing that enters through the door.

There is nothing of value in this room, with all wood and foodstuffs being consumed and turned into Green Slime long ago.

D3. SERVANTS' QUARTERS. This chamber was once home to servants. It's now empty of items, except for unused sconces along the walls. The smell of feces is heavy here because of the monster in the alcove to the northeast. The alcove has straw laid throughout. Within are tufts of fur and the remains of animals. The stench of feces is strong here. There are two sets of manacles recently attached to the east wall.

Two dire wolves, which the goblins use as steeds, are generally manacled here when not in use. When encountered here, they're manacled to the east wall of the alcove and can move freely throughout the alcove, up to and including the area marked with an X on the map.

The dire wolves sense the presence of any intruders and raise the alarm through their chilling howls. Once the wolves howl, none of the monsters in the fort and dungeon can be surprised. Also, the goblins and two gnolls from areas **D5. WATCH TOWER** and **D6. CONFESSIONARY** arrive to investigate within 1d3+1 rounds.

D4. SERVANTS' QUARTERS. Once a chamber for senior servants, the room is a den for animal carcasses (for feeding the Dire Wolves), scraps, refuse, and feces. A handful of harmless rats squeak here among the debris, possibly causing intruders to think twice before entering.

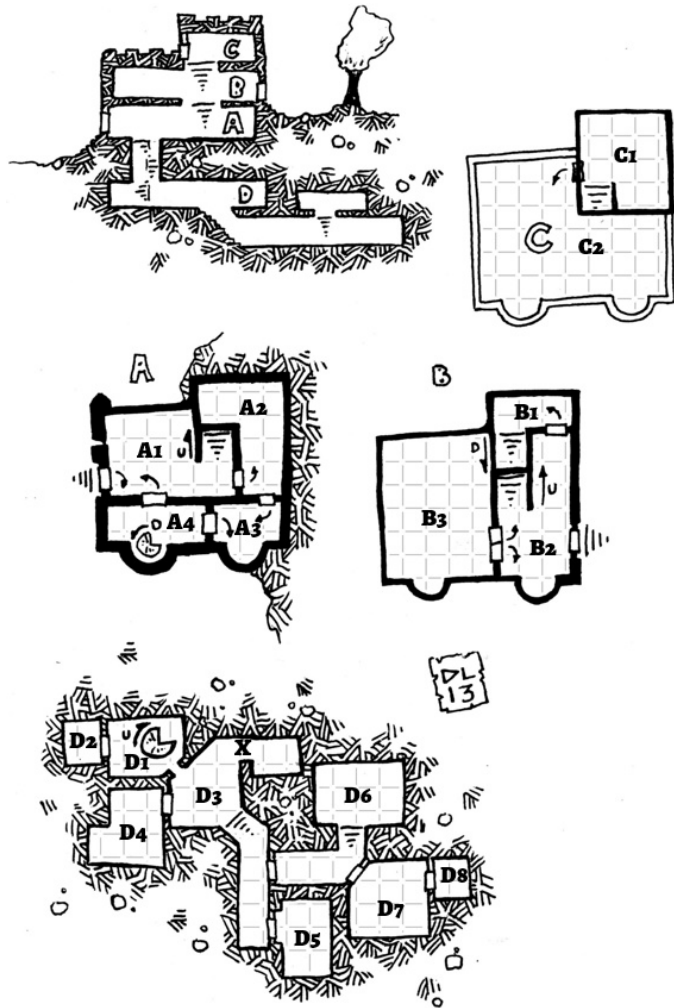
D5. WATCH CHAMBER. This room served as a chamber room for the watch who guarded prisoners. They operated the machines of torture in **D6 CONFESSIONARY** and oversaw prisoners held in **D7 HOLDING CELL**. The chamber is now home to two goblins, who are emissaries of the Goblin King. They serve as advisors to the gnolls, who are courting an alliance with the goblins. One has 8 ep; the other has 2 ep.

D6. CONFESSIONARY. The room is well-tended and used frequently. On the west end of the room are bunks, chests, and small tables for the three gnolls that inhabit the place. Anchored to the north wall are four sets of manacles. A villager with tattered clothes hangs from one set. He has several open wounds and is near death. In the middle of the room is a rack. In the northeast corner of the room is a large brass bull. The bull has a door in its rear and is hollow. Underneath the bull is an open fire pit. The gnolls place captives in the bull and heat it, causing victims to roast to death while their screams are amplified through the bull and echo along the corridors.

Among the possessions of the gnolls are 667 cp and 134 gp. The brass bull is worth 100 gp to the right buyer.

D7. HOLDING CELL. This chamber is featureless except for the smell of human excrement and five disheveled villagers. They've been mistreated and malnourished. They have a speed of 30|10.

D8. SOLITARY CELL. A sturdy metal door leads to this room. The door has a poison needle trap on the lock. Inside this room are two captives—"Old Man" Helig and Gunter of Three Crosses.



AN EXAMPLE OF WILDERNESS DESIGN: HARKANGRAF & ENVIRONS

This section is for the Dragon Master only. Players should stop reading here if they wish to adventure in this setting.

MAP: HARKANGRAF

General Notes. The map has a scale of 1 mile to a hex and offers a glimpse of Harkangraf, a border province on the edge of an empire to the west. Harkangraf is largely wild, with most settlements located to the south and east, near the Serpent Sea. The two largest areas of population in Harkangraf is Blackwall in the south and Crag Keep to the northeast.

To the north, off the map, a mountain range runs north to south. From it run two rivers, the Rurre and the Rhôn, which flow together to become the Yggsil, which flows to Blackwall. The regional climate is temperate, with weather generally harsh during the short winter months, when snow and ice storms can be brutal. In the spring, great rainfall, along with snow melt, feeds the great rivers.

Much of the land is moor—desolate and unable to support large scale farming. Lush forest and woodland cover much of the region that isn't broken by hills and peaks. Unless there's a great need,

inhabitants stay close to home and avoid forests, hills, and mountains. Use of rhônwyth in the region is significant to the economy of Blackwall.

HUMAN LANDS

Blackwall (Town, 3,650 people). Blackwall is the only large town along the trade road that connects the nations of the north with the great empire to the west. It's within several days ride of a curst mountain port to the east. The ruler of the Graf is politically savvy and has great business acumen, which has enriched the town and its people. The town is known primarily for its highly-prized ore deposits and its quality rhônwyth. Nearly all of inhabitants have an interest in mining, lumber, or shipping. Because of its success, Blackwall and its shores are no strangers to thieves, pirates, and charlatans. The city is led by a Lord Reeve.

Crag Keep (Village, 810 people). Just over 10 miles northeast of Blackwall, in a forested region of hills, is Crag Keep. The keep and its ruling family have been around for close to a century since its founder earned the friendship of the nearby Dwarves and gained their help in building his walled castle. The keep is said to top a crag, under which is located numerous levels of dungeons, caves, and passageways. It sits overlooking a great rift wherein the great Rurre River flows and chaos monsters lair.

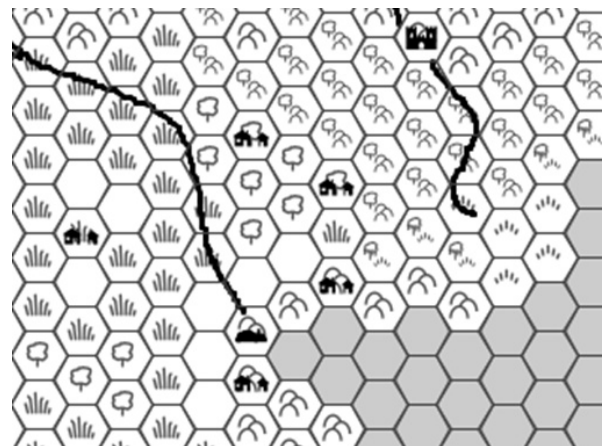
Wurmhold (Village, 650 people). This small fishing village rests among fog-shrouded hills. The people here are as warm as their hot ciders, which on lazy days the people pair with delectable sweets that have become customary with nearly every meal.

NON-HUMAN LANDS

Dwarves (Stronghold, 1,000 Dwarves). Not more than a mile away from Crag Keep is this Dwarven citadel. Its inhabitants are allied with the Lord of Crag Keep and engage in trade with Harkangraf, providing the dense, black ore and stone prominent in buildings throughout the region. In exchange, the Dwarves receive a portion of the crops raised by the baronies. The depths of dwarf stronghold are said to be deeper than those of Crag Keep, with many passageways connecting these two intricate dungeon complexes and subterranean caverns.

Elves (Dispersed, 320 Elves). Little is known about these reclusive folk. What's gleaned about them comes only from their emissaries to Blackwall and Crag Keep.

Goblins (Dispersed, 750 Goblins). Infesting the mountains and hills to the north, the goblins are a vile, brutish group. They often raid Harkangraf, erupting from the mountains to spew into nearby hills and moors in search of slaves and captives. The largest such group numbers 242 goblins and is overseen by a Goblin King. There are 3d4 smaller tribes, allied with the Goblin King, numbering no more than 100 each. The Goblin King seeks to subjugate the region at any cost, hoping that such a feat might elevate his status among some of the more fearsome monsters in the region, such as the hill giants and orcs.



GLOSSARY

Adventure. A game session in which a Dragon Master and players meet to play the **B|XFRP** game.

Aerial. In or of the air.

Alignment. One of three ways a character tends to treat others—Law (Lawful), Neutrality (Neutral), or Chaos (Chaotic).

Area of Effect. A space in which the effects of a spell manifest. Objects or monsters in the space are often affected by such a spell or attack.

Armor Class (AC). A measure of difficulty in hitting a foe. This rating is related to the armor or natural protection a monster has.

Attack Roll. The roll a player makes with a d20 to determine if an attack is a hit against a foe.

Caller. A player who, after gathering input from the other players, tells the Dragon Master what the party is doing.

Campaign. A series of adventures in the same fantasy setting.

Catapult. A large siege engine that hurls projectiles by means of a pulley and lever system.

Character Class. One of seven careers or races a player can choose for his or her character—Cleric, Dwarf, Elf, Fighter, Halfling, Magic-user, or Thief.

Character Level. See **experience level**.

Charge (or use, magical). A discreet unit of uses of a magical device, such as a staff or wand. Once all the uses are expended, the device is useless and no longer magical.

Class. See **character class**.

Coin (or cn). A unit of weight and bulk for items in the **B|XFRP** game.

Combat Round. 10 seconds of game time. This unit of game play is used during encounters.

Concentration. A state of focused attention. When spell-users concentrate, they can't do anything else. If distracted or attacked (not just injured), spell-users lose their concentration.

Cover. Something other than armor or a shield that a character can stand behind for protection.

Cn. See **coins**.

Cp. Copper pieces. 1 copper piece is worth as much as 1/10 of a silver piece, 1/50 of an electrum piece, 1/100 of a gold piece, and 1/500 of a platinum piece.

d# (d4, d6, d8, d10, d12, d20, d%). A sign representing a die of a specified side. For example, a d4 means a four-sided die, while a d20 means a twenty-sided die.

Damage Roll. The roll a player makes with a die to determine who many hit points a foe subtracts from his or her total hit points.

Demi-human. A human-like character that's a character class—a Dwarf, Elf, or Halfling.

Dragon Master (DM). The person who referees or adjudicates a **B|XFRP** game. This person creates the setting for the game and assumes the roles of all monsters and non-player characters.

Dungeon. A setting inside, either underground or within a structure, that player characters can explore.

Dungeon Level. A measure of the depth of a dungeon and its deadliness.

Duration. A length of time, often related to the effects of spells.

Elemental. Of or related to one of the four fundamental components of nature—air, earth, fire, or water.

Empathy. The ability to understand the feelings of another person.

Encounter. A time when player characters meet a monster.

Encumbrance. The burden of carried items, measured in coins.

Ep. Electrum pieces. 1 electrum piece is worth as much as 50 copper pieces, 5 silver pieces, 1/2 of a gold piece, and 1/10 of a platinum piece.

Evasion. The attempt to avoid an encounter.

Experience Level. A measure of a player character's power and ability.

Experience Points (or XP). An award given to player characters for reclaiming treasure and defeating monsters during an adventure. When player characters earn enough experience points, they become eligible for the next experience level.

Fighting Withdrawal. A maneuver in which a character moves back slowly from a foe.

Galley. A waterborne vessel with oars, a sail, or both, used to traverse coastal waterways.

Game Balance. A condition in which the challenges faced by player characters are neither too easy nor too difficult for them.

Game Time. An amount of imaginary time that lapses in the game for characters and monsters. Game time differs from real or actual time.

Game Turn. 10 minutes of game time. This unit of play is used when player characters are exploring a locale.

Gp. Gold pieces. 1 gold piece is worth as much as 100 copper pieces, 10 silver pieces, 2 electrum pieces, and 1/5 of a platinum piece.

Hit. A successful attack against a foe. When a combatant hits, a damage roll is made.

Hit Dice (or HD). The number of dice rolled to determine hit points for a player character or monster.

Hit Points (or hp). The number of hit points of damage a character or monster can take before being killed.

Infravision. An ability to see a short distance in darkness.

Initiative. A die roll that determines the order in which sides of combatants can act.

Key. A description of contents for a dungeon used by the Dragon Master.

Lair. A place where a monster lives.

Level. See **character level**, **dungeon level**, **experience level**, **monster level**, and **spell level**.

Lost World. A region or area in which extinct animals, plants, and cultures still exist.

Melee. Attacks in which foes strike each other with natural or hand-held weapons.

Missile Fire. Attacks in which foes strike at each other with projectile weapons.

Moat. A ditch filled with liquid, usually water, surrounding a castle or hill.

Module. An adventure designed by someone else that has all the maps and information necessary for a Dragon Master to use.

Monster. A creature or NPC controlled by the Dragon Master.

Monster, Enchanted. A monster created, conjured, or animated by magic.

Monster, Magical (or Fantastic). An imaginary or mythic monster that is either an impossible combination, such as harpies and centaurs, or with magical powers, such as basilisks and dragons.

Monster Level. A measure of a monster's power and ability, which is generally equal to its hit dice.

Morale. A monster's willingness to remain in a threatening situation.

Nocturnal. The habit of being active at night or in darkness.

Non-Player Character (or NPC). A character controlled by the Dragon Master. Player characters that are temporarily charmed, confused, or deluded are treated like NPCs until they regain their senses.

Party. A group of PCs and NPCs who adventure together.

Person (charm or hold). With regard to those monsters affected by the spell charm person or hold person, the full list comprises humans, demi-humans, and human-like monsters such as bugbears, gnolls, goblins, hobgoblins, kobolds, lizard men, mermen, nixies, ogres, orcs, pixies, and sprites.

Player Character (or PC). A character controlled by a player.

Pole Arm. A two-handed weapon used to smash, chop, or stab foes. Examples of such weapons include the halberd, glaive, and pike.

Pp. Platinum pieces. 1 platinum piece is worth as much as 500 copper pieces, 50 silver pieces, 10 electrum pieces, and 5 gold pieces.

Prime Requisite. The ability score or scores most important to a character class.

Ram. A portion of a ship strengthened and often raised from the ship that is used to batter and bash other ships and objects in a collision.

Range. A distance, often associated with spells. It's the maximum distance at which an attack or effect can happen.

Regeneration. The natural ability to restore lost hit points, or regrow and reattach lost limbs.

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Retainer. An NPC adventurer employed by a player character.

Reversible. An aspect of a spell that allows spell-users to produce an opposite affect than the original.

Saving Throw. A roll of a d20 to determine if a monster or player character avoids or minimizes the effects of an attack.

Scenario. One or more adventures with a common theme.

Secret Door. A door that's hidden or disguised as something else.

Shrine. A locale of great significance to a religion and its believers.

Sp. Silver pieces. 1 silver piece is worth as much as 10 copper pieces, 1/5 of an electrum piece, 1/10 of a gold piece, and 1/50 of a platinum piece.

Spell Level. A measure of the power and difficulty of a spell.

Stronghold. A structure meant to protect people from attack, such as a castle, tower, or other building.

Terrain. A geographical feature.

Tinder Box. A box that contains flint, steel, and tinder. These are used to start fires to light lamps and torches.

Treasure. Any amount of wealth found by player characters. It can be guarded or unguarded, and it can be in the form of coins, gems, jewels, magical items, or mundane items.

Turn Undead. A Cleric's ability to cause undead to run away.

Wandering Monsters. A monster encountered by a party that wasn't prepared (keyed or placed) before the adventure.

Wolfsbane. A small flowered plant that sometimes causes lycanthropes to run away.

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