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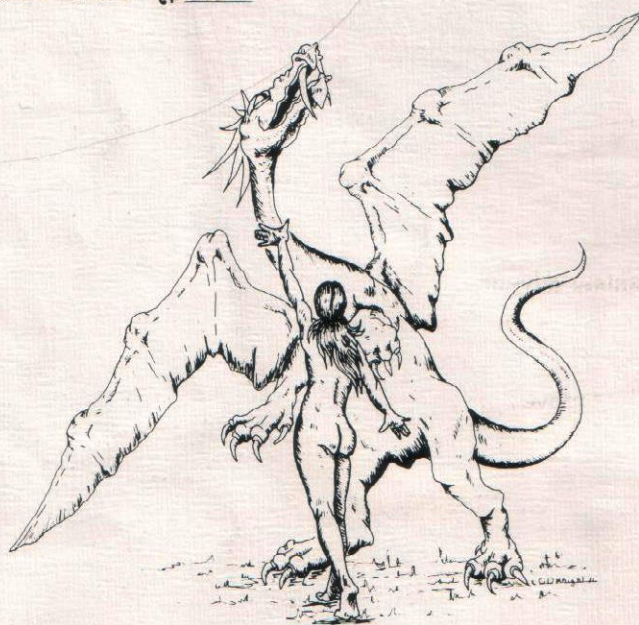
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THE NINE DOCTRINES OF DARKNESS

BY
THE DIABOLICAL RANDY C. FRASER

© May, 1980 by Randy C. Fraser and Dimension Six, Inc.

This booklet contains a complete fantasy adventure, designed to be useable with any current Fantasy Role-Playing system. A simple conversion of characteristics and statistics will allow a Game Master to operate any system's characters. For aid in converting, procure a copy of THE COMPLEAT FANTASIST, by Dimension Six, Inc. This booklet will surely make it easy to convert the major F.R.P. systems, and prove invaluable.

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RECOMMENDED LEVELS: 4 TO 6 CHARACTERS, 8-12TH LEVEL

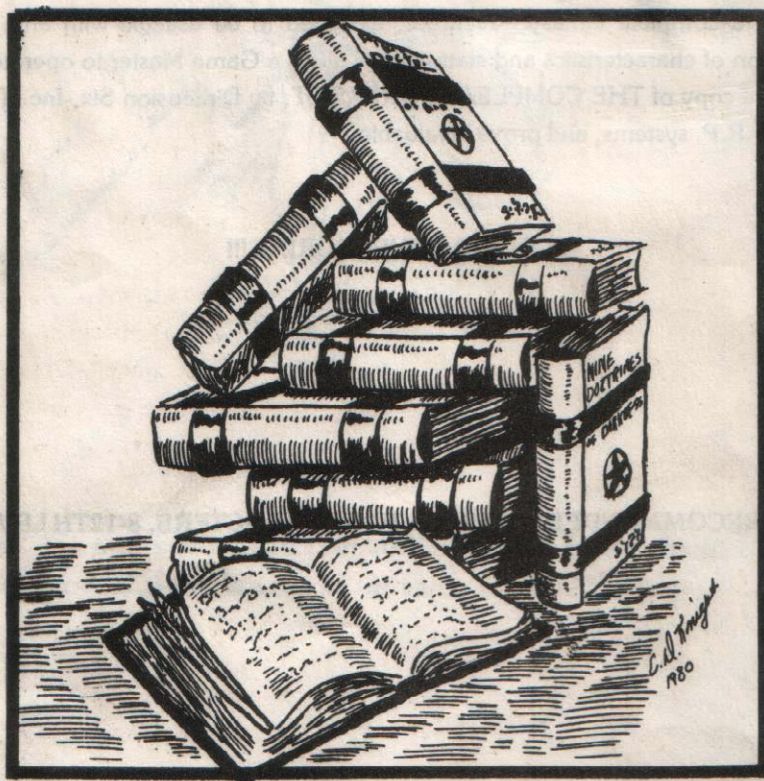
THE NINE DOCTRINES OF DARKNESS

History

In the times before Man, Elves, or creatures of any kind walked the material plane, there were created three caves of power. Although their origin has been lost in antiquity, the caves have retained the awesome force with which they were originally endowed. Each cave contains a pattern of arcane knowledge inscribed upon its smooth-surfaced floor. In order to maintain the balance of nature, one cave of each alignment (good, neutral, and evil) was created, and within each recorded all laws pertaining to its nature. Throughout history the caves were mentioned in legend though none had actually been seen. Mages and Mystics had at times gained brief glimpses of the caves through their meditations, but such visions were always obscured by the fields of power abiding within. Thus, the location of the caves remained a mystery until Lord Erlich, an Evil Arch Mage, found the Cave of Darkness after three decades of searching.

Under the great roots of a giant oak, deep within the old forest, he noticed a small hollow which proved to be the cave entrance. Entering the low-vaulted chamber, Erlich was awed by the sight of a golden pattern etched flawlessly upon the smooth ebony floor. Entranced with the vision of great power, he slowly began to walk the pattern. A full nine days later, he had walked the pattern in its entirety, and thus comprehended the nine principles upholding all Evil. This knowledge tore at Erlich, piercing his soul like a mortal wound. Deep in despair, Lord Erlich, Arch Mage and sole possessor of the nine principles arcane, began to fade.

Hoping still to master his fate and possess completely the knowledge of perfect evil, Erlich began to conjure. Through his art he formed nine blackbound texts and upon them he wrote, 'The Nine Doctrines of Darkness.' Tirelessly, he transcribed into each text one of the nine principles of Evil. Though his task was arduous, he labored obsessively, and within two days time the texts were complete and perfect in their detail.



DI USO COMUNE

Working his magic once more, Erlich then polymorphed each volume into different common-place objects, and instructed his Homonculous ^{COM CURA} to hide them carefully throughout the land. When his servant had departed, Lord Erlich created a scroll empowered with a spell of summoning to gather the Doctrines at will. After he had completed this, he sat on the cave's smooth ebony floor and summoned all his will in an attempt to conquer the terrible power surging within him. The struggle was awesome, but Lord Erlich knew he had no choice. Numbness spread slowly throughout his limbs preventing his escape, and still his will endured. For three months he fought, using all his power and knowledge to ward off impending doom. Finally, his soul wrought with pain and his body numb and lifeless, Erlich gave a great cry of despair and collapsed on the cave floor. The knowledge of perfect evil had brought the Arch Mage to utter and final destruction.

Though they appeared to be common objects, the Doctrines retained their inherently-high charisma and were, in time, discovered and carried away to different parts of the land. Time passed uneventfully and the Doctrines changed hands many times, usually under very odd sets of circumstances. Nearly four centuries had passed when the polymorph spell began to lose hold on the Doctrines. The first text appeared in the forest Geldon Minor in the hands of Locklomin, King of the Elves and holder of the sceptre of Lawful Good. It was late afternoon in the month of July, when the King's favorite wine flask suddenly appeared in its true form. News spread quickly throughout the land and those of both good and evil natures became profoundly interested in the discovery. Defenders of the land began a pilgrimage to Geldon Minor either to guard or destroy the Doctrine. Evil creatures of every description set out for the forest of the Elves with their own ambition, to obtain the Doctrine. The time was short before news of the Doctrine reached the underworld, provoking concentrated interest among the Arch Devils. Asmodeus himself was not the least of those interested in obtaining the Doctrine for his own use. Turned by the power of a great artifact, the sceptre of Lawful Good, all attempts by the underworld to enter the castle of the Seven Towers, had failed. Unable to obtain the Doctrine themselves, the Arch Devils began to enlist the aid of mortals promising them great treasure and giving them what aid possible. Thus began the War of the Doctrine, a great war centered around the small forest of Geldon Minor, which influenced the entire land and involved many holders of power. X

Game Masters Notes

The Doctrine missions are extremely flexible in nature and allow for a great deal of creativity on the part of each Game Master (GM). Throughout the text, I have offered some suggestions and guidelines; however, each GM will, of course, add his own personal touch. It is advisable to run high-level characters (at least 8th level), as they will be engaging some deadly opponents throughout the game. It is also suggested that the party have at least four magic items from the start and a list of possibilities has been provided.

This mission can be played by groups of any alignment, since all inhabitants of the land have some interest in the Doctrine of Darkness. Evil characters are particularly interesting to run because they have no allies. All evil characters they meet are competitors seeking the doctrine for themselves and all good characters are trying to prevent any from obtaining it. Interesting circumstances can arise when one or more Arch Devils attempt to enlist the aid of the party, promising them great rewards and sometimes even giving them magical items to help them succeed. Even Asmodeus himself may appear some dark night and commandingly persuade the party to serve his desires to obtain the doctrine. If the GM desires a little intrigue, he can create a direct rivalry between any two or more of the Arch Devils. This tends to create a great deal of excitement among the players who must consider their loyalties carefully.

Parties of good alignment can also play as the defenders of the land called forth by the need to keep the doctrine from falling into evil hands. It is usually a good idea, when playing a party of good alignment, to include a Paladin and a Cleric to protect the party from great evil. It should be remembered that even those characters of good alignment could be swayed by the promise of great power. Of course, treachery would be very likely in the evil party since greed is the main motive. This action should be discouraged by the GM at least until the doctrine has been obtained to prevent the necessity of running a split game. The easiest way to discourage this type of action is to emphasize the need for group strength in order to obtain the goal. This can be accomplished by allowing an evil group to catch a glimpse of a huge army of good alignment, perhaps with a Paladin or mysterious figure dressed in white. When treachery threatens a good group of characters, it may be best to arrange an encounter right away. When a party has an extremely close call they tend to appreciate the idea of safety in numbers.

If LUCK is used as a statistic, run non-player characters thus:

KING LOCKLOMIN: 16

CEBRACON: 18

MALIK: 15

RAYLAX: 17

EAINDIL: 11

PALINTAR THE MAGNIFICENT: 18 (special, separate from it's MR)

ALL OTHER HUMANS: 10

ALL OTHER ELVES: 15

ALL OTHER DWARVES: 9

ALL OTHERS PERTINENT: 7



GM's List of Magical Items

*NOTE: If another description of the same magical item is obtainable, the GM may choose whichever is suitable for his own purposes.

Choose any four:

1. Cloak of Blending — makes the wearer almost invisible
2. Ring of Protection (+2) — adds to Armor Class when worn
3. Sword (+2) — added to the hit probability
4. +1 Chain Mail — added to Armor Class
5. Ring of Regeneration — restores one hit point per turn
6. Arrow of Direction — when asked a specific question about the direction of an item, it will give a general answer
7. Staff of Striking — +3 Oaken Staff — 1D6 + 3 damage per strike
8. War Hammer (+1) — added to the hit probability
9. Potion of Healing — three uses (heals 1D8 + 4 hit points per use)
10. Scroll of 2 spells — 1 second, one third level.

Start

The players all meet in Glen because it was there that the first rumors of the discovery of the great text started. This has substantially increased the travel to this normally quiet little town. Most of the inhabitants of Glen are men, but there are also a few dwarves and elves. Now-a-days, it is not uncommon to see many strange figures in this town, and all are concerned with the same thing — information about a blackbound text found in the Elven forest of Gelden Minor. This has made the townspeople very wary and reluctant to give out much information, even though they know very little. It is in the Inn of Blackthorn* that the most concentrated efforts to obtain information are made. The Innkeeper, a fat old man by the name of Gamer, has proven an exception to the general attitude of keeping information to oneself, as he dearly loves to talk. On almost any night, Gamer will be repeating stories he has heard about the doctrine and smiling contently over his audience and his increasing business. One should be cautioned against believing everything the Gamer says, but that is more or less common knowledge.

The party members meet in the inn, but whether this is by chance or design is up to the GM. After introductions have been made and all are basically resolved to join forces to seek the doctrine, a tall strange-looking figure dressed in a white-hooded robe enters the inn. This figure makes every effort to be inconspicuous but his presence is so commanding that all notice him. In his left hand he carries a staff of Yew wood and an observant character may have a chance to catch a glimpse of an amulet under his robe. The staff is a staff of the Magi and the amulet is an Amulet of Magic Resistance (40%).



*For a description of Blackthorn Inn, see the schematic included in this book.



This is Cebracon, a 15th level Magic User of Lawful Good alignment. He will not provoke an attack, but will use all his powers to protect himself. Of course, a party of good alignment would attempt to gain information and guidance from him. He is deep in knowledge and is counted high among the wise. The GM can use Cebracon to impart any information he wants the party to know and could also allow him to guide a lawful good party to Gelden. If an hour goes by where none makes contact with this figure in white, he should leave and make his appearance later in the game. There is little doubt that he will be seen again at the castle of the Seven Towers, where he has been called by King Locklomin to help guard the doctrine.

Optional scenario for the involvement of the "Arch Devils"

As the group approaches Gelden Minor, they may encounter an Arch Devil. This will be of interest to a party of either good or evil alignment; however, much more intrigue can be generated using a party of evil characters. One night when the party is camped, a large cloud of darkness rolls in over the campsite. If there is a fire the flames may suddenly rise quite high.

This type of event would wake everyone at once and all would be required to save vs. fear, or react appropriately. The first Arch Devil encountered may be either Geryon or Baalzebul* and he should try to gain their loyalty with promise of great reward if they obtain the Doctrine and give it to him. He may offer magical weapons to aid them in their quest and give them gold to acquire other necessities. Always before an Arch Devil leaves he reminds the party of his great power and of the penalty for being disobedient. Because of the great interest in the lower planes, a party of great abilities might encounter still other Arch Devils and perhaps even Asmodeus himself. It may be that Asmodeus** or Dispat** has heard of another Arch Devil's attempts to gain the great Doctrine of Darkness. If this were the case, the lesser AD would almost certainly be punished or at least tormented into abandoning his quest. It is extremely difficult to refuse a request from an Arch Devil, regardless of his rank in the underworld hierarchy. Most likely the party confronted with any offer from an AD will accept it and pledge loyalty to him in order to avoid his wrath. If an evil party does decide to secure the Doctrine for an Arch Devil, they may rightfully expect aid from him. Then, an Arch Devil will usually send a representative (i.e. Balrog) to answer the call of such a party. There is a 30% chance that the Arch Devil will hear a call for aid and respond. If the dice are rolled and a 50% or lower is not made, no amount of calling by the party will be heard for at least one hour. Exactly how many times a party may call upon the aid of an AD or under what circumstances must be left up to the GM. If this privilege is abused by the party, the call for aid to the underworld may attract the attention of an unfriendly inhabitant.

The Land Game

On the journey from Glen to Gelden, roll a six sided die for every three hours of traveling time. Choose a number between one and six, which will represent a random encounter. This technique is optional and more experienced GM's may simply place the encounters as they see fit. For encounters less than half way to Gelden roll a ten sided die and consult Table A. For encounters over half way to Gelden, consult Table B.

Table A:

Roll a ten-sided die once an encounter has occurred to determine what the party meets.

1. Wraith — night occurrence (daytime option)
2. Army of 1,000 men lead by a Palidin — Lawful good army (Paladin has a holy avenger sword)
3. Band of 20 Orcs
4. 5 men dressed in Black Leather Armor with black capes — 3rd level assassins
5. Party surprised by 15 Wargs
6. Party feels its being watched but cannot see anything. If see invisibility or detect magic is done, an invisible stalker is discovered. Though there is no way to know it was created by Calax, an evil Magic User.
7. 2 Trolls — night occurrence (daytime option)
8. 5 Ogres
9. Company of 20 Dwarves
10. 5 Griffins

*They each rule one of the "Planes of Hell," and so are quite formidable and overpowering they may pop in on the party at will.

**The highest of the Arch-Devils.

Table B:

Roll a ten-sided die once an encounter has occurred to determine what the party meets.

1. Calax — Calax is an evil Magic User, 10th level and holds a wand of fire
2. Shammy
3. Gas Spore
4. 30 Elvin scouts on patrol (horseback)
5. Chimera
6. Shadow passes overhead and the sound of great wings is heard — Black Dragon 10% chance to see a party on the ground and attack (suggested as a night encounter)
7. Bezden
8. Dwarven Army
9. Elvin scouts lead by a Ranger (9th level)
10. Manticora

Gelden Minor

When a party of good alignment reaches the forest, their first encounter will probably be with characters of the same alignment. This should certainly lead the party to the castle of the Seven Towers and eventually to King Locklomin. If the party offers their services to the King, he should accept and assign them a task. The most logical task would be to scout out those seeking to obtain the Doctrine. The GM should arrange encounters which will challenge the defenders strength and intellect. When a party of Evil alignment reaches the forest, the tension should begin to mount. Elvin patrols feverishly scout the perimeter of the forest searching for intruders. The odds of being spotted while on the perimeter are 2 in 6 and the GM should roll a six sided die every half hour the party spends there. Once an evil party enters the forest, they must confront its more subtle defenses. For the purpose of simplification, the forest and it's defenses have been divided into three sections. The approximate boundaries of each section are shown on the map of Gelden Minor. Refer to forest charts A, B, and C for encounters once the party has entered.

The GM should check for encounters using the same methods as before, rolling a six sided die. A roll of one indicates an encounter has or will occur. The GM should roll for encounters at least once every half hour, but may wish to do so more frequently due to the intensity of the defensive effort.

Forest Chart A

1. 10 Elvin archers
2. 4 Rangers
3. 10 Dwarves with hand axes
4. 6 Elvin scouts on patrol
5. 10 Human fighters with broad swords
6. 5 Swordsmen

Forest Chart B

1. 10th level Druid
2. 2 Lamusu
3. 10 Elvin archers in trees
4. 4 Weaponists (Lawful neutral) — 3rd level
5. Special patrol No. 1
6. Special patrol No. 2

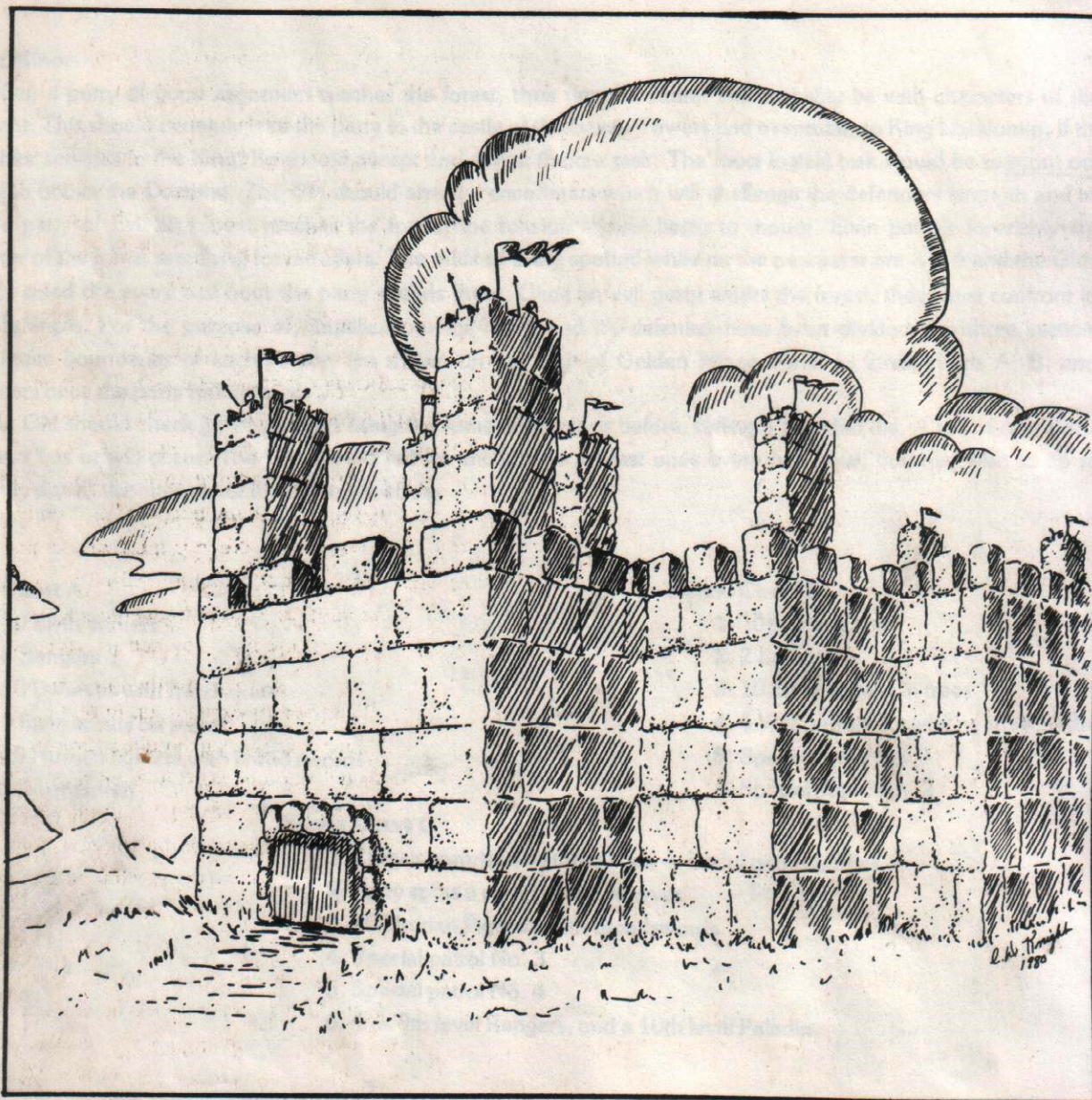
Forest Chart C

1. Party is surprised by three lions — lawful good sentries
2. Party spots a camp of 50 Dwarves
3. 20 Human Fighters with broadswords
4. Special patrol No. 3
5. Special patrol No. 4
6. 4 — 9th level Rangers, and a 10th level Paladin

The Castle of the Seven Towers

The Castle is a massive structure composed of Granite and containing seven towers. The towers are 60 ft. high and contain at least two elven guards at all times. The walls are 40 ft. high and 5 ft. thick. It is 2 miles in circumference and contains only one entrance, a large double Oaken door (10 ft. high, 20 ft. wide, and 2 ft. thick). Immediately beyond these doors is the Courtyard to the Castle.

- Rm. 1 — The Courtyard — It is filled with fighter class type characters; Elf, Dwarvan, and Human, about 300 in all. Among the group are 4 Paladines, 7 Rangers, and 3 Clerics.
- Rm. 2 — This is the Kings garden and only King Locklomin and special guests are allowed to enter. The guards in the Tower next to it (17) have a view of the garden.
- Rm. 3 — This is the general reception room and the first place any newcoming guest is escorted. It is here that those waiting for an audience with the King will wait.
- Rm. 4 — The Banquet Hall — This is where the great banquets are held, for which King Locklomin is famous.



The Castle of the Seven Towers

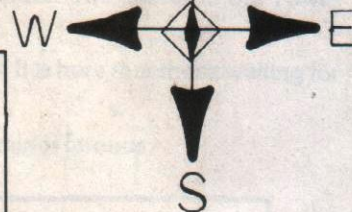
King's

Chambers

Tower

Guard Room

Throne Room



Guest Rooms

Garden

Tower

Courtyard

Banquet Hall

Tower

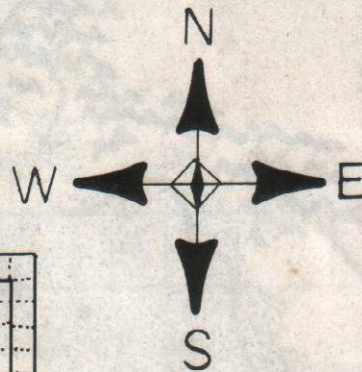
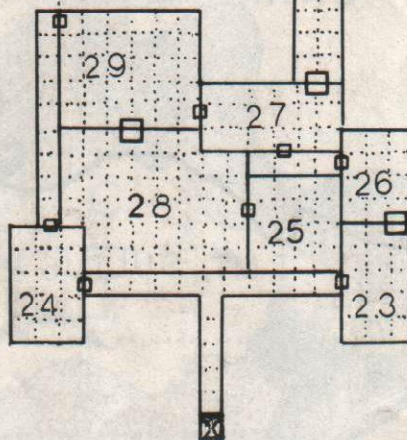
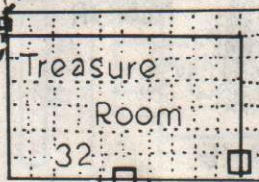
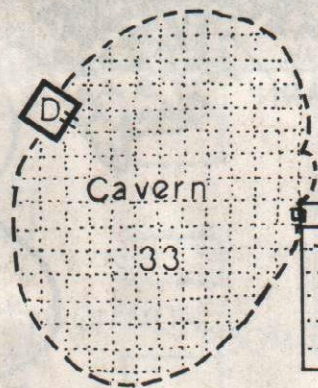
Tower

Towers = 18
19
21

- = 10'
- } DOORS
- ⊠ STAIRS
- x JEWELS
- CAVE

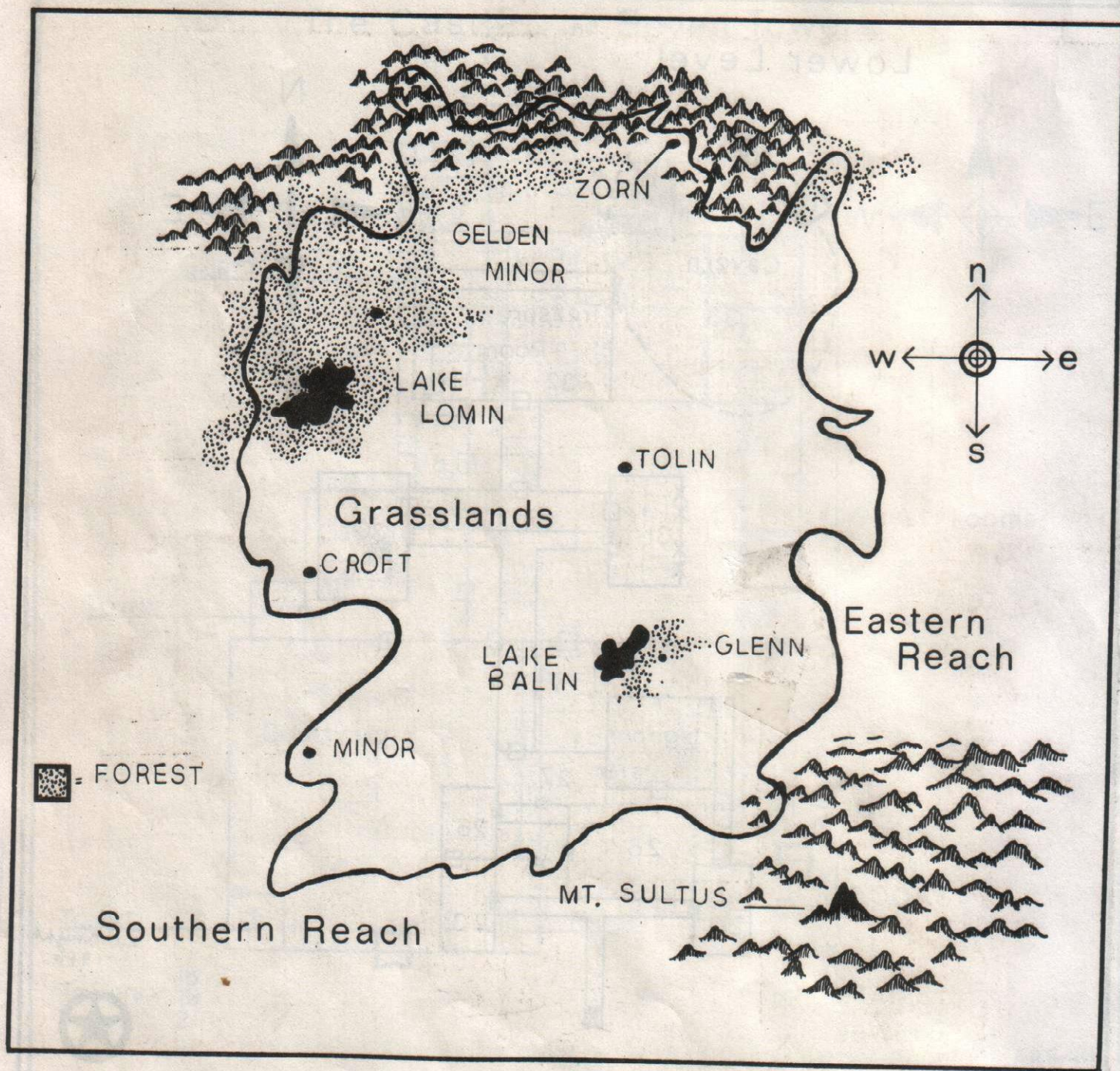
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1988

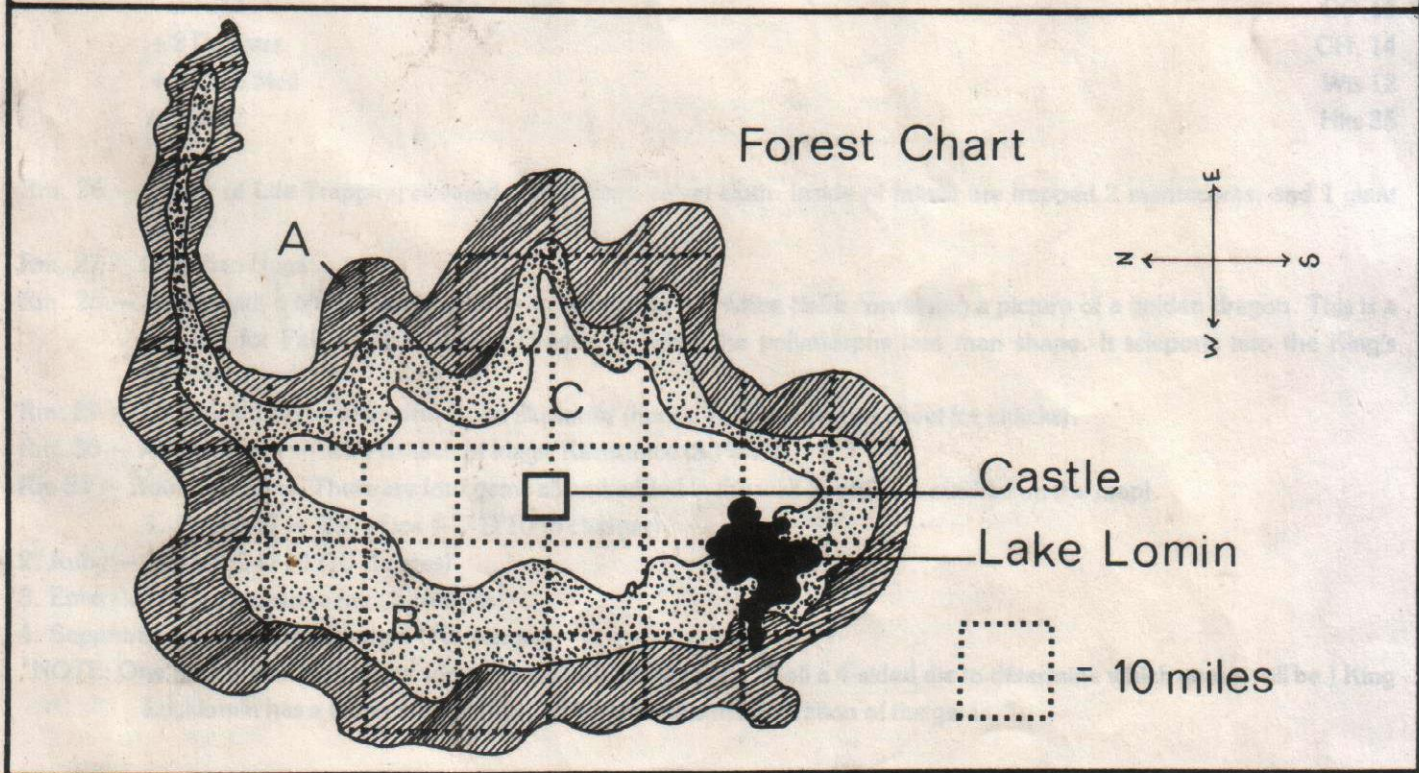
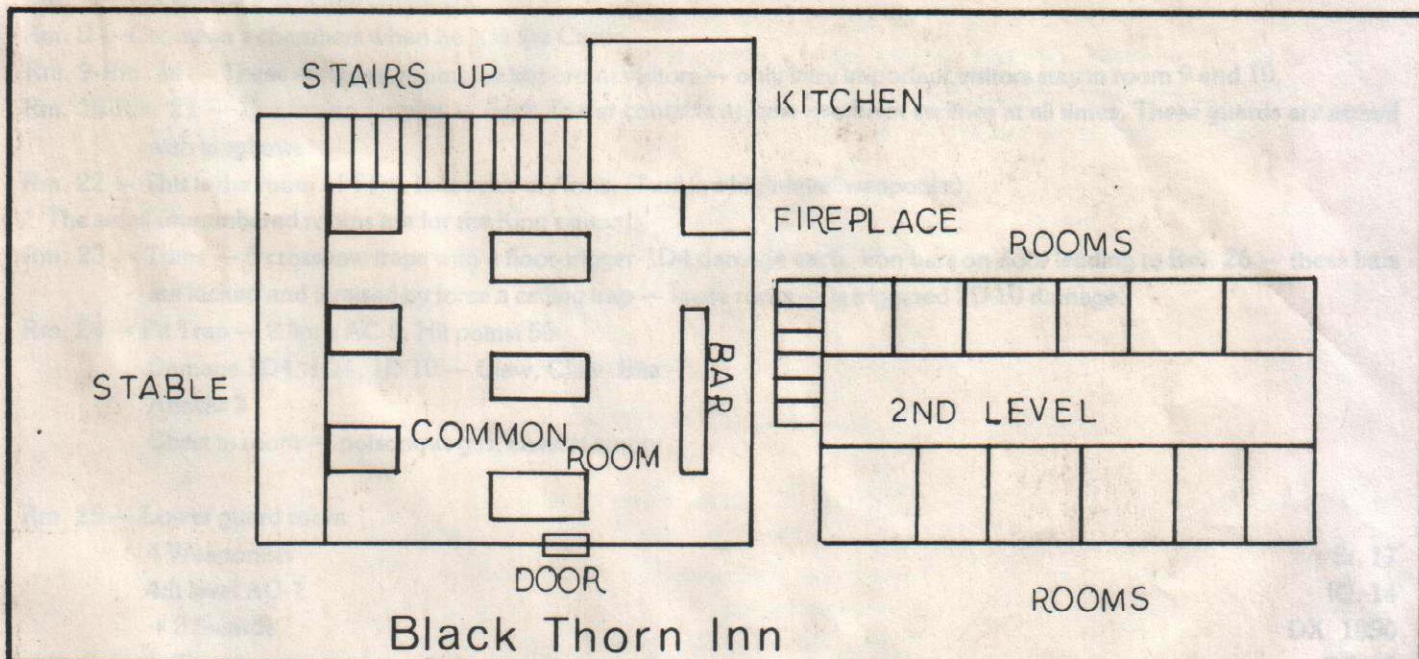
Lower Level



L.H. Bright
1980







Rm. 5 — The Throne Room — This is where the King can usually be found along with his advisory council. In the council and usually beside the King at all times, are Cebrakon, a 15th level MU, (unless previously killed in the game), Malik, a 12th level Cleric, Raylax a 16th level Paladin, and Erindil the King's advisor. [PALINTAR]

Rm. 6 — This is the room of Dosil, Captain of the Guards for the Castle of the Seven Towers.

Rm. 7 — Locklomin's personal chambers.

Rm. 8 — Cebrakon's chambers when he is in the Castle.

Rm. 9-Rm. 14 — These are guest rooms for important visitors — only very important visitors stay in room 9 and 10.

Rm. 15-Rm. 21 — The Seven Towers — Each Tower contains at least two Elvin sentries at all times. These guards are armed with longbows.

Rm. 22 — This is the room of Turil, Instructor at Arms. (Turil is a high-level weaponist).

* The small unnumbered rooms are for the King's guards.

Rm. 23 — Traps — 5 crossbow traps with a floor-trigger-1D4 damage each. Iron bars on door leading to Rm. 26 — these bars are locked and if raised by force a ceiling trap — loose rocks — is triggered 2D 10 damage.

Rm. 24 — Pit Trap — 2 lions AC 5, Hit points 50
Damage 1D4, 1D4, 1D 10 — Claw, Claw, Bite
Attacks 3
Chest in room — poisonous gas, chest is empty

Rm. 25 — Lower guard room

4 Weaponists
4th level AC-1
+ 2 Swords
(Broad)
+ 2 Daggers
+ 2 Plate Mail
Attacks 2

St. 17
IQ. 14
DX. 1890
CO.16
CH. 14
Wis 12
Hits 35

Rm. 26 — Mirror of Life Trapping covered with a black velvet cloth. Inside of mirror are trapped 2 mantacoras, and 1 giant spider.

Rm. 27 — Guardian Naga

Rm. 28 — Room with a black marble floor — in the center is a white circle containing a picture of a golden dragon. This is a teleport for Palinar, the Golden Dragon — when he polymorphs into man shape. It teleports into the King's Garden.

Rm. 29 — Talin — a 12th level Lawful Good Illusionist (human) (See character sheet for attacks).

Rm. 30 — AndroSphinx — with Broach of Magic Resistance (30% MR).

Rm 31 — Room of Gems. There are four gems all embedded in the wall (location is marked on the map).

1. Diamond — Ray of ice — 7 D 10 (5 charges)
2. Ruby — Fire ball 5 D 10 (10 charges)
3. Emerald — Flesh to stone ray (5 charges)
4. Sapphire — Ray of disintegration (10 charges)

*NOTE: One gem is activated when someone walks into the room. (Roll a 4-sided die to determine which gem it will be.) King Locklomin has a secret magical key, which prevents the activation of the gems.

Rm. 32 — Treasure Room

7 chests of gold, 10,000 each
2 chests of jewels, assorted worth 50,000 gps. each
10 magical items of the GM's choice — suggestions — talking swords, rod and staves, rings, armor, etc.

Rm. 33 — Palinar the Magnificent — Golden Dragon (see Major character sheet) He is not asleep.

*NOTE: It is possible he will appear in his human form. (20%) Description — An old man dressed in Golden Robes with a Broach of Mithril around his neck.

Rm. D — Description — In this room Stands an altar of Ruby (worth about 100,000 gps.) and on it sits a black-bound text. (This is a duplicate). The real Doctrine lies in a secret compartment in one of the walls. There is an alarm on the secret compartment door which sounds in the Throne Room if triggered. The duplicate text does not radiate magic or evil, but is identical in appearance to the original.



MAJOR CHARACTERS

King Locklomin

St. 16

Iq. 18

Dx. 16

Co. 15

Ch. 18

Wis. 17

Hits 100

Ac. 1

Attacks 1

17th level Elf Fighter — Lawful good

Sceptre of Lawful good — Repells any undead

including devils and Arch devils within
one mile radius

Telekinese up to 300 lbs twice per day

Fly spell imparted to the holder once per
day

Powerword Stun once per day

Sword of Locklomin- +3/+3 Base damage 1D10

Mithrall breast plate of protection +2

— Crown of the Elvin Kings-Gold-enables the
wearer to teleport once per day

Cebracon

St. 14

Iq. 18

Dx. 17

Co. 15

15th level Human Magic User — Lawful good

Staff of the Magi

Amulet of Magic Resistance-40% resistance to
any magic

+4 Ring of Protection

Ch. 15

Wis. 19

Hits 60

Ac. 3

Attacks 1

Dressed in White Robes

*Note: For specific spell capabilities of Magic Users, Clerics, etc., consult the rules book of the system you are using.

Malik
St. 17
Iq. 15
Dx. 18
Co. 15
Ch. 15
Wis. 17
Hits 80
Ac. 0

12th level Human Cleric — Lawful good
Mace of Disruption
Chain mail and shield
Dressed in Brown Robes

Raylax
St. 18
Iq. 16
Dx. 17
Co. 18
Ch. 17
Wis. 16
Hits 120
Ac. -5

16th level Paladin (Human) lawful good
+ 4 Holy sword
+ 2 Plate, + 1 Shield
Ring of dexterity — allows Raylax to attack
3 to 1

Eaindil
St. 14
Iq. 18
Dx. 12
Co. 12
Ch. 17
Wis. 18
Hits 25
Ac. 10

— Advisor to the King
Fighter class — lawful good
+ 2 Dagger
Burgandy colored robes

Palintar the Magnificent
St. 19
Iq. 17
Dx. 17
Co. 19
Ch. 18
Wis. 18
Hits 175
Ac. -4

Ancient Golden Dragon
Lawful good
— Palintar can polymorph at will into human form
in which case he appears as an old man dressed
in golden robes
He wears a mithrall chain around his neck
(magical) which makes him 25% magic resistant
and lowers his Ac. to -4
There is a 30% chance he will appear in human form
Breath weapon — Fire or chlorine gas
Attacks 3 1D8, 1D8, 4D6

Minor Characters:

Turil

St. 17
IQ. 16
Dx. 18
Co. 17
Ch. 16
Wis. 12
Hits 80
Ac -2

10th level Weaponist (Human)
Lawful Good
Chain Mail and Shield (Shield is not
always used as he prefers to fight
+ 2 Broadsword
+ 2 Dagger
+ 3 Hand Axe

Dosil

St. 17
Iq. 12
Dx. 16
Co. 12
Ch. 12
Wis. 10
Hits 50
AC 3

10th level Fighter (Human)
Chain Mail and Shield
Broadsword

Talin

St. 12
IQ. 17
Dx. 17
Co. 14
Ch. 16
Wis. 16
Hits 35
AC 0

12th level Elf Illusionist
Lawful Neutral
Dressed in Grey Robes — Robes
of Protection equal to AC 0

All Weaponists (except Turil)

St. 17
Iq. 16
Dx. 18
Co. 16
Ch. 12
Wis. 12
Hits 24
AC 0

3rd level Human Fighters
+ 2 Hand Axe
+ 1 Broadsword
+ 1 Daggers

Minor Characters:

Special Parties:

Special Party 1

- 1 Elf Archer — 1st level
- 1 Ranger — 3rd level
- 1 Magic User — 3rd level
- 1 Fighter — 5th level

Special Party 2

- 1 Cleric — 8th level
- 1 Paladin — 5th level
- 4 Fighters — 3rd level

Special Party 3

- 1 Lamusu
- 3 Fighters — 3rd level
- 1 Magic User — 3rd level

Special Party 4

- 4 Fighters — 3rd level
- 1 Illusionist — 4th level
- 1 Monk — 4th level

Swordsmen (all)

St. 17

IQ. 12

Dx. 18

Co. 14

Ch. 12

Wis. 10

Hits 6 hit points per level

AC 4

Hrv 10
OCV 4
DCV 4
AV 1

Lawful Good

+1/+1

Broadswords

+2 spee

Leather Armor

shield

Attacks 2

Elf Archers (all)

St. 14

IQ. 16

Dx. 17

Co. 10

Ch. 14

Wis. 16

Hits 6 Hit points per level

AC 7

Leather Armor

shields

Long Bows

Dwarves (all)

St. 17

IQ. 10

Dx. 15

Co. 17

Ch. 10

Wis. 10

Hits 7 Hit points per level

AC 3

War Axe

Chain Mail

shield

Fighters (Men)

Rangers (Men)

St. 17

IQ. 15

Dx. 16

Co. 17

Ch. 14

Wis. 14

Hits 8 Hit points per level

AC 3

Broadsword

Chain Mail

shield

2 Daggers

Crossbows

Magic Users, Clerics, Monks

St. 10

IQ. 17

Dx. 16

Co. 10

Ch. 15

Wis. 15, Monks, Magic Users

Wis. 17, Clerics

Hits 3 Hit points per level

AC As indicated by system
used (ie. AD&D)

MU, Monks-Dagger

Cleric-Chain

Mail and shield

Mace

Monster Table

Assassins — All encounters are with 3rd level assassins, 25 Hit points, 1D6 open hand damage, + 1 Broadsword, 2 Daggers (poison), possible attempt at assassination

Bezden — A Bezden is a large creature with the body of a Bear the head of a Bull, Batlike Wings and the tail of a Scorpion. It can use up to 5th level Clerical spells (up to 5 per day) and has 70 Hit points. 1D8 damage per claw, 2D6 per bite, 2D10 per Sting (save vs poison)

1D8 per Horn

Attacks 4

Claw, Claw, Bite, Sting or Horn

Calax — 10th level Evil Magic User with a Wand of the Flame (Wand — produces a 10D6 Fireball once per day, Wall of Fire twice per day 3D10 damage if touched, and an instantaneous Heat Metal which will cause any metal to be too hot to hold for 3 rounds — once per day)

St. 14

IQ. 17

Dx. 17

Co. 15

Ch. 16

Wis. 15

Hits 40

AC 10

Centaurs — These creatures have a human torso and the body of a horse, 20 Hit points, 1D6 damage per attack, 2 attacks

Chimera — This creature is a combination of three different monsters, a Dragon, a Lion and a Goat, and has one head representing each. It has the wings of a Dragon and the foreparts of a Lion. Its hindparts are that of a huge Goat. 70 Hit points, Dragon breath weapon — fire 3D8, claws 1D4 each, bite 2D6 each head

Black Dragon — This Dragon is about 30 ft long and has 50 Hit points. It attacks by way of claw, claw, bite and breath weapon. 1D4 per claw, 3D6 per bite, breath weapon is acid, (no Magical abilities)

Griffins — This is a large animal with the body of a lion and the head and wings of an eagle. 40 Hit points, 1D4 claw damage, 2D6 bite, 3 attacks

Ogres — Large creatures fond of treasure and pillaging and frequently found in larger groups. These are dark skinned creatures with a warty hide and long talons. 30 Hit points, 1D10 damage per attack 1 attack

Orcs — 8 Hit points, 1D6 damage per attack or by weapon type

Shammy — A huge hairy creature (8 ft) resembling a Gorrilla only is red in color and carries a huge axe. This creature although not very intelligent, is very dangerous. Its gaze when met turns flesh to stone and it is 40% magic resistant. 50 Hit points, 1D8 per claw, 2D10 bite, 2D6 axe (requires a 19 strength to use).

Trolls — These large creatures have a greenish hide and a rather long nose. They are fearless and will attack until they are dead. A troll will regenerate 3 Hit points per round and must be burned or emersed in acid to remain lifeless. 50 Hit points, 1D8 damage per claw, 2D6 damage bite, 3 attacks

Wargs — Huge wolf type animals with red eyes, found quite often around Orcs. 1D6 damage per claw, 1D8 bite, 10 hit points, 1 attack

Wraith — An undead spirit found only in dark places (at night). The deadly touch of a Wraith drains 1 life level and +1 weapons or better are required to damage it. 30 Hits, 1D6 damage per attack, 1 attack

Wraith — *An undead spirit found only in dark places (at night). The deadly touch of a Wraith drains 1 life level and +1 weapons or better are required to damage it. 30 Hits, 1D6 damage per attack, 1 attack*

Naga — A large serpent-like creature with both clerical and magic-user spells up to 5th level.

Description of the Doctrine of Darkness

The Doctrine is a blackbound text, about 2 feet long, 1-foot wide, and 6-inches thick. Inscribed on its' cover in letters approximately 4-inches tall and written in the common tongue are the words, 'Doctrines of Darkness.' In the center of the cover is a red pentagram 8 inches in diameter which obviously radiates evil magic. At the bottom of the cover are a set of magical Runes which say, 'The Principle of Summoning.'

NOTE: Without the use of counter-magic, these Runes can only be read by a 5th level Evil Magic User. Any Magic User can read these Runes if he first casts a Dispell Magic spell and then casts a Read Magic spell. The Dispell Magic spell is necessary to negate the Obscurement spell that Erlich placed upon the Runes. Please note that no efforts either magical or physical can harm the Doctrine in any way.

The Principle of Summoning

Knowledge of the principle of summoning enables the user a percentile chance of summoning almost any type of creature (both living and dead). Failure to summon that creature implies only partial understanding of the principle. Attempts to Summon certain entities requires so much energy that a permanent loss of constitution is suffered (which cannot be magically restored). Any attempt to summon a creature of good alignment entitles that creature to a saving throw vs. magic (at +3) and if the save is made, the creature can never be successfully summoned. Any attempt to summon a creature of neutral alignment entitles that creature to an unaltered saving throw vs. magic. Any attempt to summon a creature of evil alignment entitles that creature to an unaltered saving throw vs. magic (at -3). Summoned creatures will do the bidding of the summoner as long as the required action does not go against its basic nature (i.e., a good creature will not perform a clearly evil act). Summoned creatures cannot be held long than 24 hours and will defend themselves to the best of their abilities if attacked.

SUMMONING CHART

Level	1 Hit Die Creature	2 Hit Die Creature	3 Hit Die Creature	4-6 Hit Die Creature	7 + Up Hit Die Creature	Dragon (except Tiamat or Bahamut)	Tiamat or Bahamut	Demon (any type)	Arch-Devil	Undead (exc. Liche)	Liche	God, Demi-God
15	1/day 100% chance	1/2 day 90% chance	3/week 70% chance	1/wk. 50% chance	1/mo. 20% chance	1/mo. 20% chance -1 const.	1/mo. 10% chance -2 const.	1/mo. 10% chance -1 const.	1/3 mo. 10% chance -1 const.	1/mo. 20% chance -1 const.	1/3 mo. 10% chance -3 const.	1/3 mo. 10% chance -3 const.
16	"	1/2/day 100% chance	3/wk. 80% chance	1/wk. 60% chance	1/mo. 30% chance	1/mo. 30% chance -1 const.	1/mo. 15% chance -2 const.	1/mo. 15% chance -1 const.	1/3 mo. 15% chance -1 const.	1/mo. 25% chance -1 const.	1/3 mo. 15% chance -3 const.	1/3 mo. 15% chance -3 const.
17	"	"	3/wk. 90%	1/wk. 70%	1/mo. 35%	1/mo. 40% chance -1 const.	1/mo. 20% chance -2 const.	1/mo. 20% chance -1 const.	1/3 mo. 20% chance -1 const.	1/mo. 30% chance -1 const.	20%	20%
18	"	"	3/wk. 100%	80%	40%	50%	25%	25%	25%	35%	25%	25%
19	"	"	"	90%	50%	60%	30%	30%	30%	40%	30%	30%
20 + up	"	"	"	100%	75%	70% no hit loss	30% -1	35% no hit loss	30%	45%	35%	35%

.... It requires an intelligence of at least 18 to summon.

.... Previously summoned creatures are entitled to a saving throw when the next attempt is made to summon them.

.... The loss in constitution occurs even with an unsuccessful attempt to summon a creature (as indicated on the chart).

.... After every attempt to summon is made by a 15th to 18th level magic-user, he or she must rest at least three days before another attempt can be made. 19th and 20th level magic-users must rest one day.

.... If an attempt causes a loss in constitution the magic-user must wait one week for every point of constitution lost.



Tome Of Evil

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