

3

FOR USE WITH
BASIC & EXPERT
RULES SETS

B/X COMPANION

FANTASY ADVENTURE GAME

BRIAN KEEFER, ILLUSTRATOR

Running
Beagle
Games

Fantasy Role Playing Game
For 3 or More Adults,
Ages 10 and Up

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CHARISMA MODIFIERS

Charisma Score	Reaction Adjustment	Max # of Henchmen	Henchman Morale
3	-2	1	4
4-5	-1	2	5
6-8	-1	3	6
9-12	None	4	7
13-15	+1	5	8
16-17	+1	6	9
18	+2	7	10

SPECIALIST HIRELINGS

Alchemist	1000gp/month
Armorer	100gp/month
Animal Trainer	500gp/month
Engineer	750gp/month
Sage	2000gp/month
Seaman, Rower	2gp/month
Seaman, Sailor	10gp/month
Seaman, Captain	250gp/month
Seaman, Navigator	150gp/month
Spy	500+gp per mission

B/X COMPANION

FANTASY ADVENTURE GAME SUPPLEMENT RULEBOOK



Authored by Jonathan Becker

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Inspired by the original ideas of Gary Gygax and Dave Arneson
as edited by Tom Moldvay, David Cook, and Steve Marsh

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FOREWORD

You stare at the envoy, amazed at his impertinence.

“I haven’t spoken with Gellor the Black in fifteen years! The location of his tower of wizardry is known throughout the land. Why trouble my court if he is the one you seek?”

The messenger speaks hesitantly, carefully avoiding your gaze. “Your Lordship, the creature that threatens our neighboring kingdom is none other than Volgax the Mighty, greatest flame wyrm of old. None may stand against him but heroes of equal stature. Lord, you and your worthy companions are renowned for your great deeds. If you will not aid us, both our realms are in dire peril!”

Welcome to the fantasy adventure **B/X Companion Rules**! These rules are meant to supplement an existing fantasy role-playing campaign by providing rules for adventures at the highest echelons of danger and glory. Previous fantasy role-playing games have provided you with all the tools needed to explore underground catacombs and dangerous wilderness locales. For those players looking to continue their characters’ careers with more challenges, these rules are designed to help sculpt a fantasy campaign of epic proportion.

These rules are **NOT** a standalone game system; they are meant to be used in conjunction with other fantasy role-playing games especially the works of Gary Gygax and Dave Arneson as edited by Tom Moldvay, David Cook, and Steve Marsh, as well as the more recent game systems like Labyrinth Lord™ by Goblinoid Games™. If you do not own one of these basic game sets, you will **NOT** be able to use these supplemental rules.

In some situations, rules here may contradict rules from prior editions. When in doubt of which rules system is to use, players should decide **AS A GROUP** how to handle these discrepancies. Try it out! If one set of rules don’t work for you, switch to the other set...or make up your own “house” rule. This is your game! Once you’ve bought it, it’s to be used for your own enjoyment. **Don’t let the rules stop you!**

You consider the diplomat’s words thoughtfully. It has been many years since you carved out a dominion with your own sword. Yet your enchanted armor wears as well as ever, and you are still fit enough to ride and tilt with lance and shield.

You look over at your most trusted advisor, Douglas de Sable. Few besides yourself know that he is in fact the head of the local thieves guild, or that your tolerance of his activity is due to the mutual life debt you owe each other.

“Doug, I seem to recall dragons being fond of their hoards...and the people have been asking for a holiday and some tax relief. Why don’t you see if a messenger can entice Gellor out of retirement for one last adventure? It seems the fate of the realm is again in our hands!”

Jonathan Becker
2009

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This book could not have been made without the loving support of my wife or the encouragement of my many blog readers and the hard work and talent of several fine illustrators. The author acknowledges a sincere debt of gratitude to all the game designers who have come before him, especially Gary and Dave, the original masters. Finally, this book is dedicated to Bladehawk the Fighter, Sneakshadow the Thief, Sunstarr [sic] the Cleric, and the many dead elves, dwarves, and assorted other characters of my brother Adam, all of whom provided a young DM (me) with hours of enjoyment. And Tom Moldvay, of course...he who first set me on this journey back in 1981. Thanks, everyone.

Second Printing

PART 1: INTRODUCTION

IMPORTANT: THIS BOOK IS NOT A GAME IN ITS ENTIRETY, BUT A SUPPLEMENT TO EXISTING RULES SYSTEMS. UNLESS YOU OWN AND ARE FAMILIAR WITH THE RULE SYSTEM FOR ONE OF THESE FANTASY ROLE-PLAYING GAMES, YOU WILL NOT BE ABLE TO USE THIS BOOK AS INTENDED.

How to Use This Book

This book is meant to supplement other existing fantasy role-playing game systems, particularly the original works of Gygas and Arneson as edited by Tom Moldvay, David Cook, and Steve Marsh, but also more recent game systems like *Labyrinth Lord*™, published by Goblinoid Games™. Earlier rule sets provide a basis for creating adventurers in a fantasy land full of warriors and wizards, elves and dwarves, mythic monsters and magical treasures. This book was written to supplement the original rules and provide information for continuing adventures past the basic and intermediate levels. That is why it is called the *B/X Companion*: it is meant as a *companion* set of rules to both *Basic* and *eXpert* level play.

What IS High Level Play?

The Companion rules are aimed at players that wish to participate in “high level play.” This fantasy adventure game measures power in terms of **level**, and while earlier game sets provided rules for levels 1 through 14, this game is designed to supplement play from level 15 to 36 (the maximum level in the game). Earlier game sets provided hundreds of monsters and obstacles for players to encounter and overcome. “Companion level” monsters reflect the types of menace that are threats in high level play, i.e. threats to dominions and strongholds. These include gigantic monsters, highly intelligent and organized adversaries, and scourges that can spread discord and insurrection or cause mass destruction by themselves. Some are legendary monsters that might make powerful foes for questing high level adventurers. Others are of demonic or divine origin, helping to advance the agendas of the gods themselves. Likewise Companion level adventures will often involve threats to whole kingdoms...often those ruled and run by the players! Armies will be commanded and other dimensions explored, as adventurers undertake truly epic quests to become legends in their own lifetimes. Companion level spells are suitably earth-shaking in power and help the players in these endeavors, as do the Companion level magic items they will find (and create!) along the way.

Terms and Conventions

The text assumes the reader is at least familiar with these base game systems. Some terms and abbreviations that will be used extensively throughout the book are outlined below:

Player Character (PC): A player character is any imaginary persona played and portrayed in the game by a player. Throughout the text “player character” and “PC” are used interchangeably. Sometimes the author may use the more general term “player,” if this is in the context of doing something imaginary (“the player attacks the troll”) then this should be assumed to be the player character or PC. If used in the context of performing a real world action (for example, rolling dice or writing notes), then the author is referring to the actual player, not the imaginary character. Let context be your guide.

Non-Player Character (NPC): Any imaginary character not portrayed by a player at the game table. This could be a hideous monster, a friendly ally, a damsel (or duke!) in distress or any other imaginary persona. NPCs are sometimes controlled by players, but usually the Dragon Master determines their actions.

Dragon Master (DM): The player at the table that acts as the referee, narrator, and adventure/world designer. Other games call this role the Game Master, the Labyrinth Lord, the Story Teller, or any variety of names; this author chooses to call it the Dragon Master in homage to that fantastic beast, clearly the king of all mythic animals. Dragons have been a part of legend and fiction from the earliest epic poems (e.g. **Beowulf**) to our present day cinema and literature and are the classic opponent of fantasy and folklore. As the DM is responsible for the actions of the mythic beasts and opponents that appear in a game session, it is only fitting that he (or she) wears the title of *Dragon Master*.

Dice Conventions: A number of dice are used in the course of play. The text will always abbreviate them as DX where X is equal to the number of sides on the die. If an eight-sided die is to be rolled, the text will say, “roll D8,” for example. If multiple dice are to be rolled at once the DX will be preceded by the number of dice to be rolled. Three eight-sided dice would be thus abbreviated, “roll 3D8.” When a number of dice are to be rolled, their total is always added together unless otherwise specified.

D% or D100: This abbreviation asks one to roll “percentile dice;” two ten-sided dice are rolled, but instead of adding them together they are read as a two-digit number with the first die being the 10’s and the second being the 1’s. A roll of 7 and 4 would thus be read “74.” A 0 and 5 would be read “05” or simply “5.” And a 00 is always considered 100, never zero. D% is often rolled when there is a percentage chance of something occurring; if a thief has a 35% chance to pick a lock, a roll of 01 to 35 would indicate success and a roll of 36 to 00 (“100”) would be failure.

Levels: Levels are tiers of power. Many things in the game are measured in levels. PCs begin at 1st level and gain additional levels as they earn experience points. Spells are categorized into levels of power (“spell levels”) with 1st being the easiest or most elementary spells. Underground caverns and ruins may extend several levels beneath the earth, with the 1st level being the closest to the surface and safety. In all cases: the higher the level, the greater the power. This book is specifically written in part to detail player character levels above level 14; existing rule sets do an excellent job of detailing game play from levels 1 through 14.

Class: A character’s class refers to both their archetype and career. Human adventurers fall into four classes: Fighters (who fight), Magic-Users (who use magic), Thieves (whose trade is in theft), and Clerics (holy warriors of their god or gods). Humans are a many and varied species and have several different class options from which to choose. *Demi-humans* (dwarves, elves, and halflings) on the other hand, are not nearly as varied as humans and while players may choose to play an adventuring demi-human, they do not share the same diversity of profession that humans do. Thus, their class is the same as their species: Dwarf, Elf, or Halfling. Demi-humans are more limited in the level they can acquire, not being nearly as young and ambitious as the human race.

Experience Points (XP): The measure of accomplishment in the game. Experience is earned for defeating monsters and finding

treasure during an adventure. Earning XP is what raises a character's level: to a maximum of 36 for the human classes, 12 for dwarves, 10 for elves, and 8 for halflings.

Hit Points (HP) & Hit Dice (HD): Hit points measure the damage an individual can take before dying. For monsters, more HPs indicate a bigger, hardier foe. For PCs, it represents health and fitness, agility and luck. Hit Dice are the number of dice rolled to determine hit points; for monsters it is also their ability to attack and do damage in combat.

Armor Class (AC): Armor class is a measure of how difficult it is to injure a character in combat. The lower the AC the more difficult it is to hit. The three basic types of armor are leather armor (AC 7), chain mail (AC 5), and plate mail (AC 3). A shield may be worn to reduce AC by 1 (so plate and shield becomes AC 2). Armor is not simply thickness and hardness of protection; it also accounts for a character's ability to maneuver in the armor. Plate mail is much sturdier than leather, but it can also be fatiguing and uncomfortable if worn for long periods of time. The armor class rating is an abstraction of the overall defensive value.

To Hit Roll: In combat a character has a chance to hit based on their own level/hit dice and their defender's armor class. It should be understood that the roll "to hit" does not represent a single swing of the sword or swipe of a claw. It represents the chance that the attacker will do damage to an opponent with the

particular weapon used. Combat is **abstract** and can be narrated in many ways more interesting than "he swings at you again."

Saving Throws: A D20 roll made to attempt to avoid something unpleasant... evil spells, deadly poison, or the petrifying stare of basilisks. High level characters are more proficient at avoiding these due to increased awareness, reflexes, will power, and luck.

Alignment: All animate creatures in the game world possess an alignment, the personality that both describes and defines them. The three alignments are **Lawful**, **Neutral**, and **Chaotic**. Lawful characters are heroic, putting the welfare of others above and before their own. Neutral characters are the self-interested who look out for themselves and their own gain first. Chaotic characters are capricious and whimsical, caring nothing for others and treacherous to the core; many might be considered "evil."

The fantasy game world is much more black and white than our own. A knight that upholds the law and keeps his "word of honor" but puts his own honor ABOVE the care and safety of others is Neutral, not Lawful. An evil wizard bent on enslaving the world and enacting his own form of "order" over society is Chaotic, not Lawful. There is no penalty given for playing a character of a particular alignment except that certain magic items or spells might affect different alignments differently. It is suggested that players choose alignments that fit the personalities they see in their characters.



PART 2: CHARACTER INFORMATION

The information presented in earlier rulebooks is not changed here; prior rules for all classes still apply. Only advancement charts for the four human classes are provided (clerics, fighters, magic-users, and thieves) and only for levels 15 and above. Earlier rule sets provided information for levels 1-14.

CLERICS

Patriarchs and Matriarchs are the leading champions of their god or goddess. Acting as an example of faithful service to their divine patron, they are expected to lead other followers of the faith. Many clerics choose to create a base of operations from whence to launch crusades or proselytize to the masses, while others will continue to wander the wilderness, doing acts of good (or evil) in the service of their god or goddess.

A cleric's ability to turn lesser undead remains static above 14th level but the power of their zeal can cause even more creatures to be affected. At level 21, the cleric may roll 4D6 to see how many hit dice of creatures are Dispelled; at 28th level the cleric may roll 6D6; and at 35th level a cleric is able to Dispel 8D6 hit dice of lesser undead. *Greater undead* of the sort presented in **Part 6** of this book cannot normally be turned or dispelled by a cleric of any level.

Clerics also continue to gain spells as shown on the cleric advancement table, up to a maximum of 7th level spell use. Clerics can reach a maximum of 36th level; they continue to gain 1 hit point per level after reaching *Name* (9th) level.

A cleric that builds a stronghold with a place of worship may expect to receive tithing and donations from any followers or lesser temples in the region. A cleric may choose to exert dominion over a region, becoming a ruling theocrat, but (especially in areas where other deities are followed) this may prove troublesome without wholesale conversion of the populace. A Patriarch or Matriarch with such a dominion may call a Holy War with justifiable reason, forcing up to half the population to serve as conscripted levies.

DWARVES

As stated in earlier rulebooks, dwarves may build a stronghold and become Lord of their clan after reaching *Name* level. Some dwarves may continue to adventure even after founding such a dominion, but they never gain additional levels after 12th level.

However, dwarves may still benefit from the accumulation of experience points. Adventuring experience equates to additional combat prowess and adventuring awareness. They thus gain bonuses to attack rolls for every increment of 500,000 XPs beginning with 1,000,000. They also receive bonuses to saving throws upon the accumulation of 1,500,000 and 2,500,000 XPs. In addition, they receive multiple attack rolls in melee as a fighter, with 2 attacks possible at 1,000,000 and one additional attack at each of 2,000,000 and 3,000,000 XPs.

A Dwarf Lord (or Lady) may only extend dominion over members of his own clan, though alliances may be formed with other clans (and other races as well). If called to war, fully half a dwarf population may fight as they are a sturdy people. See also **Part 8: DM Information** for additional abilities.

ELVES

As stated in earlier rulebooks, an elf may build a stronghold and become Lord (or Lady) of an elven population upon reaching *Name* level. Some elves may continue to adventure even after founding such a dominion, but they never gain additional levels after 10th level.

However, elves may still benefit from the accumulation of experience points. Adventuring experience equates to additional combat prowess and adventuring awareness. They thus gain bonuses to attack rolls for every increment of 500,000 XPs beginning with 1,000,000. They also gain bonuses to saving throws upon the accumulation of 1,500,000 and 2,500,000 XPs. Finally, an elf can make multiple attack rolls in melee as a fighter, with 2 attacks possible at 1,000,000 and one additional attack at each of 2,000,000 and 3,000,000 XPs. Elves can also apply these extra attacks to missile fire when using a bow (**not** a crossbow).

Only elves may be ruled by an Elf Lord or Lady, though the elves may form alliances with other races. Also, all woodland creatures within the dominion of an elf ruler will serve the ruler faithfully, in exchange for protection and respect. While they provide no tax income to the elves, these beasts and magical beings can be called upon in times of war for defense of their homeland, and will fight under the Wizard-Lord's banner when needed.

FIGHTERS

While many Warlords will build castles at the earliest opportunity and attempt to extend their dominion to the lands surrounding it, not every fighter will do so. Certainly true wealth, power, and influence can only be gained through land ownership, but some will continue their adventuring lifestyles, becoming legends throughout many lands, not just their own kingdom.

Fighters' prowess in melee combat becomes even greater as they improve in experience. At 15th level a fighter is allowed to make two attack rolls per round, at 23rd level a fighter may make three attacks, and at 31st level the Warlord can make four attack rolls in melee during a single round. All attacks occur during the fighter's normal turn in initiative order, and the attacks may be resolved against single or multiple opponents, so long as all foes are within melee range of the fighter.

Maximum level for a fighter is 36th level; fighters continue to gain 2 hit points per level after reaching *Name* (9th) level.

As detailed in earlier publications, a fighter may build a stronghold or castle at any time, but may not exert dominion over the land until reaching *Name* level. At that time the Warlord may claim a title (Baron is usual) and expect the local population to pay taxes and provide some service, in exchange for the ruler's protection. Military service may also be conscripted from the local populace (as described in the **Part 8: DM Information**).

HALFLINGS

As stated in earlier rulebooks, a halfling may build a stronghold any time he can afford it; however they never become great rulers of lands, and at most can hope for a nominal salary as an elected official of the community. Halflings can continue to adventure and accumulate XPs, but never gain more than 8th level of ability.

Halflings do benefit from the accumulation of experience points. Adventuring experience equates to additional combat prowess and adventuring awareness. They thus gain bonuses to attack rolls for every increment of 500,000 XPs beginning with 500,000. They also gain bonuses to saving throws upon the accumulation of 500,000, 1,500,000 and 2,500,000 XPs. Finally, halflings can make multiple attack rolls in melee as a fighter, with 2 attacks possible at 1,000,000 and one additional attack at each of 2,000,000 and 3,000,000 XPs.

As with thieves, halflings do not exert dominion over the population of an area. They may settle down as a retired folk hero or valued protector of the community (holding the title of Sheriff); they may run for office (most halfling communities are "ruled" as such by a mayor that is elected by and for the people). Any income from this post or any other must be negotiated with the village elders.



MAGIC-USERS

Most Wizards will build a tower upon reaching 11th level. The tower provides a safe refuge to which a wizard may return to recuperate from the exertions of spell casting and adventuring. It provides a place to conduct magical research and experimentation, including the creation of magic items (prior to construction of their own tower, wizards must borrow or share another wizard's laboratory). The tower also provides a place to safely hide and store a spell book, the wizard's source of power.

A magic-user's power continues to grow as they gain experience. The magic-user table shows the number of spells a magic-user may possess of every spell level up through 9th level spells. All new spells are detailed in **Part 3: Spells**.

Maximum level for a magic-user is 36th level; they continue to gain 1 hit point per level after reaching *Name* (9th) level.

Like the cleric or fighter, a wizard may assert dominion over the surrounding area by establishing a stronghold, and may tax the population as they see fit. Unlike clerics and fighters, many wizards will not take mundane titles other than "wizard," preferring to remain mysterious as to the level of their might. Some wizards will construct elaborate dungeon complexes beneath their towers, both to cultivate guardians (in the form of monsters) and to test heroic young adventurers.

THIEVES

While many Master Thieves retire from adventuring, content to run their hideout and live off wages earned by young apprentice thieves, others continue to hone their skills past the normal level of mastery until their abilities seem almost super-human.

Most of a thief's normal abilities (open locks, find/remove traps, climb walls, move silently, hide in shadows, hear noise) cease to improve past 14th level though they continue to function as per the Basic rules. Neither does the thief improve at reading languages or magic-user and elf scrolls. A thief's **backstab** damage DOES improve: at 16th level damage is triple normal, at 24th level it is quadruple, and at 32nd it is quintuple (5 times normal). The "to hit" bonus when attacking from behind does not improve at higher levels.

Maximum level for a thief is 36th level; thieves continue to gain 2 hit points per level after reaching *Name* (9th) level.

The following new skills are available to thieves above 15th level that have mastered their other skills:

Craft Device: this is the thief's ability to construct elaborate traps of mechanical nature. Cost and time to construct will need to be decided by the DM (similar to the construction of magical devices). Thieves use these devices to protect their hideouts, though they may build them for others at a price. Failing the craft roll by more than 10% means the device was not constructed correctly, and all time, money, and components are wasted. Failing the roll by 10% or less indicated the thief successfully created the device, but is himself the first victim of the device as he sets off the trap!

Physical Prowess: the master thief's continuous training and physical conditioning allows him or her to perform amazing feats of agility. A successful roll will allow the thief to climb an inverted overhang, balance on a tightrope without apparatus, somersault over an opponent in melee (to get behind him), or perform a safety roll to avoid half damage from a fall. The DM is final arbiter of what is possible (for example, "rolling with a fall" may not save damage from a spiked pit), but most physical stunts should be allowed with a successful prowess roll.

Deception: the master's disciplined ear and study of languages, as well as control over his own body movement, allows the thief to disguise himself, mimic speech and mannerisms, even "throw his voice" (as the 1st level spell *ventriloquism*). The DM should roll whenever the thief attempts to deceive someone; the thief will always believe his deception has succeeded. If the roll fails, the thief's opponent will know that the thief is not what he appears to be (or will know where the voice really came from, in the case of failed *ventriloquism*). The DM will determine the reaction of the presumptive victim.

CLERIC ADVANCEMENT

Level	Title	XP	Hit Dice	Spells							Undead Turning
				1	2	3	4	5	6	7	
15	15th level Patriarch/Matriarch	800000	9D6+6	6	6	5	5	4	1		
16	16th level Patriarch/Matriarch	900000	9D6+7	6	6	5	5	5	1		
17	17th level Patriarch/Matriarch	1000000	9D6+8	6	6	6	5	5	1		
18	18th level Patriarch/Matriarch	1100000	9D6+9	6	6	6	5	5	2		
19	19th level Patriarch/Matriarch	1200000	9D6+10	6	6	6	6	5	2	1	
20	20th level Patriarch/Matriarch	1300000	9D6+11	7	6	6	6	6	2	1	
21	21st level Patriarch/Matriarch	1400000	9D6+12	7	7	6	6	6	3	1	Destroy 4D6 HD
22	22nd level Patriarch/Matriarch	1500000	9D6+13	7	7	6	6	6	3	2	
23	23rd level Patriarch/Matriarch	1600000	9D6+14	7	7	7	6	6	3	2	
24	24th level Patriarch/Matriarch	1700000	9D6+15	7	7	7	6	6	4	2	
25	25th level Patriarch/Matriarch	1800000	9D6+16	7	7	7	7	6	4	3	
26	26th level Patriarch/Matriarch	1900000	9D6+17	8	7	7	7	7	4	3	
27	27th level Patriarch/Matriarch	2000000	9D6+18	8	8	7	7	7	5	4	
28	28th level Patriarch/Matriarch	2100000	9D6+19	8	8	8	7	7	5	4	Destroy 6D6 HD
29	29th level Patriarch/Matriarch	2200000	9D6+20	8	8	8	7	7	5	5	
30	30th level Patriarch/Matriarch	2300000	9D6+21	8	8	8	8	7	6	5	
31	31st level Patriarch/Matriarch	2400000	9D6+22	8	8	8	8	7	6	6	
32	32nd level Patriarch/Matriarch	2500000	9D6+23	9	8	8	8	8	6	6	
33	33rd level Patriarch/Matriarch	2600000	9D6+24	9	9	8	8	8	7	7	
34	34th level Patriarch/Matriarch	2700000	9D6+25	9	9	9	8	8	7	7	
35	35th level Patriarch/Matriarch	2800000	9D6+26	9	9	9	9	9	8	8	Destroy 8D6 HD
36	36th level Patriarch/Matriarch	2900000	9D6+27	9	9	9	9	9	9	9	

FIGHTER ADVANCEMENT

Level	Title	XP	Hit Dice	Melee Attacks per Round
15	15th level Warlord	960000	9D8+12	2 Attacks
16	16th level Warlord	1080000	9D8+14	
17	17th level Warlord	1200000	9D8+16	
18	18th level Warlord	1320000	9D8+18	
19	19th level Warlord	1440000	9D8+20	
20	20th level Warlord	1560000	9D8+22	
21	21st level Warlord	1680000	9D8+24	
22	22nd level Warlord	1800000	9D8+26	
23	23rd level Warlord	1920000	9D8+28	3 Attacks
24	24th level Warlord	2040000	9D8+30	
25	25th level Warlord	2160000	9D8+32	
26	26th level Warlord	2280000	9D8+34	
27	27th level Warlord	2400000	9D8+36	
28	28th level Warlord	2520000	9D8+38	
29	29th level Warlord	2640000	9D8+40	
30	30th level Warlord	2760000	9D8+42	
31	31st level Warlord	2880000	9D8+44	4 Attacks
32	32nd level Warlord	3000000	9D8+46	
33	33rd level Warlord	3120000	9D8+48	
34	34th level Warlord	3240000	9D8+50	
35	35th level Warlord	3360000	9D8+52	
36	36th level Warlord	3480000	9D8+54	



MAGIC-USER ADVANCEMENT

Level	Title	XP	Hit Dice	Spells								
				1	2	3	4	5	6	7	8	9
15	15th level Wizard	1200000	9D4+6	5	4	4	4	3	3	1		
16	16th level Wizard	1350000	9D4+7	5	5	4	4	4	3	1		
17	17th level Wizard	1500000	9D4+8	5	5	5	4	4	4	2		
18	18th level Wizard	1650000	9D4+9	5	5	5	5	4	4	2		
19	19th level Wizard	1800000	9D4+10	5	5	5	5	4	4	2	1	
20	20th level Wizard	1950000	9D4+11	6	5	5	5	5	4	3	1	
21	21st level Wizard	2100000	9D4+12	6	6	6	5	5	5	3	1	
22	22nd level Wizard	2250000	9D4+13	6	6	6	6	5	5	3	2	
23	23rd level Wizard	2400000	9D4+14	6	6	6	6	5	5	4	2	1
24	24th level Wizard	2550000	9D4+15	7	6	6	6	6	5	4	3	1
25	25th level Wizard	2700000	9D4+16	7	7	7	6	6	6	4	3	1
26	26th level Wizard	2850000	9D4+17	7	7	7	7	6	6	5	4	2
27	27th level Wizard	3000000	9D4+18	8	7	7	7	7	6	5	4	2
28	28th level Wizard	3150000	9D4+19	8	7	7	7	7	6	5	4	3
29	29th level Wizard	3300000	9D4+20	8	8	8	7	7	7	6	5	3
30	30th level Wizard	3450000	9D4+21	8	8	8	8	7	7	6	5	4
31	31st level Wizard	3600000	9D4+22	8	8	8	8	8	7	6	6	4
32	32nd level Wizard	3750000	9D4+23	8	8	8	8	8	7	7	6	5
33	33rd level Wizard	3900000	9D4+24	9	9	9	8	8	8	7	7	6
34	34th level Wizard	4050000	9D4+25	9	9	9	9	8	8	8	7	7
35	35th level Wizard	4200000	9D4+26	9	9	9	9	9	9	8	8	8
36	36th level Wizard	4350000	9D4+27	9	9	9	9	9	9	9	9	9



THIEF ADVANCEMENT

Level	Title	XP	Hit Dice	Thief Abilities				
				Pick Pockets	Craft Device	Physical Prowess	Deception	Backstab Damage
15	15th level Master Thief	880000	9D4+12	130	36	36	36	
16	16th level Master Thief	1000000	9D4+14	135	39	39	39	X3
17	17th level Master Thief	1120000	9D4+16	140	42	42	42	
18	18th level Master Thief	1240000	9D4+18	145	45	45	45	
19	19th level Master Thief	1360000	9D4+20	150	48	48	48	
20	20th level Master Thief	1480000	9D4+22	155	51	51	51	
21	21st level Master Thief	1600000	9D4+24	160	54	54	54	
22	22nd level Master Thief	1720000	9D4+26	165	57	57	57	
23	23rd level Master Thief	1840000	9D4+28	170	60	60	60	
24	24th level Master Thief	1960000	9D4+30	175	63	63	63	X4
25	25th level Master Thief	2080000	9D4+32	180	66	66	66	
26	26th level Master Thief	2200000	9D4+34	185	69	69	69	
27	27th level Master Thief	2320000	9D4+36	190	72	72	72	
28	28th level Master Thief	2440000	9D4+38	195	75	75	75	
29	29th level Master Thief	2560000	9D4+40	200	78	78	78	
30	30th level Master Thief	2680000	9D4+42	205	81	81	81	
31	31st level Master Thief	2800000	9D4+44	210	84	84	84	
32	32nd level Master Thief	2920000	9D4+46	215	87	87	87	X5
33	33rd level Master Thief	3040000	9D4+48	220	90	90	90	
34	34th level Master Thief	3160000	9D4+50	225	93	93	93	
35	35th level Master Thief	3280000	9D4+52	230	96	96	96	
36	36th level Master Thief	3400000	9D4+54	235	99	99	99	

PART 3: SPELLS

The following section contains spell lists for clerics and magic-users of levels **15-36**. All notes from previous publications apply, though some are re-stated below for ease of play. Spells available at earlier levels are not re-printed. As stated, the Companion rules are intended for use in conjunction with other fantasy adventure games.

CLERICAL SPELLS: Clerical spell use and the acquisition of those spells remain the same: clerics have access to the full range of spells available by their class and level. After a good night's rest and an hour or so of prayer and meditation, the god or goddess worshipped inscribes the magical supplications in the cleric's mind. With regard to reversible spells, a cleric chooses which version to use at the moment of casting; however, Lawful clerics require a strong justification to use reversed spells, and Chaotic clerics are only allowed to use "normal" spells on themselves or Chaotic allies (Neutral clerics must choose whether or not reversed spells are favored by their deity). All clerics require a holy symbol to cast spells.

MAGIC-USER SPELLS AND SPELL BOOKS: Magic-users and elves still memorize spells from a spell book, regardless of level. As stated in previous publications, the spell book of a magic-user, even a high level magic-user, may contain no more spells than the maximum number of each spell level that the magic-user or elf can cast in a single day. If the magic-user or elf somehow loses a spell book, it may be re-created at great cost: 1000gp per spell level per spell scribed. So a book with two 1st level spells and one 2nd level costs 4000gp (1000 + 1000 + 2000) to recreate. At high levels, recreating such a tome can be exorbitantly expensive, costing hundreds of thousands of gold pieces!

At lower levels, a magic-user or elf acquires spells simply upon attainment of a new level of experience. It is assumed the magic-user or elf is apprenticed to a higher level wizard or belongs to a local magic-user guild. The DM will have to determine the availability of such guilds and the maximum level of any wizard masters. It is quite possible that as characters grow beyond the mid-levels they will surpass existing NPC magic-users.

Magic-users can be a secretive lot and jealous of their power. Remember that magic-users only gain power through risking their lives adventuring, or through long and expensive spell research. A wizard capable of training apprentices (11th level and higher) may be willing to teach in exchange for services provided or as an act of charity or duty. But once the young magic-user has grown enough to have his or her own tower and apprentices, many masters will see the student as a rival.

At this point, spell research becomes vital to the magic-user class. In order to gain new spells a magic-user must perform his or her own research (as outlined in earlier books). These spells can not only be used to fill the blank pages of a wizard's own tome, they can be traded to other wizards for new spells the magic-user does not own. It is assumed that either wizard of such an exchange will retain a copy of his or her original spell as well.

If there is a "magic-user guild" it is best left to the DM to decide how such an institution functions, especially with regard to membership fees and service, as well as availability of spells. Perhaps only Name level and higher magic-users are required to pay dues; perhaps ancient spell books are readily available in the guild library. Keep in mind that if a guild exists for the purpose of sharing knowledge than the benefit of belonging to such a guild is

inversely proportionate to one's level of experience (higher magic-users have less to gain).

Training and spell research are not the only ways to acquire new spells. A magic-user or elf may find, steal, or otherwise acquire another spell-user's tome of spells. Such should be a rare or difficult occurrence, as all but the clumsiest of magic-users will take precautions to guard their power. More than one dungeon full of traps, tricks, and monsters have been created to guard a wizard's most precious commodity, the spell book.

A magic-user or elf's spell book may be a slim book or a weighty tome depending on the number of spells it contains. All are well bound with thick, durable pages and possibly a lock or latch. The number of pages in a book is equal to the number and level of spells within; a 3rd level elf or magic-user would have a maximum of 4 pages of magical writing (one page, front and back, for each 1st level spell; 2 pages, front and back, for the one 2nd level spell). A 36th level caster would have a tome of 405 pages, front and back (810 pages of writing)!

Larger spell books can be exceptionally difficult to carry, especially depending on their construction and any special materials used. A magic-user who scribes his book on pages of thinly beaten gold or stone tablets may need to harness beasts simply to carry it on adventures! Many magic-users will create a ***magic satchel*** or ***bag of holding*** that allows for easy transportation of their spell book, though others may leave it in their tower and simply **teleport** home in the evenings for sleep and study.

ELVES AND HIGHER LEVEL SPELLS: Elves never achieve greater than 10th level ability in spell use, but otherwise all magic-user rules regarding spell books, memorization, and new acquisition of spells apply. As all elves are capable of using magic and many elves owe fealty to an elven liege and maintain a connection with their elven community, PC elves may simply decide to journey "home" to learn and acquire new spells.

Even though elves never gain the ability to cast spells higher than 5th level, they are permitted to use magic-user scrolls (with a **read magic** spell) even if the spell inscribed is 6th level or higher.

SAVING THROWS: Unless otherwise specified in the text, all saving throws allowed should be made against Magic Spells, regardless of a spell's effect.

OPTIONAL SPELL LIMITATIONS: High level spells are not only powerful, but complicated and difficult to cast. DMs that wish to limit the magic power available in a game may limit the maximum spell level available to one-half a magic-user's intelligence or one-half minus two of a cleric's wisdom. Thus, an intelligence of 18 would be necessary to cast 9th level spells, or at least a 16 to cast 8th level spells, while a cleric would require a wisdom of 18 to command 7th level spells ($18 / 2 = 9 - 2 = 7$).

Additionally, a DM may require characters to spend extra time in order to memorize their most potent spells. The time a cleric spends meditating/praying or that a magic-user spends reading/memorizing may be expanded to one hour per level of the maximum spell level the character wishes to have available for the day. Characters will thus need to set aside huge chunks of time if they wish to have high level spells available!

If these limits are used, there should still be no limitation on reading spells from a scroll, nor should elves be limited in their spell use. Elves are always able to cast 5th level spells, even though an elf's minimum intelligence is 9.

First Level Cleric Spells

- | | |
|-----------------------|-------------------------|
| 1. Cure Light Wounds* | 5. Protection From Evil |
| 2. Detect Evil | 6. Purify Food & Water |
| 3. Detect Magic | 7. Remove Fear* |
| 4. Light* | 8. Resist Cold |

Second Level Cleric Spells

- | | |
|-------------------|-----------------------|
| 1. Bless* | 5. Resist Fire |
| 2. Find Traps | 6. Silence 15' radius |
| 3. Know Alignment | 7. Snake Charm |
| 4. Hold Person | 8. Speak with Animals |

Third Level Cleric Spells

- | | |
|----------------------|--------------------|
| 1. Continual Light* | 5. Remove Curse* |
| 2. Cure Disease* | 6. Smite Unliving* |
| 3. Growth of Animals | 7. Speak with Dead |
| 4. Locate Object | 8. Striking |

Fourth Level Cleric Spells

- | | |
|-------------------------|-------------------------------|
| 1. Create Water | 5. Protection/Evil 10' radius |
| 2. Cure Serious Wounds* | 6. Speak with Plants |
| 3. Dispel Magic | 7. Sticks to Snakes |
| 4. Neutralize Poison | 8. Summon Steed |

Fifth Level Cleric Spells

- | | |
|-------------------------|------------------|
| 1. Commune | 5. Insect Plague |
| 2. Change Water to Wine | 6. Quest* |
| 3. Create Food | 7. Raise Dead* |
| 4. Dispel Evil | 8. Truesight |

Sixth Level Cleric Spells

- | | |
|-------------------|--------------------------|
| 1. Animate Object | 5. Mass Curing* |
| 2. Call Animals | 6. Speak with Monsters |
| 3. Find the Path | 7. Wall of Righteousness |
| 4. Heal* | 8. Word of Recall |

Seventh Level Cleric Spells

- | | |
|--------------------|------------------|
| 1. Bring the Dawn* | 5. Rejuvenate* |
| 2. Earthquake | 6. Restoration |
| 3. Holy Word | 7. Resurrection* |
| 4. Pass Barrier | 8. Sustain |

THIRD LEVEL CLERIC SPELLS

Smite Unliving*

Range: 60'

Duration: Instantaneous

By calling on the power of his deity, the cleric destroys a number of lesser undead (skeletons and zombies) within range with hit dice equal to or less than his level.

The reverse of this spell, **Animate Dead**, is exactly the same as the fifth level magic-user spell of the same name. NOTE: the magic-user spell has no reverse version of this spell.

Speak with Dead

Range: 10'

Duration: Special

The cleric may ask three questions of the deceased spirit of a dead body; regardless of the corpse's species it will answer in a language the cleric understands (though if of a different alignment it may be cryptic or reply in riddles). The spirit will answer truthfully but may only offer knowledge it knew when alive. The spirit may have been dead for up to 1 month per level of the cleric. If the cleric is at least 21st level there is no limit to the amount of time that has passed since the individual died.

FOURTH LEVEL CLERIC SPELLS

Dispel Magic

Range: 120'

Duration: Permanent

Except for the fact that it is clerical and fourth level, this spell functions the same as the magic-user spell of the third level.

Summon Steed

Range: Special

Duration: Special

By casting this spell, the cleric calls into being a mighty destrier (war horse) to serve as his faithful and loyal mount. The spell may only be cast in a wilderness setting, and the horse appears fully barded for battle. It is immensely strong and swift, having 5+5 HD, delivering 1D8/1D8 damage with its hooves, and being able to out-pace another war horse (+20' movement) even carrying an armored rider. The steed is semi-intelligent, understanding the cleric's commands, and loyal unto death (Morale 12). If killed, the cleric may not cast the spell for at least 1 month. If the cleric dies, the steed will wander off never to be seen again. The steed is a living, breathing creature and may not be **dispelled**.

At the DM's option, a Lawful maiden of the usual type may instead summon a unicorn mount, and a Chaotic cleric may summon a nightmare (see **Part 6**) instead of the normal steed. A cleric may never possess more than one steed at a time.

FIFTH LEVEL CLERIC SPELLS

Truesight

Range: 120'

Duration: 1 Turn + the level of the caster in Rounds

For the duration of the spell, all within range of the caster are revealed for their true nature. Things and creatures hidden and invisible, secret doors...even individuals polymorphed, in a different shape, or otherwise disguised are revealed. There can be no deception of the cleric's eyes as even alignment, and power level (relative to the cleric) becomes known.

Water to Wine

Range: 0

Duration: Permanent

The cleric is able to change a quantity of water to wine of the most excellent quality. Imbibing such wine within 24 hours will boost a character's courage, such that they will receive a +1 to Morale and attack rolls. After 24 hours, the water remains excellent wine, but without the added bonuses. The cleric may transform wine in the same quantities as he can *create water* with the fourth level spell.

SIXTH LEVEL SPELLS

Animate Objects

Range: 60'

Duration: 6 Turns

By calling on his or her deity, the cleric may animate any and all inanimate, non-magical objects in range to move and attack. The total weight of all objects so animated cannot exceed 4000 coins (400 pounds). All objects have the same chance to hit as the cleric animating them. The DM must decide how many attacks an object has and how much damage it inflicts, as well as its AC and hit points.

Call Animals

Range: 30'

Duration: 10 Turns + the level of the caster in Turns

With a small prayer of thanksgiving the cleric's deity blesses her with animals created from the thin air. The created animals will understand and obey the cleric to the best of their ability, including fighting, guarding, carrying messages, acting as pack animals, etc. They are absolutely fearless and will fight until killed, dispelled, or the duration expires.

The cleric can choose whether the animal summoned will be large, medium (no bigger than a bear), or small (wolf-size or smaller). The DM determines the exact type created based on the circumstances and the cleric's need. Up to 1 large, 3 medium, or 6 small animals will be created. Only normal animals are created, not magical beasts or dinosaurs, for example.

Find the Path

Range: Self

Duration: 6 Turns + the level of the caster in Turns

By naming a specific location and putting his faith in his god or goddess, the cleric unerringly knows the direction of the place named regardless of whether or not he is actually familiar with it. In addition any special knowledge needed to get to the place is revealed: passwords, secret doors, etc.

Heal*

Range: 0

Duration: Permanent

Simply by laying hands on an individual the cleric may cure all damage save 1D6 hit points worth (a Normal Man or creature with less than 1 HD will be fully healed). At the same time, the spell will cure any poison or disease, either magical or natural, though it will not remove curses.

The reverse of the spell, **Harm**, will remove all hit points from a character or monster save 1D6 hit points (and individuals with less than 1 HD are automatically killed by the trauma of the experience).

Mass Curing*

Range: Special

Duration: Permanent

By linking hands, the cleric may cure a number of friendly individuals at once, with a maximum number of creatures affected being equal to the cleric's level. All individuals (except the cleric) are cured 1D4 damage per 2 levels of the cleric.

The reverse of this spell, **Mass Suffering**, causes 1D4 points of damage per 2 levels to all enemies within a 20' radius, affecting a maximum number of creatures equal to the cleric's level.

Speak with Monsters

Range: 30'

Duration: 1 Round per level of the caster

Until the end of the spell, the cleric is granted the ability to speak with any and all living and undead creatures within range...and all creatures, even unintelligent ones, can speak and understand the cleric. The creatures the cleric speaks with will not attack while the cleric is talking, but will defend itself if needed. The cleric may ask creatures within range one question per round, and the creatures will truthfully answer to the best of their knowledge.

Wall of Righteousness

Range: 30'

Duration: 3 Rounds per level of the caster

The cleric calls upon his or deity for protection in the form of a wall of whirling, shining blades up to 20' by 20' square. The caster and anyone the caster designates may freely pass the barrier; any other attempting to do so takes 8D8 damage and must make a save versus spells at -2 or be turned away.

Word of Recall

Range: Special

Duration: Instant

By beseeching the power of his deity, the cleric is instantly transported to his home. The cleric must have a permanent home, such as a castle stronghold, with a meditation chamber or personal chapel. It is here the cleric appears with all his equipment. **Word of Recall** works over any distance, including across dimensional boundaries. No living things are transported with the cleric; if the cleric possesses a summoned steed, his trusty mount miraculously appears at the stronghold 1D8 weeks later.

SEVENTH LEVEL CLERIC SPELLS

Bring the Dawn*

Range: Special

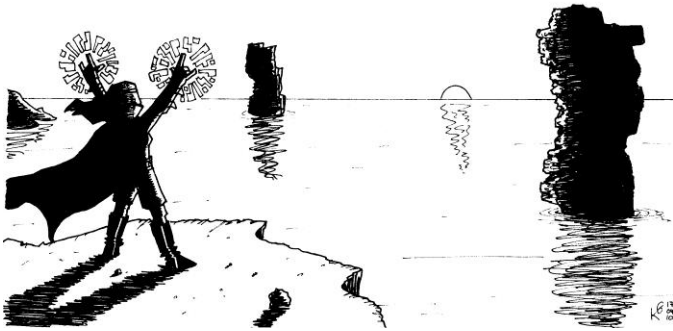
Duration: Special

By calling on his or her patron deity the cleric creates a miracle, turning night into day, raising the sun above the horizon. This is true dawn and sunlight, the kind that destroys vampires and forces vulnerable humanoids underground. Chaotic and evil creatures must make a Morale check at -2 for such a display of divine might or flee in terror. Those that pass Morale will still fight at a -2 to hit for a full turn. Individuals on the side of the cleric will automatically be rallied (see **Part 5**) if broken.

Even though casting this spell causes night to pass quicker than normal, spell casters do not get to re-memorize/pray for spells without their full night's rest (which they didn't get). People will be tired during the new day, but will otherwise be fine.

The reverse of spell **Swallow the Sun** has the opposite effect, sinking the sun below the horizon and forcing Lawful and good creatures to pass a Morale check (at -2) or flee into the night. Those that don't flee will fight at -2 for a turn as they recover from the shock, and will need to find light sources unless able to otherwise see in the darkness. Evil creatures that are broken will be rallied to a Chaotic cleric's banner at this show of force.

This is a powerful display of divine might, and one not frequently granted; at most a cleric may perform this spell once per year. It may not be cast while indoors or under cover of any kind.



Earthquake

Range: 120'

Duration: 1 Turn

The cleric causes the very earth to shake with divine fury crumbling stone, reducing small structures to rubble and cracking open fortified structures. The trembling is such that natural features like cliffs and mountains may give way in avalanches and mudslides.

The area affected is 60' square + 5' for every level of the cleric over 19th. Creatures caught in the area of effect may fall into open cracks (1 in 6 chance) being crushed instantly by the raging earth. The DM will need to determine additional effects as necessary (for example, when casting the spell underground).

Holy Word

Range: 50'

Duration: Instant

The word uttered is holy unto the cleric and his or her god, but its effects may be deemed unholy by others. Any creature, within range when the cleric utters the holy word is affected based on its hit dice as follows:

- Up to 5th level (5HD): Killed instantly
- 6th to 8th level (6-8HD): Unconscious for 2D10 turns
- 9th to 12th level (9-12HD): Deafened for 1D6 turns, and Stunned for 1D10 rounds
- 13th level and up (13+HD): Stunned 1D10 rounds

Only creatures with 13 HD/Levels are allowed a save versus spells to resist the effects of the **holy word**. A stunned victim can

make no attacks, nor cast spells and has a -4 penalty on all saving throws and to armor class. No barrier will protect against the **holy word**, save an **anti-magic shell**.

Creatures of the same alignment as the cleric are unaffected by the **holy word**.

Pass Barrier

Range: Self

Duration: 6 Turns

None may stand in the way of the cleric. By casting this spell, the cleric (and a steed if mounted) can traverse all terrain as though it were smooth road. What's more, doors and gates fly open, portcullis lift, and magical walls part to allow the cleric free passage. For the duration, the cleric is immune to spells that would *hold*, slow, or stop movement, and nothing can stay the cleric's melee attacks, not even a magic-user's *sphere of invulnerability*.

Rejuvenate*

Range: 0

Duration: Permanent

This spell will reverse all effects of magical aging, including the attacks of ghosts (see **Part 6**), aging from **wishes**, and anything short of a wizard's **death curse**. The rejuvenated individual immediately returns to his natural age.

The reverse of this spell, **Wither**, curses the victim with unnatural age that cannot be removed short of a **rejuvenate** spell. The character loses 3 hit points per hit die (maximum of -27 hit points for characters above *Name* level), fights in melee at -3 to hit and damage, suffers a -3 penalty to AC, and is unable to use missile combat at all due to arthritis and poor vision. The character will survive another 1D4 years before disease or a difficult winter finishes the job. Even if raised, a **withered** character will die again in 1D6 months unless **rejuvenated**.

Restoration

Range: 0

Duration: Permanent

Casting this spell allows the cleric to restore the target to a state of physical and mental health, prior to the occurrence of some trauma. Insanity, level loss from energy drain, even a missing limb can be mended with restoration. The spell does not heal hit points and does not cure unnatural aging, nor will it **raise** the dead.

Resurrection*

Range: 0

Duration: Permanent

Though only dust and bone fragments remain, the cleric may call upon the power of his god or goddess to restore life to a deceased individual. The being may have been dead no more than 10 years per level of the caster.

The individual is fully healed to the maximum hit points possessed in life and may immediately act at full capacity (fight, cast spells, etc.). However any effects being suffered at the time of death (poison, disease, **curses**, etc.) are not healed. In addition, the resurrected individual will always bear the scars of the wound that killed him or her.

Casting this spell on an undead will slay it without saving throw unless the undead is of the *greater* variety (in which case it receives a save versus spells at -4).

The reverse of this spell, **Annihilation**, calls on the power of the cleric's deity to utterly destroy a living individual, reducing him or her to moldering dust. Only characters or creatures with more levels/hit dice than the caster are allowed a save versus death magic, and the save is made at -4.



Sustain

Range: 0

Duration: 1 Day

By casting this spell, the cleric is bestowed with immunity to environmental effects. He could walk naked on the highest snow-capped peaks, or swim in boiling lava, breathe water and sustain the pressure of the ocean floor, or the empty vacuum of the Moon.

By holding hands with another, the cleric can share this immunity with a companion (a maximum of two may be **sustained** in this way...one for each of the cleric's hands). Should the cleric let go for any reason, the character immediately loses the safety of the cleric's spell. However, the cleric can re-take a person's hand (assuming the individual is still alive) and once again bestow security. A cleric is never forced to share his protection; forcibly grabbing the cleric's hand does not automatically provide sustenance.

First Level Magic-User and Elf Spells

- | | |
|------------------|-------------------------|
| 1. Charm Person | 7. Protection from Evil |
| 2. Detect Magic | 8. Read Languages |
| 3. Floating Disk | 9. Read Magic |
| 4. Hold Portal | 10. Shield |
| 5. Light* | 11. Sleep |
| 6. Magic Missile | 12. Ventriloquism |

Second Level Magic-User and Elf Spells

- | | |
|---------------------|----------------------|
| 1. Continual Light* | 7. Levitate |
| 2. Detect Evil | 8. Locate Object |
| 3. Detect Invisible | 9. Mirror Image |
| 4. ESP | 10. Phantasmal Force |
| 5. Invisibility | 11. Web |
| 6. Knock | 12. Wizard Lock |

Third Level Magic-User and Elf Spells

- | | |
|-----------------|--------------------------------|
| 1. Clairvoyance | 7. Infravision |
| 2. Dispel Magic | 8. Invisibility 10' radius |
| 3. Fireball | 9. Lightning Bolt |
| 4. Fly | 10. Protection/Evil 10' radius |
| 5. Haste | 11. Protection/Normal Missiles |
| 6. Hold Person | 12. Water Breathing |

Fourth Level Magic-User and Elf Spells

- | | |
|--------------------------|---------------------|
| 1. Charm Monster | 7. Polymorph Others |
| 2. Confusion | 8. Polymorph Self |
| 3. Dimension Door | 9. Remove Curse* |
| 4. Growth of Plants | 10. Wall of Fire |
| 5. Hallucinatory Terrain | 11. Wall of Ice |
| 6. Massmorph | 12. Wizard Eye |

Fifth Level Magic-User and Elf Spells

- | | |
|-------------------------|----------------------------|
| 1. Animate Dead | 7. Magic Jar |
| 2. Cloudkill | 8. Pass-Wall |
| 3. Conjure Elemental | 9. Telekinesis |
| 4. Contact Higher Plane | 10. Teleport |
| 5. Feeblemind | 11. Transmute Rock to Mud* |
| 6. Hold Monster | 12. Wall of Stone |

Sixth Level Magic-User Spells

- | | |
|----------------------|---------------------|
| 1. Anti-Magic Shell | 7. Lower Water |
| 2. Control Weather | 8. Move Earth |
| 3. Death Spell | 9. Part Water |
| 4. Disintegrate | 10. Projected Image |
| 5. Geas* | 11. Reincarnation |
| 6. Invisible Stalker | 12. Stone to Flesh* |

Seventh Level Magic-User Spells

- | | |
|----------------------|-------------------------------|
| 1. Charm Plant | 7. Phase Door |
| 2. Conjure Object | 8. Power Word: Stun |
| 3. Duo-Dimension | 9. Reverse Gravity |
| 4. Life After Death | 10. Sphere of Invulnerability |
| 5. Mage Blade | 11. Summon Efreeti |
| 6. Mass Invisibility | 12. Wizard Mansion |

Eighth Level Magic-User Spells

- | | |
|-----------------------|----------------------|
| 1. Conjure Monster | 7. Power Word: Blind |
| 2. Endless Dance | 8. Prismatic Cloud |
| 3. Force Wall | 9. Rune |
| 4. Mass Charm | 10. Sympathy* |
| 5. Mind Fortress | 11. Time Stop |
| 6. Polymorph Anything | 12. Trap the Soul |

Ninth Level Magic-User Spells

- | | |
|------------------------|---------------------|
| 1. Break Enchantment | 7. Meteor Strike |
| 2. Call Down Bane Lord | 8. Mighty Hand |
| 3. Contingency | 9. Power Word: Kill |
| 4. Death Curse | 10. Shapechange |
| 5. Gate* | 11. Summoning |
| 6. Internment* | 12. Wish |

SECOND LEVEL MAGIC-USER SPELLS

Detect Invisible

Range: 10' per level of the caster
Duration: 6 Turns

The caster will automatically detect objects within range hidden by **invisibility** for the duration of the spell. It will also locate invisible creatures.

SEVENTH LEVEL MAGIC-USER SPELLS

Charm Plant

Range: 120'
Duration: Special

The caster is able to command plants to bend to his or her will. Only intelligent plants (i.e. monsters like treants) are allowed a save versus spells to resist and such saves are at -4 and duration is as **charm monster**. Normal plant life receives no saving throw and is permanently in thrall to the wizard unless **dispelled**.

Against normal plants, the wizard may affect any number of plants in a 30' diameter area. The plants will understand and obey the wizard to the best of their ability (entangling passers-by for instance, or using any special abilities possessed), but are not imparted with more mobility than they normally have.

Conjure Object

Range: Special
Duration: Instant

The caster can immediately summon any familiar object to his hand, up to 50 pounds (500cn) in weight; for example, the wizard's staff or a small chest. The object is summoned from across any distance, though it will not cross extra-dimensional boundaries. The item must be one with which he or she is familiar (held in his hands previously) and he must know the object's (rough) location. If the object is in the possession of someone else, that person can try to resist losing the object by making a save versus spells.

Duo-Dimension

Range: Self
Duration: 3 Rounds + 1 round per level of the caster

The wizard begins to have real control over spatial boundaries and is able to compress himself to a two-dimensional being for the duration of the spell. The magic-user may be viewed normally from the front or back, but from a side angle he is utterly invisible, unable to be detected by any method short of **truesight** or similar magic.

The caster may fit through the thinnest of spaces, depending on his height, and may move, cast spells, and then turn, "disappearing into thin air." Note that when turned sideways the magic-user cannot be harmed by any normal attack. However, attacks from the front or back do triple the usual damage while the wizard is **duo-dimensional**.



Life After Death

Range: 0'
Duration: Special

The wizard is able perform a true miracle, bringing himself back to life! Upon casting, the wizard chooses the manner of his death and the manner of his return (see below). As long as he dies in the manner prescribed, death is not the end for him. The death must be exactly as chosen: the specific place (within 5'), the specific time (within 6 rounds of casting), and the specific weapon (which must be designated by the wizard's touch), **not** an opponent. The wizard must meet his death willingly for the spell to be effective.

The conditions of rebirth need only be met for his body to return to full health. This can be as simple as "when my body is back in my tower laboratory." Usually, a wizard will give instructions to a trusted henchman for revival prior to casting the spell. The wizard can even be cremated and transported as ash to the chosen site of rebirth. The reformation of his healthy body, regardless of its deceased state, takes one round.

Mage Blade

Range: 30'
Duration: 1 Round per level of the caster

This spell conjures a blade of shimmering force that fights of its own accord as directed by the caster. The caster does not actively control the blade and can act independently of it. The sword attacks as a magic-user of the same level, doing 1D4 damage for every full seven levels of the caster, and is able to hit creatures only affected by magic weapons (no matter how many "+"s are required).

Mass Invisibility

Range: 240'

Duration: Special

By casting this spell, the wizard cloaks may cloak any individual within range in **invisibility**, just as the 2nd level magic-user spell. The spell lasts until broken as per the 2nd level spell.

Phase Door

Range: 0

Duration: Special

By means of this spell, the wizard creates an invisible "doorway" in any structure (much like the **passwall** spell) that only the caster may use.

The "door" may not be discovered by any means except a **detect magic** spell, though once detected it may be **dispelled** as any other enchantment.

The caster may pass through the door a maximum of one time for every two levels of experience. Only the caster may use the door and it ceases being magical after the last pass. One entry plus one exit from the **phase door** structure counts as a single pass.

Power Word: Stun

Range: 120'

Duration: Instant

When the magic-user utters the power word, a single creature is stunned, no saving throw, unable to act, attack, or cast spells for the duration of the stun. A stunned creature suffers a -4 penalty to saving throws and armor class.

The duration of the stun is dependent on the target's total remaining hit points. Creatures with 35 hit points or less are stunned for 2D8 rounds, while creatures of up to 70 hit points are stunned for 1D6 rounds. A creature with more than 70 hit points is not affected by the power word.

Reverse Gravity

Range: 90'

Duration: Special

This spell reverses the gravity on a 30' by 30' section of ground within range of the caster for approximately 2 seconds; long enough for any individual in the reverse gravity field to fall upwards about 65'. If a target collides with something (for example, the ceiling) he or she takes damage just as if he or she had fallen from a height equal to the distance traveled. When the reverse gravity field ends, the individuals will fall back to the earth, usually taking damage (perhaps a second time).

Sphere of Invulnerability

Range: Self

Duration: 6 Turns

The wizard surrounds himself with a shimmering sphere of force. The sphere protects against all attacks, magical and physical. While in the sphere the wizard himself can cast no spells, nor attack, as he must focus to maintain the spell; however, he is able to communicate normally.

Summon Efreeti

Range: 0

Duration: Special

This spell summons a lesser efreeti to do the bidding of the wizard. The efreeti is a surly and reluctant servant at best, and will do his best to twist commands and make life difficult for his master. The efreeti will serve for a maximum of 101 days or until released by the wizard or slain. Should the efreeti encounter a djinni, he will attack immediately unless restrained by command of his wizard.

Wizard Mansion

Range: Special

Duration: Special

By speaking a spell the wizard conjures a magical door behind which is a sumptuous sanctuary. The door must be fastened to something: an empty lintel and posts, the space where the gate of a fence once stood, a stony archway. The door must be within a few swift strides from the wizard. Only the conjurer can open the door, but he can invite inside anyone he wants.

Behind the door is an extra-dimensional space wherein the wizard and his companions can relax. The décor is as Spartan or as luxurious as the wizard desires, and there is food and drink aplenty as well as accommodations. Unseen servants wait on the wizard and anyone whom he designates.

The mansion disappears whenever the wizard leaves, or after 7 days (+1 day per 3 levels over 15). Upon leaving, individuals that partook of the magical food will be ravenously hungry, forced to do nothing but gorge themselves on rations for as many hours as they spent days eating the food of the mansion.



EIGHTH LEVEL MAGIC-USER SPELLS

Conjure Monster

Range: 60'

Duration: 2 Turns

By means of this spell, the wizard creates monsters out of thin air to fight and act for her! The total number of hit dice for all monsters created may not exceed the total number of levels of the caster. Humanoids created will possess normal armor and weapons that will disappear when the spell ends or once slain.

No creature with more than 2 special abilities (that is, no monster with more than 2 asterisks (*) by their hit dice) may be created, and creatures that might normally be considered character classes (dwarves or elves for example) will never exceed 1st level in ability. Conjured monsters have little personality or intelligence, but will understand and obey their creator regardless of what language the creatures would normally speak. At the end of the spell duration, or once killed, the monsters disappear.

Endless Dance

Range: 0'

Duration: 5D8 Rounds

The target touched immediately drops his or her weapons and begins to dance a mad caper. The dancer may make no attacks, may not cast spells, and suffers a -4 to AC and saving throws for the duration of the dance. Anyone viewing the dance, except the caster, must make a save versus spells or join the dance as well, with the same effects. At the end of the dance, all dancers are exhausted, suffering a -2 to AC and attack rolls until having the opportunity to rest for at least two turns.

Force Wall

Range: 90'

Duration: 6 Turns

The caster summons a perfectly smooth, infinitely thin, impossibly hard, invisible wall of force that can be created in any regular shape not exceeding a 5000 square feet in total area. If shaped into a sphere, it cannot exceed 20' in radius. Those within an enclosed **force wall** suffer no ill effects from being encased (they can still breathe, for example), though they can be attacked by those with whom they share the space.

No attack, spell, or breath weapon can penetrate the force wall, and the wall itself cannot be destroyed by any means short of a **disintegrate** or **wish** spell; **dispel magic** will not affect the **force wall**. **Teleportation** and magical **gates** will allow entry and egress from an enclosed **force wall**.

A **force wall** cannot be created within a solid object or living creature. It cannot be used to cause damage of any type, and it will not move once created (it stays in place, even if suspended in mid-air). Though generally used as a barrier or cage, the **force wall** can be shaped to other purposes including bridges, stairways, simple furniture, etc.

Mass Charm

Range: 120'

Duration: Special

This spell functions the same as the 1st level magic-user spell **charm person** except that it can affect any number of monsters or individuals within range up to a maximum of 30HD worth. All individuals affected suffer a -2 on their save versus spells to resist.

Mind Fortress

Range: Self

Duration: 1 Day

Upon casting this spell the wizard becomes immune to magical scrying of any sort: **crystal balls**, **clairvoyance**, **ESP**...the wizard may not even be the subject of a **contact higher plane** or **commune** spell. It is simply as if the magic-user ceases to exist for these types of magic. In addition, the wizard receives a bonus of +8 to all saving throws against magic that affect the mind (charm, illusion, etc.). If the magic-user encounters an illusion while the spell is active, she automatically receives a saving throw to disbelieve (though without the +8 bonus).

Polymorph Anything

Range: 240'

Duration: Special

With this spell the magic-user has the ability to polymorph any plant, mineral, or vegetable into any other plant, mineral, or vegetable. The spell is similar to the 4th level spell **polymorph other**; if used in that fashion it functions the same but the target receives a -4 saving throw to spells. Otherwise, the save for unwilling creatures is normal (inanimate objects receive no save) and duration is based on how far removed it is from its original kingdom. Animal to animal, plant to plant, and mineral to mineral changes are permanent unless dispelled. Animal to plant and plant to mineral (or their reverse) last a number of hours equal to the caster's level. Animal to mineral or vice versa lasts a number of ten minute turns equal to the caster's level.

Power Word: Blind

Range: 120'

Duration: Instant

With this spell, the caster can blind an individual target within range of not more than 80 hit points. The blinded target suffers a penalty of -4 to AC and saving throws. Duration of blindness is 1D4 days if the target has 40 hit points or less or 2D4 hours if possessing 41-80 hit points. There is no saving throw.

Prismatic Cloud

Range: Special

Duration: 6 Turns

The spell conjures forth a glowing cloud of flashing lights and scintillating colors 20' high and 30' in diameter extending outwards from the wizard's outstretched hands. Any individual caught within the cloud must save versus spells every round or remain immobile, transfixed by its flashing lights, while explosive lances like flame riddle their body. Any individual within the cloud takes damage every round equal to one-half the caster's level. This damage ignores armor and will affect individuals regardless of immunity to fire, lightning, or cold; only an **anti-magic shell**, **sphere of invulnerability**, or an enclosed **force wall** will prevent the damage.

Rune

Range: 0

Duration: Permanent

The wizard casting this spell inscribes a runic symbol of great power, clearly visible by all. The drawing can be scribed in mid-air or on an object, but if on an object it must be an immobile one, as the **rune** itself will not move once inscribed.

A magic-user or elf may attempt to read the **rune** (the only method of identifying the symbol without activating it), and is allowed a saving throw versus spells to avoid its effect. Anyone else attempting to read the symbol, or anyone (including a magic-user or elf) touching or passing through or over the rune immediately suffers the full brunt of its might.

The caster chooses the **rune** to be inscribed; a PC may create other types of **runes** besides those listed with regular spell research.

Berserker – the victim immediately attacks his own allies, as if suffering from the 4th level **confusion** spell; the effect is permanent until the subject receives a successful **dispel magic** or **heal** spell

Death – Slays any creature with less than 75 hit points

Fear – the victim runs away at three times normal movement rate for a number of rounds equal to the rune's caster

Insanity – the victim suffers from a severe insanity and is unable to take any actions save simple walking and drooling; the subject must be carefully tended (or treated as per the Berserker rune) or risk wandering off; subjects with more than 120 hit points are unaffected.

Pain – subjects of less than 150 hit points fall to the ground stunned and unable to take any action save writhing in pain for 2D6 turns.

Sleep – the subject falls into a deep catatonic sleep and will not wake for 1D10+10 hours. A successful **dispel magic** will also awaken the individual.

Sympathy*

Range: 30'

Duration: 2 Hours per caster level

When casting this spell the wizard chooses either an object or an area no greater than 10'x10'x10'. The object or area exerts an overwhelming desire to possess, touch, or be with object/area affected, simply by falling under a person's gaze. A subject may resist the impulse of attraction by making a save versus spells (-2 if sympathy is cast on a specific object); however every turn spent in the area or objects presence will force the subject to make an additional saving throw or become hopelessly infatuated.

The reverse spell, **Antipathy**, creates a powerful revulsion to a particular object or area, such that a person will want to leave its presence immediately. Attempts to resist the spell are the exact same as the standard version.

If the caster so chooses he can specify a particular type of creature/character (dwarves, red dragons, clerics) or alignment to be attracted/repulsed by the spell. Specific subjects face an additional -2 to their saving throws to resist the effect.

Time Stop

Range: Self

Duration: 2-5 Rounds

The wizard steps sideways out of time and has 2-5 rounds to act without anyone stopping him or harming him in any way. While **time stopped** the caster cannot be affected by attacks or spells, and cannot attack others or cast spells that affect individuals besides himself.

Trap the Soul

Range: Special

Duration: Special

By means of this spell, the wizard forces his victim's life force into an inanimate object, similar to the 5th level **magic jar** spell. The object can be any non-magical object the caster chooses...a gem, a statue, a harp, a sword...up to a size no greater than the caster. While the victim's soul is trapped, his or her material body is vanished, and cannot be located or detected by any means. The body reappears if the subject's soul is released from its prison, and immediately inhabits it as if no time has passed, no matter the duration of the spell.

When casting the spell, a wizard may either force the target into the object or try to trick the victim into trapping himself. For the former, the wizard must be within range of the subject, must know the target's true name (that is, the name given to the subject at birth), and the target is allowed a save versus spells. Success not only thwarts the spell but destroys the soul trap object as well.

The more insidious method simply prepares the prison with the casting of the spell. The true name of the target must still be known (the trap can be reserved for only one soul), but if the subject touches the object of his own free will, he is automatically transferred to the soul trap with no saving throw. A **sympathy** spell may be used on the soul trap object to make it more compelling.

Once trapped, a soul may not be released until the spell is cancelled by the caster, or until a **dispel magic** is successfully cast. If the original caster dies, the trapped soul will remain imprisoned indefinitely until **dispelled**.

NINTH LEVEL MAGIC-USER SPELLS

Break Enchantment

Range: 60'

Duration: Permanent

This spell destroys the magical enchantment in any given object. Normally, permanent magic items cannot be dispelled; this is one of the reasons for creating magic items. This spell turns any one object into a standard, non-magical item of the same type.

For especially large items (flying castles, etc.) the wizard may need to cast more than one disenchant to have any effect, though a single disenchant may cause a temporary suspension of magic.

This spell will also break any curse, charm, or enchantment on an individual of 8th level effect or less.

Call Bane Lord

Range: 0'

Duration: Special

This spell summons a mighty Bane Lord (see **Part 6: Monsters**) from its infernal dimension. The wizard calling the demon has absolutely no control over the monster, and it is as likely to attack the wizard as the wizard's foes. However, the Bane Lord will generally give the wizard one round (10 seconds) to state his or her case and bargain for service.

The DM should make a Reaction roll for the Bane Lord to see how it feels about the offer (using the wizard's Charisma modifier). Outright coercion based on threat of violence will generally fail (-2 reaction) while living sacrifice and the voluntary offer of souls may be more favorable (+1 or +2).

Unless part of the bargain involves dismissal after service, a Bane Lord is under no compulsion to leave once its service is complete. Wizards should think twice before unleashing a being of such vast destructive power.

Contingency

Range: Special

Duration: Special

This spell gives the wizard a way to place a spell "on hold" to be triggered at a later time by some specific event. The wizard must name both the single spell and the circumstances that will trigger the spell at the time of casting. The spell must be of 8th level or less and must be one the magic-user both knows and has memorized for the day. Casting **contingency** erases the contingent spell from the wizard's memory. Until the spell is triggered, the wizard is unable to use one spell slot of the contingent spell's level. The wizard may dispel the contingent spell at any time.

Circumstances can be as general as "teleport me back to my tower when I fall below 10 hit points" or as exact as "cast fireball on any left-handed ogre named Fred that passes this archway." Only one **contingent** spell may be placed on a single individual or object at any time. Wizards often use this spell to booby trap their lairs.

Death Curse

Range: Special

Duration: Special

Only the most ruthless and cynical of wizards bother to memorize this spell. Similar to **contingency**, the spell will only be cast with a specific event: in this case, the death of the magic-user that has memorized it!

When the wizard is reduced to 0 hit points or less, he may immediately pronounce his **death curse** on the individual or individuals responsible for his death. The responsible individuals need not be present for the spell to take effect; no matter where the individual(s) are at the moment of the wizard's death, they hear the pronouncement of the curse.

The individual curse may vary but can be extremely powerful. Some examples include: never to make a saving throw, never to find love, destined to forever be impoverished, aging one year per day, or for all spells to backfire at their own caster. The curse can even affect the victim's descendants down through a maximum of

seven generations. There is no saving throw against the **death curse** and there is no mortal spell that can remove it (including a **wish**!) though a Lawful or whimsical wizard might set conditions by which the curse may be lifted. If the wizard is raised or resurrected, the **death curse** is automatically broken.

Gate*

Range: 30'

Duration: 2D4 Turns

This spell creates a two-dimensional portal to anywhere in existence. It can be another plane of existence (Hell, Asgard, Shadow), another dimension (Averoigne, Lankhmar, Earth), another planet, or anywhere in the world. The portal is only 10' in diameter and may either hang vertically in the air or placed horizontally on a flat surface. There is only one "side" to the gate; entering it through the ingress leads to its exit, wherever that may be. Attempting to open the **gate** under the feet of an unwilling person prompts a save vs. spells; success indicates the **gate** fails to open.

Note that the **gate** is two-way and entities from the other side may wander through to the wizard's location (5% chance, or more if opened in a populated location). The wizard cannot choose a specific location for the gate's exit unless he or she is familiar with the destination.

The reverse **Close Gate** will close a magic gate of this type; otherwise it will close after 2D4 turns. Once opened, the **gate** exists independent of the spell caster (i.e. the wizard who opened it cannot simply "will it" closed), though a **wish** may extend the duration an extra 1D6 turns.

Internment*

Range: 0'

Duration: Special

Casting this spell places the target in a mystical, extra-dimensional prison from which there is no escape. While there the prisoner needs neither eat nor drink, does not age and cannot be harmed in any way. Neither can he act on anything outside his prison.

There is no saving throw versus internment, but the wizard must touch the victim (a normal "to hit" roll if the target is unwilling and unrestrained) and must know the target's "true name" (the name with which it was born).

The reverse spell **Liberate** will free a victim from this spell. As with normal casting, the wizard must know the true name of the condemned individual.

Meteor Strike

Range: 240'

Duration: Instant

The wizard brings down a barrage of meteors from the heavens to devastate foes within range! The wizard chooses whether to summon one large, four medium, or eight small missiles. Each meteor automatically strikes its intended target causing impact damage, and then explodes in a 20' blast radius exactly like the 3rd level spell **fireball**. Meteors can be targeted to catch victims in the blast radius from multiple meteors. Damage from both impact and blast are the same, and determined by the size of the missile: 16D6 for large meteors, 8D6 for medium meteors, and

4D6 for small meteors. A target is only allowed a save versus blast damage; a successful save indicates half damage is taken.

For example, a wizard calls down a large meteor on his intended target. The individual automatically takes 16D6 damage and then must make a save versus spells or take an additional 16D6 damage from the fiery blast. Success indicates only 8D6 blast damage is sustained (in addition to impact damage). All other individuals within the blast radius must save versus spells to avoid 16D6 blast damage only (with a successful save indicating half damage).

Mighty Hand

Range: 120'

Duration: 1 Turn

The caster creates a huge, floating, magical disembodied hand. The hand is large enough to grasp a storm giant or throttle a dragon. It attacks as a monster of HD equal to its wizard creator's level. The hand may be used to block a corridor, shield the wizard, restrain an individual, punch (for 10-80 damage) or grab, crush, and squeeze (10-60 damage per round, but only one hit roll required and opponent can do nothing except attack the hand). The **mighty hand** is immune to mind affecting magic, non-magical weapons, poisons, petrification, and spells below 5th level. It has an AC of 0 and has twice the hit points of its wizard.

Power Word: Kill

Range: 120'

Duration: Instant

By speaking the power word, a single individual of 60 hit points or less within range immediately dies. An individual of 61-100 hit points may be targeted, but will only suffer stun (as the 7th level spell) for 1D4 turns. Creatures with more than 100 hit points are not affected. Only magic-users and spell casters may attempt a saving throw versus spells (with a -2 penalty).

If the wizard so chooses, the power word may be directed at multiple individuals of lesser strength. Such creatures may not possess more than 20 hit points each, and the spell will not affect more than 120 points of individuals.

Shapechange

Range: Self

Duration: 1 Turn per level of the caster.

By means of this spell, the wizard may assume any physical form desired, be it plant, mineral, or monster in nature. The wizard takes on all the properties and special abilities of any form possessed except for intelligence; the wizard always maintains his own consciousness and control (though some forms may not possess a means of communication). The wizard can take many different forms over the duration of the spell. He or she may end the spell whenever desired. If slain, the wizard reverts to his own form.

Summoning

Range: Special

Duration: Special

The wizard calls the "true name" of an individual and the individual appears before him, **teleported** from across any amount of distance (including extra-dimensional). If the called

being is unwilling to appear, he or she may make a saving throw to resist (including a -2 penalty), with failure indicating the summoned makes all haste to see the wizard (only a willing individual is **teleported** to the wizard's presence). Individuals called will travel by the fastest method possible and will inherently know the direction he or she needs to go, know all passwords, ways to avoid traps and wards, etc. If the journey takes longer than a week, the person **summoned** may make a saving throw to resist every week after the first; failure indicates he continues his journey.

Wish

Range: Special

Duration: Special

The caster makes a wish just as if he had a **ring of three wishes** or similar. Unlike using a magic item, the casting of a wish spell ages the caster 3 years.

As stated in other rule sets, a DM must carefully adjudicate the use of wishes so as not to give too much power to already powerful wizards. In general, a wish accomplish much the same as any wizard spell below 9th level and any cleric spell below 7th level. It can be used to raise a character's ability scores, though never above 18. A wish can conjure treasure though the DM must decide how much and how permanent such treasure is (characters NEVER gain XP from "wished for" treasure). Wishes can sometimes re-write history, allowing a party of adventurers to survive a fateful encounter with a foe far beyond their means, for example. A wish can be used to make most spells permanent, excepting spells of instant duration, and those of greater power than 8th level (if magic-user spells) or 6th level (if clerical). In all circumstances, the DM has final determination of what is allowable and may purposefully twist the wording of especially greedy or extreme wishes to have a less-than-desired effect.



PART 4: THE ADVENTURE

BEGINNING THE ADVENTURE

Once players have had the opportunity to explore both dungeon and wilderness, one wonders “what next?” Certainly that is the question that looms in the mind of a DM when his players’ characters have plenty of experience under their belts and no fear of the underground, nor the unexplored wilderlands. Fortunately, there are other adventures to be had.

High level characters face high level challenges. Being the ruler of a dominion brings responsibilities to one’s land and the people of that land. Having both experience and power, others will constantly seek out the player characters to combat the greatest menaces, penetrate the greatest mysteries, and intervene in the trickiest negotiations. In addition, player characters with a long history of game play will certainly have created at least the beginning of their own epic, complete with both allies and enemies. Often, players will have their own plots and strategies they wish to put in motion.

There is more information in **Part 8: Dragon Master Information** for thoughts on running a high level campaign and creating high level adventures. For players, know that high level characters are expected to perform a notch above the average player. In other words, don’t expect to get many breaks. One should be ready for anything and prepare accordingly.

Organizing a Party

At high levels, players have many more options available to them. Not only is the entire world open to them, magical gates can provide access to other worlds and dimensions (see **Part 9: Special Adventures**). Adventures at this level can lead players anywhere...deep beneath the sea, above the clouds to flying citadels, the most inhospitable deserts...even the moon. PCs that rule over dominions may find the most dangerous arena of adventure to be the courts of intrigue and the machinations of overlords, underlings, and rival monarchs.

For the most part, high level characters are capable of operating much more independently than PCs below 15th level. Low- and mid-level characters rely on each other to fill individual roles, helping to round out a party. High level characters are much more self-sufficient, having access to spells, magical items, and financial resources that make fellow adventurers superfluous. Still, there is safety in numbers, and two or three high level characters in the right place can be worth more than a single ruler backed by an army of mercenaries.

Perhaps the most important consideration is to have trust in one’s fellow players’ abilities as players. Trust in **PLAYERS’** abilities, not player *characters’* abilities.

High level monsters are immune to many spells. They have high amounts of hit points and low armor class. Greater undead are even immune to clerical turning ability. And the traps thieves encounter at high levels are not simple lock-picking exercises.

But experienced players have a knack for finding ways to circumvent the craftiest DM’s obstacles and perils. Cooperation and teamwork is of vital importance, and relying on the knowledge (and intuition!) of experienced players may prevail where simple might falters.

Mapping, Time, Scale, and Movement

Times and scales do not vary in the Companion rules from those set down in earlier rule books. A new, additional scale of time is introduced in **Part 5** called “the Clash;” however, as it pertains only to mass land combat it is explained more fully later.

As characters achieve higher levels and special methods of scouting territory (from hiring spies and using crystal balls to information gathering spells and projecting their “astral body;” see **Part 9**) mapping becomes less a survival necessity than it was at lower levels. However, mapping *relationships* of important NPCs and characters...especially powerful allies, enemies, and local rulers, wizards, patriarchs, and guild leaders...can be very important. Knowing the “movers and shakers” of the campaign world and having notes on their interactions, likes, and dislikes can be of great use to high level characters.

HAZARDOUS ENVIRONMENTS

As stated, the rules for determining movement rates – both underground and in the wilderness – is covered in other rule sets and is not repeated here. However, the adventures of high level characters will sometimes find themselves in locales where the environment itself can be a danger to PCs.

ARCTIC: Blizzards, frozen tundra, and polar regions can be a nightmare to traverse. Characters not prepared for the weather and conditions won’t last long without shelter. In freezing snow storms, un-protected characters will take 1D4 points of damage per hour of exposure. The same holds true for animals and mounts not adapted to the cold. Movement through heavy snow is one-quarter normal, and shorter party members (halflings and dwarves) may find foot travel nigh impossible! Chances of becoming lost rise to 4 in 6 without a guide, and even guides can lose their way in poor conditions (1 in 6). Snow shoes and dog sleds can increase movement and heavy furs can prevent frostbite and exposure damage.

DESERT: Desert travel can be extremely hazardous for the ill-prepared. Exposure will do 1 point of damage per day to PCs not properly clothed/shielded from the sun (1D4 per day if the PCs are out of water). Dehydration can also kill the desert-stranded traveler. For every day without adequate water, a character loses two points of Strength. Once this falls below three an individual won’t even have the strength to stand. A character will recover strength points at a rate of 3 per day, once they are able to drink at least 8 pints of water. Desert guides will know of water holes and oases where supplies can be replenished while they travel.

UNDERWATER: The depths of the ocean aren’t simply hazardous for the lack of oxygen; pressure and cold exposure can also be deadly beneath the waves. For the sake of simplicity, it is easiest to assume that any magical means of breathing water (potions, water breathing spells) will also care for these additional hazards, though the DM may rule there is a limit to how deep adventurers can journey and still be protected. Aquatic monsters (especially those that are amphibious) will also have difficulty reaching the lowest depths with exposure damage equivalent to Arctic Conditions.

Combat underwater can be difficult with most weapons suffering a -4 both to hit and damage (daggers and short spears can be used without penalty). Many spells may function differently underwater, if they function at all! Fire spells and weather control

will be useless, **lightning bolts** will explode like a **fireball**, **fly** can be used for rapid swimming movement, and **massmorph** might make a party look like large growths of undersea kelp! In the end, the DM will have to decide how certain spells and magic items interact in an underwater environment.

OTHER POSSIBILITIES: Even more strange and extreme environments are possible: lifeless wastes blasted with radiation, swamps filled with poisonous methane gas, airless moons, and lands where the very grass and leaves are hard and sharp as blades and where a strong wind can eviscerate the un-protected. With imagination anything is possible, and DMs are invited to take their game in whatever direction promises the most enjoyment. See also **Part 9: Special Adventures**.



SPECIALISTS, HIRELINGS, AND RETAINERS

High level characters will usually have the money to hire exceptional and talented followers to aid them, both during adventures and between them. It is important to understand the distinction between the different types of NPCs available.

Retainers or henchmen are boon companions and fellow adventurers who follow characters out of loyalty and admiration as well as a piece of any treasure found. The maximum number of retainers a character can hire is based on their Charisma rating. Unlike other hirelings, retainers travel and adventure with their employer, using their skills and abilities for their employer's benefit. They expect an adequate share of any treasure found, and like PCs they gain experience points from adventures and increase in level. However, because they are following the PC's orders, rather than acting on their own, retainers only receive **half** the XP that other characters receive...that is, for every one point of earned experience, a retainer advances half a point.

Retainers may even start off their adventuring career as a Normal Human. However, once they have earned a single point of experience, they must choose a character class in which to advance. The retainer's choice of class might require training.

Specialists are hirelings that do NOT go on adventures and so do not gain experience points. Most are the equivalent of a Normal Human though some may have hit dice (for example, the Assassin). They may be hired by the month or by the task, though even if only hired for a single project, they will generally charge a full month's wages. Specialists presented in earlier rules are not described here, but their costs can be found **inside the front cover** of this book. New specialists are described in this chapter.

Mercenaries are a specific type of specialist hiring. Like specialists, they do not go on adventures with characters. Mercenaries are hired soldiers that can be used to guard one's castle or wage war as the employer's personal army. Any number of mercenaries can be hired, but to be controlled in battle will require a number of officers to be assigned to them (see below).

Mercenaries are the equivalent of 1st level fighters (or dwarves or elves) and their officers are the equivalent of higher level characters. However, they do not normally gain experience points, and it is up to the DM to determine if and how they may advance in rank and level.

A mercenaries' price (and that of their officers) includes all the basic equipment of their troop type. However, employers can spend additional monies to provide troops with additional or better equipment (shields, extra hand weapons, etc.); this does not change their basic monthly fee.

Other types of hirelings may be available to players that don't rank the title of specialist, mercenary or retainer: porters, unemployed men-at-arms looking for bodyguard work, groomsmen and stable hands, shepherds, wagon masters, local guides and translators, etc. The DM can determine the availability and cost of these un-skilled hirelings as needed.

New Specialists

Assassin (2000gp/mission): the assassin's role is self-evident; DMs will need to determine the chance of a successful "job" based on the precautions taken by the target. Assassins should never be plentiful in a campaign; see **Part 6** for more info.

Castellan (2000gp/month): a seneschal or warden appointed to the over-seeing of a castle's military defenses. If a character has more than one fortress stronghold in his or her dominion, each should be assigned a castellan to manage it.

Chamberlain, Courtiers, etc. (free): many hirelings may be needed to help a character run a dominion; however, all such individuals are assumed to be paid out of the dominion's standard yearly revenue. See **Part 8** for more details.

Court Magus (1500gp/level/month): a court magus is a magic-user in the personal employ of the character. Unlike a retainer or henchman, a court magus will NOT go on adventures, being hired to protect the character's home and lend magical assistance as necessary. For many rulers, having a court magus on staff is a mark of wealth and extravagance, and the magician is used for entertainment. Generally, only a magic-user of 10th level or less would stoop to such a position, and only those tired of adventuring and looking for an easy life.

Officer (varies by level): mercenary officers can be assigned a variety of titles: sergeant, captain, master of the watch, etc. All of them are desirable for their ability to train and lead men in battle. An officer can command a maximum number of troops equal to their level squared x 10 (so a 3rd level officer could lead 90 troops or a 6th level officer could lead 360 soldiers). Without officers, chain of command breaks down and morale will be 2 lower than normal in battle. The cost of the officer depends on his or her level and troop type: their level squared multiplied by the standard cost of their troop type gives the monthly cost of hiring the officer. No mercenary officer may be higher than 6th level.

NOTE: Player Characters may lead their own troops into battle and can command a number equal to their level squared x 10 as well. A 15th level fighter can command 2250 troops in battle (15x15x10), without the need for officers. Officers allow troops to function independently of their employer's leadership (such as when a PC is away from his castle or the field of battle), or to watch and guard other fortresses within a character's dominion.

Smith (25gp/month): for every 50 horses or mules a character possesses, one smith must be hired to maintain them (this includes mounted troops). Smiths may also assist armorers as mentioned in previous rules.

ENDING THE ADVENTURE

Giving Experience Points

Experience points are handed out at the end of adventures by the DM. The party of adventurers receives XP for monsters defeated and any treasure found during the adventures. All XP are totaled and divided equally between all surviving party members.

Experience points are only gained for adventuring. They represent a character's growth and development as he or she learns from the experiences encountered. Treasure found represents hard-earned wealth and reward; it makes characters feel favored and fortunate, potent in their ability...even should that wealth later be spent or lost.

Characters **never** receive experience points for gold or monies acquired in other fashion. Ruling a dominion may bring a steady income in taxes and being the head of the local temple may allow a cleric to grow fat on tithes, but none of this gold earns a character a single experience point...neither does the baker increase in level for selling his bread. Only the trials and tribulations of adventure award XP to characters.

Monsters and foes defeated on adventures certainly award experience points to players, but what about armies conquered? The short answer: **no**. Commanding an army in battle is not adventuring; adventuring requires characters to rely on themselves and their own resourcefulness. Adventuring requires moment-to-moment decision making, not sweeping commands of "attack" and "retreat." Characters rely on themselves when adventuring, not their troops' ability to fight.

However, a party that brings down a large monster or enemy commander on the battlefield without the help of their soldiers and allies should receive full XP for the defeat of the opponent. What is rewarded is the characters' own courage and resourcefulness; their own skill at arms.

The table on this page provides XP for monsters and foes defeated. A special ability is noted by an * next to a monster's hit dice number (see **Part 6: Monsters**). Most NPC character classes do not have *, but their level should be treated as their hit dice. Spell-user classes receive one * for every two or fraction of two spell levels to which they have access (so a 7th level cleric would have *** and a 19th level magic-user would have ****). Powerful magic items in an NPC's hands (like a *vorpall sword*) might also warrant a special ability bonus or two, at the DM's discretion.

Aging

As characters gain greater power, experience, and wealth in the campaign world, it may seem that they are nigh un-stoppable. However, all characters eventually face that direst of mortal enemies: old age.

Human adventurers in the game are presumed to live roughly the same amount of time as humans of the 21st century: 80 to 100 years or so. While peasants in true medieval society had a much shorter life span, adventurers are hardier stock and can expect to live to a ripe old age unless done in by misadventure. Halflings can expect roughly the same life expectancy while both dwarves and elves live considerably longer: several hundred for the former and close to 1000 or more for the latter!

The death that comes from aging attacks or a *staff of withering* is due in part to the system shock caused by *sudden* aging. Gradual aging, while still debilitating, does not cause the same penalties.

The DM must be the final arbiter of how long a character is expected to live. When a character reaches the middle of their expected maximum life span (i.e. "middle age") the character loses -1 hit point from all hit dice (maximum -9 for a character of *Name* level or greater), and suffers a -1 penalty to AC, to hit rolls, and all saving throws. When a character reaches the three-quarter mark ("old age") this penalty increases to -2, and when a character enters the last 10% of his or her age ("ancient") this penalty increases to -3.

For example: if a human is expected to live to an age of 84 (as determined by the DM) then they will reach middle age upon his 42nd birthday, old age at 63, and ancient age at 76. The character will generally die at their maximum age, plus or minus 1D4 years.

Experience Points for Monsters

<u>Monster's Hit Dice</u>	<u>Base XP Value</u>	<u>Bonus for Special Ability (*)</u>
Under 1 HD	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 to 10+	900	700
11 to 12+	1100	800
13 to 16+	1350	950
17 to 20+	2000	1150
21	2500	2000
22*	2750	2250

*For every hit dice over 22, add 250XP to the total XP value of a monster and 250XP to the special ability bonus.

PART 5: THE ENCOUNTER

In earlier editions players learned how to handle encounters in both the underground and the outdoors. At higher level of play, encounters still take place both indoors and outdoors, but the situations and monsters encountered are of a more dangerous or complicated nature. Combat is NOT always the first option, and some encounters require tact and diplomacy to prevent terrible repercussions. Indeed, since high level characters may be rulers over vast dominions, appropriate handling of political encounters may be required in order to preserve kingdoms. Of course, when diplomacy fails, the final “encounter type” often left is that of mass combat; i.e. open warfare between opposing nations. Rules for this special type of encounter are presented below.

Most man-to-man (or man-to-monster) encounters are handled exactly as presented in earlier editions. Earlier rules will be described briefly, but in many cases, one will want to consult the basic rule systems for basic encounter rules.

TIME AND DISTANCE IN ENCOUNTERS: Individual and small group combats are handled in the same method provided in earlier game systems. The basic unit of time within an encounter is **the round**, which is equal to 10 seconds of game time. These Companion rules also introduce a new unit of game time, called **the CLASH**, which is only used in **mass combat**. A Clash is roughly equivalent to one hour of game time (six ten-minute turns), and is detailed in the Mass Combat section.

In standard small group encounters, once a monster has been encountered the order of events follows the same general format:

- 1) DM determines the number of monsters appearing
- 2) DM determines the distance at which encounter occurs
- 3) DM determines if either side is surprised
- 4) All sides roll to see who has the initiative
- 5) DM determines the monster’s Reaction
- 6) Both sides determine their action in the round
- 7) Actions are taken.
- 8) Next round begins with initiative.

Number of monsters appearing and encounter distance can be determined randomly using earlier rule systems, as can monster Reaction, using the following table:

2D6	Monster Reaction
2	Immediate attack
3-5	Hostile, possible attack
6-8	Uncertain, monster confused
9-11	No attack, monster leaves
12	Enthusiastic, friendship

However, often the DM will have already planned the encounter, knowing how many monsters there will be, the distance at which they are encountered, and their general reaction to the party. It is not always necessary to randomly determine elements of an encounter!

Remember that a “monster” is any non-player character (NPC) controlled by the DM. A friendly duke and his hunting entourage is a “monster” just as a two-headed troll is a monster...but a party would do well to consider different tactics depending on which is encountered!

Evasion is always a possible action a party might wish to take when stumbling across a group of monsters in the wild or beneath

the earth, and rules for this were provided in earlier editions. However, if powerful PCs with well-known reputations are in a party, monster may themselves decide to evade encounters, especially if the PCs are readily identifiable by their standard or gear. This can be decided by the DM, or by an extra Morale roll at the DM’s discretion and provides an opportunity for DMs to ignore encounters that will have little effect besides slowing down the play of the game.

COMBAT

As provided in earlier rules, the combat sequence for individual and small group combat remains the same:

- 1) Each side rolls initiative (D6)
- 2) The side with initiative acts first.
 - a. Morale checks, if necessary
 - b. Movement
 - c. Missile fire
 - d. Magic spells
 - e. Melee combat
- 3) Each remaining side acts in initiative order
- 4) End of the round with DM handling any retreats, surrenders, etc.

Attacks in melee and missile combat are handled by rolling D20 and consulting the appropriate attack matrix (presented at the end of this chapter) to see if the attack roll is good enough to hit an opponent’s armor class (AC). Keep in mind that an attack roll is an abstract roll to determine if a character or monster’s attack has done damage to an opponent. It does not necessarily equate to a single “swing of the sword” or “swipe of the claw.” The roll indicates whether or not the PC or NPC has managed to inflict damage with the weapon being used, nothing more.

High level fighters get **multiple attacks** per round, beginning at 15th level. This indicates that a high level fighter is proficient enough to have multiple opportunities to do damage with the same weapon. These attacks can be split between multiple targets within melee range or applied to the same opponent.

OPTIONAL RULE: RATE OF FIRE

Short bows and long bows are very accurate weapons at their respective ranges, and a lot quicker to load and fire accurately than either the sling or the crossbow. As an optional rule, DMs may allow characters with bows to shoot **TWICE** in missile combat, assuming their bows are already in-hand and arrows are at the ready. Players should note that ammunition will be used twice as quickly if this optional rule is implemented.

OPTIONAL RULE: FAST COMBAT

Many creatures have multiple weapons that are used in combat; beasts especially often receive two claw and one bite attacks. Rather than rolling for all these separately, a DM may choose to make one attack roll for the monster. If the roll hits, then all appropriate damage dice are rolled. If all miss, then **NO** damage dice are rolled. This “all or nothing” attack cuts down on the number of rolls needed in combats with many opponents. However, when creatures have special attacks related to their normal attack rolls (for example, a bears ability to “hug” for extra damage when two claws hit) it is recommended that the “fast combat” rule **NOT** be used.



DAMAGE

As stated in earlier rules any successful attacks by PCs do 1D6 damage (a PC that hits multiple times in a round rolls multiple D6s of damage). This can be adjusted using the optional Variable Weapon Damage table presented in earlier editions.

OPTIONAL RULE: VARIABLE COMBAT DAMAGE

Some players may object to the restriction on weapons available to the standard classes. After all, what prevents a magic-user from picking up a spear or swinging his staff like a club instead of wielding a dagger? Certainly fiction and folklore present us with examples of character classes that are not restricted in their use of weapons. If a player wants his wizard to wield a sword like Elric or Gandalf, that certainly fits the fantasy game tropes. And what if you want your cleric to be more like one of Charlemagne's paladins or a priest of Odin...shouldn't you have the opportunity to wield your sword, Durandal, or your spear, Gungnir?

With this optional system, CLASS is the determination of how much damage a weapon does, not weapon. A sword is more deadly in the hands of a trained fighter than in the hands of a mage, and thieves knows how best to use a knife, unlike a cleric.

<u>CLASS</u>	<u>Light Weapon</u>	<u>1-Handed Weapon</u>	<u>2-Handed Weapon</u>
Cleric/Halfling	1D4	1D6	1D8
Dwarf/Elf/Fighter	1D6	1D8	1D10
Magic-User	1D4	1D4	1D6
Thief	1D6	1D6	1D6

A **light weapon** is any small, light weapon that is easily concealable: a dagger, cosh, or short sword. A two-handed weapon requires two hands to use and always strikes last in a melee round. The same weapon restrictions apply to small Classes (like the Halfling and Dwarf) as usual.

Missile weapons use a slightly different table:

<u>CLASS</u>	<u>Sling</u>	<u>Short Bow</u>	<u>Long Bow / Crossbow</u>
Halfling	1D6	1D6	N/A
Magic-User	1D4	1D4	1D6
All Others*	1D4	1D6	1D8*

* Remember that Dwarves cannot use long bows

OPTIONAL RULE: TWO-WEAPON FIGHTING

Although any character with a free hand may hold a second weapon, characters still only have one attack per round (with the exception of high level fighters). However, characters wielding two weapons may roll damage for both weapons on a successful hit and take the higher of the two damage rolls.

DMs may wish to limit this ability to especially nimble characters (Dexterity of 13+). The character's 2nd weapon must be a **light weapon** (see above), unless the character is exceptionally strong (Strength 13+), in which case both weapons may be normal one-handed weapons.

HEALING: It may seem strange that high level characters only heal 1-3 points of damage per day unless healed with magic. However, even a 36th level fighter with 95 hit points reduced to 1 hit point will heal fully in less than 7 weeks, on average. In real life, people suffering traumatic injury take months to heal.

A Normal Human with 1-4 hit points, is as likely to be mortally wounded in combat as not. Adventurers with their greater skill, luck, and heroic willpower can withstand much more "damage" before dying. But it still takes time to recover.

Unarmed Combat

Characters that fight without weapons inflict 1-2 points of damage with a successful attack, plus any strength bonuses. If the variable damage by class rule is used, fighters (and ONLY fighters) do 1-4 points of damage plus strength bonuses.

GRAPPLING: Sometimes a combatant wishes to wrestle an opponent, in order to get an advantage or restrain the opponent in some way; this type of action is called grappling. A character or monster that wishes to grapple always loses initiative to an opponent that is trying to inflict damage with a normal weapon or natural attack (if both opponents wish to grapple, initiative is rolled as normal). On the grappler's turn, an attack roll is made against the opponent's armor class. If the opponent is wearing armor, the grappler gets a bonus to hit (Leather: +1, Chain Mail +2, Plate Mail +3). If the opponent is smaller than the grappler (ogre – human; human – halfling, etc.) the grappler suffers a -2 penalty on the attack roll. Normally, a grappler cannot attempt to wrestle an opponent of larger size, though multiple attackers may succeed where one would fail.

A successful attack inflicts no damage but the opponent is **restrained**. In the following round, the restrained individual cannot move or cast spells, and can only fight with light weapons or natural weapons. Once a character has successfully grappled an individual, the grappler must make a successful attack roll every round to keep the opponent restrained. Every subsequent round that an opponent is restrained, the grappler may choose to inflict normal unarmed combat damage.

If an opponent is reduced to 0 hit points due to unarmed attacks, the attacker chooses whether the opponent is killed or simply **knocked-out**. A knocked out opponent will wake up in 1D6 turns, recovering 1D4 hit points.

Other Attack Forms

OIL: As described in earlier rules, flaming oil does 1D8 damage to creatures caught in the flames unless somehow immune to fire. This damage occurs every round.

HOLY WATER: A vial of holy water will damage undead and demons for 1D8 damage, just like flaming oil.

FLANK ATTACKS: Any attack made on a creature from behind gains a +2 bonus to hit and negates any AC reduction for using a shield. A thief that attacks an opponent from behind gains the normal +4 from a backstab attack instead.

LANCE COMBAT: A lance is a long spear that can be used by a mounted combatant to do double damage on when charging. To successfully charge, the warrior must be able to travel at least 20 yards before striking their opponent. A DM may restrict lance combat to fighters. A lance is treated as a one-handed spear for all other purposes.

Nobles often hold tournaments involving **jousts** on horseback. A joust is a formal contest whereby two fighters try to unseat each other by means of a lance. To conduct a joust, both opponents must charge from at least 20 yards away; both combatants roll to attack. Attacks inflict normal damage (doubled, as per lance combat), and an opponent that is hit must save versus wands or be knocked from his horse, thereby losing the pass. If both fighters are hit, both make saves, and it is possible both will be unseated in the same pass. A contestant may always purposefully lose a pass in order to withdraw from a joust without seeming cowardly. A fall from a charging horse causes 1D6 damage.

KNOCK-DOWNS: Certain large monsters, including dragons and dinosaurs, have great tails that can make them nearly as dangerous from behind as from the front. Characters attacking from the rear must first make a successful save versus paralysis. Failure indicates they've been knocked from their feet (1D6 damage) and can do nothing but struggle to their feet. Normally, creatures cannot use bite attacks against those standing behind it.

MASS LAND COMBAT

Sometimes it is necessary to run encounters that contain more combatants than the normal encounter system can normally handle; it is simply not possible to complete an encounter in a single game session when both sides field scores or hundreds of fighters! While it is perfectly reasonable for a DM to simply adjudicate the outcome of a large conflict, the following rules are presented as a way to resolve large-scale battles.

GATHERING AN ARMY: There are many ways of constructing an army: from hiring mercenaries to conscripting peasants to creating undead and magical soldiers to commanding the legions of the faithful into holy war.

Morale of troops is determined by the Charisma of their employer (the person that pays their wages). If the employer does not command the army in battle, Morale will be determined by their field commander. If the commander's Charisma is greater than the troops' employer, the army may show more loyalty to their general, possibly leading to future conflicts of interest.

FORCE ORGANIZATION: Each side of a conflict is organized into units. Each unit should be composed of a single troop type that is similarly armed and armored. In warfare, cohesion and maneuverability is important, and a unit in which individuals wear different types of armor or where some are mounted and some not, will find it impossible to stay together on the battlefield. However, not all troops of a similar type need to be in a single unit; for example, a commander with 100 heavy horsemen might divide them into two separate units of 50, instead of one large unit.

Once units have been determined, the following notations are kept for each: number of individuals, AC of the unit, average hit dice, average damage of the unit's main weapon, morale of the unit, and total hit points of the unit (the latter is called the **HIT BLOCK**). A unit of 30 medium horsemen might be notated as:

30 Medium Horse: AC 5, HD 1, Dam 1-8, Morale: 9, HB 135

Each unit is treated as a single entity in combat, like one big character. The hit block (**HB**) of the unit is total amount of damage it can take. As a unit's HB is diminished, so is its effectiveness in battle. Troops are assumed to have average hit points (4.5) for their hit dice when determining HB. A unit of 50 men-at-arms would have a hit block of 225 (50 x 4.5); a unit of 100 ogres would have a hit block of 1900 (4HD x 4.5 = 18 + 1 = 19 x 100 ogres = 1900).

Morale is determined by the commander's Charisma (equal to his "morale for retainers") with the following modifiers:

- Conscripted (involuntary) troops/peasants -1
- Mounted troops +1
- Elite troops +1

A unit is considered **elite** if it has fought at least two successful battles and survived with 50% or more of its troops remaining. Over time an elite unit may become smaller due to attrition, but new troops cannot be added to the unit without it losing its "elite" status. Elvish and dwarvish units are ALWAYS considered elite.

ORDER OF BATTLE: Like normal combat, mass combat is abstract. Players may use miniatures to represent units on a map (generally, one miniature per unit), but this is not necessary.

The standard measure of time in mass combat is **the CLASH**. A Clash is approximately one hour in length (six regular turns). During a Clash units seek out an opposing unit, orders are given and received by troops, archers take aim and fire, bodies come together in the crush of melee, and after much chaos and fighting, all sides retreat for a brief respite (the mandatory one turn of rest for every five turns of activity) before the next Clash begins. There is no "initiative" roll or surprise in mass combat; the sequence of events in each Clash is as follows:

1. Commanders reveal orders
2. Missile fire occurs
3. Movement occurs
4. Melee attacks occur for all engaged units
5. Morale is checked and Rally attempts made

Reveal orders: Orders are revealed simultaneously and state what each unit is doing during the Clash. Any unit that can make missile attacks and is not engaged in melee may make a missile

attack against any other non-engaged unit. A unit not engaged in melee that does not fire missiles, may move to engage a unit of equivalent size (difference in number of individuals may not be greater than 10 to 1; DM has final arbitration). Otherwise, a unit may retreat from the field of battle, withdraw from melee (Elite units only), or hold its position. A unit already in full retreat may retire from the field or attempt to rally (see Morale below).

Missile fire: Units capable of missile fire that are not engaged in melee may attack any enemy unit likewise unengaged. The commander checks on the Unit Attack Matrix (at the end of this chapter) for the percentage multiplier to be used, then rolls damage as per the main missile weapon of the firing unit. Damage sustained by the enemy unit is equal to:

(Damage rolled) X (number of troops) X (% Multiplier)

This total damage is subtracted from the enemy unit's hit block. The number of troops remaining in the targeted unit is figured by dividing the remaining hit block by the average hit points of the individual troops.

EXAMPLE: 100 archers (HD 1, Damage 1-6) attack a unit of 50 heavy footmen (AC 4, Hit Block 225). The attack multiplier for HD 1 versus AC 4 is 30%. The archers' commander rolls 1D6 (damage for a short bow) and gets a 5. $5 \times 100 \times .30 = 150$ points of damage, reducing the footmen's HB to 75. The total number of footmen remaining after the volley is 17 (hit block $75 / 4.5 = 16.7$ or 17 men).

All missile fire occurs simultaneously; casualties from missiles are figured only after all missile fire is complete.

Movement: Retreating units may retire from the field, unengaged units may charge or move to engage an enemy unit in melee, and engaged units may retreat or withdraw from melee (though only Elite troops may engage in a fighting withdrawal). A unit that **withdraws** becomes unengaged and may not be attacked or engaged by the same unit from which it withdraws in the Clash it withdraws. A unit that **retreats** from melee is subject to attack in the movement phase as specified under Morale (see below), it thereafter becomes unengaged, though is subject to engagement by a different enemy unit.

A unit may only choose to engage one unit at a time. If a single unit is engaged in melee by more than one unit, it must choose which unit it will attack in melee; a unit may not split its attacks against separate units.

A unit that fired in the Missile Fire phase of the Clash may not move, though another unit may engage them. If engaged, the unit may attack in melee.

Melee attacks: All engaged units attack in melee, though a unit may only direct its attacks at ONE unit, no matter how many enemies are engaged with it. For each attack a unit has, the commander checks the Unit Attack Matrix for the percentage multiplier and rolls damage dice. Damage sustained by the enemy unit is equal to:

(Damage rolled) X (number of troops) X (% Multiplier)

This total damage is subtracted from the enemy unit's hit block. The number of troops remaining in the targeted unit is figured by dividing the remaining hit block by the average hit points of the

individual troops. As with missile fire, all melee attacks are simultaneous; casualties are only assessed after all units have determined their melee damage.

EXAMPLE: 500 heavy footmen (AC 4, HD 1, Damage 1D8, Morale 8, HB 2250) engage 100 Ogres (AC 5, HD 4+1, Damage 1D10, Morale 10, HB 1900) in melee. The footmen's % multiplier per the Unit Attack Table is 35%. The ogres' % multiplier is 50%. The footmen roll a 3 for damage and inflict $3 \times 500 \times .35 = 525$ damage, reducing the ogres' hit block to 1375. A total of 27 ogres are killed ($HB\ 1375 / 19\ \text{hit points per ogre} = 72.4$ or 73 ogres remaining).

The ogres then roll their own damage dice and get a 7. The total damage inflicted is $7 \times 100 \times .50 = 350$ reducing the footmen's hit block to 1900. Even though the footmen killed 17 ogres, casualties are not assessed till after all melee attacks are completed; the ogres get to attack this Clash with their full 100 troops. In the next Clash there will be only 73 ogres and only 423 footmen ($1900 / 4.5 = 422.2$ or 423).

Morale & Rally: The most important part of the Clash is the Morale check. A determined attacker can drive his enemy before him, a stalwart defender can repulse superior numbers, and resolute opponents may fight until few remain on either side.

At the end of a Clash, any unit that sustained a casualty (a loss of one or more individuals from damage) must check Morale. The commander rolls 2D6 and tries to roll equal or under its morale rating. The following modifiers apply:

A unit is unengaged in melee +1

A unit is engaged with a foe whose hit block is more than double their own -1

A unit is engaged with a foe whose hit block is more than triple their own -2

A unit has lost more than 50% of its individuals -1

A unit has lost more than 75% of its individuals -2

Unit is defending its homeland +1

Unit is defending its home city/town/village +2

A unit that fails its morale check is **broken** and will attempt to flee from battle (an Elite unit may make a fighting withdrawal instead), during the movement phase of the next Clash.

If an engaged unit attempts to retreat from melee combat, the enemy that has broken it gets an immediate damage roll with an additional +10% to the percentage multiplier. For example, if the heavy footmen attempted to retreat from the ogres in the earlier melee example, the ogres would be allowed to make one last damage roll at 60% instead of 50%. This damage roll comes in the movement phase of the Clash, not the melee phase. The victor of the melee is then left unengaged for the following Clash (if engaged by another unit during movement this victor must choose whether to attack the broken unit or the new unit engaging them). The +10% only applied against the broken unit, and only one that is retreating **not** one making a fighting withdrawal.

At the end of the turn following the Clash in which the unit broke, an unengaged unit may attempt to **Rally** by making one more morale check (with the same modifiers). If it fails, the unit will quit the field (leave the battle) in the following movement phase.

An unengaged unit that breaks due to missile fire can do nothing in the following Clash (it may not move or fire its own missiles,

though it may attack normally if engaged in melee by another unit). If unengaged at the end of the turn, the unit may attempt to Rally as above; failure indicates the unit will quit the field in the following movement phase. If the broken unit is engaged before it has a chance to Rally, it will automatically attempt to retreat from melee in the following movement phase.

The “faithful” of a cleric (the fanatically loyal soldiers that join a cleric’s stronghold, not additional troops hired by a cleric) will never break as long as the cleric is alive, automatically breaking if the cleric dies. Fearless creatures (any monster with a Morale 12) never check morale, even if casualties would imply a reduction in morale.

A commander may always issue the order for all units to retreat regardless of Morale.



SPECIAL RULES (Mass Combat)

HEROES & OFFICERS: Not all individuals fight as units. High level PCs and NPCs act independently of the other units in an army, with or without henchmen and body guards. These individuals are expected to seek out and confront powerful individuals and monsters of the opposing side rather than engaging the grunt troops; failure to engage enemy heroes and monsters may result in morale penalties with their own troops.

During the Declare Orders phase, the commander states the action each heroic individual is conducting (including confrontation of enemy heroes and large monsters, or casting spells specifically to help besiege a fortification). Combat is handled as per a normal encounter, though only ten rounds are fought per Clash (remember that a Clash consists of five ten minute turns of activity, including spotting one’s foe, beating a path to the foe through the chaos of the battlefield, and disengaging to rest at the end of the Clash). Surprise, initiative, distance, etc. are all as normal for an outdoor encounter. At the end of the tenth round the Clash is over, and it is assumed the individual (if alive) has safely withdrawn for a brief respite.

Some units may be led by officers of greater hit dice than the troop average. These officers add their full hit points to the unit’s hit block, but otherwise are not used for fighting purpose as they are considered to be spending their time shouting orders to the troops. If the rest of the hit block is used up, the officer acts as an individual with its normal stats, and may be expected to sell its

life dearly. Heroic individuals multiply their damage by three (3) when engaged in melee with a standard unit.

If a commander falls in battle, all units must immediately check Morale roll at -2 or surrender at the end of the Clash. Even should the units succeed, they will have a penalty of -2 to Morale for the rest of the battle.

LARGE MONSTERS: Huge, non-humanoid monsters fight as individuals except under extreme circumstances (determined by the DM). If not engaged or attacked by heroic individuals (see above) they seek out opposing large monsters before attacking standard units (assuming it doesn’t have special orders to attack fortifications or other targets). Standard units are not trained to fight large monsters; they automatically suffer casualties equal to 10 times the monsters hit dice in “hit dice casualties” per Clash. For example, a purple worm (15 HD) will kill 150 standard heavy footmen or 37 ogres (15 x 10 / 1 or 15 x 10 / 4, respectively) in one Clash of battle. Units engaged will automatically break morale, though no additional damage will be inflicted by the monster as it will ignore the retreating unit.

BATTLE STANDARDS: One unit in an army may include a battle standard (a flag with the army or commander’s symbol or colors) if the commander wishes. As long as the unit is on the field, all friendly units have a +1 bonus to Morale checks for the purpose of **Rallying only**. If the unit carrying the standard is destroyed or quits the field, all units suffer a -1 penalty to all Morale checks (of any kind!) for the remainder of the battle.

CAVALRY CHARGES & MOUNTED UNITS: Mounted units with lances (like light, medium, and heavy horsemen) double their damage on the Clash they engage in melee, representing their charge into combat. If two mounted units choose to engage each other in the same Clash, both will inflict double damage in melee for this first Clash only.

Units armed with spears and/or pole arms that choose to “hold” their position, will inflict double damage on any unit that charges them, though only in the first Clash they are engaged.

All mounted units may choose to disengage melee as if they were Elite units making a fighting withdrawal, so long as the unit they are fighting is not also mounted.

CREATURES WITH IMMUNITIES: A unit of creatures that is immune to the attacks of the unit(s) with which it is engaged will suffer NO damage, and multiplies its own damage by five as it dominates the melee. For example, a unit of 20 werewolves (AC 5, HD 4*, Damage 2D4, Morale 8, Hit Block 360) attacks a unit of 100 heavy footmen (AC 4, HD 1, Damage 1D8, Morale 8, Hit Block 450). Rolling a 6 for damage the werewolves do $6 \times 20 \times .45 \times 5 = 270$ damage, killing over half the footmen while sustaining no casualties. Units unable to injure their opponent suffer an additional -2 on Morale checks.

CREATURES WITH SPECIAL ATTACKS: If a unit of monsters has a special attack such as poison, a petrifying attack, or level drain, triple the number of casualties inflicted in each Clash. Some monsters, though humanoid, may best be used as individuals under the Heroes & Officers or Large Monsters rule (for example, a vampire lord would work best as a Hero or Officer and a medusa as a Large Monster). Dragons count as both Large Monsters and Flying Units; if they use their breath weapon against a standard unit they will kill ten times their hit

dice in the Clash (damage to Hit Block equals dragon's HD x 10 x 4.5) like a large monster in melee.

FLYING UNITS: A flying unit may only be attacked by missile fire and may only be engaged in melee by another flying unit (though the flying unit may choose to engage ground troops in melee if they desire). When engaging non-flying units in melee, a flying unit doubles the amount of damage they inflict and halves damage taken from the ground unit engaged. In addition, a flying unit may always choose to disengage from a ground unit (as an Elite unit executing a fighting withdrawal) without suffering the penalty of a full retreat, even if morale is broken.

REGENERATING CREATURES: Some creatures, like trolls and vampires, regenerate. Unless facing a unit specifically armed to combat them (for example, a unit of trolls facing a unit of footmen armed with torches and oil) at the end of each Clash the regenerating troops recover a number of hit points equal to 10 x rate of regeneration x number of individuals at the beginning of the Clash. The amount of hit points regained can never exceed the hit block total of the unit at the beginning of the battle.

SKILLED COMMANDERS: For every +1 bonus a commander would receive for a high Intelligence score (13-15 +1, 16-17 +2, 18 +3) a unit may be imbued with a +5% increase to its damage multiplier. This bonus can be provided to a single unit or divided among multiple units (in 5% increments). The bonus lasts for the length of the battle and represents the commander's special instructions for the unit.

For every +1 bonus a commander would receive for a high Wisdom score, **every single unit** in the force may decrease its casualties by 5% every Clash the unit does NOT move to engage an enemy in melee. However, the reverse also holds true: units of a commander with a Wisdom penalty (for a score below 9) **increase** their casualties by +5% during any Clash in which they fail to move to engage the enemy in Melee.

TACTICS & MANEUVERS: This game is not designed to be a war game, and the rules provided here are necessarily abstract. While the use of miniatures and counters are not needed to play out a mass combat, they can be useful for visualizing the location and movement of various units. The DM may adjudicate the maneuvering of units upon the field of battle as appropriate; certain units may be placed to intercept specific enemies and terrain can create circumstances that make it impossible for one commander or the other to bring all units to engagement. Envelopments and traps may be well-designed or formations exceptionally appropriate and the DM is encouraged to give bonuses when a player designs an excellent strategy (generally +5% or +10% to the damage multiplier) or penalize players that blunder into obvious ambush (a +5% or +10% to the damage multiplier of the DM's forces). As elsewhere, the DM is the final judge.

SIEGE COMBAT

Sieges are a special type of mass combat where one side is protected by a fortification like a stronghold or keep. The army within the castle has the advantage of extra defense against attack but is trapped and subject to starvation and attack by **siege engines** (like catapults and trebuchets).

The DM should carefully note what provisions are available on both sides, as sieges are often designed to "starve" the opponent

out of hiding. Besides food and water, the DM should keep track of missile weapon ammunition available.

The object of the attacking force is to **breach** the defenders' fortifications. Until such time as their fortress is breached, the defenders will suffer only **one-quarter damage from all attacks**. Of course, the attacker must have some means to engage the defenders (missile fire, ladders, siege towers, etc.) to do any damage at all.

When announcing orders, the besieging commander states which section of fortification he wishes to attack; the defending commander then assigns units to defend the attacked section (prior to combat, the DM should list sections available for attack based on stronghold's design). If the defender cannot or chooses not to defend a particular section from attack, the attacking unit will automatically breach the fortification. Likewise if the defending unit's Morale breaks, the attacker is allowed to breach the fortress. However, all defending units receive a +2 bonus to Morale as if "defending home town/village."

There are many methods of breaching a castle or stronghold: magic (**horns of blasting**, a **passwall** or **disintegrate** spell), guile and stealth (a Trojan Horse or a thief in the night), battering down the gate with a ram (it will take 2D4 Clashes assuming the ram unit isn't slain by defenders), or simply getting attackers over the wall to open the gate. Once the fortification is breached, the besieger may pour any amount of unengaged troops into the stronghold (though the DM may limit a maximum number based on the size and type of breach). The first Clash after breach, the defenders will only take one-half damage, but on subsequent Clashes they receive no extra defense against attackers.

Defending units that are not used to defend specific sections of fortress may make **sorties** out to attack, surprise, and harry the besiegers. If the sortie is mounted, it may immediately disengage and move back into the castle during the following Clash without causing a breach (Elite units making a fighting withdrawal may do the same), but will not be available to defend fortress sections in the Clash they return to the castle.

SIEGE WEAPONS: these are large weapons used in the defense and attack of castles and structures.

Ballista (75gp): this huge, heavy crossbow must be manned by two soldiers and may be fired once every four rounds. Range is 480' and damage is 2D6+2. The chance to hit is as for a 2nd level fighter. Ballistae cannot damage a castle or stronghold. They may be mounted on-board a ship.

Light Catapult (100gp): this weapon can only be used to attack stationary or slow moving objects (like a unit of men moving in formation). It takes four clashes for a light catapult to create a breach in a curtain wall and twice as long to down stout towers. It requires 2-4 men to operate (firing slower with less men), and deals 6D6 damage if used against a unit in the missile fire phase. Ship mounted catapults are detailed in earlier rules.

Heavy Catapult (250gp): as light catapults but capable of creating a breach in three clashes, and requiring 3-5 men to operate, including one engineer. Against units it does 8D8 damage.

Trebuchet (500gp): as a light catapult but breaches in two clashes, requires 4-6 men to operate (including an engineer), and doing 10D10 damage against units.

CHARACTER ATTACK MATRIX

<u>Fighter*</u>	<u>Cleric/ Thief</u>	<u>Magic- User</u>	<u>Demi- Human XP</u>	<u>Defender's Armor Class (roll D20 to hit)</u>																			
				<u>9</u>	<u>8</u>	<u>7</u>	<u>6</u>	<u>5</u>	<u>4</u>	<u>3</u>	<u>2</u>	<u>1</u>	<u>0</u>	<u>-1</u>	<u>-2</u>	<u>-3</u>	<u>-4</u>	<u>-5</u>	<u>-6</u>	<u>-7</u>	<u>-8</u>	<u>-9</u>	<u>-10</u>
Normal Human				11	12	13	14	15	16	17	18	19	20	20	20	20	20	20	20	20	20	20	20
1 to 3	1 to 4	1 to 5		10	11	12	13	14	15	16	17	18	19	20	20	20	20	20	20	20	20	20	20
4 to 6	5 to 8	6 to 10		8	9	10	11	12	13	14	15	16	17	18	19	20	20	20	20	20	20	20	20
7 to 9	9 to 12	11 to 15		6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	20	20	20	20	20
10 to 12	13-16	16-20	500000**	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	20	20	20
13-15	17-20	21-25	1000000	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	20
16-18	21-24	26-30	1500000	2	2	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19
19-21	25-28	31-35	2000000	2	2	2	2	2	4	4	5	6	7	8	9	10	11	12	13	14	15	16	17
22-24	29-32	36	2500000	2	2	2	2	2	2	2	3	4	5	6	7	8	9	10	11	12	13	14	15
25-27	33-36		3000000	2	2	2	2	2	2	2	2	2	3	4	5	6	7	8	9	10	11	12	13
28-30				2	2	2	2	2	2	2	2	2	2	2	3	4	5	6	7	8	9	10	11
31-33				2	2	2	2	2	2	2	2	2	2	2	2	2	3	4	5	6	7	8	9
34-36				2	2	2	2	2	2	2	2	2	2	2	2	2	2	3	4	5	6	7	

*Also Dwarves to level 12, Elves to level 10, and Halflings to level 8

**Halflings only

MONSTER ATTACK MATRIX

<u>Monster's Hit Dice</u>	<u>Defender's Armor Class (roll D20 to hit)</u>																			
	<u>9</u>	<u>8</u>	<u>7</u>	<u>6</u>	<u>5</u>	<u>4</u>	<u>3</u>	<u>2</u>	<u>1</u>	<u>0</u>	<u>-1</u>	<u>-2</u>	<u>-3</u>	<u>-4</u>	<u>-5</u>	<u>-6</u>	<u>-7</u>	<u>-8</u>	<u>-9</u>	<u>-10</u>
Up to 1	10	11	12	13	14	15	16	17	18	19	20	20	20	20	20	20	20	20	20	20
1+ to 2	9	10	11	12	13	14	15	16	17	18	19	20	20	20	20	20	20	20	20	20
2+ to 3	8	9	10	11	12	13	14	15	16	17	18	19	20	20	20	20	20	20	20	20
3+ to 4	7	8	9	10	11	12	13	14	15	16	17	18	19	20	20	20	20	20	20	20
4+ to 5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	20	20	20	20	20
5+ to 6	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	20	20	20	20
6+ to 7	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	20	20	20
7+ to 9	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	20	20
9+ to 11	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	20
11+ to 13	2	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
13+ to 15	2	2	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19
15+ to 17	2	2	2	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
17+ to 19	2	2	2	2	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17
19+ to 21	2	2	2	2	2	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
21+ to 23	2	2	2	2	2	2	2	3	4	5	6	7	8	9	10	11	12	13	14	15
23+ to 25	2	2	2	2	2	2	2	2	3	4	5	6	7	8	9	10	11	12	13	14
25+ or more	2	2	2	2	2	2	2	2	2	3	4	5	6	7	8	9	10	11	12	13

UNIT ATTACK MATRIX

<u>Average Unit Hit Dice</u>	<u>Defending Unit's Armor Class (% Multiplier for Damage Done)</u>													
	<u>9</u>	<u>8</u>	<u>7</u>	<u>6</u>	<u>5</u>	<u>4</u>	<u>3</u>	<u>2</u>	<u>1</u>	<u>0</u>	<u>-1</u>	<u>-2</u>	<u>-3</u>	
Normal Human (peasant)	50%	45%	40%	35%	30%	25%	20%	15%	10%	5%	5%	5%	5%	
Up to 1	55%	50%	45%	40%	35%	30%	25%	20%	15%	10%	5%	5%	5%	
1+ to 2	60%	55%	50%	45%	40%	35%	30%	25%	20%	15%	10%	5%	5%	
2+ to 3	65%	60%	55%	50%	45%	40%	35%	30%	25%	20%	15%	10%	5%	
3+ to 4	70%	65%	60%	55%	50%	45%	40%	35%	30%	25%	20%	15%	10%	
4+ to 5	75%	70%	65%	60%	55%	50%	45%	40%	35%	30%	25%	20%	15%	
5+ to 6	80%	75%	70%	65%	60%	55%	50%	45%	40%	35%	30%	25%	20%	
6+ to 7	85%	80%	75%	70%	65%	60%	55%	50%	45%	40%	35%	30%	25%	

UNIT ATTACK MATRIX (Continued from C29)

Average Unit Hit Dice	9	8	7	6	5	4	3	2	1	0	-1	-2	-3
7+ to 9	90%	85%	80%	75%	70%	65%	60%	55%	50%	45%	40%	35%	30%
9+ to 11	95%	90%	85%	80%	75%	70%	65%	60%	55%	50%	45%	40%	35%
11+ to 13	100%	95%	90%	85%	80%	75%	70%	65%	60%	55%	50%	45%	40%
13+ to 15	100%	100%	95%	90%	85%	80%	75%	70%	65%	60%	55%	50%	45%
15+ or more	100%	100%	100%	95%	90%	85%	80%	75%	70%	65%	60%	55%	50%

SAVING THROWS

CLERIC	Death Ray or Poison	Wands	Paralysis or Turn to Stone	Dragon Breath	Staves & Spells
1 to 4	11	12	14	16	15
5 to 8	9	10	12	14	12
9 to 12	6	7	9	11	9
13-16	3	5	7	8	7
17-24	2	4	6	7	6
25-32	2	3	5	6	5
33-36	2	2	4	5	4

DWARF	Death Ray or Poison	Wands	Paralysis or Turn to Stone	Dragon Breath	Staves & Spells
1 to 3	10	11	12	13	14
4 to 6	8	9	10	13	12
7 to 9	6	7	8	10	10
10 to 12	4	5	6	7	8
1,500,000 XP	2	3	4	4	6
3,000,000 XP	2	2	3	3	5

ELF	Death Ray or Poison	Wands	Paralysis or Turn to Stone	Dragon Breath	Staves & Spells
1 to 3	12	13	13	15	15
4 to 6	10	11	11	13	12
7 to 9	8	9	9	10	10
10	6	7	8	8	8
1,500,000 XP	5	6	7	7	6
3,000,000 XP	4	5	6	6	4

HALFLING	Death Ray or Poison	Wands	Paralysis or Turn to Stone	Dragon Breath	Staves & Spells
1 to 3	10	11	12	13	14
4 to 6	8	9	10	13	12
7 to 8	6	7	8	10	10
500,000 XP	4	5	6	7	8
1,500,000 XP	2	3	4	4	6
3,000,000 XP	2	2	3	3	5

FIGHTER	Death Ray or Poison	Wands	Paralysis or Turn to Stone	Dragon Breath	Staves & Spells
Normal Human	14	15	16	17	18
1 to 3	12	13	14	15	16
4 to 6	10	11	12	13	14
7 to 9	8	9	10	10	12
10 to 12	6	7	8	8	10
13-15	4	5	6	5	8
16-22	3	4	5	4	7
23-29	2	3	4	3	6
30-36	2	2	3	2	5

MAGIC-USER	Death Ray or Poison	Wands	Paralysis or Turn to Stone	Dragon Breath	Staves & Spells
1 to 5	13	14	13	16	15
6 to 10	11	12	11	14	12
11 to 15	8	9	8	11	8
16-21	6	7	6	9	6
22-27	5	6	5	7	4
28-34	4	5	4	6	3
35-36	3	4	3	5	2

THIEF	Death Ray or Poison	Wands	Paralysis or Turn to Stone	Dragon Breath	Staves & Spells
1 to 4	13	14	13	16	15
5 to 8	12	13	11	14	13
9 to 12	10	11	9	12	10
13-16	8	9	7	10	8
17-21	6	7	5	8	7
21-26	5	6	5	7	6
27-31	4	5	3	6	5
32-36	3	4	2	5	4

Saving Throws function just as always: roll 1D20 and score equal to or higher than the number listed to succeed. Saving throws represent a combination of luck, fortitude, reflexes and awareness. Higher level characters are just naturally more puissant at avoiding these harmful effects than lower level characters.

PART 6: MONSTERS

This section expands on the monster lists provided in earlier publications (see **Part 1: Introduction**). The monsters are listed alphabetically for ease of reference.

Please note a monster is simply any creature that is not a player character, including NPCs. A monster may be fiendish or friendly and exists for interaction, not simply combat. They can act as obstacles or challenges or even allies and henchmen in some cases. However, unless otherwise noted, monsters do not gain experience points for going on adventures and do not increase in level. Only PCs and NPC adventurers do that.

DMs should feel free to adjust monster statistics as needed for their own campaigns. Exceptionally large monsters may have more hit dice, or a beast wearing some form of unusual armor may receive a bonus to armor class. Intelligent monsters with manipulative digits might use weapons or equipment as any PC or NPC, and might use any magic items in their possession.

When monsters have an asterisk (*) following their name, it indicates special weapons are required to damage the creature; the weapon required is listed in the monster's description.

Armor Class (AC) is the number needed to determine how difficult the monster is to hit. It is based on the monster's natural armor and agility, as well as any magical protection.

Hit Dice (HD) gives the number of 8-sided dice that should be rolled to determine a monster's hit points; if a monster uses a different form of dice for determining hit points, it will be noted. Hit dice also determines the line on the monster's attack matrix that should be used for combat. **Unless otherwise noted, all monsters use the Monster Attack Matrix for determining their chance to hit.** In general, only PCs and NPCs adventurers use the Character Attack Matrix. *For example*, a master bard is very similar in appearance to a thief or fighter, but should make his (or her) attack rolls as a 4+ hit dice monster (the equivalent of a level 7 fighter, in other words). When asterisks (*) appear after a monster's hit dice, it indicates the number of *special ability* bonuses to be added to the experience point total for defeating such a creature; see **Part 4** for more information.

Move provides the number of feet a monster will move in one turn (or yards in the outdoors). Numbers in parenthesis indicate the number of feet (or yards) a creature can move during a combat round. Some monsters have different movement rates for different types of movement (swimming, flying, etc.). Where such is the case it is noted or listed in the monster's description. If not noted, all movement rates are considered to be the same no matter the form of locomotion.

Attacks refers to the type and number of normal attacks the character will generally make. Many monsters have special attacks that are only listed in their description.

Damage provides the amount of damage done by a successful attack of each particular type listed. Again, many monsters have special damage that may need to be added or considered.

No. Appearing shows the usual number of monsters in an encounter. The first number represents the number that might be encountered in a dungeon (and if listed as 0 means the monster would generally **not** be encountered in a dungeon), while the number in parenthesis shows the number found outside the dungeon or in a lair. Note that wilderness lairs, outside a dungeon

or labyrinth, might have five times the normal number of monsters listed.

Save As indicates what type and level of character class to be used when rolling saving throws for monsters. Most monsters usually save as fighters equal to their own hit dice (or half their hit dice if unintelligent).

Morale indicates how quickly a monster will flee or break-off battle, as determined by morale rolls during combat. Note that a morale of 12 does **not** indicate a monster will always fight to the death; it simply means that whether the monster breaks from combat will not be determined by the capriciousness of a random roll, but instead by the DM. Intelligent monsters should act intelligently, and a creature being soundly defeated will usually attempt to escape pain and death.

Treasure Type gives the letter to be reviewed in **Part 7: Treasure**. Where a multiple is listed (for example, Ax3) the DM may either dice for all specified categories a number of times equal to the multiple, OR may roll once but multiple the amount of treasure found by the multiple indicated. Treasure is generally only found in a creature's lair, but individual treasure (types P through V) will be carried on monsters away from their home. Also, if a treasure hoard indicates the presence of magical items, an intelligent monster may carry one or more items with them at all times for their personal use.

Alignment indicates the usual alignment of monsters of the type, though there are misfits of every race that may go against the norm of their society. Monsters that rely on their alignment for part of their power (for example, Chaos Beasts or Champions of Law) will always be the indicated alignment.

These following abilities are found in some descriptions:

Charge: to charge, a monster must be able to move at least 20 yards in a straight line, and must then make a successful melee attack roll. If a hit is indicated, the monster does double damage. Any humanoid capable of mounted combat with a lance can make a charge attack. If the charging monster is hit by a braced spear or pole arm, it **also** takes double damage.

Constructs: are magic creations. As such they are immune to poison, disease, and mind-controlling magic. They do not eat, sleep, or breathe, and are generally immortal unless killed; also, they do not naturally heal when damaged.

Continuous damage: certain types of damage (notably constriction) do damage every round without requiring any additional hit roll. The monster must be killed or made to let go in order to stop the damage. Generally, the monster may only do continuous damage against one creature at a time.

Energy drain: a successful hit reduces an individual by the number of levels or (if a monster) hit dice noted in the description. There is no saving throw. A **restoration** spell will cure the level(s) lost, otherwise the only method of regaining lost levels is to continue adventuring. Experience points are drained to the lowest point of the new level.

Immortal: some monsters are immortal; they do not age nor are they affected by age once they reach maturity. Immortal creatures are immune to non-magical disease.

Immunities: some monsters are immune to certain spells or spell levels or different damage types. Immunity means the monster takes no damage from the spell and always passes a saving throw, even if one is not normally available (for example, a creature immune to 1st level spells will never take damage from a **magic missile**, nor succumb to a **sleep** spell). The DM must determine whether immunity extends to similar magic items or special abilities (a **wand of magic missiles**, for example, or the **sleep** ability of a homunculus).

Poison: unless otherwise noted, poison attacks require victims to save versus poison or die. Poisoned individuals do not die instantly but have up to ten rounds of shaking and shivering (and inability to act) during which time a **neutralize poison** spell or antitoxin may save them.

Paralysis: unless otherwise noted a save versus paralysis is necessary and failure will result in a character being frozen, unable to take action for 2-8 turns. Paralyzed individuals are automatically hit for damage if attacked. Once combat has ended, paralyzed individuals may be killed automatically by a foe wielding an edged weapon.

Spell Use: some monsters use spells as a caster of a certain class or level; unless otherwise noted, they study or pray for spells just like any character and receive the same number of spells as the appropriate level caster. Some monsters have a higher potency of spells; *for example* a full naga has access to 6th level clerical

spells at 12th level potency. This means that while only having access to spells as a 6th level caster, all spells are treated as being cast as a 12th level cleric for other purposes (including damage, duration, and chance to **dispel**).

Swallow: a creature swallowed whole takes the given damage each round unless otherwise noted in the monster's description; most swallow attacks only occur on a **natural 20** (that is, a roll of 20 before any adjustments are added). One hour (six turns) after a swallowed creature's death it will be completely digested and unrecoverable.

Swoop Attacks: a diving attack by a flying monster with surprise can do double damage. On a natural roll of 18 or better, the monster may also pick up its victim and fly away, assuming its prey is small enough to be lifted.

Undead: these creatures were once living beings and their existence is unnatural. All undead are immune to sleep or spells that affect the mind, cannot be poisoned nor catch disease, do not need to breathe, or eat, and do not age. **Greater undead** cannot normally be turned by a cleric. All undead take 1-8 damage from holy water unless otherwise noted.

Trample: an attack by a creature that uses its superior size and mass to crush an opponent. Trample attacks add +4 to the attack roll of a creature using it and does 1-20 points of damage with every successful hit.

Animals of Legend

	<u>Brother</u> <u>Bear</u>	<u>Father</u> <u>Wolf</u>	<u>Lord</u> <u>Tiger</u>	<u>The White</u> <u>Stag</u>
Armor Class:	4	5	4	5
Hit Dice:	10***	8+2***	12***	10***
Move:	150' (50')	210' (70')	180' (60')	270' (90')
Attacks:	2 claws + bite	1 bite	2 claws + bite	Head butt, or 2 hooves
Damage:	1-8/1-8 +2-16	4-16	2-12/2-12 +4-24	4-16, or 1D8/1D8
No. Appearing:	1	1	1	1
Save As:	Fighter 20	Fighter 16	Fighter 24	Fighter 20
Morale:	12	12	12	12
Treasure Type:	Nil	Nil	Nil	Nil
Alignment:	Neutral	Neutral	Neutral	Neutral

Animals of legend are paragons of the species, singular animals by which all are judged. Only one such paragon ever exists at any time; living long past the usual span, upon death a new legend will be born to the species. The animals listed are examples; DM should feel free to create others. All have double hit dice and maximum hit points. Non-magical weapons only inflict 1 point of damage on a successful hit and they heal twice as fast as normal. Animals of legend are immune to non-magical poisons and disease. All are highly intelligent for their species and understand Common, though they cannot speak anymore than a normal member of their kind.

Asag*

Armor Class: -2	No. Appearing: 1-4 (0)
Hit Dice: 7+7*	Save As: Dwarf 7
Move: 60' (20')	Morale: 10
Attacks: 3 Claws, 1 Bite	Treasure Type: J, K, Lx10
Damage: 1-6x3, 4-24	Alignment: Neutral

Asags are earth demons that move as easily through stone and dirt as a human runs through an open field. Their bodies are slightly taller than man-sized and much stouter, being barrel shaped with three great clawed arms spaced evenly about their torso, interspersed with an equal number of eyes. A huge, toothy maw occupies the top of their body where a head might be on a humanoid, and although they eat only minerals for sustenance, asags are quite capable of delivering a vicious bite. They are immune to surprise and often surprise others (4 in 6 chance) phasing through a rock wall or earth floor to attack unexpectedly; asags can see through stone and earth without problem.

As demons, asags are immune to fire and poison, and may only be struck by +1 or better weapons. They sometimes wander into the material plane through magical gates or holes between their dimension and ours, though they may be **summoned** as well.

Assassin

Armor Class: Varies	No. Appearing: 0 (1)
Hit Dice: 5*	Save As: Thief 9
Move: 120' (40')	Morale: 8
Attacks: 1 weapon	Treasure Type: D, Vx2
Damage: By weapon	Alignment: Chaotic

An assassin is a person specially trained in killing. They are well versed in the arts of stealth and disguise, and perform most thief abilities as a 9th level master thief. Their abilities at disguise and backstabbing are equal to a thief of twice that level (45% and X3 damage). Assassins will wear any armor to infiltrate their target's lair, but most thief skills cannot be performed while wearing armor heavier than leather.

Assassins eschew straight combat whenever possible, preferring devious methods of killing their targets. Poison, on weapons and in food, is a usual tactic, as is a knife in the back. Slicing a target's throat while he sleeps or is otherwise helpless (tied up, etc.) will also suffice, as will a garrote from behind (a successful hit loops a wire around the victim's throat, preventing spell casting and cries of help, and strangles the victim in 1D6 rounds), or other murderous schemes. Though sometimes hired in pairs or teams, generally assassins work alone. It is rumored that a stronghold of assassins exists hidden somewhere, ruled by a "Grandfather of Assassins."

Bandersnatch

Armor Class: 4	No. Appearing: 1-2 (1-4)
Hit Dice: 5+2*	Save As: Fighter 5
Move: 180' (60')	Morale: 7
Attacks: 1 Bite	Treasure Type: Nil
Damage: 2D8	Alignment: Chaotic

This swiftly moving beast lunges from tree to tree like a cross between a panther and a baboon. It has a long, snapping neck that can extend so as to strike like a furious cobra (giving it a +2 on initiative). Its great jaws deliver particularly vicious wounds, but the creature's saliva is to be more feared as it carries a virulent rabies-like bacteria (save versus poison at -1 or suffer a brain fever acting as a *confusion* spell until cured by a *cure disease* or the like). The bandersnatch prefers to ambush prey when it can and will flee if threatened directly.

Bane Lord*

Armor Class: -3	No. Appearing: 1 (1)
Hit Dice: 25+25*****	Save As: Fighter 25
Move: 90' (30')	Morale: 12
Attacks: 1 Sword + 1 Whip	Treasure Type: F
Damage: 8-30 + Special	Alignment: Chaotic

Bane lords are powerful demons from the nether realms, rarely found in the material plane unless summoned by an unscrupulous or deranged magic-user. Giant humanoids composed of shadow and flame, they always appear armed with a greatsword and cruelly barbed whip. Attacks with the former cause massive damage (2D12+6), capable of shattering shields and destroying armor on a natural roll of 18-20, while a successful attack roll with its whip indicates the bane lord has ensnared its opponent, dragging him close and immolating the victim with flame for 3D6 damage. Immolation occurs every round until the demon releases its prey, unless the snared foe is protected from magical fire. If disarmed, Bane Lords may still strike with two fists for 2D10 damage (half damage against creatures immune to magical fire).

As demons, bane lords are immune to fire, poison, and mind control, and weapons of less than +3 enchantment melt and become useless when striking them, inflicting no damage. What's more, only the mightiest of magic has any chance of affecting them (9th level magic-user or 7th level cleric spells). Bane lords may cast the following spells at will: **charm person**, **darkness**, **detect magic**,

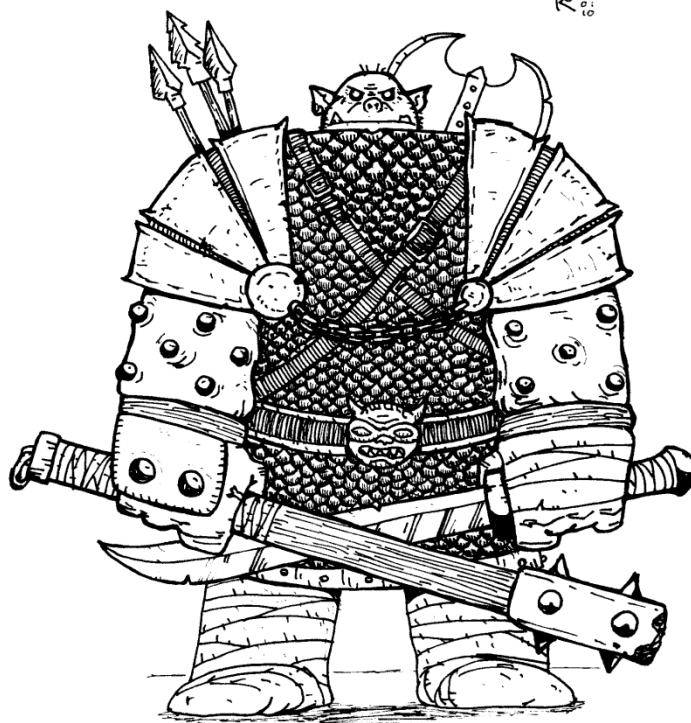
detect invisible, **dispel magic**, **knock**, and **rune**, all as a 25th level spell caster. They constantly generate a palpable aura of fear, and all within 20' must save versus spells or flee in terror. Bane lords are truly evil with a wicked temperament; immortal unless killed, they never forget a slight and will harbor grudges for centuries.

Banshee*

Armor Class: 0	No. Appearing: 0 (1)
Hit Dice: 7**	Save As: Elf 7
Move: 150' (50')	Morale: 12
Attacks: 1	Treasure Type: D
Damage: 1-8	Alignment: Chaotic

A banshee is the spirit of an evil female elf or fairy, though not all evil elves become banshees upon death (it is a rare spirit that chooses to stay and torment the living after death). Although they cannot be turned by a cleric, a **dispel evil** spell will destroy a banshee if it fails to save versus spells.

In addition to its icy grip, banshees may wail once per day. All hearing its cry (those within 240') must save versus death magic or die. Those saving are still stunned 1D4 rounds, unable to take action. A banshee is immune to non-magical weapons and is immune to poison and mind-affecting magic.



Black Orc

Armor Class: 4 or 3 (with shield)	No. Appearing: 1-6 (5-30)
Hit Dice: 2+4	Save As: Fighter 2
Move: 90' (30')	Morale: 9
Attacks: 1 Weapon	Treasure Type: Dx2
Damage: 1D8+2 or 1D10+2	Alignment: Chaotic

Black orcs are larger, stronger, and nastier versions of the normal orc. Invariably dark skinned, they range from 6' to 8' tall and are nearly as broad. Though rumored to be a cross of orc and troll, black orcs do not regenerate. They wear heavier armor than their brethren and some 30% carry shields; the remainder use two-handed weapons (the higher damage rate).

Black orcs are bullies and cannibals and rule over lesser orcs by dint of natural strength, though their intelligence is no better. They are often found as an elite part of a large orc tribe. In groups of 10 or more, one will always be an alpha type with an extra hit die, maximum hit points, and a +1 damage bonus in melee, and when 20 or more are encountered, one will be a war chief with 45 hit points, attacking as a 6 HD monster, and adding an extra +2 to all damage rolls. They suffer the same penalties in sunlight (-1 to attack rolls) as their lesser orc relations.

Cambion*

Armor Class: As armored +2	No. Appearing: 1 (1)
Hit Dice: As class (D8 Hit Dice)	Save As: Class +2
Move: 120' (40')	Morale: 10
Attacks: 2 claws, 1 bite or weapon	Treasure Type: As NPC
Damage: 1-3/1-3/1-3 or as weapon	Alignment: Chaotic

Cambions are half-demons, the spawn of demon and evil human. Roughly human-size, all have demonic attributes: scaly red skin, small horns, claws, and fangs. Some may even have a tail or bat-wings (the latter being capable of flight)!

All cambions have a character class and level like a normal adventurer, be they fighter, cleric, magic-user, or thief. Equipment should be determined as for a standard NPC of the appropriate level. Hit points are generated using D8 hit dice, regardless of class and cambions always attack as a monster of hit dice equal to their level. Their demonic heritage gives them a +2 bonus to AC and saving throws and they are immune to fire and normal weapons (silver will harm them). Holy water burns them for 2-8 points of damage. Being half-human, **dispel evil** has no effect on them. All have infravision.

When determining XP gained for defeating cambions, use their level as hit dice and add one * plus one * for spell use, and one additional * for every full additional two levels of spells available after 1st (so a magic-user cambion able to use 9th level spells would have six total asterisks).

Champion of Law

Armor Class: 0 or better	No. Appearing: 0 (1)
Hit Dice: 12***	Save As: Cleric 12
Move: 60' (20')	Morale: 12
Attacks: 1 Weapon	Treasure Type: See Below
Damage: By Weapon	Alignment: Lawful

Champions of Law are individuals that have devoted themselves to the service of law and order forswearing a normal life to become wandering knights, battling Chaos and evil wherever it is found. Blessed by the deities of Law, they receive several divine gifts to aid them in their task:

Champions are all armed and armored with +1 or better equipment (always full plate and shield and carrying 2-4 hand weapons). They can cast spells and turn undead as a 6th level cleric. They will almost always be mounted (generally through the use of the **summon steed** spell). Champions are immune to poison, disease, and fear and although their lifespan is no greater than ordinary men and women they never lose their strength and heartiness (no penalties for old age). They carry no treasure, giving all possessions to the less fortunate. Champions do not gain experience or "levels" and may never be hired as retainers or henchmen.

Chaos Beast

Armor Class: 3	No. Appearing: 1-2 (1-6)
Hit Dice: 9+16***	Save As: Fighter 7
Move: 120' (40')	Morale: 12
Attacks: 1D6 limbs	Treasure Type: Nil
Damage: 1-10 each	Alignment: Chaotic

Creatures of primal Chaos, these beasts are generally only found when they've managed to stumble through a dimensional rift. A disgusting mass of gaping maws and clawed tentacles, 25% of these creatures also have wings allowing them to fly. The warping power of Chaos makes beasts immune to 1st and 2nd level spells, and they regenerate 2 hit points per round unless slain. They cannot be reasoned with and attempting to communicate with one or reading its mind (using **ESP**, for example) has a 20% chance of causing insanity as it opens the mind to the corrupting power of Chaos.

Chaos Mutant

Armor Class: 4	No. Appearing: 1-4 (3-24)
Hit Dice: 4+9*	Save As: Fighter 5
Move: 120' (40')	Morale: 12
Attacks: 2	Treasure Type: Nil
Damage: 2-9/2-9	Alignment: Chaotic

Chaos mutants were once humanoids who, through a brush with primal Chaos, have mutated into something bestial and savage, bent only on death and destruction. They are utterly fearless and will not pause to communicate (though they can be affected by a **charm monster** spell). The warping nature of Chaos makes them immune to 1st and 2nd level spells and twists their bodies into hideous amalgamations of flesh and bony carapace. The mutants' arms end in large, serrated bone spurs rather than hands, with which they gouge and impale.



Death Lord*

Armor Class: 0	No. Appearing: 1 (1)
Hit Dice: 12+6*****	Save As: Cleric 20
Move: 120' (40')	Morale: 12
Attacks: 1 Weapon	Treasure Type: Nil
Damage: 1D8+3	Alignment: Chaotic

Once holy warriors of Law, death lords have since been corrupted and transformed into a *greater undead* by a demon: immortal and immune to mind affecting magic, they cannot normally be turned by clerics. They always appear dressed in armor of ancient design, and generally wield two-handed weapons; their strength is considered 18 for hit and damage bonuses (and the weapon is magical 80% of the time). They may only be injured by silver or magic weapons.

In addition to their formidable combat ability, death lords have powerful magic abilities. They can **summon steed** (as the 4th level cleric spell; always the steed is a Nightmare). All within melee range must save vs. spells or run in **fear**, and at will they can **detect magic** and **invisibility**, or create a **wall of ice**. Once per day they can use any of the **power word** spells or scribe **runes** (*fear* and *pain* only), as well as cast **fireball** as a 20th level caster. Death lords can speak any language.

DEMON: see Asag, Bane Lord, Cambion, Demotaur, Incubus (and Succubus), Luck Eater, and Nightmare

Demons are thoroughly evil and wicked creatures from another dimension or nether plane (see **Part 9**). Like undead, demons are immune to most vulnerabilities of the living (including mind control, poison, aging, or the need to breathe) as well as fire of any kind. Most are unaffected by non-magic weapons, but holy water will do 2-8 points of damage per vial. Many demons are affected by both **protection from evil** and **dispel evil**.

Demotaur*

Armor Class: 0 or -1 (with shield)	No. Appearing: 1-6 (2-8)
Hit Dice: 9+9**	Save As: Fighter 10
Move: 120' (40')	Morale: 10
Attacks: 2 Claws + 1 Weapon	Treasure Type: H
Damage: 1-8/1-8 + weapon	Alignment: Chaotic

Demotaurs appear to be a diabolic form of centaur, having the upper torso, head, and arms of an ogre, and the lower body of a red dragon (though not possessing the wings of the latter). Usually armed with two-handed weapons (damage 1D10+3 from their great strength), some carry a large shield instead, improving their armor class but reducing damage to 1D8+3.

Three times per day, a demotaur can breathe fire as a red dragon, though damage is only equal to half their current hit points (save versus dragon breath for half damage). Unlike dragons, demotaurs can only be hit by magic weapons, and they are immune to fire.

Djinni, Greater*

Armor Class: -2	No. Appearing: 0 (1)
Hit Dice: 14+14****	Save As: Magic-User 30
Move: 240' (80')	Morale: 12
Attacks: 2	Treasure Type: H (100% of all)
Damage: 2-24/2-24	Alignment: Lawful

Greater djinn are the nobility of the free-willed air elementals. Lore states that only a handful of these beings exist, the wisest ruling as the caliph of all djinn.

In addition to the abilities of their lesser brethren, greater djinn may perform the following spells at will: they may both predict and **control weather**, call **lightning bolts** from the sky, **dispel magic**, and use the **finger of death** (the reverse of **raise dead**). All spell effects are as a 25th level caster. Greater djinn may also grant up to

three **wishes** per day. They may only be injured by weapons of +2 or better enchantment and are immune to 1st and 2nd level spells.

Dokkalfar

Armor Class: 2 or better	No. Appearing: 1-6 (5-30)
Hit Dice: 1**	Save As: Elf 1
Move: 120' (40')	Morale: 8 (10 with leader)
Attacks: 1 Weapon	Treasure Type: Tx5, Lx2
Damage: By weapon +1 or better	Alignment: Chaotic

The Dokkalfar are a race of elves that live deep beneath the earth after losing a war against their surface relations in ages past. Pale and wan compared to normal elves, these Dark Elves are evil, cruel, and calculating, dominating much of the monster populations they contact. They have uneasy relations at best with dwarves and gnomes, and detest the Ljosalfar (as they call their "light elf" relatives).

Dokkalfar are similar to their surface cousins, save temperament. They have an aversion to fire magic and will not use it, instead preferring icy equivalents (for example, **frostball** instead of **fireball**). They wear beautifully fashioned chainmail of a special "darkmetal" that grants at least a +1 bonus without being "magical," and they are armed with well-crafted weapons and bucklers made of the same material. They also wield small, one-handed crossbows of their own design, whose quarrels do D4 damage but are coated with a paralyzing poison (save at -2).

From centuries of living underground, Dokkalfar cannot stand bright light...even a **continual light** spell will cause them a -1 penalty to hit, AC, Morale, and saving throws, and full daylight doubles this penalty. The touch of sunlight causes the destruction of their special arms and armor (decaying to uselessness upon contact and dissolving completely in D4 rounds). Although they sometimes use dim and smoky torches, all dark elves have near perfect ability to see in darkness. Dokkalfar normally travel in heavily armed companies, and will always be led by a leader of level 7-9 and at least one lieutenant of half the leader's level. Some Dokkalfar forsake warfare altogether to pursue wizardry; these are treated as normal magic-users (though retaining their normal elven racial abilities). While subterranean outposts and strongholds are the usual place Dokkalfar are found, there are legends of a vast city of thousands, ancient and wicked in origin, where their depraved nobility joust on giant lizards and feast on slave-farmed fungus.

Dragon, Ancient Wyrn

Armor Class: as dragon +3	No. Appearing: 1 (1)
Hit Dice: as dragon x2	Save As: Fighter
Move: 90' (30')	Morale: 10
Attacks: 2 claws, 1 bite or breath	Treasure Type: Hx4
Damage: see below	Alignment: as dragon

Dragons that survive many long centuries continue to grow larger and stronger with age. They are immensely dangerous, and powerful individuals generally rare and often legendary.

An ancient wyrn has the same characteristics for a dragon of its color, though modified as listed. Only the most cunning and intelligent dragon lives to this stage of life and all have spell capabilities as noted below. In addition, wyms may make *swoop* attacks, provided they have surprise. Ancient dragons have their normal breath attack, though at twice normal size.

Color	AC	Hit Dice	Damage	Spell Ability
White	0	12****	1D8+2 x2, 2D8+8	As 6 th level Magic-User
Black	-1	14****	1D8+3 x2, 2D10+8	As 7 th level
Green	-2	16****	1D10+2 x2, 3D8+8	As 8 th level
Blue	-3	18*****	1D10+3 x2, 3D10+8	As 9 th level
Red	-4	20*****	1D10+4 x2, 4D8+8	As 10 th level
Gold	-5	22*****	4D4 x2, 6D6+8	As 11 th level

Druid

Armor Class: 9 or 6	No. Appearing: 0 (1-8)
Hit Dice: 3* up to 14***	Save As: Cleric
Move: 120' (40')	Morale: 10
Attacks: 1	Treasure Type: C,N,O,U
Damage: By weapon	Alignment: Neutral

Druids are nature worshippers and tenders of the land. Although their alignment is "Neutral" their actions are dictated by what they perceive as the will and needs of Mother Earth, rather than their own self-interest (and such actions may be perceived by others as Lawful or Chaotic depending on circumstance).

In battle they wear armor of hide and wooden shields, refusing metal armor. They cast spells as a cleric of the same level as their hit dice, but cannot **raise dead**. All druids can **speak with animals** and **plants**, and receive favorable reactions from woodland creatures. Druids with 9 hit dice may **polymorph self** (to animal form) 1/day and druids with 14 hit dice (the Arch-Druid) can cast **earthquake** 1/day. There will never be more than one arch-druid in any single forest.

Efreeti, Greater*

Armor Class: -2	No. Appearing: 0 (1)
Hit Dice: 20****	Save As: Fighter 30
Move: 240' (80')	Morale: 12
Attacks: 2	Treasure Type: H (100% of all)
Damage: 2-20/2-20	Alignment: Chaotic

Greater efreet are the royalty of the free-willed fire elementals. Lore states that only a handful of these beings exist, the strongest ruling as the sultan of all efreet.

In addition to the abilities of their lesser brethren, greater efreet may perform the following spells at will: **fireball**, **wall of fire**, **invisibility**, assume **gaseous form**, **detect magic**, **polymorph self**, and generate illusions as with **phantasmal force**. All spell effects are as a 15th level caster. Greater efreet may also grant another's wish, but are loath to do so. Greater efreet may only be injured by weapons of +2 or better enchantment and are immune to 1st and 2nd level spells.

Familiar, Wizard's

Armor Class: 8	No. Appearing: 1 (1)
Hit Dice: 2-5 hit points	Save As: Master
Move: 120' (40')	Morale: 12
Attacks: 1	Treasure Type: Nil
Damage: 1-4	Alignment: as Master

A familiar is a spirit forced into the form of a small animal, like a toad, cat, or raven by a wizard through magical research and ritual in order to act as a companion and helper. The creature is highly intelligent and able to communicate with its master and confers a

number of bonus hit points equal to its own HP total, as well as a +2 bonus to all saves. Should the familiar be killed or dispelled, its master loses twice as many hit points as was initially gained, and the loss is permanent (a familiar spirit receives a save versus **dispel evil** spells). The magical research to create a familiar costs 500gps and 1 week of time; a wizard may only possess one such spirit at a time.

Frog Folk

Armor Class: 6	No. Appearing: 2-13 (10-80)
Hit Dice: 2	Save As: Fighter 2
Move: 90' (30')	Morale: 8
Attacks: 1 weapon	Treasure Type: C, P, Q, R
Damage: 1-6	Alignment: Neutral

Man-sized or slightly smaller, the frog-folk are a race of amphibian humanoids appearing as nothing less than a bipedal frog. Although primitive, they use tools and usually carry spears, shields and makeshift gear and adornment. They live and thrive in swamps and wetlands and unexplored rain forests where they can surprise foes on a 4 in 6 chance. Frog folk breathe water as readily as air and swim at the same speed as their normal movement. During combat, frog folk can make a hopping attack against foes within 30' that are not engaged in melee, gaining a +2 on their attack roll.

In groups of more than 30 frog folk, there will be a leader of 18 hit points that fights as a 4 hit dice monster and gaining +1 to damage rolls. Lizard men are the natural enemies of frog folk and prey on them as food. Frog folk themselves eat insects of all kinds, including monstrous ones; stirge is a treat.



Frost Worm*

Armor Class: 0	No. Appearing: 1 (1)
Hit Dice: 14**	Save As: Fighter 7
Move: 120' (40')	Morale: 10
Attacks: 1 bite	Treasure Type: F
Damage: 6-36	Alignment: Neutral

A frost worm appears as huge (30-40' long), many-legged worm sporting large multi-faceted eyes like an insect. They only appear in polar conditions, where their intense internal heating system allows them to survive. An aggressive predator, the frost worm attacks with blinding speed, and can swallow a man-sized opponent whole on a natural roll of 20. Any creature consumed is instantly killed by the creature's super-heated digestive system. When aroused by combat

the creature secretes substances causing its intestines to grow very hot; the creature's external appearance will actually acquire a cherry-red glow. Non-magical weapons striking the worm will melt from the excessive heat, and the creature is hot even to touch (2-8 damage), capable of setting paper and cloth ablaze.

Gargantuan Beast

	<u>Gorilla</u>	<u>Python</u>
Armor Class:	6	6
Hit Dice:	32	40*
Move:	240' (80')	180' (60')
Attacks:	2 fists	1 bite/1 squeeze
Damage:	4-24/4-24	4-16/8-32
No. Appearing:	1 (1)	1 (1)
Save As:	Fighter 16	Fighter 20
Morale:	11	11
Treasure Type:	Cx4	Ux4
Alignment:	Neutral	Neutral

Gargantuan beasts are monsters that have grown (or been magically treated to grow) to tremendous size, at least two to three times normal height. The beasts listed here are examples; generally only normal animals will be found as gargantuan, not magical beasts or creatures. A gargantuan beast is the same as a normal animal of its type, but its hit dice, damage inflicted, and treasure type are all four times normal, while its movement is twice normal. Morale is always 11 and generally only one such beast will ever be encountered.

Ghost*

Armor Class: 0	No. Appearing: 0 (1)
Hit Dice: 10****	Save As: Fighter 10
Move: 90' (30')	Morale: 12
Attacks: 1 touch	Treasure Type: E+N
Damage: See below	Alignment: Any

A ghost is the incorporeal spirit of a deceased individual, trapped upon the material plane by its desire to complete something left undone, for example the proper burial of its own remains or revenge against its murderer.

Ghosts manifest as dim light, as if from a torch or lantern, though they can take more substantial form (see below) in an attempt to communicate through visual clues (by pointing and gestures; they cannot speak). Ghosts have the ability to **magic jar** (like the magic-user spell, though without needing a "jar") in order to possess an individual; a save versus spells is allowed with success meaning the ghost is repulsed and can never again attempt to possess that individual. Ghosts may be driven from a possessed individual with **dispel evil** (though not destroyed by such).

Unless the ghost takes corporeal form, spells and weapons have no effect (though **truesight** reveal the ghost's original form), and may pass even a **force wall**, though NOT a **rune**. If corporeal, a ghost may only be hit by magic weapons (+2 or better) and may attack as well. The touch of a ghost will age an individual 10-40 years per hit. A character that dies of old age from this attack does NOT become a ghost himself.

Giant

	<u>Half-Giant</u>	<u>Mutant Giant</u>
Armor Class:	4 (3 with shield)	3
Hit Dice:	5+5	13+3
Move:	150' (60')	90' (30')

Attacks:	1 Weapon	2 limbs
Damage:	2D6	4-32/4-32
No. Appearing:	1-8 (3-30)	1-4 (1-6)
Save As:	Fighter 5	Dwarf 12
Morale:	9	11
Treasure Type:	B + 1000gp	D, Lx10
Alignment:	Neutral	Chaotic

Two different types of giant may be encountered besides those listed in earlier rule sets.

Half-Giants: These are giants that have been crossed with humans, breeding a creature both stronger and more intelligent than an ogre. Half-giants are generally outcasts from both human society and giant-kind, and many hire themselves out as mercenaries to the highest bidder. As soldiers, they can be far more disciplined than most other monstrous humanoid, and are extremely cunning and dangerous.

Mutant Giants: Also called chaos giants, these creatures have been warped and misshapen by dark powers. Shorter in stature than both frost and fire giants, they are nevertheless brutally strong and while their misshapen figures prevent them from effectively hurling boulders, the effects of chaos make them immune to spells under 4th level. Twisted physically and mentally, most are hopelessly insane and immune to reason.

Goblin Lord, Ancient*

Armor Class: 6	No. Appearing: 0 (1)
Hit Dice: 7+1***	Save As: Elf 10
Move: 120' (40')	Morale: 12
Attacks: 1	Treasure Type: G+M
Damage: By weapon	Alignment: Chaotic

It is said that in ancient times, elves and goblins were descended from one root race and if so the goblin lord is evidence of this. In appearance they resemble elves, being both tall and handsome, though still wicked and whimsical. Exceedingly rare, few are born these days and like elves they are extremely long lived, generally ruling as King or Queen over a horde of goblins, hundreds strong.

Goblin lords have the same spell-casting ability as a 7th level magic-user. While they dislike sunlight, they do not suffer the negative effects normal to goblins. They may only be hurt by silver or magic weapons. Goblins will obey a goblin lord without question, fighting to the death if needed.

Golem*

	<u>Quicksilver</u>	<u>Gemstone</u>
Armor Class:	8	-10
Hit Dice:	14***	30***
Move:	120' (40')	60' (20')
Attacks:	1 blade	1 fist
Damage:	1D8 + poison	4-40
No. Appearing:	1	1
Save As:	Fighter 7	Fighter 15
Morale:	12	12
Treasure Type:	Nil	Nil
Alignment:	Neutral	Neutral

These monsters share all the same general immunities as earlier published golems. Magical constructs (including gargoyles, living statues, and golems) may only be created by magic-users and clerics

of at least 15th level; they must first find or create (using standard magic item creation rules) a Manual of Golems. See **Part 7: Treasure** for more info.

Quicksilver: These golems are a magical form of doppelganger, able to change shape and appearance to appear as any standard or specific humanoid. Their true form is a sort of liquid silvery metal; in combat, they shape their limbs into blades and stabbing weapons, though they may also use weapons. Attacks from a quicksilver golem are poisonous (save versus poison or die). If damaged the silvery form beneath their masquerading flesh is revealed. They regenerate 2 hit points per round like a troll, and though injured by any magical weapon, they take only one point of damage from piercing weapons like arrows and crossbow bolts.

Gemstone: Slightly shorter than bronze golems but tremendously bulky, these constructs appear to be composed of diamond-hard gemstones. They are only damaged by +3 or better weapons and are immune to all spells below 9th level with the following exceptions: **earthquake** affects them like a **fireball** (1D6 damage per caster level), **stone to flesh** makes them AC 6 and vulnerable to normal weapons for 1D4 rounds, and **transmute rock to mud** slows them for 2D4 rounds (half movement and strikes every other round, always losing initiative), while **move earth** acts like a **haste** spell and **flesh to stone** heals 3D6 hit points. If reduced to 0 hit points they shatter into thousands of worthless pieces of blackened rock.

Gorgon, Greater*

Armor Class: -7
Hit Dice: 14****
Move: 90' (30')
Attacks: 2 Claws + Snakebite
Damage: 2-8/2-8 + 1-8 & poison

No. Appearing: 1 (1-3)
Save As: Fighter 14
Morale: 11
Treasure Type: G
Alignment: Chaotic

A greater gorgon is a medusa-like creature, but is larger than man-size, has a snakelike tail from the waist down, and is covered in near impenetrable scales. It is possessed of great strength, able to rend victims with brazen claws, and its face will force individuals to save or turn to stone, even after the creature is dead! Its blood and venom is deadly poison (save at -2), and the monster takes only half damage from fire and lightning. A greater gorgon is immortal unless killed and regenerates 1 hit point per turn; they can only be harmed by weapons of +3 or greater enchantment.

Hag

Armor Class: 0
Hit Dice: 11+11***
Move: 120' (40')
Attacks: 2 claws, 1 bite
Damage: 4-9/4-9/2-8

No. Appearing: 0 (1-3)
Save As: Fighter 13
Morale: 10
Treasure Type: Dx2
Alignment: Chaotic

Hags appear to be hideous crones of larger than man-sized stature; their skin color ranges from pasty white to mottled brown to pale green. They are akin to ogres and giants and are able to converse with all creatures evil and brutish, in addition to speaking the Common tongue. Their skin is as tough as iron (edged weapons only inflict half damage), and their claws and teeth rock hard and razor sharp. Hags are cannibals and gluttons that delight most of all in human flesh. However, they are intelligent (though wicked and evil) and can be bargained with.

In addition to their great strength (equivalent of strength 18), hags are known as spell weavers and potion brewers. They can create and

use magic items as a magic-user and will generally have 1D6 potions stashed about for their personal use or for barter. While immune to illusions themselves, hags have the ability to change their own appearance at will (generally to appear as a beautiful maiden to snare the unwary). They can both **curse** and **remove curse** and 15% have the ability to pronounce a **death curse** (as the 9th level magic-user spell). In addition, all hags know spells as a 4th level magic-user (though cast as an 11th level caster).



Homunculus*

Armor Class: 6
Hit Dice: 1* (see below)
Move: 90' (30') / Fly 150' (50')
Attacks: 1 bite
Damage: 1-2 + see below

No. Appearing: 1 (1)
Save As: Magic-User 1
Morale: 12
Treasure Type: Nil
Alignment: Neutral

A homunculus is the creation of a high level (15+) magic-user, generally being the latter's initial foray into the creation of real life, not simply magical constructs. The creation of a homunculus is made with an investment of 2000gps, a month's time, and a sacrifice of the caster's flesh and blood (permanently losing 2-8 hit points which become those of the creature). The homunculus appears as a small winged reptilian figure; it is absolutely loyal to its creator and is immune to mind-controlling magic. Though it cannot voluntarily leave the magic-user's sight it can become **invisible** at will when needed. Its bite does little damage, but victims must save versus spells or be put to **sleep** (as the spell). A homunculus is only harmed by silver and magic weapons.

Horde

	<u>Barbarian</u>	<u>Orcish</u>	<u>Peasant Revolt</u>
Armor Class:	6	6	9
Hit Dice:	1+1	1	1d4 hit points
Move:	120' (40')	120' (40')	120' (40')
Attacks:	1 Weapon	1 Weapon	1 Weapon
Damage:	1D8	1D6	1D6
No. Appearing:	0 (300-3000)	0 (1000-6000)	0 (100-2000)
Save As:	F1	F1	NM
Morale:	7	7	6
Treasure Type:	Nil	Nil	Nil
Alignment:	Neutral	Chaotic	Neutral

A horde is not, strictly speaking, a monster of any unusual sort, save for the number appearing: a horde has far too many individuals for any adventuring party to fight singly. A horde can be met with military might (i.e. an army) or it can be evaded, but attempting to stand toe-to-toe with a horde will result in individual PCs being *trampled* every round till dead.

Any humanoid can be converted to a horde by multiplying its wilderness “no. appearing” score by 100 (hordes are generally not found wandering dungeons). Hordes are never “in their lair” nor do they generally carry much in the way of treasure.

When using a horde in mass combat, its Hit Block is determined by multiplying its average hit points by the number appearing; see **Part 5: The Encounter** for details.

Hydra, Ancient

Armor Class: 2	No. Appearing: 1 (1)
Hit Dice: 18***	Save As: Fighter 18
Move: 90' (30')	Morale: 10
Attacks: 9	Treasure Type: Bx3, F
Damage: 2D10	Alignment: Neutral

Other than its huge size (16 hit points per head), this 9-headed hydra is similar to its smaller cousins. The ancient hydra, however, is effectively immortal, regenerating a number of hit points per round equal to the number of heads remaining; a head may only be permanently be slain with fire or acid, otherwise regenerating even from “death.”

In addition, the ancient hydra is deadly poisonous. Contact with its very blood is enough to kill an ordinary mortal (anyone inflicting melee damage on the hydra with an edged weapon must save versus poison or die), and anyone bitten must save versus poison at -2 or perish. Even after death, its blood can be used to make 2D10 potions of strong poison (-2 saving throw if quaffed).

Incubus/Succubus*

Armor Class: 0	No. Appearing: 1 (1)
Hit Dice: 7**	Save As: Fighter 7
Move: 120' (40')	Morale: 10
Attacks: 1	Treasure Type: I+L
Damage: 1D6	Alignment: Chaotic

These demons from another plane are not often encountered unless **summoned**. They appear as a beautiful (Charisma 18) human male (incubus) or female (succubus) though their bat wings and small horns give away their other-worldly origins.

The demon exists to sow discord and create mischief through temptation. Their very kiss will drain an energy level (like being struck by a wight) and a victim must make a save versus spells to realize what has happened. At will they can cast the following spells: **darkness**, **charm person**, **ventriloquism**, and **ESP**. They can **polymorph** at will into any humanoid of the same approximate height and weight. Their wings allow them to fly (when in their own form), and they can only be damaged by magical weapons.

Jabberwocky*

Armor Class: 3	No. Appearing: 1 (1)
Hit Dice: 18***	Save As: Fighter 18
Move: 120' (40')	Morale: 10

Attacks: 2 Claws, Bite
Damage: 2-9/2-9/3-24

Treasure Type: Nil
Alignment: Chaotic

The jabberwocky is a particularly fearsome creature that lurks in the deepest darkness of ancient forests. Nearly as large as a dragon, and vaguely humanoid in appearance, the creature has small wings that allow it to lope along at a good pace without actually allowing flight.

A malicious intelligence burns behind the jabberwocky's eyes, and it constantly babbles to itself in a nonsensical language. Those that hear it must save versus spells or be **confused** for 2D8 turns. Its long-nailed claws can snatch up a being of man-sized or smaller, and if it hits with either claw, it will bring its prey to its mouth to automatically bite for damage. Once held in a claw, a jabberwocky can continue to do bite and claw damage to its victim every round without rolling to hit.

The rubbery hide of the beast is proof against all weapons of +2 or lesser enchantment, and the creature always takes the minimum damage from blunt weapons. A jabberwocky is immune to all 1st and 2nd level spells. The monster lives to spread fear and cause mischief, and any treasure it has is incidental.

Jubjub Bird

Armor Class: 7	No. Appearing: 0 (1-10)
Hit Dice: 1*	Save As: Elf 1
Move: 240' (160')	Morale: 7
Attacks: 1	Treasure Type: See below
Damage: 1-2 + special	Alignment: Chaotic

The jubjub bird lives in a constant state of frenetic agitation, and will maliciously attack any individual that encroaches on its territory. While the brightly colored bird is not large, it strikes viciously and repeatedly with its beak. Anyone injured by the bird must save versus poison or feel their blood begin to boil, experiencing for a short time the same crazed passion of the jubjub. Those failing their save will feel compelled to immediately drop what they're carrying, strip off all armor and clothing, and run naked through the forest scratching themselves and shrieking uncontrollably. The effects of the jubjub bird's attack lasts only 1D4 turns, but it is quite possible the character will not recognize his surroundings when the effect ends. The blood of the jubjub potion, when boiled sufficiently, will act as a standard **love potion**.

Land Shark

Armor Class: -2/4/6 (see below)	No. Appearing: 1 (1-2)
Hit Dice: 10*	Save As: Fighter 5
Move: 120' (40')	Morale: 10
Attacks: 2 Claws/Bite	Treasure Type: Nil
Damage: 2-16/2-16/3-36	Alignment: Neutral

This huge carnivore is the result of some mad wizard's experiment with a giant snapping turtle and demon ichor. As large as a great white shark but having four legs and claws, the land shark is capable of burrowing through sand and earth at a rate only half that of its land movement, and may surprise characters in the wilderness on a 1-4 instead of a 1-2.

A land shark generally attacks with claws and bite, but may also *trample* an opponent. The land shark is heavily armored most places but has two vulnerable areas. The shell under the monster's crest (behind its head) is only AC 6. Though difficult to reach, the

spot becomes a target in combat as the land shark tends to raise its crest like a dog raising its hackles. The land sharks eyes are AC 4, but to attack them, one must expose himself to the beast's bite.

Leprechaun

Armor Class: 7	No. Appearing: 0 (1-3)
Hit Dice: 2	Save As: Elf 10
Move: 120' (40')	Morale: 7
Attacks: 1	Treasure Type: Mx2
Damage: 1-4	Alignment: Neutral

Leprechauns are small (2') faerie folk, related to elves, pixies, and sprites. They are less gregarious than other faeries, tending to keep to themselves. Leprechauns are greatly sought after for their ability to grant **wishes** (up to 3 per year) and the hoard of gold they are rumored to secret at the rainbow's end; however they are notoriously difficult to catch, having the ability to turn **invisible** at will and use **dimension door** when not restrained.

Lich*

Armor Class: 0	No. Appearing: 1 (1)
Hit Dice: 15***** or better	Save As: Magic-User
Move: 60' (20')	Morale: 12
Attacks: 1	Treasure Type: G+H
Damage: 1D10 + paralysis	Alignment: Chaotic

A lich is a magic-user who, in an obsessive quest for immortality, has managed to change him or herself into a *greater undead*. The lich retains all former spell capabilities (always at least 15th level) but ceases to gain additional experience. They cannot normally be turned by clerics.

Liches have the following additional powers: individuals of 5 HD or less will automatically flee the sight of a lich in fear (no save) and its touch causes 1D10 points of damage plus **paralysis** unless a save is made. The magic-user's original hit points no longer matter; instead the lich has a number of 8-sided hit dice equal to its former level. The lich's natural armor class becomes 0, it is immune to all weapons but magic ones, and cannot be affected by poison, cold, electricity, **polymorph**, mind-affecting or death magic of any sort. Liches with hit dice greater than 22 receive an extra *.

Luck Devourer*

Armor Class: 7 (special)	No. Appearing: 1 (1)
Hit Dice: 3**	Save As: Fighter 36
Move: 150' (50')	Morale: 6
Attacks: None	Treasure Type: Nil
Damage: Special	Alignment: Neutral

The luck devourer appears to be a small cat, but is actually a demon that feeds on the luck of individuals. When encountered the creature seeks one character to befriend; a failure to save versus spells means the character will take the "cat" as a pet, even if he or she normally would not.

Characters taking the luck devourer as a pet will find their luck disappearing over time. All saving throws are at -2 and will always fail on a roll of 1-3, regardless of bonuses. Fighters, dwarves, and halflings take a -2 penalty on all to-hit rolls, with a roll of 1-3 indicating a disastrous error (dropping or breaking a weapon, hitting a companion, etc.). A thief will have all abilities reduced by 10% and no ability will ever exceed 85%. Magic-users will have a 15%

chance per spell cast of garbling the magic; the DM should devise amusing or deadly ways that a spell may backfire. Clerical magic will never backfire, but clerics will find their saving throws are even worse (-4 instead of -2, always failing on a 1-5).

A character befriended by the luck devourer will never be able to harm the demon, no matter how valiant the attempt...they will always "unluckily" miss with attacks (physical or magical). A **remove curse** has no effect on the creature, but a **dispel evil** will force it back to its own plane.

Maenad*

Armor Class: 8	No. Appearing: 0 (1-20)
Hit Dice: 6+3***	Save As: Fighter 9
Move: 120' (40')	Morale: 12
Attacks: 2 claws, bite	Treasure Type: Nil
Damage: 1-6/1-6/1-4	Alignment: Chaotic

Maenads are wild women, worshippers of the deity of debauchery, who delight in sowing Chaos. Immortal unless slain, they have the ability to cast **mass charm** and **mass confusion** at will; the latter functions as the 4th level magic-user spell **confusion**, save that it affects up to 30HD of creatures and even individuals with more than 2HD only receive a single saving throw (rather than one per round). Maenads are immune to weapons of less than +2 enchantment and spells of less than 4th level. When crazed or excited, they are known to rip people and beasts apart with their bare hands, devouring them in a fit of frenzy (+2 on attack rolls in combat).

Marid*

Armor Class: -3	No. Appearing: 0 (1)
Hit Dice: 24*****	Save As: Fighter 36
Move: 150' (50')	Morale: 12
Attacks: 1	Treasure Type: Nil
Damage: 10-60	Alignment: Neutral

Marid are free-willed elementals like the djinn and efreet, though much more powerful. Willful and self-interested, they are disinclined to take an interest in mortal affairs holding themselves aloof. Marid spend long amounts of time dormant, dwelling in the deepest depths of the ocean and the hottest hearts of volcanoes, and are capable of vast destruction when roused to anger.

Marid automatically **detects magic** and **invisible**, can assume a **gaseous** or liquid form at will and can perform the following once per round: **polymorph self**, **control weather**, **move earth**, and **earthquake**. They may also **lower water**, **part water**, and **water walk**, equally effecting lava as water. Marid have the ability to cause tidal waves, create hurricanes, and cause volcanoes to erupt (such effects being left to the DM to adjudicate). They can fly and carry up to 50,000 coins weight. Marid are only hurt by +3 or better weapons and are immune to both fire and cold, and spells under 4th level. They have the power to grant another's **wish**, but usually will not.

Master Bard

Armor Class: 7	No. Appearing: 1 (1)
Hit Dice: 4+2*	Save As: Elf 7
Move: 120' (40')	Morale: 8
Attacks: 1 weapon	Treasure Type: U+V
Damage: 1-6	Alignment: Neutral

Most minstrels are Normal Men, but the master bard is a wandering musician of exceptional skill. Whether raggedy or rakishly handsome, all are charming in their own way. While human, many boast of elvish blood in their ancestry, though such claims must be taken with a grain of salt.

The music of a master bard is truly magical in nature as their songs can cast the equivalent of **sleep** or **charm person** spells, and may even **dispel magic** or **remove curse** if allowed to play for at least a full turn (10 minutes); none of these effects can be used in the midst of combat. All bards are well traveled, speaking 1-8 languages in addition to Common and being able to **read languages** as a thief. In fact, master bards have all the abilities of a 6th level thief, talents they have picked up on the road. They will inevitably know all the local rumors and gossip, and often know old stories or legends with useful information.



Mummy, Greater*

Armor Class: 1	No. Appearing: 1 (1)
Hit Dice: 15***** or better	Save As: Cleric
Move: 60' (20')	Morale: 12
Attacks: 1	Treasure Type: G+H
Damage: 2-24 + disease	Alignment: Chaotic

The greater mummy is a high level (15th+) cleric that, due to an obsessive search for eternal life, has transformed him or herself into a *greater undead*. The mummy retains all clerical abilities from life, but ceases to advance in level. As a greater undead, the creature cannot normally be turned by clerics, and enjoys all the same immunities as a lesser mummy (including half damage from spells, fire, and magic weapons).

Greater mummies rotting touch is twice as potent as their lesser brethren and will drain 1D4 Constitution unless the victim saves vs.

death. They cause fear in any individual with less than 3 HD (no save). The cleric's original hit points no longer matter; instead the monster has a number of 8-sided hit dice equal to its former level. Greater mummies with hit dice greater than 18 receive an extra *.

Naga*

	<u>Full Naga*</u>	<u>Half Naga</u>
Armor Class:	-1	4
Hit Dice:	12****	9**
Move:	150' (50')	120' (40')
Attacks:	1 bite, 1 squeeze	See below
Damage:	1-6/2-8	See below
No. Appearing:	1-2 (1-3)	1-4 (1-6)
Save As:	Cleric 12	Fighter 9
Morale:	10	10
Treasure Type:	H	B
Alignment:	Chaotic	Chaotic

Naga are a snake-like race from another plane of existence that over time has mingled its blood with humans. They are physically and magically potent and their motives often seem alien to humans. All naga have great intelligence and are able to speak telepathically with sentient beings, in addition to having their own language. Nagas with arms may use weapons instead of a bite attack in melee.

Full Naga: These naga are almost entirely snakelike, though sometimes have a one or two human body parts (a human head or perhaps a pair of arms). Their bite is deadly poisonous (save at -2 or die) and while their tail may constrict like a python for continuous damage, their gaze can also **charm person**. A full naga has access to spells as a 6th level cleric, though all spells are as potent as if cast by a 12th level caster. Full naga are close to 20' in length. Only magic weapons can harm a full naga.

Half Naga: These naga are much closer to their human-blooded ancestors, though they are easily discernable as having been crossed with snakes. Scaly skin, slit pupils, and forked tongues are normal; some have a snakehead, a tail, snakes for arms, or a torso terminating in a large tail rather than legs. The DM should determine what elements of a half naga are snake-like. A snakehead can bite for 1D6 with a poisonous bite, arms ending in snakes can each bite for 1D4 damage, and legless naga can use their tail for constricting like a full naga. Half naga may be hit by normal weapons and while they, too, may use clerical magic, they are limited to 5th level spell use of standard potency.

Nightmare*

Armor Class: -4	No. Appearing: 1 (1)
Hit Dice: 6+6*	Save As: Fighter 6
Move: 150' (50')	Morale: 12
Attacks: 1 Bite/2 Hooves	Treasure Type: Nil
Damage: 1-6/4-10/4-10	Alignment: Chaotic

A demon horse from the nether planes, this evil beast is sometimes used as a steed by powerful evil creatures, like vampires, liches, and the like. It appears as a black horse with large, sharpened teeth, surrounded by a nimbus of flame and smoke. In combat, the creature belches forth smoke and flame that can blind and choke a foe in combat (save vs. dragon breath or suffer a -2 to attack rolls). Nightmares can fly at will and will attack living or lawful creatures with a vengeance unless commanded otherwise by their master.

Nymph

Armor Class: 9	No. Appearing: 0 (1-4)
Hit Dice: 2**	Save As: Fighter 4
Move: 150' (50')	Morale: 12
Attacks: None	Treasure Type: Lx10
Damage: See below	Alignment: Neutral

A nymph is a nature spirit in the form of an incredibly beautiful, nubile young maiden. Entirely corporeal, any male viewing them must save versus paralysis or stand stunned for 1D4 rounds, unable to do anything but gape and gawk. If the nymph actually disrobes, all viewing her is affected as if by a **holy word** (treat "deafened" results as "blinded" and all have a chance to avoid the effect with a successful save versus turn to stone). Nymphs are generally good hearted, and can be helpful if approached respectfully.

Ogre Magus

Armor Class: 4	No. Appearing: 1-4 (1-8)
Hit Dice: 5+2**	Save As: Fighter 7
Move: 120' (40')	Morale: 10
Attacks: 1	Treasure Type: G, M, N
Damage: 1D12	Alignment: Chaotic

Ogre magi are slightly larger than their normal ogre brethren, but much more intelligent, capable of great cunning and wickedness. In addition to their great strength, they can **fly** (as the magic-user spell), create **darkness**, become **invisible**, and **polymorph** into any form from the size of a rat to a 12' tall humanoid. Once per day they may cast **charm person** or **sleep**, assume **gaseous form** (like the potion), or create a **cone of cold** (like the magic wand). They are fond of magic items and will use any that come into their possession, instinctively knowing its powers.

Ogre Noble

Armor Class: 2 or 1 (with shield)	No. Appearing: 1 (1-4)
Hit Dice: 7+3 to 9+5	Save As: Fighter 7-9
Move: 90' (30')	Morale: 11
Attacks: 1 Weapon	Treasure Type: B+D
Damage: 1D10+3 or 1D12+3	Alignment: Chaotic

While ogres are brutish and stupid, in large enough communities exceptional individuals may be found that rise up to rule their lesser brethren. These "nobles" are larger and stronger even than ogre magi, though possessing none of the latter's magical ability.

An ogre prince (HD 7+3) will generally only be found in communities of 40 or more while ogre kings (HD 9+5) and/or war-like queens (HD 8+4) will only be found in groups larger than 80. Intelligent enough to forge plate armor, these nobles will lead their communities into battle wielding huge swords or two-handed weapons (the second damage rate listed is for these latter weapons).

Pantherwere*

Armor Class: 3	No. Appearing: 1-3 (1-6)
Hit Dice: 4+4*	Save As: Fighter 4
Move: 210' (70')	Morale: 8
Attacks: 2 claws, 1 bite	Treasure Type: C
Damage: 1-4/1-4/1-8	Alignment: Neutral

Pantherweres are a form of shapechanger; their natural form is a sleek and muscular panther but they have the ability to take human form. Wounds they inflict do not transmit lycanthropy.

Pantherweres are only harmed by silver or magic weapons. Their gaze has the power to put creatures to **sleep** as the spell, though this only works on unsuspecting individuals (not in combat!). Like their jungle brethren, pantherweres surprise their foes on a roll of 1-4 (on a D6), though only when in panther form. They are known to take up residence in human cities, preying upon unsuspecting victims even as they work their way up through the ranks of society; they are cunning and ambitious and can be exceptionally charming in human form (equivalent to Charisma 16+).

Pelgrayn

Armor Class: 4	No. Appearing: 0 (1)
Hit Dice: 14*	Save As: Fighter 14
Move: 270' (90')	Morale: 9
Attacks: 1 bite, or swoop	Treasure Type: Nil
Damage: 2-16 or special	Alignment: Neutral

The pelgrayn is a giant flying creature with wingspan averaging 20' or more and a black, bony head shaped like a stag beetle's mandible, filled with sharp, upward curving teeth. The creature is intelligent and speaks Common, often displaying a sardonic wit, though generally confined to how it intends to eat the person with whom it speaks. Their *swoop* attack always succeeds at picking up ogre-size or smaller victims and dropping them to their doom.

Phoenix*

Armor Class: -3	No. Appearing: 0 (1)
Hit Dice: 9+9****	Save As: Cleric 17
Move: 360' (120')	Morale: 12
Attacks: 2 talons, beak	Treasure Type: Nil
Damage: 2-5/2-5/2-5 + see below	Alignment: Lawful

The phoenix is similar in shape and magnificence to a peacock, though twice as large (wingspan of 8-9') and colored a spectacular red, orange, and gold. They give off a palpable heat, and their attacks do an additional 2-8 points of damage per hit to anyone not protected against magical fire. The phoenix itself is immune to heat and cold as well as poison and disease, is immune to mind affecting magic or **polymorph**, and automatically sees through **illusions**. They are only harmed by +3 or better weapons.

Renowned for their healing ability, the phoenix will share its curing gifts with any individual in need. Their mere touch can **cure disease** or **serious wounds**, and **neutralize poison**. A phoenix may also **raise dead**, **restore**, or **rejuvenate**, but will only do so for the most Lawful and deserving creatures as these spells are greatly draining; after performing one of them the phoenix may not use any healing power for 24 hours.

A phoenix lives 1000 years but is truly immortal; at the end of its life cycle (or if slain) it bursts into a white-hot flame from whose ashes the phoenix will be reborn in a fortnight. Those within 10' will suffer 20-80 points of damage, and any weapon used to strike the death blow will be burned to a cinder if less than +5 in value.

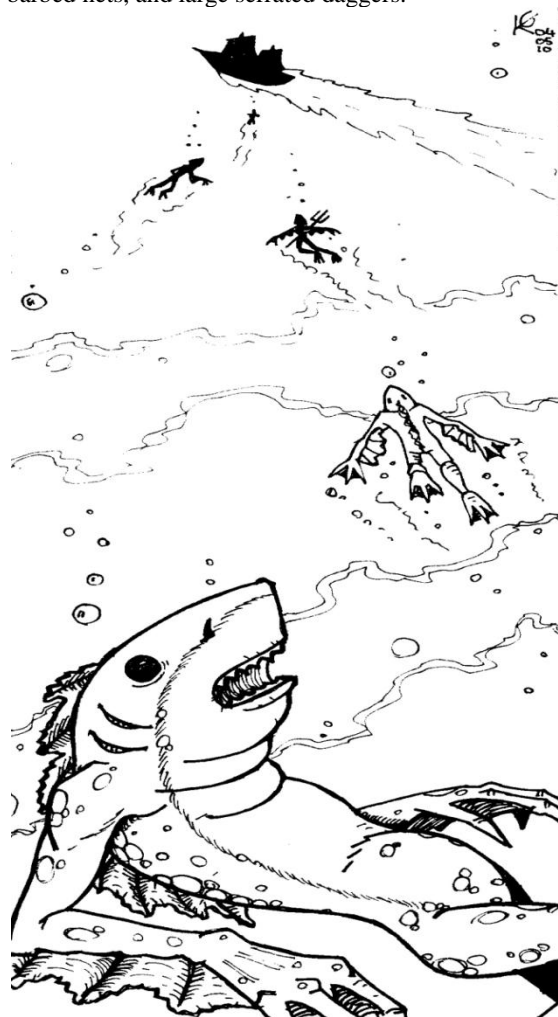
Ponaturi

Armor Class: 4	No. Appearing: 1-6 (6-36)
Hit Dice: 2+2	Save As: Fighter 3
Move: 150' (50')	Morale: 11
Attacks: 2 or 1 Weapon	Treasure Type: M, S, U
Damage: 3-6/3-6 or 1D8+2	Alignment: Chaotic

Ponaturi are an ancient race of evil, amphibious humanoids living in the deepest depths of the ocean or undersea caverns. They breathe both air and water, but generally only venture to the surface world to collect humans for food, sport, slaves, and sacrifice. On land, their movement is 90' (30').

The Ponaturi live centuries, growing larger and stronger with age. Average adult ponaturi are over 6' tall; the oldest are more than 21' tall, have 17+17 hit dice, and do 12-24 points of damage with each claw attack (each extra foot of height adding an extra 1+1 to hit dice; each extra 5' of height multiplies damage by one additional factor). They save as fighters of the same HD plus one (except clerics, see below).

Ponaturi build their cities far from the eyes of the surface world. They have clerics (spell level equal to hit dice; add one * to hit dice for every 2 or fraction of 2 spell levels), and war parties of 20+ individuals will include a cleric of level 3-8, plus a leader of HD 5-9. Ponaturi have webbed claws, scaly hides, and dead black, shark-like eyes that allow them to see well in the dark but make them vulnerable to light (-1 to hit and saves in even torch light, -2 in full daylight). When armed, they generally wield harpoon-like spears, barbed nets, and large serrated daggers.



Rakshasa*

Armor Class: -4
Hit Dice: 7*****
Move: 150' (50')
Attacks: 3
Damage: 1-3/1-3/2-5

No. Appearing: 1-4 (1-4)
Save As: Magic-User 7
Morale: 9
Treasure Type: F
Alignment: Chaotic

Rakshasa are evil spirits existing only to cause mischief and suffering in civilized societies. Masters of illusion and deceit, they can use both **ESP** and **phantasmal force** at will (the latter with full olfactory and auditory sensations) to disguise their appearance as one pleasing to an individual. Their nails are venomous and will not heal properly without magic, and such wounds always leave scars.

While not undead, rakshasa are extremely difficult to harm being immune to all spells below 8th level and only being damaged by +3 or better magical weapons; however, ANY weapon **blessed** by a Lawful cleric may harm them normally. They have the ability to use magic as a 7th level magic-user, though they require no spell book to memorize their daily spells.

Ruinous Powers*

Armor Class: -10	No. Appearing: 0 (1)
Hit Dice: 66***** (400 hit points)	Save As: Cleric 36
Move: 240' (80')	Morale: 12
Attacks: See below	Treasure Type: Nil
Damage: See below	Alignment: Neutral

The ruinous powers are legendary monsters of such extraordinary might that they have the ability to bring devastation and destruction to whole cities. Each is a unique, immortal individual, immune to all mortal spells and weapons of less than +5 enchantment. They are likewise immune to all normal and magical poison, disease, heat, cold, and electricity.

All ruinous powers spend the majority of time in peaceful hibernation and solitude, only rousing every few centuries for a gorging of appetite and a reigning of destruction. They are not evil but rather forces of nature. They speak all languages.

The following ruinous powers are known; a DM may decide to include others:

Jormungandr: the "world serpent," legend states this immense sea serpent circles the world causing tempests and hurricanes. It can bite for 10-100 damage, and its blood and fangs are deadliest poison (save at -8 or die). A slap of its tail will knock down buildings and castle walls and does 20-200 damage.

Kraken: is a tentacled monstrosity living in the depths of the ocean, able to destroy entire fleets in a day. It attacks with a dozen tentacles, each doing 6-60 points of damage, and it will inflict continuous damage on any hit as it squeezes its prey. It automatically capsizes any vessel it hits with more than four attacks.

Leviathan: is a gigantic whale, capable of swallowing whole ships or leaving tidal waves in its wake. Its bite does 20-200 damage and swallows opponents on any roll 4 or more higher than the number needed to hit (always on a natural 15+). A tail slap does 10-100 damage and has a 50% chance of capsizing any standard ship.

Simurgh: the greatest of all birds, dwarfing the largest giant roc by a factor of two or more. Of all the ruinous powers, Simurgh is wise enough to know the destruction it can cause and avoids harm when it can. If forced to fight Simurgh does 5-50 damage with each giant talon and 6-60 damage with its beak, but the legendary avian is known more for dispensing wisdom than death. Simurgh is Lawful in alignment.

Tarasque: appears to be a monstrous dragon turtle, but covered in wicked horns and spikes. Unlike a true dragon turtle the beast lives

on land, burrowing deep beneath the earth and hills; as such it has the greatest potential for destruction as most societies build their cities on land. Tarasque can bite for 10-100 damage, swallowing its prey on a natural 20, and can *trample* all within melee range for 10-100 damage as well.

Sewer Abomination

Armor Class: 0	No. Appearing: 1 (0)
Hit Dice: 9 to 12	Save As: Dwarf 6
Move: 60' (20')	Morale: 10
Attacks: 2 tentacles, bite	Treasure Type: Nil
Damage: 2-12/2-12/1-8	Alignment: Neutral

The result of a wizard's discarded experiment or some tragic mistake of nature, the origin of the sewer abomination is unknown. They live in the refuse heaps or the catacombs and sewers of large cities, catching the unwary and living off garbage and waste.

Standing nine to twelve feet tall, the abomination has an amorphous lump of a torso that appears to be mainly a toothy maw, perched atop two tree trunk-like legs. Long lashing tentacles flail and constrict prey (once hit, damage is done every round until released), while two eyes (the only visible sensory organ) perch atop a long prehensile stalk, allowing the beast to see above the filth in which it dwells, or even to peer around corners. They have infravision.

Shade*

Armor Class: As character	No. Appearing: 1-2 (1-4)
Hit Dice: See below	Save As: See below
Move: As character	Morale: 10
Attacks: 1	Treasure Type: As NPC
Damage: By weapon	Alignment: Usually Chaotic

Generally, a shade is a human character of at least 15th level that has used ancient magic to merge their souls with the Dimension of Shadow, granting them some measure of immortality. Most of their abilities and class characteristics remain as they were in life, though they cease to gain experience points or levels. The mingling of one's soul with shadow tarnishes the very life essence of a character and is a Chaotic act.

Immortal unless killed, shades regenerate 1 hit point per round, even re-growing severed limbs unless reduced to 0 hit points. Disease and age no longer affect a shade and poison will only cause them great pain (stunning them for 1D6 rounds on a failed save).

The shade's power is affected by the quality of light in their immediate environment. In darkness or twilight, their abilities are normal. In sunlight or at the center of a **continual light spell** all saving throws, attack rolls, and hit points per hit die are reduced by 2. In shadowy light (a dimly lit room, dark forest, or underground torchlight), a shade's saves, attack rolls, and hit points per die are increased by 2. In shadowy light they can create *shadowy images* (exactly as a **mirror image** spell) and *shadow jump* (as **dimension door**). Only magic weapons can harm a shade.

Shades appear just as they did in life, but their skins have a darkened, dusky hue, and their eyes have no white. When calculating XP a shade has two **; spell-casters add an additional * for every two spell levels (or fraction of two) they can access. Shades are not undead and cannot be turned nor dispelled.

Shedu*

Armor Class: 3	No. Appearing: 0 (1-2)
Hit Dice: 12+7***	Save As: Cleric 13
Move: 120' (40')	Morale: 12
Attacks: 2 hooves	Treasure Type: Nil
Damage: 2-12/2-12	Alignment: Lawful

These beneficent, celestial beings are rarely seen in the material world, but are helpful to non-evil creatures in need. They appear as winged bulls with human heads and can **fly** easily despite their bulk. Females are referred to as lamassu, the male is called an alad. Both genders of Shedu have the ability to move between dimensions at will (see **Part 9** for information on other dimensions).

A shedu casts spells as a 7th level cleric, but all healing and protection spells are doubled in effectiveness (for example, a **cure light wounds** spell heals 2D6+2 hit points). In addition, they may pronounce a **holy word** once per day. Alad and lamassu may communicate telepathically with any creature except the mindless (undead and constructs, for example). They are only harmed by magic weapons.



Sphinx

Armor Class: -1	No. Appearing: 1 (1)
Hit Dice: 12****	Save As: Magic-User 12
Move: 150' (50') / Fly 300' (100')	Morale: 10
Attacks: 2 claws, bite	Treasure Type: 1x10, M, U
Damage: 2-12/2-12/1-10	Alignment: Neutral

A sphinx appears as a large, winged lion with a human head. Incredibly intelligent, they can cast spells as a 12th level magic-user. In addition, they automatically **detect invisible** and **magic, read magic**, and speak and read all languages. Once per day, a sphinx may roar, causing all within 100' to save versus paralysis or be subject to **fear** (as the wand).

Sphinxes enjoy and can become obsessed with puzzles, riddles, and trivia, and may be distracted by challenging their intense intellects.

SPIRIT: see Banshee, Familiar, Ghost, Rakshasa, and Wendigo

Spirits are similar in many ways to the undead, but are more elemental in nature, often condemned to un-life due to their own actions and intentions rather than through magic or energy drain. They cannot be turned by a cleric, nor are they affected by holy water, but they may be affected by **protection from evil** and **dispel evil** unless otherwise noted. Like undead, they are immune to mind control magic or the needs of the living; neither are they affected by poison or disease.

Swamp Shambler

Armor Class: 0	No. Appearing: 1-2 (1-4)
Hit Dice: 10**	Save As: Elf 5
Move: 60' (20')	Morale: 12
Attacks: 2 Blows	Treasure Type: B
Damage: 2D8/2D8	Alignment: Neutral

The shambler looks like a huge man-sized figure composed entirely of swampy vegetation. The creature is actually a form of animated plant life, immune to mind affecting magic and unable to be dispelled in any way.

The shambler attacks most flesh creatures fearlessly, doing tremendous damage with the force of its blows. If it hits twice in one round, the target will become entangled in the creature's body, suffocating to death in 2-8 rounds. A shambler takes only half damage from edged weapons, and no damage from piercing or blunt weapons. Fire will not affect its swampy form and cold does one-half damage, while lightning actually causes the creature to grow (1 HD is gained for each electrical attack). Magic that affects plants is fully effective against shamblers.

Titan*

	<i>Young</i>	<i>Mature</i>
Armor Class:	2 or -4	2 or -4
Hit Dice:	10+10***	18+18****
Move:	120' (40')	150' (50')
Attacks:	1	1
Damage:	4-24	9-54
No. Appearing:	0 (1-2)	0 (1-2)
Save As:	Fighter 18	Fighter 30
Morale:	11	11
Treasure Type:	E, Lx10, M	As Young x2
Alignment:	Lawful	Any

Titans are an ancient race of gigantic humanoids. Effectively immortal unless killed, titans continue to grow as they age. While a young titan may be the same size or slightly taller than a hill giant, a mature titan is head and shoulders above a storm giant, and truly ancient titans are large enough to cradle the world upon their shoulders! In battle, titans wear antiquated half-plate and carry large shields providing the second AC listed above.

All titans speak their own language and the languages of giants and can communicate telepathically when it suits them. They automatically **detect magic** and the **invisible**, and can **fly** 1/day. Mature titans are able to **polymorph** themselves 3/day (often taking a smaller form when conversing with lesser beings), and all titans can use clerical spells (young titans as a 6th level cleric, mature titans as a 10th level cleric). Titans are not native to the earth plane and are only wounded by magic weapons of +2 or better enchantment. They can cross dimensional boundaries by their own power once per week, and may use a **word of recall** to speed home with the same frequency. Young titans are generally Lawful but this may change over time and mature and ancient titans may be of any alignment.

Two-Headed Troll

Armor Class: 0	No. Appearing: 1-4 (1-6)
Hit Dice: 10**	Save As: Fighter 10
Move: 120' (40')	Morale: 11 (9)
Attacks: 4	Treasure Type: D+L
Damage: 1D8/1D8/1D12/1D12	Alignment: Chaotic

This magical experiment gone wrong resembles a normal troll in all ways except for the larger size and extra head. The two-headed troll regenerates 5 points per round, and may bite with both heads (though both bites must attack the same victim). Two-headed trolls are, if anything, stupider than their smaller cousins having only one brain split between two heads. However, their two heads make them incredibly resistant to magic that affects the mind (+4 to all saves).

UNDEAD, GREATER: see Death Lord, Lich, Greater Mummy, and Vampire Lord

Greater undead are similar in all ways to normal undead, but are so powerful they are immune to turning by clerics, and cannot be affected by **Dispel Evil**. A greater undead that wishes to pass a **Protection** barrier can do so with a successful save versus Spells.

Wendigo*

Armor Class: 0	No. Appearing: 0 (1)
Hit Dice: 8+8**	Save As: Fighter 13
Move: 150' (50')	Morale: 11
Attacks: 2 claws, 1 bite	Treasure Type: C+M
Damage: 1-6/1-6/2-8	Alignment: Chaotic

The wendigo is an evil spirit often found in cold regions and mountain passes. Driven by cannibalistic need and insatiable hunger, in their natural form they appear as wiry humanoids, crusted in blood and filth with long curved talons and over-large teeth. Wendigos have the ability to **polymorph** themselves into humanoid shape and generally only reveal their true self in death. In their own body (see below) they are only harmed by magic weapons.

Wendigos are drawn to evil like a moth to flame and can possess evil individuals who fail a save versus spells; if an individual has engaged in cannibalism, the victim does not even receive a saving throw! A wendigo inhabiting an individual will use its body to perform all manner of unspeakable and malicious deeds, utilizing all the character's natural abilities and attributes. **Truesight** will reveal the wendigo within its possessed body; the creature may be forced out by killing the host or by casting **dispel evil**.

Vampire, Greater*

Armor Class: 1 or better	No. Appearing: 1 (1)
Hit Dice: 15*** or better	Save As: Character class
Move: 150' (50'), 180' flying	Morale: 12
Attacks: 1 or more	Treasure Type: G+H
Damage: 1-10 + special or weapon	Alignment: Chaotic

A greater vampire (or vampire lord) is an individual that has *chosen* a life of eternal darkness, either through powerful magic or through a pact with a demonic entity.

As a *greater undead*, the monster cannot normally be turned by a cleric, though it possesses all other strengths and weaknesses of its lesser vampire brethren. In addition, because of its method of creation the greater vampire retains all abilities of its former character class (though it does not continue to gain experience points or levels). Only a character of 15th or better level can become a greater vampire. They do not retain their former hit points, instead rolling a number of 8-sided hit dice equal to their former level.

Though a greater vampire can attack with the weapons it had in life (its strength is always treated as 18), the touch of the vampire is equally deadly, doing 1D10 damage and draining two levels from its

victim. Humanoids slain by level draining will rise again as a *normal* vampire (**not** a greater vampire!). Normal vampires thus created will forever be under the thrall of the greater vampire that created them unless their master is slain (**note:** a normal vampire does not retain its old class abilities and will not have more hit dice than it did in life; i.e. 9 hit dice for a *Name* or higher level character).

Vargulf*

Armor Class: 6	No. Appearing: 1-4 (1-6)
Hit Dice: 5+1****	Save As: Fighter 5
Move: 180' (60')	Morale: 9
Attacks: 1 Bite	Treasure Type: Nil
Damage: 2D4	Alignment: Chaotic

The vargulf is similar to a werewolf but instead of suffering from the disease of lycanthropy, the victim is under a powerful curse and held in thrall to a wizard that made it a monster.

Vargulfs are immune to non-magical weapons. They change to wolf form every sundown and human form at every sunrise. While in human form they have some semblance of control, though they may not directly attack their master; in wolf form they have no free will. It is not necessary to remove armor or equipment when transforming; all gear simply disappears while in wolf form, reappearing in the morning. In wolf form a vargulf is effectively immortal, regenerating 3 hit points per round regardless of the type of damage taken; if reduced to 0 hit points the beast will be inactive for 2D4 rounds before beginning to regenerate. They age only during the day time (effective life span is thus doubled). The only way to free a vargulf from its curse is to slay the wizard that created it.

Viper Moth

Armor Class: 3	No. Appearing: 1-6 (3-18)
Hit Dice: 3+2**	Save As: Fighter 2
Move: 240' (80')	Morale: 8
Attacks: Bite or Spit	Treasure Type: Lx10
Damage: 1-6 or see below	Alignment: Neutral

Viper moths appear as bat-winged snakes, over 5' long and deep purple in color. Lightning fast, they get a +2 to initiative as they are able to maneuver quite quickly.

Carnivorous and possessing a nasty bite, viper moths also have the ability to spit acid at their foes, at a range of about 10'. Damage inflicted by acid is 3D8 (save versus wands for half damage); it may only spit every other round. Viper moths' acid is highly corrosive and will ruin armor or shield in 1D4 rounds; magical armor is only affected if the target fails his saving throw, and even then the acid will only remove one "+" per hit (the armor being destroyed if reduced to "+0").

Woodsman

Armor Class: 7	No. Appearing: 0 (1-6)
Hit Dice: 2+2	Save As: Halfling 2
Move: 120' (40')	Morale: 8
Attacks: 1	Treasure Type: U
Damage: 1D6	Alignment: Lawful or Neutral

While most hunters are simply Normal Men, the woodsman is of hardier stock, having lived his entire life in the wilderness, unencumbered by the trappings of civilized life. Although human,

the woodsman possesses the same outdoor stealth abilities of a halfling, so long as he is not wearing metal armor; he also enjoys the same +1 bonus to hit with all missile weapons. In the forest, woodsmen are seldom surprised (only on a 1 in 6) and have the ability to find and follow tracks (4 in 6 chance of tracking). Woodsmen have an unerring sense of direction and are never lost.

Yeti

Armor Class: 6	No. Appearing: 0 (1-8)
Hit Dice: 4+4*	Save As: Fighter 5
Move: 150' (50')	Morale: 7
Attacks: 2 Fists or Hug	Treasure Type: D
Damage: 2-8/2-8 or 2-16	Alignment: Neutral

These humanoids live in high mountains and snowy regions where their white fur helps them blend with the landscape (surprise on a 1-5). They are immune to cold and cold attacks. Generally shy, the yeti fights with tremendous strength when angered or cornered. If it hits with both fists it will automatically hug its opponent, doing continuous damage every round thereafter till its victim is broken or the yeti slain.



Zombie, Plague

Armor Class: 7	No. Appearing: 2-9 (3-18)
Hit Dice: 3*	Save As: Fighter 2
Move: 120' (40')	Morale: 12
Attacks: 1 bite	Treasure Type: Nil
Damage: 1D8	Alignment: Neutral

A plague zombie appears much like a normal undead zombie but is far, far worse. Rather than being animated by dark necromancy, the plague zombie is host to a virulent animating disease that courses through its veins. Any person bitten by a plague zombie must save versus poison or become mindless plague zombies themselves! The transformation takes 1D6 hours, and a **cure disease** spell will rid the individual of the infection if cast before the transformation is complete. A person killed by a plague zombie always rises as a plague zombie within 1D4 turns (no saving throw). Casting a **cure disease** on a fully transformed plague zombie simply destroys it.

Plague zombies are not true undead and cannot be turned; holy water does no damage to them and they are neither hurt nor harmed by the various cleric spells that affect undead. Plague zombies are driven by their disease to attack and infect as many living sentient beings as possible.

PART 7: TREASURE

By the time players' characters have reached the levels detailed in the Companion, they should be well acquainted with the concept of treasure. Treasure is the wealth characters acquire from adventuring. Gold can be acquired in many ways: collecting taxes from one's peasants or crafting and selling magic items, for example. But *only treasure gained through adventure* earns experience points.

In general, more experience is gained from finding treasure than from defeating monsters. As such, the more experienced players (not just PCs!) will be marked by the amount of wealth their characters have acquired. Like Sinbad the Sailor or Conan the King, the well-traveled adventurer will have plenty of loot.

All information regarding treasure detailed in earlier books applies here. The exchange rate for coinage remains 100 CP = 10 SP = 2 EP = 1 GP = 20% PP (one-fifth). Thus it takes 500 CP (copper pieces) to equal 1 PP (platinum piece). DMs should be well aware of the average "hoard size" (in GP value) for the different treasure classes:

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: 2,500		

The following treasure types match the hoard type in individual monster descriptions; see **Part 6: Monsters**.

HOARD TREASURE TYPES

<u>Treasure Type</u>	<u>Copper (in 1000's)</u>	<u>Silver (in 1000's)</u>	<u>Electrum (in 1000's)</u>	<u>Gold (in 1000's)</u>	<u>Platinum (in 1000's)</u>	<u>Gemstones & Jewelry</u>	<u>Magical Items</u>
A	1D6 - 25%	1D6 - 30%	1D4 - 20%	2D6 - 35%	1d4/2 - 25%	6D6 - 50%	Any 3 - 30%
B	1D8 - 50%	1D6 - 25%	1D4 - 25%	1D6/2 - 25%	Nil	1D6 - 25%	1 sword, armor, or weapon - 10%
C	1D12 - 20%	1D4 - 30%	1D4 - 10%	Nil	Nil	1D4 - 25%	Any 2 - 10%
D	1D8 - 10%	1D12 - 15%	Nil	1D6 - 60%	Nil	1D8 - 30%	Any 2 + 1 potion - 15%
E	1D10 - 5%	1D12 - 30%	1D4 - 25%	1D8 - 25%	Nil	1D10 - 10%	Any 3 + 1 scroll - 25%
F	Nil	2D10 - 10%	1D8 - 20%	1D12 - 45%	1D6/2 - 30%	2D12 - 20% / 1D12 - 10%	Any 3 except weapons + 1 potion & 1 scroll - 30%
G	Nil	Nil	Nil	1D4x10 - 50%	1D6 - 50%	3D6 - 25% / 1D10 - 25%	Any 4 + 1 scroll - 35%
H	3D8 - 25%	1D100 - 50%	1D4x10 - 50%	1D6x10 - 50%	5D4 - 25%	1D100 - 50% / 1D4x10 - 50%	Any 4 + 1 potion & 1 scroll - 15%
I	Nil	Nil	Nil	Nil	1D8 - 30%	2D6 - 50%	Any 1 - 15%
J	1D4 - 25%	1D6/2 - 10%	Nil	Nil	Nil	Nil	Nil
K	Nil	1D6 - 30%	1D4/2 - 10%	Nil	Nil	Nil	Nil
L	Nil	Nil	Nil	Nil	Nil	1D4 - 50% / Nil	Nil
M	Nil	Nil	Nil	2D4 - 40%	5D6 - 50%	5D4 - 55% / 2D6 - 45%	Nil
N	Nil	Nil	Nil	Nil	Nil	Nil	2D4 potions - 40%
O	Nil	Nil	Nil	Nil	Nil	Nil	1D4 scrolls - 50%

INDIVIDUAL TREASURE TYPES

<u>Treasure Type</u>	<u>Pieces of Copper</u>	<u>Pieces of Silver</u>	<u>Pieces of Electrum</u>	<u>Pieces of Gold</u>	<u>Pieces of Platinum</u>	<u>Gemstones & Jewelry</u>	<u>Magical Items</u>
P	3D8 each	Nil	Nil	Nil	Nil	Nil	Nil
Q	Nil	3D6 each	Nil	Nil	Nil	Nil	Nil
R	Nil	Nil	2D6 each	Nil	Nil	Nil	Nil
S	Nil	Nil	Nil	2D4 each	Nil	Nil	Nil
T	Nil	Nil	Nil	Nil	1D6 each	Nil	Nil
U	1D100 – 10%	1D100 – 10%	Nil	1D100 – 5%	Nil	1D4 – 5%	Any 1 – 2%
V	Nil	1D100 – 10%	1D100 – 5%	1D100 – 10%	1D100 – 5%	1D4 – 10%	Any 1 – 5%

Unless two notations are provided, roll twice for gemstones and jewelry, checking each item's individual chance.

Note that, especially with regard to gemstones and jewelry, treasure figures are *abstract*. A result of “five pieces of jewelry found” simply means the DM will roll five values and add them together for that particular hoard. The resulting treasure can then be divided however the DM sees fit.

For example, if one piece of jewelry is found, valued at 700gp, the DM could decide to split this into a 500gp bracelet and a pair of earrings worth 100gp each. Likewise if the result indicates six pieces of jewelry totaling 5000gp value is present, the DM could decide the treasure consists solely of a single, beautiful diamond necklace worth the whole value. The same method can be used to divide standard “coin” hoards into other valuable materials and items (ivory, quality woods, antiques, and objects of art).

Value of jewelry is determined by rolling 3D6x100 for each piece found. Value of gemstones is determined by rolling D% and consulting the following table:

<u>D%</u>	<u>Value</u>
01-20	10gp
21-45	50gp
46-75	100gp
76-95	500gp
96-00	1000gp

Regarding gems and jewelry: the value of gems and jewelry is just that: its value. The value in gold pieces is equal to the amount of gold for which a PC may exchange or barter an item. It assumes the jeweler or money-changer has assessed his fee from the item and any appropriate taxes. This final amount (the value of the gem stone or jewelry) is the amount of XP that is awarded to a PC. A party may well want to convert this type of treasure to coin prior to dividing the swag from their adventure.

On the other hand, many adventurers will want to exchange their coinage for more portable wealth, in the forms of bracelets, earrings, tiaras, etc. In this case, DMs should account for merchants' fee

assessment by giving PCs a negative exchange rate of 10-40%, though this can be off-set by regular dealings with a trusted fence or broker, high Charisma, or good Reaction rolls.

MAGIC ITEMS: When magic items are indicated as being present, the following tables should be used, rolling first for the type of item and then on the appropriate sub-table. Items in *bold italics* are new to this rule set, and are described in this chapter. Items only useable by magic-users and elves are marked with an *; items useable only by clerics are marked with a +. Even though an item does not have an * or +, not all items work the same for each class.

There is no monetary value for magic items besides “what the market will bear.” No experience points are awarded for the selling of magic items; only treasure found while adventuring earns XP, not acting as a magic-dealing merchant!

D% Magic Items Table

01-20	Swords
21-30	Armor
31-35	Miscellaneous Weapons
36-55	Potions
56-80	Scrolls
81-85	Books
86-90	Rings
91-95	Wands, Staves, and Rods
96-00	Miscellaneous Items



<u>D%</u>	<u>Magic Swords</u>
01-30	Sword +1
31-35	Sword +1, +2 vs. lycanthropes
36-40	Sword +1, +2 vs. spell-users
41-44	Sword +1, +3 vs. dragons
45-48	Sword +1, +3 vs. enchanted monsters
49-52	Sword +1, +3 vs. plants
53-56	Sword +1, +3 vs. regenerating
57-60	Sword +1, +3 vs. undead
61-63	Sword +1, +4 vs. giants and giant beasts
64-65	Sword +1, +5 vs. demons and spirits
66-70	Sword +1, casts light upon command (30' radius)
71	Sword +1, drains life energy (5-8 levels)
72-75	Sword +1, flames on command
76-78	Sword +1, locates objects
79	Sword +1, phase blade
80	Sword +1, wishes
81-83	Sword +2
84-85	Sword +2, charm person
86	Sword +2, flies on command
87	Sword +2, speed blade
88-89	Sword +3
90	Sword +3, cursed fury
91	Sword +3, subdual
92	Sword +3, vorpal blade
93-94	Sword +4
95	Sword +4, defending
96	Sword +5
97-98	Sword -1, cursed
99-00	Sword -2, cursed

<u>D%</u>	<u>Magic Armor</u>
01-12	Armor +1
13-22	Armor +1, Shield +1
23-24	Armor +1, Shield +2
25	Armor +1, Shield +3
26-27	Armor +1, Sutured Wounds
28-32	Armor +2
33-34	Armor +2, Shield +1
35-36	Armor +2, Shield +2
37	Armor +2, Shield +3
38-40	Armor +3
41	Armor +3, Shield +1
42	Armor +3, Shield +2
43	Armor +3, Shield +3
44-46	Cursed Armor -1
47-48	Cursed Armor -2
49-50	Cursed Armor, AC 9
51	Cursed Armor, Crushing Blows
52	Cursed Leather Armor +1, Weight Stone
53-57	Cursed Shield -2
58	Cursed Shield, missile attraction
59-60	Dragonscale Armor
61-62	Dragonscale Shield
63	Dwarf Mail +5
64-65	Elven Chain Mail

66-67	Metal Armor +4
68	Metal Armor +5
69-83	Shield +1
84-93	Shield +2
94-98	Shield +3
99-00	Shield, Large +1, +5 vs. missiles

<u>D%</u>	<u>Magic Miscellaneous Weapons</u>
01	Arrow of Slaying
02-09	Arrows +1 (3-30 found)
10-15	Arrows +2 (2-12 found)
16-18	Arrows +3 (1-6 found)
19-25	Axe +1
26	Axe +1, flames on command
27-29	Axe +2
30	Axe +3
31	Berserker Axe
32	Crossbow +1, quick-loading
33-38	Crossbow bolts +1 (3-30 found)
39-41	Crossbow bolts +2 (1-6 found)
42-44	Dagger +1
45	Dagger +1, +3 vs. small monsters
46-47	Dagger +2
48	Dagger +3
49	Force Mace
50	Frost Spear
51-56	Mace +1
57-59	Mace +2
60	Mace +3
61-63	Magic Bow +1
64	Magic Bow +2
65-66	Polearm +1
67	Polearm +2
68	Polearm of Confusion, cursed
69-73	Sling +1
74	Sling +2, Giant Slaying
75-82	Spear +1
83-86	Spear +2
87	Spear +3
88	Thor Hammer
89	Venom Dagger
90-95	War Hammer +1
96-98	War Hammer +2
99	War Hammer +3, returns when thrown by dwarf
00	Wyrms Lance

<u>D%</u>	<u>Potions</u>
01-03	Clairaudience
04-06	Clairvoyance
07-09	Cold Resistance
10-12	Control Animal
13-15	Control Dragon
16-18	Control Giant
19-21	Control Human
22-24	Control Plant
25-27	Control Undead
28	Death in Life
29-33	Delusion

34-36	Diminution
37-40	ESP
41	Fire Breathing
42-45	Fire Resistance
46-48	Flying
49-51	Gaseous Form
52-54	Giant Strength
55-57	Growth
58-59	Halfing Stealth
60-63	Healing
64-67	Heroism
68-70	Invisibility
71-73	Invulnerability
74-76	Levitation
77-79	Longevity
80-81	Love
82	Madness
83-84	Poison
85-87	Polymorph Self
88	Self-Immolation
89-90	Sleep
91-94	Speed
95-97	Treasure Finding
98	Truthfulness
99-00	Water Breathing

<u>D%</u>	<u>Scrolls</u>
01-15	Spell Scroll (1 spell)
16-25	Spell Scroll (2 spell)
26-31	Spell Scroll (3 spell)
32-34	Spell Scroll (5 spell)
35	Spell Scroll (7 spell)
36-40	Cursed Scroll
41-50	Protection vs. Elementals
51-55	Protection vs. Magic
56-65	Protection vs. Shapechangers
66-75	Protection vs. Undead
76-79	Treasure Map (1D4x1000gp value)
80-84	Treasure Map (5D6x1000gp value)
85-86	Treasure Map (6D6x1000gp value)
87-88	Treasure Map (5D6x1000gp + 5D6 gems)
89-90	Treasure Map (1D6x10 gems + 2D10 jewelry)
91-93	Treasure Map (1 magic item)
94-95	Treasure Map (2 magic items)
96	Treasure Map (3 magic items, no swords)
97	Treasure Map (3 magic items + 1 potion)
98	Treasure Map (3 magic + 1 potion + 1 scroll)
99	Treasure Map (5D6x1000gp + 1 magic item)
00	Treasure Map (5D6 gems + 2 magic items)

<u>D%</u>	<u>Books</u>
01-04	<i>Grimoire of Golems*+</i>
05	<i>Grimoire of Infestation</i>
06-07	<i>Grimoire of Life Eternal</i>
08-11	<i>Grimoire of Mind Numbing</i>
12	<i>Grimoire of Summoning</i>
13	<i>Grimoire of Vargulfs*</i>
14-19	<i>Manual of Acrobatic Skill</i>
20-24	<i>Manual of Diminished Capacity</i>
25-30	<i>Manual of Disciplined Health</i>
31-36	<i>Manual of Excellent Body</i>
37-40	<i>Manual of Fencing</i>
41-43	<i>Manual of Human Perseverance</i>
44-49	<i>Manual of Improved Presence</i>
50-53	<i>Manual of Martial Artistry</i>
54-59	<i>Manual of Mastered Wisdom</i>
60-65	<i>Manual of Mental Conditioning</i>
66-70	<i>Tome of Chaotic Confusion</i>
71-75	<i>Tome of Higher Divinity</i>
76-80	<i>Tome of Infernal Learning</i>
81-85	<i>Tome of Lawful Ordering</i>
86-90	<i>Tome of Nature's Bounty</i>
91-95	<i>Tome of Neutral Knowledge</i>
96-00	<i>Tome of Utter Destruction</i>

<u>D%</u>	<u>Rings</u>
01-05	Control Animal
06-10	Control Human
11-15	Control Plant
16-22	Delusion
23	<i>Divine Might+</i>
24-26	Djinni Summoning
27-28	<i>Enslavement</i>
29-38	Fire Resistance
29-45	Invisibility
46	<i>Life Force</i>
47-48	<i>Mighty Fists</i>
49	<i>Planar Command*</i>
50-59	Protection +1
60-64	Protection +1, 5' Resistance
65-68	<i>Protection +2</i>
69-70	<i>Protection +3</i>
71	<i>Reincarnation</i>
72-73	Regeneration
74-75	Spell Storage
76-79	Spell Turning
80-81	Telekinesis
82	<i>Truesight</i>
83-84	<i>Truth</i>
85	<i>Warlord</i>
86	<i>Wasting Death</i>
97-89	Water Walking
90-93	Weakness
94-97	Wishes 1-4
98	<i>Wishes 2-8</i>
99-00	X-Ray Vision

<u>D%</u>	<u>Wands, Staves, and Rods</u>
01-06	Rod of Cancellation
07	<i>Rod of Repercussion</i>
08	<i>Rod of Resistance</i>
09	<i>Rod of Resurrection</i>
10	<i>Rod of Reverberation</i>
11	<i>Rod of Ruin</i>
12	<i>Rod of Ruling</i>
13	<i>Skull Staff*</i>
14-17	Snake Staff+
18-19	Staff of Commanding*+
20-26	Staff of Healing+
27-28	Staff of Power*
29-30	<i>Staff of Shielding</i>
31-33	Staff of Striking*+
34-35	Staff of Withering+
36	Staff of Wizardry*
37-39	<i>Wand of Acid*</i>
40-43	Wand of Cold*
44-48	Wand of Enemy Detection*
49-53	Wand of Fear*
54-57	Wand of Fire Balls*
58-62	Wand of Illusions*
63-66	Wand of Lightning Bolts*
67-71	Wand of Magic Detection*
72-76	Wand of Metal Detection*
77-80	Wand of Negation*
81-85	Wand of Paralyzation*
86-89	Wand of Polymorphing*
90-94	Wand of Secret Door Detect*
95-99	Wand of Trap Detection*
00	<i>Wand of Wishing*</i>

<u>D%</u>	<u>Miscellaneous Magic Items</u>
01-02	<i>Alchemy Bag</i>
03-05	Amulet versus Crystal Ball & ESP
06-07	Bag of Devouring
08-12	Bag of Holding
13	<i>Berserker Helm</i>
14-16	Boots of Levitation
17-19	Boots of Speed
20-22	Boots of Traveling and Leaping
23	Bowl of Commanding Water Elementals
24	Brazier of Commanding Fire Elementals
25-28	Broom of Flying
29	Censer of Commanding Air Elementals
30	<i>Crown of Command</i>
31-34	Crystal Ball
35-36	Crystal Ball with Clairaudience
37	Crystal Ball with ESP
38	<i>Dancing Hut</i>
39-40	Displacer Cloak
41	<i>Drum of Travel</i>
42	Drums of Panic
43	Efreeti Bottle

44-49	Elven Cloak and Boots
50	<i>Feather Token</i>
51	Flying Carpet
52	<i>Folding Fortress</i>
53-58	Gauntlets of Ogre Power
59-60	Girdle of Giant Strength
61	<i>Gloves of Catching</i>
62	<i>Gorget of Protection</i>
63	<i>Gorget of Strangulation</i>
64	<i>Harness of Training</i>
65	<i>Hat of Deception</i>
66-70	Helm of Change Alignment
71-73	Helm of Reading Languages and Magic
74	Helm of Telepathy
75	Helm of Teleportation
76	Horn of Blasting
77	<i>Land Ship</i>
78	<i>Magic Satchel</i>
79-82	Medallion of ESP 30'
83-85	Medallion of ESP 90'
86	Mirror of Life Trapping
87	<i>Portable Door</i>
88	<i>Relic of a Saint+</i>
89-90	Rope of Climbing
91	<i>Scabbard of Deflection</i>
92	<i>Scabbard of Sticking</i>
93-95	Scarab of Protection
96	Stone of Commanding Earth Elementals
97	<i>Table Cloth of Feasting</i>
98	<i>Talisman of the Magus*</i>
99-00	<i>Wax of Sealing</i>



SWORDS

All magic swords have a chance of being intelligent as described in earlier editions of the game. A sword has an equal chance of being short, normal, or two-handed (roll 1D6: 1-2 short sword, 3-4 normal sword, 5-6 two-handed sword). Swords with special rules are described below.

Sword +1, phase blade: this weapon completely ignores artificial armor and shields when striking an opponent; only dexterity or magical protection (though not magic armor) count towards a target's AC. Monsters with natural armor (dragons, for example) are not affected.

Sword +2, flying: this weapon fights on its own at the wielder's command. It attacks with the same chance to hit as its wielder, though without strength bonuses.

Sword +2, speed blade: the wielder gains one additional attack per round and always wins initiative when attacking. Additional **haste** spells have no effect on the wielder.

Sword +3, cursed fury: once the wielder draws blood in combat, she will not stop fighting until she is the only person left alive. She will neither surrender nor show mercy, and will turn on her own companions once all foes are slain. If she harms a companion or friend, she may make a save versus spells to end the berserker fury.

Sword +3, subdual: this magic blade will only ever do subdual damage (hit with the flat of the blade), as per the rules for subduing dragons; however, any creature or character may be subdued by the wielder of this weapon. Undead and constructs are not affected.

Sword +3, vorpal: this razor sharp weapon can sever an opponent's head from his shoulders, causing immediate and sudden death! A natural (unmodified) attack roll of 17-20 will kill any normal, man-sized creature; an 18-20 will slay creatures larger than man-sized, and a 19-20 will decapitate creatures of solid metal or stone. **Note:** not every creature is affected by the loss of its head (undead, doppelgangers, elementals). The DM is final arbiter of whether or not a vorpal sword will kill a given creature.

Sword +4, defending: this weapon can confer some or all of its +4 bonus to the wielder's armor class instead of being used as a bonus to hit and damage. The wielder can, for example, use it as a +2 weapon and take a +2 bonus to AC. The wielder may change the bonus every round.

ARMOR AND WEAPONS

All armor has an equal chance of being a standard armor type (1-2 Leather, 3-4 Chain, 5-6 Plate). **Metal armor** will never be leather (1-3 Chain, 4-6 Plate). Encumbrance of magical armors is as listed in previous rule sets. The effects of some special armors are listed below:

Armor +1, sutured wounds: wounds from edged or natural weapons are immediately sealed and coagulated by the magic of this armor, preventing further bleeding damage and healing 2 hit points immediately per blow taken.

Cursed armor, crushing blows: appears to be magical armor of the normal sort, but any melee attack on the wearer will do full maximum damage. If the wearer's attacker rolls an unmodified "20" the damage is doubled!

Cursed leather armor +1, weight stone: this armor appears to be normal (magical) leather until the wearer enters the water, at which time it suddenly acquires the weight of normal plate armor, sinking its wearer like a stone.

Cursed shield, missile attraction: this shield appears to function as a normal +1 or better shield but any missile fire directed at its wielder automatically hit (normal damage).

Dragonscale Armor: this armor is manufactured from the hide of a true dragon. The armor class is slightly better than a dragon's due to the armor's construction and its smaller size (compared to a dragon). Roll 1D12:

1-2	White	AC 1	Enc 600cns
3-4	Black	AC 0	Enc 620cns
5-6	Green	AC -1	Enc 640cns
7-8	Blue	AC -2	Enc 660cns
9-10	Red	AC -3	Enc 680cns
11	Gold	AC -4	Enc 700cns
12	Dragon Turtle	AC -5	Enc 800cns

Dragonscale armor renders its wearer immune to the breath weapon(s) of the dragon from which the scales come. All dragon immediately recognize dragonscale armor (-4 to reaction rolls). A dragon facing an opponent in dragonscale armor will never surrender and cannot be subdued.

Dragonscale Shield: this large shield is over-laid with dragon scales and magically treated. It functions as a +2 shield in all respects (though it weighs three times as much). Roll on the Dragonscale Armor table to see what kind of scales were used. If the wielder is subjected to a breath weapon of the appropriate type, a successful saving throw will reduce the damage taken to one-quarter instead of one-half (failed saves still take full damage). A dragon reacts to a dragonscale shield as to dragonscale armor.

Dwarf Mail +5: this well crafted mail forged of the finest metal is suitable for any dwarf lord. It is dwarf-sized, and only dwarves may wear it effectively. Dwarves wearing the mail have an 18 charisma when dealing with other dwarves, receive a +1 to all saving throws, and take only one-quarter damage from spell effects on a successful save, instead of half damage. Dwarf mail is extremely heavy, and wearers move as heavily encumbered (30'/turn, 10'/round).

Elven Chain Mail: although non-magical, this finely crafted mail acts as chain mail +1. Nearly weightless and silent, it may easily be worn under clothing and folds into a small bundle when not in use. Woodland creatures and good-aligned animals will recognize the wearer as an elf-friend (+2 reaction roll if armor visible), and elves will pause to talk with wearers before attacking (the wearer should have a good reason for possessing the armor as elves do not lightly give it away!). Dokkalfar, on the other hand, have the opposite response (-2 reaction roll). At the DM's discretion, thieves may wear this armor without penalty.

All weapons add their bonuses both to attack and damage rolls, as usual. Magical missiles add their bonuses with the bonus of any magical missile device (bow, crossbow, etc.). Special weapon effects are listed below:

Arrow of Slaying: this +3 arrow is absolutely lethal against one type of individual (a character class, monster type, or even a named person or cultural enemy). The DM will have to determine the intended victim for which the arrow was created. The arrow will automatically slay the intended target (no saving throw) on a successful hit. Until used for its intended purpose, the arrow may be recovered 90% of the time from any other attack, successful or not.

Axe +1, flames on command: except that this is an axe, it functions the same as the sword of the same name.

Berserker Axe: this two-handed battle axe is +2 to hit and damage rolls, and does NOT automatically strike last like

most two-handed weapons. Once engaged in combat, its wielder will not stop fighting until his opponents are dead or routed, but will not fight his own companions.

Crossbow +1, quick loading: in addition to being +1 it only takes half the time to load it (doubling its rate of fire with no loss of initiative for being a “two-handed weapon”).

Frost Spear: this spear +3 is cold to the touch, and will extinguish any normal or magical flame into which it is thrust. It confers fire resistance to its wielder and against flame-wielding creatures (bane lords, efreeti, fire giants, red dragons, salamanders, etc.) it increases to +4 value and does double damage. It glows with a pale blue light.

Mace of Force: this mace +4 acts as a *horn of blasting* when used against an inanimate object. It will automatically destroy non-magical shields used to defend against it, and will knock opponents to the ground, stunning them for 1D4 rounds unless a save versus spells is made.

Pole Arm of Confusion, cursed: this pole arm appears to be magical of the +1 variety, but once in combat the wielder falls under the effects of a *confusion* spell (no save).

Sling +2, Giant Slaying: any stone from this weapon will fell any humanoid larger than the wielder that fails to save versus death magic. The sling cannot be wielded by anyone smaller than halfling-size.

Thor Hammer: this over-sized war hammer is impossible to wield except by an individual with 18 strength (and then, only two-handed). It seems to be +3 and does double damage on a successful attack. If the wielder also wears *gauntlets of ogre power* and a *girdle of giant strength*, then the weapon may be wielded one-handed, becomes +5, adds all gauntlet and girdle bonuses, and automatically slays any giant struck. The hammer may be hurled and produces a clap of thunder when striking, stunning all within 30' of the target for 1 round, and returning to the wielder's grip in the following round. After 5 such throws and catches, the wielder must rest a full turn before taking any other action.

Venomous Dagger: this extremely deadly weapon has a dark and wicked look to it. It functions as a +3 dagger, but on an unmodified roll of 19-20, it injects its victim with a virulent poison (save at -2 or die). However, on a roll of a 1, the insidious weapon turns on its wielder, inflicting normal damage and injecting the same poison!

Wurm Lance: this long spear is most effectively used while mounted, though it can be used as a standard pole arm on foot. It functions as a +3 weapon in all regards, but when striking dragons and their kin, it adds the wielder's remaining hit points to the damage inflicted. If the wielder is mounted, the weapon inflicts additional damage based on the mount's remaining hit points as well. Dragons recognize this weapon immediately and are -2 on both their reaction roll and their morale in its presence. A Wurm Lance may never be used for subdual of a dragon.

POTIONS

Unless otherwise stated all potions have a duration of 1D6+6 turns. Unwanted mental effects (madness, truthfulness, love) can be removed before their duration ends by the casting of a *restoration* or *break enchantment* spell.

Cold Resistance: other than the fact this is a potion and thus only lasts D6+6 turns, this functions exactly the same as the 1st level cleric spell.



Death in Life: this terrible potion forces the imbiber to make a save versus spells. If successful, the character must roll another save, this time versus poison, as if he or she had just quaffed a *potion of poison*. If the save versus spells fails, the character fades into insubstantiality, becoming a *wraith*, just as if drained of all energy levels by an undead of the same name. This effect of this potion is permanent.

Fire Breathing: for the duration of the potion, the drinker gains the ability to breathe fire as a hell hound (6D6 damage, save versus dragon breath for half). However, every time the imbiber breathes fire, he or she will take 2D8 fire damage themselves.

Halfling Stealth: while in effect, the drinker gains all the concealment and stealth abilities of a halfling.

Love: upon imbibing this potion, the individual falls madly, hopelessly in love with the next individual he or she sees, so long as the individual is of a compatible species and gender (and so long as one may be found before the potion's duration expires). The effects of this potion last long after the duration has ended; the individual will continue to be in love with the person discovered and only time can dim the infatuation (generally 3D6 months). If the other individual returns their love there is little reason for the enchantment to ever diminish!

Madness: while under the effects of this potion the imbiber is temporarily insane. He or she cannot attack or cast spells but can only walk, gibber, and/or drool. If not minded, the character is likely to wander off and get into trouble.

Self-Immolation: the drinker catches fire, destroying non-magical gear and equipment unless quickly stripping! While burning, the imbiber adds 2D4 fire damage to all attacks, and may simply grapple with opponents (single attack roll) for 4D4 fire damage. At the expiration of the potion's duration, the individual must make a save versus death magic or spontaneously combust, burning himself to ash in a last bright flash.

Sleep: this potion puts an individual to sleep, just as if he or she were the subject of a *sleep* spell; however, there is no limit to the hit dice of the creature affected.

Truthfulness: while under the effects of this potion, the imbiber is unable to lie.

Water Breathing: other than the fact this is a potion and thus only lasts D6+6 turns, this functions exactly the same as the 3rd level magic-user and elf spell.

SCROLLS

Scrolls function exactly as described in previous editions. For determining spell level randomly roll D% on the following table:

01-20	1 st level
21-40	2 nd level
41-55	3 rd level
56-70	4 th level
71-80	5 th level
81-90	6 th level
91-94	7 th level
95-98	8 th level (magic-user spells only)
99-00	9 th level (magic-user spells only)

The DM will need to determine whether or not the spell is clerical or magical in nature and the exact spells present on the scroll. 25% of all spell scrolls are clerical.

BOOKS

Books may be used by any literate character (Intelligence of 9+) that comprehends the book's language (usually Common). **Manuals** are how-to books; a character may only ever benefit once from a specific type of manual. A **grimoire** is compilation of magical knowledge, usually concerning a particular magical ritual; it may be used over and over for the casting of its magic. A **tome** is a magical book that may only be used by spell casters and disappears after reading, vanishing forever. Unless otherwise specified, all books take 1D6 weeks of uninterrupted study to read, after which their full effect may be garnered by the reader. All books are indistinguishable as grimoire, manual, or tome until read.

Grimoire of Golems*+: this book contains the means and instruction for creating magical constructs, such as gargoyles, living statues, and golems. Any wizard or cleric wishing to construct one of these creations must first develop the theory to do so, and this grimoire represents a compilation of notes on the animating of life through magic. Finding a grimoire of this type skips the step of research for a spell-caster. Using the grimoire the reader may create any magical construct that's hit dice do not exceed the spell-caster's level (though the caster must be at least 15th level). Cost of construction is 1,000gps per hit point the creature possesses and requires one month per hit die. If the caster level exceeds the hit die of a creature, an additional construct may be created in the same amount of time simply by paying the additional cost, so long as the total hit dice of all creations do not exceed the caster level. **For example**, a 20th level magic-user could create 5 gargoyles (4 HD) in 4 months or 6 wood golems (2+2 HD) in 3 months. To figure the total cost, the magic-user or cleric would figure 1,000gps multiplied by the number of hit points for ALL constructions created in the time period.

Grimoire of Infestation: any character reading this book must save vs. spells or be immediately and painfully devoured by a magically conjured horde of insects. Clerics of 7th level or better receive a +2 bonus to their save. If the save is successful, the reader has control of the horde and may direct it at will. The swarm is equivalent to an insect plague spell except that it is four-times the standard size, and does six

points of damage every round to creatures caught in the swarm. The infestation lasts as long as the reader continues reading or until sunset (sunrise if cast at night). Once a reader has successfully controlled the horde once, the swarm can be summoned again after but a single round of reading. A reader can take no other action while controlling the insect horde.

Grimoire of Life Eternal: this book provides the means to achieving eternal life...through *undeath*! Roll D% to see what kind of grimoire is found:

01-25	Greater Vampirism
26-50	Mummies+
51-95	Lichdom*
96-00	Shadow Life (requires read languages)

Greater Vampirism shows the rituals for transforming the reader into a **vampire lord**. The *Mummies* grimoire may only be used by clerics and can transform the reader into a **greater mummy**; it also allows the cleric to create lesser mummies. *Lichdom* provides the means for a magic-user (only) to become a **lich**. A grimoire of *Shadow Life* is an ancient text, only comprehensible with a **read languages** spell, and provides the secret for becoming a **shade**. None of the grimoires can be used by a character of less than 15th level; the cost to complete each ritual is 15,000gps per level of the reader (lesser mummies cost 75,000gps to create). Only a Chaotic individual would dare to pursue this path to immortality.

Grimoire of Mind Numbing: this book instantly and completely mesmerizes any individual attempting to read it. The reader will do nothing but stare at its pages, ignoring all other activity including eating and sleeping, or even nearby combat. The victim of the mind-numbing will eventually die of deprivation if left alone. Even, if the grimoire is removed, the individual will remain catatonic until a **break enchantment, restoration, or wish** spell frees his mind.

Grimoire of Summoning: this magical book includes the words and ritual by which a single ruinous power may be summoned; roll 1D10 to determine which:

1-2	Jormungandr
3-4	Kraken
5-6	Leviathan
7-8	Simurgh
9-10	Tarasque

The summoning ritual takes 1D8 hours and must be performed outdoors; the DM will decide on any additional requirements (for example, Leviathan may require a large body of water). The monster always appears at the end of the ritual, but is not always friendly (check Reaction as normal). The monster understands all languages.

Grimoire of Vargulfs*: this book may only be used by a magic-user of 15th or higher level. By performing its three hour ritual on the night of a new moon, it allows the caster to transform a normal human into a vargulf (the subject must be present and restrained, and receives a save versus spells at -2). The vargulf will be completely in the thrall of the caster. A character may never hold more vargulfs in thrall than their level of experience, but may release a vargulf (breaking the curse) at any time. Otherwise, the death of the wizard will free the vargulfs from their curse.

Manual of Acrobatic Skill: reading this manual and pursuing its recommended training regime grants the character a permanent +1 increase to Dexterity, up to an 18 maximum.

Manual of Diminished Capacity: this manual appears to be of the sort most beneficial to a particular reader, but following its advice and instruction actually damages the character's natural ability. Subtract 2 from the character's prime requisite. Characters with two prime requisites (elves and halflings) instead subtract 1 from each.

Manual of Disciplined Health: reading this manual and following its dietary and fitness requirements grant the reader a permanent +1 bonus to Constitution, up to 18.

Manual of Excellent Body: reading this manual and performing its muscle building exercises give the character a permanent +1 bonus to Strength, maximum 18.

Manual of Fencing: studying this book of sword lore gives its reader insight into the use of the blade as a defensive weapon. The character gains a permanent +1 AC bonus when armed with a sword of any type, and gains an additional bonus equal to his or her intelligence (13-15 +1, 16-17 +2, 18 +3). These bonuses to armor class are temporarily lost whenever the character uses a shield or wears armor heavier than leather.

Manual of Human Perseverance: this manual is only useful to a demi-human, and only one that has reached the maximum level limit for its class. Although this book takes 1D4 months to absorb, upon completion the demi-human gains one bonus hit die (and maximum hit points) as well as 500,000 XP. The character will ever after be considered one hit die higher than the maximum standard (so 9HD for halflings, 13HD for dwarves, or 11HD for elves). Elves also gain the ability to cast spells as an 11th level magic-user.

Manual of Improved Presence: studying this book of speech and manners and putting it into practice give the reader a permanent +1 to Charisma, maximum 18.

Manual of Martial Artistry: this manual teaches the art of unarmed combat. After 1D6 months study, the character will fight well even unarmed and unarmored. Bare-handed attacks do 1D6 damage, and the character gets one extra bare-handed attack per round when unarmed. The character gets a +1 bonus to AC when not wearing armor or a shield, and receives an additional bonus equal to his or her wisdom bonus (13-15 +1, 16-17 +2, 18 +3). The character still cannot damage a creature requiring silver or magic weapons to hit. All bonuses and abilities are temporarily lost whenever a character wears armor or uses a shield.

Manual of Mastered Wisdom: integrating the teachings of this manual and practicing its meditation techniques grant a character a permanent +1 to Wisdom, up to 18.

Manual of Mental Conditioning: studying this book and using the mental exercises it provides will grant the reader a permanent +1 to Intelligence, up to 18 maximum.

Tome of Chaotic Confusion*: this book is only of use to a Chaotic magic-user or elf. Any non-magic-user or elf attempting to read the tome must save versus spells or be driven insane (as a **Rune** of the same name). A lawful or neutral magic-user or elf attempting to read the book receives a shock as if reading a **Rune** of *Pain*. After 4D4 weeks, a magic-user or elf of Chaotic alignment gains enough XP to reach mid-point of the next highest level; an elf of 10th level gains the ability to use spells as an 11th level magic-user. No magic-user or elf may ever benefit from another such tome in his or her lifetime, even should they change alignment.

Tome of Higher Divinity+: this book is only useful to a cleric. Anyone else perusing its holy writing must make a save versus spells or be struck blind by divine power (such blindness being curable by a **restoration** or **wish** spell). A chaotic or neutral cleric receives a shock as if reading a **Rune** of *Pain*, and must save versus spells or be struck permanently

mute. A lawful cleric that studies the holy writings for 3-18 (3D6) weeks gains enough XP to reach mid-point of the next highest level of experience. No cleric may ever benefit from more than one such tome in his or her lifetime.

Tome of Infernal Learning+: other than the fact this book may only be of benefit to chaotic clerics, it is the same as the **Tome of Higher Divinity**.

Tome of Lawful Ordering*: other than the fact this book may only be used by lawful magic-users and elves, it is exactly the same as the **Tome of Chaotic Confusion**.

Tome of Nature's Bounty+: other than the fact this book may only be of benefit to neutral clerics, it is the same as the **Tome of Higher Divinity**.

Tome of Neutral Knowledge*: other than the fact that this book is for neutral magic-users and elves, it is exactly the same as the **Tome of Chaotic Confusion**.

Tome of Utter Destruction: simply opening this book and perusing its pages causes a rift in time and space to be opened through which the reader is hurled body and soul. The tome is likewise sucked into the void with reader before the rift is closed again. It is up to the DM to decide the reader's actual fate.

RINGS

A ring must be worn to work; only one ring can be worn on each hand.

Divine Might+: this ring may only be used by a cleric of the proper alignment. Roll D6 to determine the alignment of the ring (1-2 Lawful, 3-4 Neutral, 5-6 Chaotic). A cleric of the wrong alignment attempting to wear the ring takes 4D8 damage and is stunned for 1D6 rounds. A cleric of the proper alignment may **turn dead** as if two levels higher, and clerics of 15th or greater level may turn (T) a number of *greater undead* whose total HD does not exceed the cleric's level. The wearer also gains one additional spell per day from each spell level known, and gains 1 additional hit point per level (extra hit points are immediately lost if the cleric removes the ring). All saving throws to resist the cleric's spells suffer a penalty equal to the cleric's wisdom bonus, if any.

Enslavement: this ring appears to be one of the control types, most likely control human. However, the first time a wearer attempts to command another creature, he is instead enthralled to serve that creature forever! Once enslaved, the enchantment can only be broken by removing the ring (15th level **remove curse**, **break enchantment**, or **wish** required).

Life Force: this ring protects against energy drain attacks; it will absorb 2D10 such attacks before ceasing to function.

Mighty Fists: the character wearing this ring can deliver terrific blows with his or her bare hands. He or she can attack twice per round and does 1D8 damage plus strength bonuses. The character's bare-hands can hit monsters normally injured only by magic weapons. In addition, any unmodified roll of a 20 will stun an opponent for 1D4 rounds, though this does not affect mindless monsters (plants, undead, golems, etc.).

Planar Command*: Only a magic-user or elf can use this ring. With it, the character can command any creature of otherworldly origin that fails a saving throw versus spells. The creature will only perform a single task for the ring-wearer, after which it is free to do as it pleases. The wearer of the ring cannot command the same individual again until and unless the creature first returns to its own plane or dimension. This ring will not function outside the mundane plane of existence (see **Part 9: Special Adventures**).

Reincarnation: if the wearer of this ring is killed, he or she will automatically reincarnate, just as if subjected to the 6th level magic-user spell of the same name.

Truesight: the wearer of this ring always sees things as they truly are, just as the 5th level cleric spell.

Truth: the wearer of this ring always knows when a lie is being spoken in his or her presence. In addition the wearer is compelled to tell the truth by the ring, taking 1 point of damage and being forced to recant any falsehood spoken.

Warlord: the wearer of this ring may command ten times the normal number of troops in battle and increases all units' damage multipliers by +15%.

Wasting Death: the wearer of this ring is doomed to a slow and painful death. Every day after putting on the ring the wearer loses one point of Constitution, becoming gradually sicker and wracked with pain. When the character falls below 3 Constitution he or she falls into a deep coma unable to take any action. At 0 Constitution the character dies and the ring can be removed normally. Only a **break enchantment** spell will remove the ring, and only a **restoration** or **wish** spell can reverse the Constitution loss.

WANDS, STAVES, AND RODS

As stated in previous editions, all items require knowledge of their command words to activate. Wands have 2-20 charges and staves have 3-30 charges. Most rods do not have charges, but those that do only have 1-10 (1D10) charges.

Rod of Repercussion: no command word is needed; the rod is simply wielded, often in an off-hand instead of a shield. The rod automatically strikes twice any opponent that hits its wielder in melee, each blow doing 2D6 damage. If the rod's wielder is struck by more than one opponent, its attacks may be split between them, but no more than two such retributive strikes may be made each round.

Rod of Resistance: simply carrying this rod makes the wielder immune to both poison and mind-affecting magic (sleep, charm, and hold spells). Once per day, the rod may be commanded to create a spherical **force wall** around its bearer, just as the magic-user spell.

Rod of Resurrection: touching this rod to a deceased individual will cast **resurrection** on the corpse; however, it will not resurrect a corpse that has been dead more than 1 year. The rod only has 1d10 charges.

Rod of Reverberation: striking this rod upon the ground and shouting the command word casts an **earthquake** spell. The rod may only be used 3 times per week.

Rod of Ruin: this beautifully jeweled scepter is powerfully cursed to bring about the downfall of the ruler that wields it. The dominion of the rod's ruler will be in a constant state of discord and disarray, with incompetent underlings, armed uprisings, bandits stealing taxes, and at least one insurrection or large monster per month ravaging the land. Expenses will always run twice what they should, income will be one-half normal (due to drought, poverty, theft, and secret hoarding) and at least once per year an assassin or usurper will make an attempt on the ruler's life. The rod wielder will absolutely not relinquish the rod unless a **remove curse** is cast by a cleric that is both of a higher level than the wielder **and** a dominion ruler herself. The rod grants a Charisma of 18 to its wielder, but dominion Confidence checks are made as if the wielder's Charisma was 3 (-2 to the roll), the morale of hirelings will never be greater than 7, and Peasant Uprisings will have twice the normal number of individuals (see **Part 8** for info).

Rod of Ruling: this rod is a boon to any dominion ruler. The wielder is treated as having an 18 Charisma whenever making dominion Confidence checks and the dominion will never see Open Revolt regardless of penalties imposed on the Confidence check (see **Part 8** for more information).

Skull Staff*: this staff is topped with a skull. The skull staff is intelligent and has the ability to speak and comprehend languages. When active, the interior of the skull glows (equal to a **light** spell). Upon command the skull can **speak with dead**, **dispel evil**, and provide **truesight**, each costing one charge. For two charges the skull may **animate dead** (as an 8th level caster), and for three charges the skull may be used to **contact higher plane** (8th plane only). Once all charges are exhausted the skull staff is lifeless and inert.



Staff of Shielding: this staff confers a +3 bonus to AC in melee combat as it moves to parry attacks, and will automatically deflect any non-magical missiles aimed at the wielder. Magical missiles may be deflected by the wielder with a successful save versus wands, but each such use drains the staff of one charge. Upon command, the staff will produce an **anti-magic shell**, though this drains two charges.

Wand of Acid*: upon command, the wand shoots forth a stream of acid (60') doing 8D8 damage (half on a successful save) and utterly ruining a target's weapon, armor, or shield (choose one). A magical item will only be damaged on a failed save, and it loses one "+" per hit.

Wand of Wishing*: those that know its command word can use the wand to grant another's **wish** (including the magic-user who wields the wand). Each wish granted drains the wand of one charge, and no more than one wish per year can be granted to a single individual. As with a **ring of wishes**, the DM must arbitrate the limits of the wish's magic.

MISCELLANEOUS MAGIC ITEMS

Unless otherwise noted, all miscellaneous items may be used by any character and require only simple concentration to activate.

Alchemy Bag: this pouch contains alchemical reagents that, when added to melted substances over high heat can turn base metal into gold! The bag will contain 1D10 ounces of powder and each ounce is sufficient to transform a pound (10cns) of metal to an equal amount of exceptionally pure gold (3x normal value to a jeweler or goldsmith).

Berserker Helm: the wearer of this grim head piece enters a blood red rage when in melee combat, gaining an extra +1 to hit and damage and an extra melee attack every round (**haste**

spells have no further effect). The wearer fights until all enemies are defeated, and must make a save versus spells to not attack companions as well (the wearer may attempt this save every round till successful). Unnatural life force bestowed by the helm allows its bearer to continue fighting even if reduced to 0 hit points! The berserker is only killed if reduced to -25 hit points or lower. Once combat ends the character expires if his hit points are 0 or less.

Crown of Command: the wearer of this magical crown can exercise control over any creature – animal, dragon, giant, humanoid, plant, or undead – just as if under the effect of a control potion of the same name. Only elementals and other-planar creatures are immune to the crown's power.

Dancing Hut: this small shack is perched upon two giant birdlike legs. Its interior may be furnished as desired (it has four rooms) and the door may be wizard locked (18th level) with a command word. Another command word allows owner to direct the house to move over any terrain at a fast pace (equal to a warhorse), or attack as a hill giant (kicking twice per round instead of punching).

Drum of Travel: when beaten this drum summons a number of camels, mules, and oxen for the drummer's travel needs. The drum may be used once per day and summons one beast for every turn spent drumming; the maximum number of animals summoned is six. The beasts will not fight but are magical and travel as if unencumbered (full normal movement even when carrying maximum weight). The animals disappear at night.

Feather Token: this feathered garment allows the wearer to transform into a large swan. While in swan form the character may fly (360°/120°), is immune to non-magical weapons, and receives a +4 bonus on saving throws. A swan's attack does 1D6 damage in melee and no bonuses are adjustments are made for a character's Strength.

Folding Fortress: this item appears to be a small cube, but when thrown to the ground and a command word given it erupts, unfolding into a small, round tower (20' base, 30' high). The door is reinforced iron and the whole structure is magically durable (able to withstand twice the normal damage from effects like a *horn of blasting*). The fortress must have enough space to un-fold; any creature in the area when it erupts will take 5D10 damage (save versus dragon breath to avoid all damage).

Gloves of Catching: as long as the wearer of these gloves is otherwise empty handed she may catch any number of missile weapons directed at her every round. Magical weapons that return to the thrower can be caught, but the catcher must make a successful Open Doors roll to keep hold of the weapon, otherwise it returns to its thrower. The gloves have no effect on spells or breath weapons.

Gorget of Protection: this magical piece of neck armor makes the wearer immune to any form of strangulation. In addition, vorpal weapons will only decapitate the wearer of the gorget on a natural roll of 20. The gorget gives a +1 bonus to armor class and may be worn by anyone.

Gorget of Strangulation: when this neck piece is strapped into place it immediately begins to constrict, suffocating the wearer in 1D4 rounds. Only a **remove curse**, **break enchantment**, or **wish** spell will prevent the piece from killing its victim and the person being strangled is unable to utter any spell words himself. The gorget may be removed easily once its wearer is dead.

Harness of Training: this harness magically sizes to fit over any creature's head. Any creature so fitted that has at least animal intelligence will be instantly and immediately trained and ready to follow the commands of the owner with but the

utterance of a command word (a save versus spells is allowed to resist, and more intelligent creatures gain additional saves to break the enchantment as per a **charm** spell). Mindless creatures (plants, undead, purple worms, etc.) are unaffected.

Hat of Deception: with but a moment's thought this magic hat transforms the wearer into any form desired, the hat itself being also disguised as any accessory desired. Despite the illusion, the character's abilities and stats (armor class, hit points, weapon damage) all remain the same; the character may look like an armored warrior or a skinny urchin, but won't fight like one! The hat only disguises appearance, not the voice or odor.

Land Ship: this small sailing ship sails over land as easily as over sea, the earth and trees parting like waves. Cobblestone roads may be parted as well, but man-made structures will not and the ship will crash against them as against a pier or lighthouse. Likewise, while hills may be crested like tall waves, the ship will "run aground" against mountains and the like. When traveling over-land, roll for wind as normal, but subtract 1 or 2 from the dice roll treating results under 2 as "becalmed."

Magic Satchel: this largish pouch has a comfortable strap for slinging over the shoulder. It functions much as a **bag of holding** save that its capacity is unlimited (though nothing larger than a man may be placed in the satchel). The owner may readily find anything he or she has placed in the satchel; others attempting to ransack the satchel will need 1D4 turns to locate a specific item.

Portable Door: this loose door may be attached to any solid surface and used to create a portal, just as if using a **passwall** spell. A command word is used to activate the door.

Saint's Relic+: the one-time possession or preserved piece of a holy individual, a cleric can use the item to cast **heal** or **raise dead**, each twice per day. A cleric of 15th level or greater may turn (T) a number of *greater undead* with HD not exceeding the cleric's own level by presenting the **relic** like a holy symbol. 10% of **relics** found will be Chaotic and evil and will only function properly for Chaotic clerics, instead **harming** or **animating dead** if used by a Lawful or Neutral cleric.

Scabbard of Deflection: if wielded in an off-hand, the scabbard confers a +2 bonus to armor class with its parrying ability, exactly as a +1 shield would. Two such scabbards can be wielded (in lieu of a weapon) giving their bearer a +4 bonus to armor class instead.

Scabbard of Sticking: any blade sheathed in this scabbard is immediately held fast, unable to be removed unless the command word is known and spoken. A weapon held in this fashion cannot be used effectively, save as an ordinary club. The scabbard may be used as a trap for unwary swordsmen, but it was designed to prevent the theft of important blades.

Table Cloth of Feasting: by unfolding this cloth and spreading it on the ground or a table, it sets itself with enough food and drink to feed a group of 12 individuals. The cloth functions a maximum of twice per day.

Talisman of the Magus*: this amulet, only useable by a magic-user or elf, contains 1D8 magic-user spells of 6th level or lower, similar to a **ring of spell storing**. Unlike the ring, the amulet has no charges, each spell being useable 1/day. If destroyed, the talisman explodes for 12 points of damage (20' range) per spell level of all spells stored.

Wax of Sealing: this wax may be used to seal any door or lock as if casting a **wizard lock** at 25th level of spell-use; however, not even the user may bypass the seal. The wax may also be applied in a thin line to create a circle of protection 5' radius. There is enough wax for 1D20 applications.

PART 8: DRAGON MASTER INFORMATION

As with earlier rule sets, this section includes information for handling some of players' "special requests," including the running and ruling of dominions. It also includes information on creating adventures for high level characters (though DMs should already be familiar with standard dungeon and wilderness creation), as well as more tips on the art of being a Dragon Master for a fantasy game.

HANDLING PLAYER CHARACTERS

As discussed in earlier books, players often attempt actions not specifically within the scope of the rules. A good DM allows reasonable actions to be attempted; this is one of the things that distinguish fantasy role-playing games from static computer, board, and war games! When making rulings on actions outside the normal game rules, it is important that a DM be both fair and consistent. The following are some specific areas of thought.

ARMOR LIMITATIONS: Characters are limited to particular types of armor for reason of game balance. If magic-users could wear plate mail, few people would want to play elves, for example! However, some players may want to know WHY certain character classes are limited in their use of armor. Armor is worn just as clothing, after all. For DMs that want to open up the game a bit, the following considerations can be applied.

Thieves are limited to leather armor because heavier, metal armor interferes with their ability to perform their thief skills. If they choose to wear chain mail or plate, they may not move silently, hide in shadows, nor climb sheer surfaces. In addition, the picking of pockets, opening of locks, and disarming of small traps is impossible while wearing the heavy gauntlets that are standard parts of heavier armor. Furthermore, the metal helmet included with both chain and plate armor reduces the thief's ability to hear noise to a standard no better than any other character class (1 in 6 for human classes). Since most thief skills require two hands, shield cannot be worn when performing their abilities.

Magic-users are even more restricted in their armor use due to their need for complete freedom of movement in spell casting. Clerics draw their power directly from their deities and elves are more inherently magical creatures, requiring less subtle gestures than a magic-user. DMs that allow a magic-user to cast spells in armor should only allow spells to be cast if full concentration and focus can be maintained (i.e. outside of combat!), otherwise requiring the magic-user character to check against a straight 50% failure chance (perhaps modified by 5% or 10% for each "+" of Wisdom a PC has to represent the character's "inner stillness"). No magic-user spell of 6th level or greater magnitude may be cast by characters wearing armor, except from a spell scroll.

"Armor class" in part represents a character's ability to use its protection with maximum efficiency. As most magic-users and thieves forgo extensive training in its use, wearing disallowed armor should always carry a -1 penalty to armor class (so chain and plate only provide AC 6 and AC 4 respectively, and leather only provides AC 8 to magic-users).

DEMI-HUMAN LIMITATIONS: The demi-human classes (elves, dwarves, and halflings) are limited in their maximum level due to issues of game balance; their abilities to use spells (elves), special abilities and languages, and better than average saving throws all give them a "leg-up" on the human classes at lower levels, and make them viable even as their human counterparts reach levels 13 and 14. However, human characters of high level

(20s and 30s) can far outstrip demi-humans in fighting ability and hit points, and with magic items can even outclass their special racial abilities.

One thing to consider is that the game is "human-centric;" as in real life humans are versatile and ambitious, able to choose different skill sets (the major classes) and pursue the heights of achievement. Demi-humans are NOT as versatile as their counterparts: elves, while extremely long-lived have less material goals than power and glory, and halflings are even less inclined to ambition. Dwarves can be greedy for gold and precious stones, but are often stubborn and set in their ways, unwilling to advance beyond a particular level of comfort. Demi-human adventurers (like the PCs) are already extraordinary members of their species ...but there is still a limit to what they can achieve.

This doesn't mean they become useless in high level games. Demi-humans can still command armies and rule territories, become allies or enemies, and contribute their own particular skill sets when necessary. With additional adventuring experience, dwarves, elves, and halflings get better at combat (attack probability and multiple attacks) as well as gaining awareness of adventuring dangers (bonuses to saving throws). Also, elves and dwarves are extremely long lived compared to humans (see **Part 4**) and receive additional abilities at high level (for elves this is the ability to use multiple attacks with the bow; for dwarves it includes the ability to manufacture magical items; see **below**).

Halflings may seem to be the weakest of all the classes once characters reach high levels, but this is a perception that can be used to their advantage. Halflings will almost always be underestimated, and will generally be the last foe an enemy or monster attacks...even one wearing plate mail and armed to the teeth will appear small and puny next to a tall human warrior (even a Normal Man mercenary or peasant conscript). Prisons and chains designed for man-sized captives are easily slipped and escaped by halflings, and nooks and crannies only accessible to the most flexible master thief will be readily open to halfling adventurers.

DMs should always endeavor to give all player characters the opportunity to shine and contribute to the game's adventures. Just keep in mind that the game world IS designed to be human-centric. If players (including the DM) want to place more emphasis on the role of demi-humans, review the section **Adding to One's Game** in this chapter.

MAGICAL RESEARCH AND PRODUCTION

Creation of magical items follows the same rules outlined in previous rules. In general, only spell casters (clerics, elves, and magic-users) may manufacture magical items, though alchemists may brew potions and any literate individual can draw a treasure map.

In addition, DMs may allow high level dwarf characters to create some types of magic items. Dwarves are renowned for being master forgers and craftsmen. A dwarf lord of *Name* (9th) level or greater may construct any weapon or armor useable by a dwarf with the same time and costs as a magic-user.

At the DM's option, dwarves may also craft and construct any magic item composed of metal, stone, or earth including miscellaneous magic items and magical rings. A DM may wish to limit the construction of these powerful magic items to dwarves of the maximum (12th) level. Because dwarves do not cast spells,

they will need to find creative ways to instill special abilities into these items; for instance a dwarf lord wanting to create a ring or sword of **wishes** may need to find a way to distill the essence of an efreeti into his item (probably one efreet per wish!). As usual, the DM must be the final arbiter of such actions.

High level magic-users may want to create powerful magic items like permanent magical gates, floating castles, flying ships, or even strange new life forms (the same kind of experiments responsible for creatures like the owl bear). No base costs are provided here, but such creations should be exorbitantly expensive and limited to magic-users able to cast the mightiest (9th level) spells. While such things should NOT be out of reach of powerful wizards, the cost in gold (perhaps 300,000 to 500,000 or more) and time (one week or one month per 1000gp of such an item) should be such that few of these “greater enchantments” can be manufactured by a wizard in a single lifetime. Also consider that the most powerful items should require the most creative or legendary “special ingredients” to aid in their construction.

UPKEEP, DOMINIONS, AND RULERSHIP

While low level characters can expect to spend part of their adventuring wealth on rations and the occasional night at an inn, higher level characters are expected to treat themselves and maintain a lifestyle commensurate with their level. Any character of name level or greater is expected to spend a total amount of gold equal to 1% of their total earned experience every year on their own upkeep. This cost includes maintaining a household, servants, meals, throwing parties and generally “living the high life” of a successful adventurer. This upkeep cost is waived for characters that build strongholds and establish dominions.

As stated earlier, certain character classes can establish dominion (i.e. rulership) over a population once they have built a stronghold in the area. As long as no other ruler holds sway over the populace, and as long as the area remains patrolled by the ruler’s troops, a character with a stronghold can control all area within 18 miles of his stronghold. In inhospitable wilderness (mountains, swamps, etc.) this distance falls to 6 miles unless the character creates additional garrisons (small strongholds, at least a tower or walled fort) for every 6 miles of area domain controlled.

The DM will determine if there is already a civilized population in the area (villages, towns, etc.) and if so how many families are present. Civilized lands will generally have 1-4 villages of 20-80 families (no more than 1 village per 6 mile hex). An average family consists of 5 individuals (on average one couple, their teenage child, an infant, and an elderly grandparent).

If the character’s dominion is built in a true wilderness, he or she can expect families to begin settling the area immediately upon announcement of his (or her) presence. The number of new families that show up will be 1-20 per year, though this may be increased if the character spends money to advertise his presence in nearby civilizations or builds infrastructure (mills, ship yards, taverns, etc.). The DM is the final arbiter of how many new families show up, but in general an extra 1-10 will arrive for every 100gps spent in the year by the character. If the ruler does nothing but keep the dominion free from monsters, the population will continue to grow by 1-20 families per year. Generally, no more than one settlement should be located in each 6 mile area hex (see earlier rule sets for rules on wilderness mapping), and the DM must decide how new families are allocated in each settlement/hex.

Non-human dominions are different from human settlements. A dwarf will only attract members of his own clan to his banner. Upon establishing a stronghold, a dwarf lord will immediately attract 10-40 dwarves. Thereafter, the dwarf clan will increase by 1-10 dwarves per year. Elf populations are generally smaller; an elf lord or lady can expect 4-32 elves to arrive the first year plus an additional 1-8 elves every year thereafter. Dwarves and elves cannot be lured by gold, but displaced populations and refugees may join the dominion (at the DM’s discretion) and marriage alliances can bring in additional numbers equal to the first year’s growth (i.e. 10-40 dwarves or 4-32 elves).

Halflings do not generally rule dominions, but settled halflings of 8th level (Sheriffs) will attract a community to the area seeking leadership and protection. The population of the community will be 10-60 halfling families the first year and generally increasing at the same rate as human populations (1-20 families per year) though not benefitting from infrastructure or advertising.

Each dice rolled to determine population increase should be adjusted upwards or downwards by an amount equal to the ruler’s Reaction Modifier, as per his or her Charisma.

DOMINION AND NON-DOMINION INCOME

A fighter, magic-user, or cleric that establishes a dominion can expect to receive 10 gold pieces per family per year in tax income. This income is hard currency over and above the expenses of maintaining the dominion and the ruler’s stronghold. A dominion ruler may tax the population more (or less) but may face dire consequences for doing so (see **Dominion Confidence** below). If the character is a vassal to a greater lord, the character must pay one-fifth of this income to his or her liege.

A dwarf lord can expect to receive 10 gold pieces per year per dwarf as a share of the wealth generated from the crafting and mining of the dwarves. If the lord can establish alliances and trade routes with other non-dwarf populations willing to purchase dwarven goods, this rate can be multiplied by the number of trade alliances formed. However, caravans will need to be guarded and the accumulation of fantastic wealth will certainly bring greedy invaders to the dwarf-hold.

An elf lord or lady can expect to receive 5 gold pieces per year per elf in income. As with dwarves and humans, this income is over and above dominion expenses. Elves receive this income in trade for some crafts and services provided to nearby communities though (unlike dwarves) elves do not trade specific elf goods with non-elf populations as a general rule.

A halfling sheriff can expect to earn an annual salary of 1-4 gold piece per halfling family under his or her protection; this income is over and above the expenses necessary to meet the sheriff’s household needs. The elected mayor of a halfling community can generally expect to earn twice this amount.

A cleric that does not rule a dominion but that establishes a stronghold and place of worship may expect to receive a tithe from the worshipping population equal to 1 gold piece per family per tax year. This amount will be paid from the local ruler’s tax income; if no local ruler exists, the cleric will have to find a method of collecting the money. PC and NPC rulers should expect to pay tithe to the local temples if they wish to receive the benefits of clerical aid; if more than one temple exists, the tithe

must be split between all, in any proportion the dominion ruler wishes. Favoring one temple over another can lead to conflict.

Thieves earn income from their gang (the 1st level thieves that join Master Thieves upon the creation of a hideout). Each thief will earn enough money to pay the gang leader 2-20gps per apprentice thief per MONTH active. The percentage chance an apprentice will be caught in a given year is equal to the total number of thieves in an area divided by the total population of the area (actual residents, not families) multiplied by the number of months active. So if a gang of 7 apprentices move into a town of 2000 (400 families), after 12 months of active duty there is a $(7 / 2000 \times 12 =)$ 4% chance that one of the gang members will be caught; the DM will have to determine what consequences the apprentice faces. A Master Thief that consolidates a number of gangs under his banner can form a Thieves Guild, though larger populations are generally necessary to sustain such guilds.

No experience points are gained from income of this kind (tax, tithing, salaries, etc.). Experience points from treasure are only gained when it is found while adventuring.

DOMINION LEVIES AND TROOPS

The population of a dominion is expected to help defend it. In times of war, a ruler may levy (that is, conscript or draft) a number of troops from the general population to supplement any hired soldiers and mercenaries. In general one levied soldier is available from each family in an area. The levy fights as a Normal Man (AC 9, HD 1-4 hit points, Damage 1-6) and has a -1 penalty to morale. The levy will expect payment of 1gp per month served.

In times of national defense (i.e. when invaded by an enemy) a ruler may double the normal number of levies (i.e. two per family) and will not be expected to pay the levies until AFTER the time of war has passed. Failure to repay military service may lead to problems within the dominion.

Halflings may be levied in defense of their community and occasionally loaned to allies as well. No more than one halfling per family may ever be levied (even when invaded) and they fight as 1st level halflings (AC 6, HD 1-6 hit points, Damage 1-6). All halfling levies may use missile fire (as archers). Halfling levies may never be retained as soldiers, returning to their homes when the danger has passed.

Fully one-half of a dwarven or two-thirds of an elven population may be called into military service. The elves and dwarves show up armed and armored as standard dwarf and elf mercenaries (the DM will have to decide what percentage is mounted, footmen, and/or archers). In times of defense, these troops will work without pay, though they will expect payment as their normal troop type once any danger is past.

Even levies that are killed in battle will need to be paid as the families of those slain will demand recompense from the ruler. Failure to pay in timely fashion may result in problems for the dominion ruler (see Dominion Confidence).

DOMINION CONFIDENCE

At the end of every game year, the DM should check the **Confidence** of a dominion's population; this is the community's happiness or contentment with the dominion ruler. This Confidence check should be made **prior** to determining the tax

income for the year or population increase. Confidence is checked similar to making a Reaction roll: the DM rolls 2D6 and adds the Reaction modifier of the dominion's ruler, based on Charisma.

Dominion Confidence

Dice Roll	Dominion Reaction
2	Dominion in open revolt*
3-5	Dominion hostile to ruler**
6-8	Dominion satisfied
9-11	Dominion happy with ruler+
12	Dominion extremely confident++

*A ruler whose dominion is in open revolt collects no taxes and cannot levy troops; the only troops that will fight for him are hired mercenaries. The population will not increase, instead decreasing 10-30%. In addition, a Peasant Uprising will march against the ruler (the number of peasants equal to the number a ruler could normally levy in defense of his dominion; i.e. one per family) unless the ruler immediately abdicates and goes into exile. If the peasant uprising should be crushed, the dominion suffers a -2 penalty on its Confidence check in the subsequent year.

** A ruler whose dominion is hostile will not grow in population but will instead decrease by the number of families/individuals it would normally increase. Taxes collected are only 80% normal as people hoard goods and bandits waylay tax collectors. There is a 1 in 6 chance that an assassination attempt will be made on the dominion ruler.

+ Dominions that are happy with their rulers contribute an extra 10% to the total tax income received for the year and any population gained is doubled.

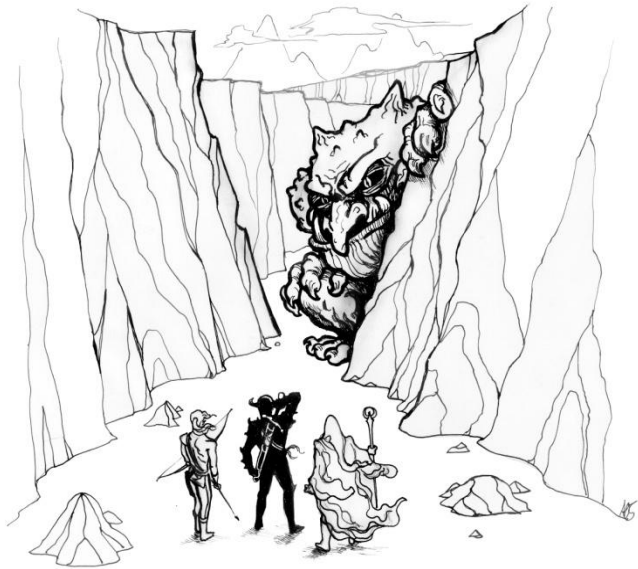
++ Dominions with extreme confidence in their ruler add an extra 20% to any tax revenue, and any population increase is tripled. In addition, all levied troops have a +1 bonus to morale for any battles fought in the following year.

Other modifiers to the Confidence check should be added or subtracted based on events of the previous year, as determined by the DM. Bonuses can be for success at repelling a foreign invader, tax breaks, and the defeat of monstrous creatures scourging the countryside. Penalties to dominion confidence can be caused by drought and natural disasters, excessive taxes, failure to repay military service, or levies being used in sustained engagements outside the dominions boundaries.

DESIGNING ADVENTURES

Previous rule systems gave step-by-step instructions for creating adventures both underground and in the wilderness. Designing adventures for high level characters is much the same, but should be larger in scope.

"Larger" does not simply mean bigger monsters and greater treasure hoards, though the risks and rewards faced by high level characters should be commensurate with their abilities. Rather it refers to the scale of adventure and the stakes involved. Experienced characters are rulers of dominions, commanders of armies, secret guild masters, and crafters of mighty magic. Their adventures may impact the destinies of nations and may take them all over the world and even beyond the normal boundaries of space and time!



A. CHOOSE A SCENARIO

Even at the latter stage of the game, it is important to give players a reason for adventuring beyond the comfy confines of their strongholds. Myth and folklore, as well as fantasy literature and modern cinema can suggest all sorts of epic conflicts for high level characters, though imaginative DMs will certainly think of their own themes to tie adventures together. Many of the scenarios suggested in the basic rules function just fine for higher level play, when put in the proper perspective. Some examples:

1. Exploring the Unknown: while high level adventurers generally leave common exploration to their less experienced, ambitious brethren, the chance to open rich, new domains (to settlement and/or conquest) can be a tempting scenario.

2. Investigating an Outpost of Evil: if it's evil, it's a threat, and high level characters know it is better to be proactive about such things rather than wait for an enemy to grow unchecked.

3. Recovering Ancient Ruins: ancient places mean ancient mysteries and possibly unusual power for those who have already plumbed the depths of known civilization. It also gives DMs an excuse to introduce all sorts of strange monsters and magic outside of the known and usual rules!

4. Destroying an Ancient Evil: banishing dark gods and ancient demons or confronting the direst of dragons and legendary monsters are always appropriate for characters of the high levels. The evils that have survived the longest have the greatest power.

5. Seeking What Has Been Lost: whether relics of ancient might, mythic cures for plagues sweeping one's domain, or simply true love, what is at stake drives the adventurers onward.

6. Fulfilling a Quest: those adventurers that survive to the higher levels may be called blessed by the gods, and sometimes the gods will request their due in return. The quest can be anything but ignored by the player characters.

7. Discovering Hidden Enemies: high level characters have enemies, many of whom will move in the shadows looking for the most opportune time to strike. Machinations, plots, and intrigue (as well as outright assassination attempts) are all possible perils.

8. Rescuing One's Loved Ones: older, experienced adventurers do not exist in a vacuum, but have extensive roots: friends and family, trusted henchmen, romances, children and heirs to the throne. When imperiled, whether through external evil or through their own missteps and ignorance, the characters must act!

9: Investigating a Magic Gate: doorways to other worlds, other dimensions, other shores on the river of time, and magic gates (permanent or otherwise) can all be sources of mystery and exploration, not to mention points of egress for dangerous inhabitants on the far side.

10. Defending One's Domain: whether a warlord, patriarch, master thief, or arch-mage high level characters can be territorial and encroachment on their domain demands action. Invading armies, seditious religions, and rival guilds (both thief and magical) can all bring high level characters out of semi-retirement.

B. DECIDE ON A SETTING

Unlike lower level adventures, the setting for high level games can require travel all over the world or into other worlds and dimensions. See **Part 9** for more information on the latter.

C. DECIDE ON ANTAGONISTS

Similar to stocking single site labyrinths with special monsters, high level adventures should have the appropriate antagonists to the setting. Whether a giant scourge-like beast, a nefarious member of court, or a hostile species organized into an invading army, the scenario and setting should help decide the opposition.

D. DECIDE ON STAKES

Perhaps the most important question a DM needs to ask when designing an adventure for experienced players: what is it that will draw them into the conflict and adventure? Is their barony at risk? Has the royal spouse been ensorcelled? The wizard's spell book stolen? The cleric's temple defiled? Is the universe on the brink of destruction? Stakes can also imply the rewards that a character hopes to achieve from the adventure: powerful magic items or special ingredients needed for magic item construction; even the chance to add another fief to one's dominion through conquest or the chance to win new converts to a cleric's religion!

E. DRAW MAPS

Although DMs in campaigns with high level campaigns should be adept at sketching maps for both site-based and wilderness adventures, high level adventures can involve intrigue and politics as well. Often it is helpful to "map" the relationships between important parties to an individual scenario, including antagonists and allies, blood relationships, what is at stake for all parties to an adventure (the individual characters and opposition leadership), etc. Keeping this information organized assists in keeping the adventure flowing smoothly (as well as being a helpful reminder!).

DRAGON MASTERING AS A FINE ART

All guidelines and suggestions provided in other rule books continue to apply. Long-term role-playing campaigns require plenty of even-handedness and common sense from a DM to sustain play at high levels. The following are some suggestions to help improve one's game and help a campaign survive over time:

“Respect for all.” Role-playing is a hobby that involves a social contract with all the participants around the game table. Without players, there is no game; it is imperative that all players be treated with respect.

“Communicate clear objectives of play.” It is also important that DMs are upfront and open with the kind of game they intend to run. Some players may not be interested in a game that involves a lot of intrigue and scheming, while others find this to be a refreshing change of pace from bashing in labyrinth doors. Unless the DM is clear about the kind of game he or she intends to run, conflicts may arise in the gaming group.

“Players have free will.” It should go without saying that playing an RPG is a collaborative exercise, not one of creating imaginative fiction. Forcing the players into specific actions or giving them a linear path of encounters deprives them of choice of action and opportunity to fully explore the open-endedness of fantasy role-playing. Don’t force players into your fictional plot line; give them room to maneuver and be more than reactive.

“Player Characters are the heroes.” Likewise, it’s not wise to create adventures that involve players watching the DM’s pet NPCs duke it out or “save the day.” DMs get the joy of world creation; players get the joy of being in the spotlight. Making the game about the DM’s creations is a sure way to alienate players.

“Expect the unexpected.” Players will do things that surprise you. Sometimes they think of clever ways to avoid a DM’s crafty encounters or defeat special monsters with a well-planned strategy. Roll with these punches! Allowing players to rise to the occasion and outwit you should be a cause for celebration, and can elevate YOUR game play as well, especially with regard to future adventure design.

“Absolute power corrupts absolutely.” The DM holds all the power in the campaign universe. It is important to remember this and to try to share this power whenever possible. Allow players to narrate their own characters successful (or failed) dice rolls, give them the opportunity to role-play NPCs and henchmen personalities, and absolutely be willing to give them the reigns as DM for an adventure or two when they request it. You learn a lot from both sides of the DM screen.

“Listen to your players.” It’s a challenge to constantly think of adventure ideas. Get ideas from your players! Players with high level PCs will more than likely have some definite goals in mind for their characters, whether carving out dominions, seeking certain magic items, wanting to fight antagonists specifically created as “background” for their characters, or simply “wanting to explore a jungle/arctic/inter-dimensional environment.” A good DM listens to the players at the table and crafts adventures that excite their interest.

“Take it back.” Sometimes a new game concept gets introduced that just doesn’t work, for whatever reason. A magical item is found or a spell created that is over-powered or overwhelms the game or the DM adds some new class or monster that steals the spotlight in a way that makes the game less fun for some of the folks at the table. DMs shouldn’t be afraid to admit when they made a mistake in allowing or adding something to the game and should devise a way (perhaps in discussion with the players) as to how best to remove the item or addition from the game.

The following optional ideas might be used if deemed useful:

MORTAL WOUNDS: A character reduced to 0 hit points is dead, but it is unnecessary for the character to expire immediately. Although the character is unable to take further actions (move, fight, cast spells), the DM might allow the character to survive at least until the end of combat to say a few words of farewell or bequeath his worldly possessions. Especially for characters that have a long history in the campaign, it’s important to allow the player to have a moment before a character dies.

INHERITANCE: When a player wishes to end one character’s career and begin another (for whatever reason), the player may wish the experienced PC to pass on his adventuring gear to his or her new character. Likewise a player may wish a dead PC’s money and equipment to go to his or her new character. It is fine to assume that the experienced adventurer has made the proper legal arrangements ahead of time to pass on his goods to the successor but the DM may wish to assess a tax of at least 10% on the total of all possessions. If a dead character’s companions loot his body of all worldly goods, the DM will have to decide if the legal inheritor has any recourse to claiming the dead PC’s valuables.

NORMAL HUMANS: As stated in the basic game, a Normal Human that gains any adventuring experience must immediately choose an adventuring class to begin advancement; however, not all Normal Humans are capable of earning experience points. Furthermore, the new adventurer may require some additional training before learning the skills and abilities of a new class. Once properly educated, the new class’s 1st hit die is added to the Normal Human’s initial 1D4 hit points, though the total hit points at 1st level should never exceed the standard maximum for a 1st level character with the same Constitution score.

RATE OF ADVANCEMENT: Achieving 36th level takes both time and staying power and is something a player should be proud of achieving, only after many, many adventures. Depending on length and frequency of one’s game sessions, different players’ characters will advance at different rates with more skilled players advancing quicker. Rate of advancement is mainly controlled by the amount of treasure a DM supplies to characters. If a DM wishes to limit the amount of treasure in the game, but still wants players to advance at an average pace, one might consider adjusting both the experience points needed to advance and the treasure found in monster lairs...say by dividing both by a factor of ten. This will allow treasure troves to be more manageable amounts while still allowing characters to advance at a standard pace based on the relative risk. Treasure provides far more XP to players than does that for defeating monsters.

ADDING TO YOUR GAME

There are plenty of other games, films, and stories that will no doubt spur your imagination, giving you ideas you may want to add to your game. You should feel free to do so. One of the wonderful advantages paper-and-pen games have over computer games is the ability to customize them to fit your expectations. If you want a game where the default species is “elf” instead of human, it’s easy enough to say all the standard human classes (cleric, fighter, magic-user, and thief) have elven infravision, bonus languages, and a heightened ability to find secret doors. If you want a game where dwarves are as magical as they appear in Norse mythology, give them the spell-casting abilities of a magic-user of equivalent level...though you’ll probably want to increase

the amount of XP they require to advance in level (no problem, of course, as dwarves live hundreds of years!).

However, that brings up one of the murkiest phrases in adventure role-playing: “game balance.” Game balance is an elusive term, meaning different things to different players. In this instance, we take it to mean “balancing of fun for all players.” Role-playing games are *games*, and as games they have rules. The rules have been crafted to create a certain type of play environment. When tuning the rules to their own liking, DMs will need to make sure any new rules don’t hinder the enjoyment of the game for some.

For instance, what if a DM added a new character class to the game called “magic giant?” The magic giant fights like a fighter, rolls D12 for hit points (+4 hit points per level after *Name* level), rolls double damage (as wearing a *girdle of giant strength*), AND casts spells like a magic-user of the same level. If introduced into the campaign, many players might want to have “magic giant” characters. And those players with standard character classes will be in danger of being upstaged by a monstrous class that does everything they can do, only better.

The existing character classes have been balanced against each other to ensure that all have a place in the scheme of the fantasy adventure game. Fighters fight, magic-users make magic, and thieves...well, steal, though they steal with skill. Halflings can fit places no one else can, dwarves are hardy spelunkers and dungeon delvers, and elves are the one class that uses fighting and magic equally well.

But that doesn’t mean there isn’t room for other character classifications. One example is presented below; it fits a niche not otherwise filled by the standard classes (and can be used as an additional eighth class). The main point is this: make sure you consider what you are adding to the game. *Is it necessary?* More importantly *is it fun?* If the latter, then by all means put it in...just make sure it will be **fun for everyone**.

OPTIONAL NEW CHARACTER CLASS

[NOTE: if the DM decides to add this class to a new or existing campaign, the Master Bard monster should be replaced with NPCs of this adventuring class]

BARDS

Bards are wandering minstrels of the adventuring world. One day they may sing for the King and Queen and the next day they may simply be trying to earn enough coin on the street to buy a meal. Bards pick up both skills and knowledge in their travels, and their music has magical effects.

Bards have two prime requisites: Intelligence and Dexterity. A bard with a 13 or more in both abilities gains an additional 5% to earned experience; a bard with a 13 or better in Intelligence and a 16 or better in Dexterity gains an additional 10%. **A character needs a minimum of 9 in Charisma to be a bard.**

RESTRICTIONS: Bards roll six-sided dice (d6) for hit points. They attack as a fighter on the Character Attack Matrix and they make saving throws as an elf of the same level. A bard can use any weapon and wear any armor except plate mail; they do not wear shields. **They are limited to a maximum of 8th level of experience.** To use their musical abilities, bards must own a

stringed instrument such as a harp, lute, or mandolin (**minimum cost: 25 gold pieces**). They need two hands free to play their instrument and must be able to sing.

SPECIAL ABILITIES: Bards are jacks-of-all-trades and have learned a bit of everything in their travels. Bards can use **thief abilities** as a thief of the same level (including the ability to **read languages** at 4th level). Bards are eager to learn the histories and tales of lands of cultures they visit and learn 1 additional language for every level after 1st (in addition to Common and any bonus languages from high Intelligence). A bard has a chance per level of knowing useful legends or lore regarding a region, dungeon, or magic item as determined by level; the DM will determine exactly what is known on a successful roll, but the knowledge should always be useful.

Bards’ music has magical effects; they learn to produce the following spell-like powers at different levels of experience. **Note:** to use these effects, the bard must have a stringed instrument to play and be able to sing. They cannot use these powers while engaged in combat, and must play for at least one minute (6 rounds) before the spell is produced:

- 1st level: May sing for supper (earning 1D6 gold pieces per day playing in town).
- 2nd level: **Charm Person**
- 3rd level: **Sleep**
- 4th level: **Dispel Magic** (requires one turn of playing)
- 5th level: **Remove Curse** (requires one turn of playing)
- 6th level: **Phantasmal Force** (requires one turn of playing)
- 7th level: All spells are cast as if character was twice actual level (equivalent of 14th level at 7th and 16th level at 8th)
- 8th level: **Mass Charm** (unlike the magic-user spell, this only affects a maximum of 16 hit dice of creatures)

<u>Level</u>	<u>Title</u>	<u>Exp. Points</u>	<u>Hit Dice</u>	<u>Additional Languages</u>	<u>Lore</u>
1	Busker	0	1D6	0*	12%
2	Rhymer	3500	2D6	1	24%
3	Minstrel	7000	3D6	1	36%
4	Jongleur	15,000	4D6	1	48%
5	Skald	30,000	5D6	1	60%
6	Troubadour	75,000	6D6	1	72%
7	Bard	150,000	7D6	1	84%
8	Master Bard	300,000	8D6	1	96%

*None except those allowed by Intelligence 13+

Bards never build strongholds or rule dominions, but upon reaching 8th level (*Master Bard*) they may start a **college**, attracting 3D4 bards of 1st level seeking training. The Master Bard must first build a suitable structure in a city of at least moderate size. For every month the Master provides instruction and does NOT go adventuring, each young busker will bring in 10-60gp of income. Young bards that “move on” are replaced by new ones seeking training; buskers killed are **not** replaced.

OTHER SETTINGS FOR A FANTASY GAME

There are many possible settings for a fantasy RPG, and there is no need to limit one’s campaign to a pseudo-medieval setting. DMs should be guided by their imagination, not by the rules as written!

Many monsters and character classes are generic enough that they can be dropped into any adventure setting with just a name change. For example, in a campaign set in a fantasy version of feudal Japan, fighters can be samurai (the warrior caste of feudal Japan), clerics can be Shinto priests, and thieves can be ninja...all without altering the class abilities. True, there may not be anything that resembles dwarves or halflings in the legends of Japan, but a creative DM might create alternate human classes or fantasy classes for them, rather than dispense with them altogether. Perhaps dwarves are the equivalent of sword smiths and halflings the equivalent of woodland spirits. Let folklore and imagination be your guide.

It is quite possible that a DM would prefer to set a fantasy campaign in prehistoric or ancient times. Many of the monsters in this RPG are taken from ancient tales and the classic legends of myth, especially Greek. Equipment, especially arms and armor, could all be considered "bronze age" material. Magic weapons and armor might actually be hard steel (enchanted or not, it gives advantages and appears "magical").

The normal adventure world is assumed to be a planet, similar to the Earth, though land masses, environments, and oceans are sure to differ. The world is presumed to have day and night, stars and moon (though the patterns of the former and the numbers of the

latter can certainly vary from campaign to campaign), and all the usual weather we "real people" enjoy.

However, no "natural laws" need be presumed at all; should they so choose, DMs are free to make the campaign world the interior of a hollow planet, or the world to be flat, or the sun to be carried across the sky in the flaming chariot of a deity. Outer space may be filled with breathable air, and the distance between planets condensed to where one can easily visit the Moon flying on the back of a winged mount or using some magical apparatus.

Even setting the game on another planet is possible, like the Barsoom/Mars of Burrough's John Carter series. DMs can create rules for ray guns, defining them to taste (making them the equivalent of magic wands if high powered, or crossbows if low powered). Other novels of fantastic adventure on other planets ("planetary romances") including Marion Zimmer Bradley's *Darkover* books, John Norman's *Gor* series, Anne McCaffrey's *Pern* novels, and Frank Herbert's *Dune* can provide plenty of ideas and inspiration for settings, monsters, and scenarios. Again, there's no reason to limit oneself as long as the game is balanced for everyone's enjoyment.

It's your game! Go play!



PART 9: SPECIAL ADVENTURES

While most player characters begin their adventuring careers in a fantasy world of magic and mystery, it is still one based on the real world in which we live. However, one advantage of a fantasy game is the freedom to take your fictional characters anywhere imaginable...and high level characters, having exhausted many of the “mundane” areas of exploration, may find themselves traveling to other-worldly dimensions and parallel universes, or even other time periods (the far future, prehistoric past, etc.).

INVENTING COSMOLOGIES

Every DM will need to determine the specific cosmology of his or her game world. A “cosmology” is simply the way in which the universe functions. The game rules in this book assume that many alternate dimensions and parallel worlds exist, just barely out of touch with the mundane realm, though accessible through magic. These dimensions or **planes** of existence are areas in which reside beings we call angels, demons, gods, and the like. However, this game makes no attempt to define these other realms for DMs and players, instead inviting folks to create their own.

For inspiration, one needs look no farther than the mythologies, folklore, and various religions and esoteric philosophies of our real world. Dante’s *Divine Comedy* trilogy (of which *The Inferno* is only the most well known book) postulates a universe in which Jerusalem is the sacred center, Hell is very real and nine layers deep, while Heaven is above us, bounded by Purgatory. Norse folklore, on the other hand, divides the universe into nine separate worlds, of which Midgard (the Earth) is but one; Asgard (land of the gods), Muspellheim (land of fire), Niflheim (land of ice), and Jotunheim (land of the giants) are others, all connected by Yggdrasil, the World Tree, though Asgard is accessible to the human realm via Bifrost the Rainbow Bridge.

Many ancient world religions place their deities in other planes or spirit realms, whether this be Mount Olympus or the Dreamtime realm of Australian antiquity. DMs are encouraged to draw inspiration from real world sources of myth and legend, as well as fiction and literature, when creating a cosmos for their own game.

OTHER PLANES –WHAT THEY’RE LIKE

Of course, the DM will also have to determine how natural laws work in other worlds and on other planes. Magic items may have reduced abilities, or may become completely non-magical in other realms and dimensions, especially the farther away a player character travels from the Prime material plane of existence. Spells and class abilities may also function differently. If characters travel to the Underworld of Ancient Greece, will a cleric’s **turning** ability have any effect on the walking dead? Certainly, the Greek deity Hades has an extensive history in mythology of objecting to the recovery of lost (dead) souls.

Often, it is enough to have some general ideas of rule variations before characters get to a new plane or dimension, and then make additions as needed once they get there. DMs should keep notes for themselves so they can be consistent, in case players travel to the same realm on different occasions!

OTHER PLANES – GETTING THERE

Magical gates (whether constructed or created by the 9th level spell **Gate**) are certainly ways of breaking the barrier between dimensions. A DM might also populate his mundane realm with places where the barrier between planes is weak and easily

broken: mystic caves, faerie rings, or ancient pyramids and standing stones are all fair game.

Wizards often make a study of the other planes of existence, seeking knowledge from beyond the Prime plane in order to bolster their powers. While clerics are content to **commune** with their god or goddess and follow the will of their deity, wizard’s risk insanity attempting to **contact higher planes**, ever further removed from the “real world.” At the DM’s discretion, the following additional ability may be made available to wizards of at least 15th level:

Astral Projection: By means of intense meditation and focus, wizards may separate their spirit from their body and send it winging through the ethers at the speed of thought. This is similar to the 5th level spell **magic jar**, except that instead of projecting his spirit into a “jar,” the wizard simply frees it from his body.

To accomplish the astral projection, the wizard must remain composed and undisturbed (i.e. not in the midst of combat!). While projected, the wizard’s body is exceptionally vulnerable (and may be slain in a single round if left unguarded). While on the Prime plane, the astral body is completely incorporeal and invisible, impervious to harm though unable to affect anything of the mundane realm. However, the astral projection may also pass through the barriers between planes and on other planes of existence the wizard can interact normally as if fully physical in the plane. If the wizard’s astral projection is somehow killed while traveling in these other realms of existence, the magic-user simply awakens in his own natural body on the Prime plane.



It is up to the DM’s particular cosmology to determine which planes and dimensions are accessible by a wizard’s astral form, and what dangers are inherent to the astral body (some deities may take umbrage at spying mortals and imprison a wizard’s spirit indefinitely!). There is no limit to the amount of time a wizard may remain disembodied, but the mortal form still requires sustenance and can starve if left vacant too long.

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