



ANNIMAR

CHRONICLES

Role Playing Game



Including

Journey to Timberhelm Campaign

Players Handbook - 1st Edition

The
ANNMAR
CHRONICLES
Role Playing Game
-Players Handbook-

1st Edition

The Annmar Chronicles - Role Playing Game: Players Handbook (1st Edition)

Annmar Chronicles/ Truesource Publishing book

Published by arrangement with the Annmar Chronicles.

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The Annmar Chronicles

www.annmarchronicles.com

ISBN : 978-1932996-79-1

Truesource Publishing: Dallas Texas

www.truesourcepublishing.com

Printed in the United States of America

Published in Dallas, Texas

For More information on The Annmar Chronicles go to....

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The Annmar Chronicles Role Playing game is based on The Basic Fantasy Role-Playing Game ("BFRPG") at basicfantasy.org and which is based on the System Reference Document v3.5 ("SRD") and this is Open Game Content. Also, some monster descriptive text was taken from the Castles and Crusades: Monsters Support Product ("MSP"), which is also Open Game Content. More information on the Open Game License can be found at: <http://www.wizards.com/d20>

A Message for Players

From the Creators of the Annmar Chronicles

Welcome to the first edition of the Annmar Chronicles Role Playing Game. This has been carefully constructed from the open-source materials of basic fantasy rules and d20. This role-playing game is intended to be a starting point in this new world of fantasy. Every new fantasy world has a beginning and so does the role-playing game within that fantasy world. Our intention is to take players back and use old school RPG mechanics that seem familiar, but also have a few unique mechanics that are not seen in other fantasy RPGs. Like all first editions, we know that this is only a starting point, and that new ideas and mechanics will be introduced into future editions. But we as the creators hope that this is a good starting point for you to explore the world of Annmar with its rich history and lore that takes place over three different ages. We want fans of fantasy to enjoy this new world through our role-playing game and to help write the mythology. We cannot say that this book is absolutely perfect and will not need to be improved upon in future editions because like in every fantasy world from Dungeons and Dragons to World of Warcraft to Pathfinder, a role-playing game improves over time through future editions, but there has to be a starting point. This is our way of introducing you to the world of Annmar and its role-playing game. We hope that you enjoy the world that we have created, but we also ask players to help us improve our role-playing game for future editions. Whether you start with our first campaign, *Journey to Timberhelm* or create your own campaign, jump right into the RPG and have fun. The Annmar Chronicles is meant to be a collaborative fantasy world. The overall vision might have started with one person, but the world is created through many visions by fans of the role-playing game to those who enjoy the books and other stories. As players you can share in the experience and help create a bigger vision. Please feel free to email us questions or feedback at rpg@annmarchronicles.com

Now it's time to start your role-playing journey in the Annmar Chronicles!

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The Story of the Five Gods



In the beginning, the world was void and without form. It was desolate and undiscovered. And then one day, there were five gods who came into the world. Through their connection and their harmony within what we now call Magic, they gave the world life. Each god brought something unique to the world, each had their own influence, but it was their connection that brought peace and prosperity. The five gods occupied five distinctive points of the world which formed a pentacle, a symbol of perfect Harmony. It was believed that the gods came from a place called Eginon, some refer to the place as heaven in the common tongue. It is believed that if your soul was pure, this is the afterlife you would go to. There was Gennir, the god of magic, who was the centerpiece of the pentacle. She greatly influenced the use of magic in the world. Gennir created fairies, also known as Fae or Faerûn in the ancient tongue. Since the world was not without evil, a byproduct of Gennir's creation, Khronnes were born into the world. They would be users of dark magic and creators of unholy spells. Dresda was the god of destiny whose influence and guidance to those who were to live great and noble lives would give birth to man. Or simply called humans in the common tongue. Of all the creations and races, men were destined to do great things, some legendary that would help shape the world. Dresda was there to help guide them in their noble acts that would maintain peace and prosperity in the world.

Cimis was the god of wisdom. He guided the wisest of all races in the world. They would be called elves and because of the guidance they received through the wisdom of Cimis they would also live five to ten times longer than that of any other race. In order to maintain peace and prosperity throughout the world, wisdom was one of the cornerstones. Elves and even Half Elves would become one of the noblest races in Annmar. For without them the world would surely descend into chaos. Eras was the god of tranquility and

love. If there was ever a god that influenced and guided a peaceful existence, then it was Eras. Her influence gave birth to gnomes and halflings, simple folk who yearned for peaceful lives and non-adventures. They were content in their own homeland and found pleasure in simple things. What they yearned for most was good company and loved all things as long as it gave them tranquility. Eras was the second most powerful god; for tranquility and love is a powerful force. Living that kind of peaceful existence can lead to powerful magic.

Anion, the final god among them. He was the god of war and destruction. Brutal and hot-tempered at times, Anion was seen as a necessary evil to help balance the other influences of the gods. While Anion lived to rage war, most often, it was only done out of necessity. However, his influence would also give birth to warlike creatures and stubborn folk like the dwarves who never turned down a fight or a war they could join in. But Anion also had a lot of influence over man and was constantly at odds with Dresda. Their unity of opposites brought a common balance to the world and through their connection added a powerful harmony with the rest of the gods. Wisdom, destiny, magic, war and destruction, and tranquility and love are seen as the most powerful elements to maintain peace and prosperity. For thousands of years that's what these gods did for the races they helped create. The world grew plentiful because of the influence of the five gods. There were many languages throughout the land; many ancient dialects. But in the common tongue, the world the five gods created became known as Annmar.

Over thousands of years the world grew and became civilized. The population among the races grew exponentially. Advancements in technology and better everyday living increased peace and prosperity. The five gods were worshipped and respected as pilgrimages were made often to their shrines in the various places throughout Annmar. There was a harmonious connection between all races, war was unheard of. Everything that the gods wanted through creation was achieved. It was a Utopia. However, it was not meant to last. A darkness found its way into Annmar. It was a simple thing called jealousy as referred to in the common tongue. It was the jealousy of one god. After many years when the world grew into the perfect civilization, Anion grew jealous that other races worshipped the other gods. He wanted all to worship Him and only him. And through his jealousy and influence, war would come the world of Annmar. It started with the Dwarves who wanted more land and gold, they thought Man had too much land and gold while man thought Dwarves had too much.

War started with small skirmishes between dwarves and man over small portions of land that they both thought to be rich in minerals, especially gold. It also started with a war between Anion and Dresda, and their influence over the races they created. Eventually Anion killed Dresda and exerted his influence over man. Thus began the war of the five gods. It also brought war between the races of Annmar. The harmony that once existed between them faded away into the darkness that had crept into the world. One by one, Anion warred with each of the gods. After Dresda had died, Anion turned his attention to Gennir, the god of magic. The battle between them was fierce, but Anion killed Gennir and rid the world from the influence of magic. After she died, the world dove further into darkness. Magic had been the light and it showed the people that all things were possible, but without light, there could only be darkness and despair.

Cimis, the god of wisdom, and Eras, the god of tranquility and love, joined together to fight Anion, but he had grown too strong. With two of the gods dead by his hands, his power and influence over the world greatly increased. He was the most powerful god in Annmar, now, and so it would take two gods joined together to defeat him. Their battle would extend from one end of the world to the next. In a stunning and severe blow, Anion killed Cimis, but during the battle, he was severely weakened. This allowed Eras to gain the upper hand and eventually kill Anion at The Shrine of Nydar. It was a holy place for the gods. Legend has it, it was the birthplace of magic. With only one god left, the harmonious connection that had propelled the world into peace and prosperity was severed. The world had become ravaged by war between the inhabitants of Annmar. Eras tried to use her power to influence more tranquility and love, but without the connection between all the gods, it had faded too quickly from the world. There wasn't anything she could do for Annmar. It would take the power of the five gods to bring peace back into Annmar.

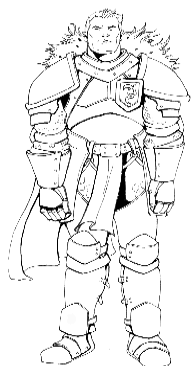
Era should have been looked at as a savior by those in Annmar. She should have been worshipped, but it was not so. Mankind, along with Oracles of Erinnity, had lost faith in the gods. For if any one of them could rise up and exert complete control over the world, and cause such destruction, then why did any of the races need the god's at all. They formed a plan and with the combined forces of all the races in Annmar, lured Eras to the shrine of Nydar for an audience and to pay respect to the last god of Annmar. Led by the militant King Argas and the sworn Brotherhood that guarded the Oracles of Erinnity, in one swift moment, while standing by the altar at the Shrine of Nydar, they took turns stabbing

Eras. She had been weakened in her battle with Anion and wasn't strong enough to fend them off. She was not powerful enough to stop them and so Eras died upon the altar. This caused a cataclysmic event throughout the world. Annmar opened up and oceans swallowed part of the land, thus separating five parts of the world from one another. What was once connected was now divided. And when the land opened up it swallowed thousands of inhabitants from all races of Annmar. The shockwaves from the event could be felt throughout every corner of the world. Overnight the world of Annmar was reshaped. Villages and kingdoms were washed away only to form new ones. At least half of the population died from the event.

The power of the gods was gone from the world. The light that had shone bright throughout Annmar disappeared and all that remained in the haze that surrounded Annmar was darkness. Now, light could only be seen in certain parts of Annmar. It was in the places where good still remained. Places where one could still feel peace, but they were small and hard to find. Over multiple Generations, nobody seemed to believe that the gods had ever been real or that there was once magic in the world. All knowledge of these things just became stories. They became myth and with them came the Dark Ages in Annmar. It was a time without belief. It was a time without knowledge. It was a time where fear gave way to suspicion. What few kingdoms remained within Annmar did not interact with each other unless it was absolutely necessary. When they did, it was usually brought on by war. After the last god, there was nothing, but destruction and despair led by jealousy and petty greed. For this is what ruled Annmar at the beginning of the First Age. The war of the five gods had destroyed the utopia that Annmar once was and perhaps could never be again. The world was created by the five gods. Their war reshaped the world and plunged it into darkness. But the story of the five gods would not end with their deaths. It lives on through their descendants and what they gave the world of Annmar. The story continues within the Annmar Chronicles and at the start of the First Age.

***** Starting in the First Age, names will have two "n's" in the spelling as a symbol to the last two gods who battled in the War of the Five Gods. The double n's represent the duality of good and evil in the last two gods of Annmar. Penntacle is spelled with two n's in the Annmar Chronicles.**

ANNMAR RACES



HUMANS

Humans are the most adaptable and flexible of the common races. They are diverse in their morals, customs and habits. Hardy or fine, light-skinned or dark, showy or austere, devout or impious, humans run the gamut. Human adventurers are the most audacious, daring and ambitious members of an audacious, daring, and ambitious race. A human can earn glory in the eyes of his fellows by amassing power, wealth, and fame. Humans, more than other people, champion causes rather than territories, factions or groups. There are more humans that inhabit Annmar than any other species. But they come from different places and have a variety of customs and traditions including religions. They can use magic, both good and dark magic. Humans are thought to be a direct descendant of the god, Dresda - the god of destiny.



KHRONNE

Most Khronnes choose a life of adventure out of necessity, given the dangers of their homeland. Still, they greatly desire personal power, and many Khronnes take up the mantle of adventurer seeking to satisfy their ambitions. They are also known as dark elves. They worship the evil God Anion. One of the five Gods who are credited with creating the world. He is the God of War. Most gravitate towards the evil side of things. Not all are bad, but they tend to use dark Magic. Khronnes are thought to be a direct descendant of the god, Anion - the god of war and destruction.



ELVES

Elves are well known for their poetry, dance, song, lore, and magical arts. Elves favor things of natural and simple beauty. When danger threatens their woodland homes, however, elves reveal a more martial side, demonstrating their skill with sword, bow, and battle strategy. Elves mingle freely in human lands, always welcome yet never at home there. Life among humans moves at a pace that elves dislike: regimented from day to day, but changing from decade to decade. Elves among humans, therefore, find careers that allow them to wander freely and set their own pace. Elves also enjoy demonstrating their prowess with the sword and bow, and they enjoy gaining greater magical powers. Adventuring allows them to improve their skill in both. They are more skilled with Magic than any of the other races in Annmar. Elves are thought to be a direct descendant of the god, Cimis - the god of wisdom.



Faerûn (Fae)

An enchanted race born of raw Fae magic, Faerûn are the diminutive folk of the Emberwild. These childlike sprites have a penchant for mischievous fun, and there is no game a Fae will not play, no sport it will not attempt, and no revelry it will avoid or decline. Faerûn are nature's immature answer to elves, but also bold and resilient, especially in a time of war. They also possess magical abilities. Once thought of as only legend, they will be seen again in Annmar during the first age when magic comes back into the world. Faerûn can be as small as four inches and as big as a regular size human. Faerûn are thought to be a direct descendant of the god, Gennir - the god of magic.



DWARVES

Dwarves are known for their skill in warfare, their ability to withstand physical and magical punishment, their knowledge of the earth's secrets, their hard work, and their capacity for drinking ale. A dwarf adventurer may be motivated by crusading zeal, a love of excitement, or simple greed. As long as his accomplishments bring honor to his clan, his deeds earn him respect and status. Defeating giants and claiming powerful magic weapons are sure ways for a dwarf to earn the adulation of other dwarves. The dwarves have never had a unified empire and thus have never risen to the prominence of the elves or humans, though their control of mineral wealth has always made them important allies of the greater powers. Their mysterious kingdoms, carved out from the insides of mountains, are renowned for the marvelous treasures that they produce as gifts or for trade. Dwarves are thought to be a direct descendant of the god, Anion - the god of war and destruction.



HALF-ELF

Half-elves are born from human and Elven parents and possess aspects of both races. Growing up between human and elven cultures, half-elves develop good social skills out of necessity, using them to smooth-out their way through the world. Their hard-earned social graces can aid them in and out of battle. Much like their human heritage, half-elves possess a flair for versatility, and can specialize in a number of directions. They can be powerful magic users. Elves are thought to be a direct descendant of the god, Cimis - the god of wisdom.



ORCS

Orcs are savage humanoids with stooped postures, piggish faces, and prominent teeth that resemble tusks. They gather in tribes that satisfy their bloodlust by slaying any humanoids that stand against them. Orcs, like the golems were created by the Great War at the end of the First Age that gave birth to Monsters.



GOLEMS

Golems are constructs built to fight in war and are unpleasant reminders of the brutality of that war. They can be big and small. As they strive to be a part of society, Golems struggle to find ways to relate to the other races that created them. Adventuring is one way that Warforged can fit into the world, at least as well as any adventurer ever does. A fairly large number of Golems choose an adventuring life to escape from the confines of a society that they didn't create and at the same time engage in some meaningful activity. They came into being during the Great Wars at the end of the first age.



HALFLING

Halflings are clever, capable opportunists. Depending on the clan, Halflings might be reliable, hard-working citizens, or they might be thieves just waiting for the opportunity to make a big score and disappear in the dead of night. Halflings adventurers are typically looking for a way to use their skills to gain wealth or status. The distinction between a halfling adventurer and a Halfling just out to make a big score can be blurry. While Halfling opportunism can sometimes look like larceny or fraud to others, a halfling adventurer who learns to trust her fellows is worthy of trust in return. The heritage of the nomad also serves more urbanized Halflings well, and Halflings have established themselves as merchants, politicians, barristers, healers, and criminals. The tribal nomads of the plains can sometimes be found in the cities, but often the Halflings of the cities blend in with the rest of the population and display only the occasional reminder of their roots. Halflings are thought to be a direct descendant of the god, Eras - the god of tranquility and love.



GNOMES

Gnomes, or the Forgotten Folk as they were sometimes known, were small humanoids known for their eccentric sense of humor, inquisitiveness, and engineering prowess. Having had few overt influences on the world's history, but many small and unseen ones, gnomes were often overlooked by the powers that be, despite their craftiness and affinity for illusion magic.

Gnomes were present in nearly every human city and most caravan-stop villages where other cultures and non-human races were at least tolerated. Gnomes were very small compared to

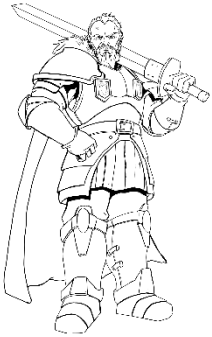
most other races and, with an average height ranging between 3'0"–3'6" (0.9–1.1 meters) and a weight range of 40–45 lbs (18–20 kg), gnomes were generally larger and heavier than Halflings, though forest gnomes, ranging between 2'1"–2'10" in height (0.6–0.9 meters) and 21–35 lbs in weight (10–16 kg), tended to be smaller than Halflings. However, while Halflings were commonly said to resemble short humans, gnomes were more comparable with elves, with whom they shared pointed ears and high cheekbones, or even dwarves, due to their tendency to grow beards and live underground. Many gnomes had a more feral appearance than either, however, with hair that often sprouted from their heads in odd directions. A small percentage of Gnomes know how to use full magic. They also tend to stay mostly within their own communities. Gnomes are thought to be a direct descendant of the god, Eras - the god of tranquility and love.

ANNMAR CLASSES



Ranger

A warrior who uses martial prowess and nature magic to combat threats on the edges of civilization.



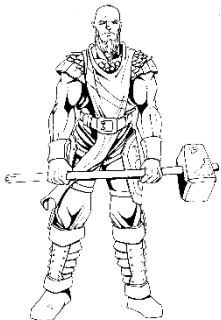
Fighter

A master of martial combat, skilled with a variety of weapons and armor. These are generally soldiers and various knights throughout the kingdoms of man.



Barbarian

A fierce warrior of primitive background who can enter a battle rage.



Paladin

A holy warrior bound to a sacred oath. They are the protectors of those who use magic.



Bard

An inspiring magician whose power echoes the music of creation. Also poets who give the oral history of the significant events in Annmar.



Cleric

A priestly champion who wields divine magic in service of a higher power. They also serve as healers or doctors in towns or villages. Also, they are the most educated individual in their town or village.



Sorcerer

A spellcaster who draws on inherent magic from a gift or bloodline.



Warlock:

A wielder of magic that is derived from a bargain with an extraplanar entity.



Druid

A priest of the Old Faith, wielding the powers of nature—moonlight and plant growth, fire and lightning—and adopting animal forms. They are the religious sect that protects the secrets of magic and the power of gods. Unlike Monks, their sole purpose is to protect magical secrets and magic users.



Monk

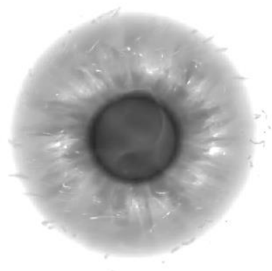
A master of martial arts, harnessing the power of the body in pursuit of physical and spiritual perfection. They also serve as the record keepers or recorders of history in Annmar especially during the first Age before the rise of empires.



Thief

The Thief: The Thief, when it is a separate class, is a version of the Rogue with lower damage, but the ability to steal items from enemies. Sometimes, this can extend even to intangible items, such as experience points, but more commonly includes rare items that cannot be obtained in any other way.

The Nature of Magic



Magic is an ambient field of energy that pervades the world. It is stronger in some locations than others, but it is ever-present.

Magical abilities come in three schools of magic: Arcane, Fire, and Frost, which are affected by their specialization abilities and talent choices. **Magical**

Spells are also usually delineated by their purpose: direct damage, area of effect damage, and utility. **Mages** are also the only class with the ability to teleport themselves or their group members to the variety of the capital cities.

The spells themselves can be classified quite easily by the school they are in. Most Fire spells will have the purpose of heavily damaging an opponent, while the majority of Frost spells are weaker, but usually with an inherent snare built in, which allows them a greater modicum of control. Arcane consists of many of the utility spells, while also supporting either of the other trees through the usage of talent trained abilities. Magic users conjure magic in a variety of ways depending on their what level of magic they are. In Annmar there are Levels 1-6 and we base this on the Basic Fantasy RPG Rules. Magic Users will be called users bases on their levels. In addition the practice of certain spells and abilities will depend on what level the Magic User is.

Magic Wands

Conjuring magic through a wand or stick with magical properties. **Level 1-6**

Magic Staff

Conjuring magic through a staff with a Chrystal or Stone that has magical properties. **Level 1-6**

Runic Stones

Conjuring magic through a runic stone that has magical properties. **Level 1-6**

Crystals

Conjuring magic through a Chrystal or ball that has magical properties. **Level 1-6**

Hands and Mind Control

This is for the most skilled of magic users. They can conjure magic without the use of solid objects using simply their

mind and the use hands where magical properties flow from. **Level 2-6**

Arcane Magic

Arcane is the most common form of magic. Used by mages, wizards, and other sorcerers, Arcane magic is ever present in the atmosphere and accessible to any who are capable of drawing upon its energies. Arcane magic comes from the Chamber of Animus, which houses the Shrine of Nydar Arcane magic is very powerful, but if not used carefully can cause corruption and great destruction¹

Geomancy

Geomancy is a practice of divination and elemental combat. It is similar to shamanism in that disciples of geomancy wield the powers of the earth and encourage respect of earth's spirits. The main difference between a geomancer and a shaman is the method through which the trust of the elements is gained. A shaman speaks directly with the elemental spirits, whereas a geomancer uses rituals, songs, and sacrifices to appease and propitiate the spirits.

Necromancy

Necromancy is similar to the magics used by warlocks, however, instead focuses on the study of death rather than demonology. They are capable of reviving living creatures from death to do their bidding as undead servants.

Faerûn

Faerûn energy, which most commonly manifests itself as ghastly, green-yellow flame, is arcane magic at its most corrupt, for it employs the blood of demons.

Runic

Runic magic was created by the god Anion. With their creation, the dwarves, quickly mastered the mysteries of the runes taught to them. However, as generations passed, the dwarves forgot their heritage and lost all knowledge of runes and their hereditary powers.

Shamanism

The shaman's power is drawn from spirits, both of ancestors and of spirits found in natural surroundings.

Common Elements

In the physical universe, the elements of fire, air, earth, and water serve as the basic building blocks of all matter. Shamanic cultures have long sought to live in harmony with, or assert dominion over, the elements. To do so, they call upon the primordial forces of Spirit and Decay. Decay is the tool of shaman seeking to subjugate and weaponize the elements themselves. Those who seek to bring balance to the elements rely on Spirit (sometimes referred to as the "fifth element" by shaman, or "chi" by monks). This life-giving force interconnects and binds all things in existence as one. Sacrificial magic was considered the greatest violation of life. Despite that fact, it is treated as different from the energies of life, which are known commonly as nature magic. Technically, Spirit is nature magic.

Cosmic Forces

Light and Shadow

Light and Shadow are the most fundamental forces in existence. Although contradictory by their very nature, they are bound together on a cosmic scale. One cannot exist without the other. Pure Light and Shadow dwell in a realm outside the borders of reality, but shades of their presence are found in the physical universe. Light manifests as holy magic, while Shadow (also referred to as "the Void ") appears as shadow magic:

When the five gods came to Annmar and gave life, this is how they did through cosmic forces. This is the physical manifestation of their creation through what is called magic. The tension between their powers in a combined state did this. Before life began, before even the cosmic took shape, there was Light ... and there was Void. Unfettered by the confines of time and space, the Light swelled across all existence in the form of a sea. Great torrents of living energy flitted through its mirrored depths, their movements conjuring a symphony of joy and hope. The ocean of Light was dynamic and ever shifting. Yet, as it expanded, some of its energy faded and dimmed, leaving behind pockets of cold nothingness. From the absence of Light in these spaces, a new power coalesced and came to be. This power was the Void, a dark and vampiric force driven to devour all energy, to twist creation inward to feed upon itself. The Void quickly grew and spread its influence, moving against the waves of Light. The mounting tension between these opposing yet inseparable forces ignites a series of explosions, rupturing the fabric of creation and birthing a new realm into existence. In that moment, the physical universe was born. The energies released by the clash of Light and Void raged across the nascent cosmos, raw matter merging and spinning into primordial worlds without number. For long epochs, this ever-expanding universe—the Great Dark Beyond—broiled in a maelstrom of magic and fire:

Life and Death

In the physical universe, the forces of life and death hold sway over every living thing. The energies of life known commonly as nature magic, promote growth and renewal in all things. Death, in the form of necromantic magic, acts as a counterbalance to life. It is an unavoidable force that breeds despair in mortal hearts and pushes everything towards a state of decay and eventual oblivion. Entropy, as it can be defined, is lack of order or predictability - a gradual decline into disorder.

Order and Disorder

Order, in reality, is most commonly perceived as arcane magic. This type of energy is innately volatile, and wielding it requires intense precision and concentration. Conversely, disorder is manifested as highly destructive Faerûn magic. This brutal and extremely addictive energy is fueled by drawing life from living beings. Life, it seems, cannot be destroyed by the highly destructive Faerûn magic because destruction is the process of destroying structures, breaking them down into the parts that they're constructed of. Life is a construct if it can be destroyed and constructs are not living things, so how can animate beings be alive if the thing that animates them is not a living thing? It is stated that only life can give life and if the thing that animates an animate being isn't a living thing and therefore has no life, the study of magic involving an animate being can definitely be considered necromancy. One thing to consider is the fact that necromancy can be viewed as animancy (or a form of it) and that studying magic used to animate inanimate objects is studying magic one can use to animate the dead. In the physical universe, the forces of order and disorder govern the cosmic systems of the physical universe.



PART 1: AN INTRODUCTION TO THE ANNMAR RPG

Welcome to Annmar. An ancient world filled with Humans, Elves, Dwarves, Halflings, Gnomes, Orcs, Golems, Khronnes and Faerûn. It is a land with many Kingdoms of different races and free towns where races live together. It is also world filled with the power of the gods, commonly known as magic. Annmar is a world plagued by war, politics, suspicion, and the rise of empires. However, since the fall of the last god there have been moments of peace with the main kingdoms of Anntheia, Belmere, Dorwinn, Skallvenn, Yorynn, and The Emberwild. But through it all Annmar has survived for three ages since the fall of the gods. This is a brief history of the last three ages in Annmar.

THE FIRST AGE: The Age of Magic

This is the first age after the fall of the last god. It is considered the dark ages, at least for the first hundred years. However, this is the age where magic comes back into the world. Magic is considered to be the power of the gods and was lost to the world after the fall of the last god. It will return through five chosen people among the various races in Annmar. Magic will reshape the world for the good of all the races, but there are those who see it as pure evil and will do anything to rid the world of magic or control it for themselves. The First Age will see the rise and fall of magic leading to the great purge and the birth of monsters.

THE SECOND AGE: The Age of Empires and Monsters

This is the Age that gives rise to one of the greatest empires the world has ever seen and the monsters produced from the second War of Magic that ended the First Age. After the great purge of magic users from Annmar, the great war produced mythical creatures known as Monsters. They coexisted with the various races and the Anntheian Empire that ruled Annmar. New races are introduced in Annmar. The world will also quadruple in size as the Anntheian Empire extends its control over the known world. This Age will see the ongoing war to combat the monsters who wreak havoc over Annmar and the greatest empire start to crumble from within. This will also be the Age of rebellion.

THE THIRD AGE: The Age of Men, Monsters, and Magic

This is the Age where old empires will crumble and Annmar will revert back to small kingdoms. Magic will come back into the world of Annmar stronger than ever. A new generation of magic users will rise up and help balance the world with monsters and now dragons. Annmar will be very different without the Anntheian Empire in control, but it is very much the same. New tyrants will rise up and try to control Annmar. New wars will be fought. In Addition, an ancient evil will return stronger than ever to try a enslave the many races and magic users of Annmar, which will lead to another great war. However, this will be the Age where men, magic, and monsters find harmony with one another.

What Is This?

The **ANNMAR Role Playing Game: 1ST edition** is a rules-light game system based on the Basic Fantasy Rules RPG and on the d20 SRD v3.5, but heavily rewritten with inspiration from early and some new role-playing game systems. It is created for those who are fans of "old-school" game mechanics. The ANNMAR RPG is simple enough for children in perhaps second or third grade to play, yet still has enough depth for adults too just like Basic Fantasy Rules or d20.

Since the 1970's when the first role-playing game appeared, much has changed and most people have at least heard the names of one or two such games, Basic Fantasy RPG or Dungeons and Dragons while many fans have played using these RPG systems.

The Annmar Role Playing Game is something new. Still, there are those who have not tried RPGs; if you are one of those people, then the Annmar RPG is a good place to start.

Role-playing games are played by a number of players, commonly two to eight, and a Game Master, or GM (often called something else, but the job remains the same regardless of the title). Each player generally plays one character, called a player character or PC, while the



Game Master is responsible for running the world, creating and managing the towns, nations, ruins, non-player characters (or NPCs), monsters, treasure, and all other things that aid or challenge the players. Dice are often used to determine the success or failure of most actions that take place in the game; ANNMAR RPG uses polyhedral dice, described below, for this purpose.

In effect, role-playing games are just grown-up games of pretend. If you remember playing pretend as a child, you may recall having some difficulty deciding whose idea should have precedence... if one child plays a knight and the other a dragon, who will win? Surely the knight doesn't win every time. Role-playing games have rules to determine such things. These rules can range from the very free-form and simple to the very complex and detailed. **This** game attempts to walk the line between simple and complex, free-form and detailed. Too much detail and complexity slows the game down as players and GM spend much time leafing through the rules and little time actually playing. Free-form games with simple resolution systems demand more mental agility from the participants, and are much more dependent on the good judgment of the Game Master to maintain balance. Fantasy Role-Playing Game falls between these two extremes, having rules for the most common activities and guidelines to help the Game Master judge the unexpected. Players or the GM can add stuff after a "or" without a period and make their own notes.

What Do I Need to Play?

If you are to be a player, you should have a pencil, some notebook paper, and a set of dice. Someone in your player group probably needs to have some graph paper (4 or 5 squares per inch is best) for drawing maps. You can use preprinted character sheets (such as those available on the ANNMAR RPG website) if you wish, but notebook paper works fine. If you are the Game Master, you need all of the above. If this is your first time as GM, or you have limited preparation time, you might wish to use a pre-written adventure (called a module) rather than to create one yourself. Several campaigns from the Annmar Chronicles RPG material and are distributed on the website. **Journey to Timberhelm is included** Adventure modules written for other game systems may also be used, but the Game Master may need to spend some time "converting" such a module before beginning play. You can use this in place of an Annmar Adventure.

The 20 sided die, or d20, is one of the most important dice in the game: it is used to resolve attack rolls and saving throws (concepts that will be explained later). In general, the die is rolled, modifiers added or subtracted, and if the total result equals or exceeds a target number, the roll is a success; otherwise it has failed.



The 10 sided die, or d10, is used to generate numbers from 1 to 10; it is numbered 0 to 9, but a roll of 0 is counted as 10. A pair of d10's are also used together to generate numbers from 1 to 100, where a roll of 00 is counted as 100. The two dice should be different colors, and the player must declare which is the tens die and which is the ones die before rolling them! (Or, the player may have a die marked with double digits, as shown.) Rolling two d10's this way is called a percentile roll, or d%. These rolls are generally against target numbers, but for the roll to be a success, the result must be equal to or less than the target number. So for example, a character using a Thief ability (described later) with a 30% chance of success rolls the dice: if the result is 01 to 30, the roll is a success.



The 4 sided die, or d4, is a special case. It is not so much rolled as "flipped," and the number which is upright is the result



of the roll. Note that d4's are made in two different styles, as shown; regardless of which style you have, the number rolled is the one which is upright on all visible sides.



The other dice normally used have 6, 8, and 12 sides, and are called d6, d8, and d12. d6's may be made with either numbers or pips; it makes no difference which sort you choose.



When multiple dice are to be rolled and added together, it's noted in the text like this: 2d6 (roll two



d6 dice and add them together), or 3d4 (roll three d4 dice and add them together). A modifier may be noted as a "plus" value, such as 2d8+2 (roll two d8 dice and add them together, then add 2 to the total).

PART 2: PLAYER CHARACTERS

How to Create a Player Character

First, you will need a piece of paper to write down the character's statistics on. You may use a preprinted character sheet if one is available, or you may simply use a piece of notebook paper. An example character is shown below. You should use a pencil to write down all information, as any statistic may change during play.

Roll 3d6 for each ability score, as described in the **Character Abilities** section, and write the results after the names of the abilities. Write down the scores in the order you roll them; if you are unhappy with the scores you have rolled, ask your Game Master for advice, as he or she may allow some form of point or score exchanging. Write down the ability score bonus (or penalty) for each score beside the score itself, as shown on the table on the next page.

Choose a race and class for your character. Your character must meet the Prime Requisite minimum for a class, as described in the **Character Classes** section, in order to be a member of that class. Also note that there are minimum (and maximum) ability requirements for the various races which must be met, as described in the **Character Races** section. Write down the special abilities of your race and class choices, as described below.

Player Name		
Human Fighter	Level 1	0 XP (2000)
STR: 16 +2	Armor Class: 17	
INT: 9		
WIS: 8 -1	Hit Points: 6	
DEX: 13 +1		
CON: 13 +1	Attack Bonus: +1	
CHA: 11		
Equipment:	Money:	
Chain Mail	12 gp	
Shield		
Sword	Saving Throws:	
Backpack	Death/Poison	12
Rations - 7 days	Wands	13
Waterskin	Para./Stone	14
Flint and Steel	Dragon Breath	15
50' Rope	Spells	17

If you have chosen to play a Magic-User, ask your Game Master what spell or spells your character knows; it's up to the Game Master to decide this, but he or she may allow you to choose one or more spells yourself.

Note on your character sheet that your character has zero (0) experience points (or XP); also you may want to note the number needed to advance to second level, as shown in the table for your class.

Roll the hit die appropriate for your class, adding your Constitution bonus or penalty, and note the result as your hit points on your character sheet. Note that, should your character have a Constitution penalty, the penalty will not lower any hit die roll below 1 (so if your Character has a -2 penalty for Constitution, and you roll a 2, the total is adjusted to 1).

Roll for your starting money. Generally, your character will start with 3d6 times 10 gold pieces, but ask the Game Master before rolling.

Now, purchase equipment for your character, as shown in the **Cost of Weapons and Equipment** section, below. Write your purchases on your character sheet, and note how much money remains afterward. Make sure you understand the weapon and armor restrictions for your class and race before making your purchases.

Since you now know what sort of armor your character is wearing, you should note your Armor Class on your character sheet. Don't forget to add your Dexterity bonus or penalty to the figure out your Armor Class. Spell Resistance will be different. You calculate by taking 50% of you A.C. and adding the Wisdom, Intelligence, and Strength Bonus of your character. A Magic class will also add 50% of their level ("0" if you are at level 1) and Attack Bonus since they are more resilient to Spells.

Look up your character's attack bonus (from the table in the **Encounter** section) and note it on your character sheet. Don't add your ability bonuses (or penalties) to this figure, as you will add a different bonus (Strength or Dexterity) depending on the sort of weapon you use in combat (i.e. melee or missile weapon).

Also look up your saving throws (from the tables near the end of the **Encounter** section) and note them on your character sheet. Adjust the saving throw figures based on your race, if your character is a demi-human (see **Character Races**, below). *Please note* that the saving throw bonuses for demi-humans are presented as "plus" values, to be added to the die roll; for convenience, you may simply subtract them from the saving throw numbers on the character sheet instead.

Finally, if you haven't done so already, name your character. This often takes longer than all the other steps combined.

Each character will have a score ranging from 3 to 18 in each of the following abilities. A bonus or penalty is associated with each score, as shown on the table below. Each class has a **Prime Requisite** ability score, which must be at least 9 in order for the character to become a member of that class; also, there are required minimum and maximum scores for each character race other than Humans, as described under **Character Races**, below.

Ability Score	Bonus/Penalty
3	-3
4-5	-2
6-8	-1
9-12	0
13-15	+1
16-17	+2
18	+3

Strength: As the name implies, this ability measures the character's raw physical power. Strength is the Prime Requisite for Fighters. Apply the ability bonus or penalty for Strength to all attack and damage rolls in melee (hand to hand) combat. Note that a penalty here will not reduce damage from a successful attack below one point in any case (see the **Combat** section for details).

Intelligence: This is the ability to learn and apply knowledge. Intelligence is the Prime Requisite for Magic-Users. The ability bonus for Intelligence is added to the number of languages the character is able to learn to read and write; if the character has an Intelligence penalty, he or she cannot read more than a word or two and will only know his or her native language.

Wisdom: A combination of intuition, willpower and common sense. Wisdom is the Prime Requisite for Clerics. The Wisdom bonus or penalty may apply to some saving throws vs. magical attacks, particularly those affecting the target's will.

Dexterity: This ability measures the character's quickness and balance as well as aptitude with tools. Dexterity is the Prime Requisite for Thieves. The Dexterity bonus or penalty is applied to all attack rolls with missile (ranged) weapons, to the character's Armor Class value, and to the character's Initiative die roll.

Constitution: A combination of general health and vitality. Apply the Constitution bonus or penalty to each hit die rolled by the character. Note that a penalty here will not reduce any hit die roll to less than 1 point.

Charisma: This is the ability to influence or even lead people; those with high Charisma are well-liked, or at least highly respected. Apply the Charisma bonus or penalty to reaction rolls. Also, the number of retainers a character may hire, and the loyalty of those retainers, is affected by Charisma.

Hit Points and Hit Dice

When a character is injured, he or she loses hit points from his or her current total. Note that this does not change the figure rolled, but rather reduces the current total; healing will restore hit points, up to but not exceeding the rolled figure. When his or her hit point total reaches 0, your character may be dead. This may not be the end for the character; don't tear up the character sheet. **PLEASE NOTE:** Characters can restore Hit Points per encounter by restoring health through a variety of ways to be determined by the Game Master. The most common way to restore health is to drink elixirs, eat meals, or use herbs, liquids, and substances from nature. Meals will generally add 1 Hit Point and medicines will add 2 to 3 Hit Points.

REFERENCE APPENDIX: List of Medicines and Poisons. First level characters begin play with a single hit die of the given type, plus the Constitution bonus or penalty, with a minimum of 1 hit point. Each time a character gains a level, the player should roll another hit die and add the character's Constitution bonus or penalty, with the result again being a minimum of 1 point. Add this amount to the character's maximum hit points figure. Note that, after 9th level, characters receive a fixed number of hit points each level, as shown in the advancement table for the class, and no longer add the Constitution bonus or penalty. All characters begin the game knowing their native language. In most campaign worlds, Humans all (or nearly all) speak the same language, often called "Common." Each demi-human race has its own language, i.e. Elvish, Dwarvish, or Halfling, and members of the demi-human races begin play knowing both their own language and Common (or the local Human language if it isn't called Common). Characters with Intelligence of 13 or higher may choose to begin the game knowing one or more languages other than those given above; the number of additional languages that may be learned is equal to the Intelligence bonus (+1, +2, or +3). Characters may choose to learn other demi-human languages, as well as humanoid languages such as Orc, Goblin, etc. The GM will decide which humanoid languages may be learned. The player may choose to leave one or more bonus language "slots" open, to be filled during play. Some Game Masters may even allow player characters to learn exotic languages such as Dragon; also, "dead" or otherwise archaic languages might be allowed to more scholarly characters.

Character Races



Description: Dwarves are a short, stocky race; both male and female Dwarves stand around four feet tall and typically weigh around 120 pounds. Their long hair and thick beards are dark brown, gray or black. They take great pride in their beards, sometimes braiding or forking them. They have a fair to ruddy complexion. Dwarves have stout frames and a strong, muscular build. They are rugged and resilient, with the capacity to endure great hardships. Dwarves are typically practical, stubborn and courageous. They can also be introspective, suspicious and possessive. They have a lifespan of three to four centuries.

Restrictions: Dwarves may become Clerics, Fighters, or Thieves. They are required to have a minimum Constitution of 9. Due to their generally dour dispositions, they may not have a Charisma higher than 17. They may not employ Large weapons more than four feet in length (specifically, two-handed swords, polearms, and longbows).

Special Abilities: All Dwarves have Darkvision with a 60' range, and are able to detect slanting passages, traps, shifting walls and new construction on a roll of 1-2 on 1d6; a search must be performed before this roll may be made.

Saving Throws: Dwarves save at +4 vs. Death Ray or Poison, Magic Wands, Paralysis or Petrify, and Spells, and at +3 vs. Dragon Breath.



Description: Elves are a slender race, with both genders standing around five feet tall and weighing around 130 pounds. Most have dark hair, with little or no body or facial hair. Their skin is pale, and they have pointed ears and delicate features. Elves are lithe and graceful. They have keen eyesight and hearing. Elves are typically inquisitive, passionate, self-assured, and sometimes haughty. Their typical lifespan is a dozen centuries or more.

Restrictions: Elves may become Clerics, Fighters, Magic-Users or Thieves; they are also allowed to combine the classes of Fighter and Magic-User, and of Magic-User and Thief (see **Combination Classes**, below). They are required to have a minimum Intelligence of 9. Due to their generally delicate nature, they may not have a Constitution higher than 17. Elves never roll larger than six-sided dice (d6) for hit points.

Special Abilities: All Elves have Darkvision with a 60' range. They are able to find secret doors more often than normal (1-2 on 1d6 rather than the usual 1 on 1d6). An Elf is so observant that one has a 1 on 1d6 chance to find a secret door with a cursory look. Elves are immune to the paralyzing attack of ghouls. Also, they are less likely to be surprised in combat, reducing the chance of surprise by 1 in 1d6.

Saving Throws: Elves save at +1 vs. Paralysis or Petrify, and +2 vs. Magic Wands and Spells.

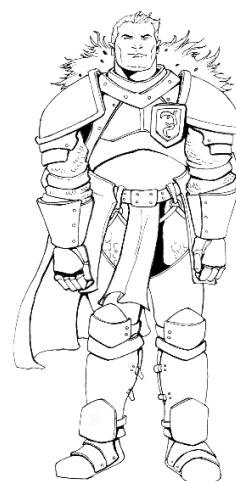


Description: Halflings are small, slightly stocky folk who stand around three feet tall and weigh about 60 pounds. They have curly brown hair on their heads and feet, but rarely have facial hair. They are usually fair skinned, often with ruddy cheeks. Halflings are remarkably rugged for their small size. They are dexterous and nimble, capable of moving quietly and remaining very still. They usually go barefoot. Halflings are typically outgoing, unassuming and good-natured. They live about a hundred years.

Restrictions: Halflings may become Clerics, Fighters or Thieves. They are required to have a minimum Dexterity of 9. Due to their small stature, they may not have a Strength higher than 17. Halflings never roll larger than six-sided dice (d6) for hit points regardless of class. Halflings may not use Large weapons, and must wield Medium weapons with both hands.

Special Abilities: Halflings are unusually accurate with all sorts of ranged weapons, gaining a +1 attack bonus when employing them. When attacked in melee by creatures larger than man-sized, Halflings gain a +2 bonus to their Armor Class. Halflings are quick-witted, thus adding +1 to Initiative die rolls. Outdoors in their preferred forest terrain, they are able to hide very effectively; so long as they remain still there is only a 10% chance they will be detected. Even indoors, in dungeons or in non-preferred terrain they are able to hide such that there is only a 30% chance of detection. Note that a Halfling Thief will roll only once, using either the Thief ability or the Halfling ability, whichever is better.

Saving Throws: Halflings save at +4 vs. Death Ray or Poison, Magic Wands, Paralysis or Petrify, and Spells, and at +3 vs. Dragon Breath.



Description: Humans come in a broad variety of shapes and sizes; the Game Master must decide what sorts of Humans live in the game world. An average Human male in good health stands around six feet tall and weighs about 175 pounds. Most Humans live around 75 years.

Restrictions: Humans may be any single class. They have no minimum or maximum ability score requirements.

Special Abilities: Humans learn unusually quickly, gaining a bonus of 10% to all experience points earned.

Saving Throws: Humans are the "standard," and thus have no saving throw bonuses.

To become a member of a combination class, a character must meet the requirements of both classes. Combination class characters use the best attack bonus and the best saving throw values of their original two classes, but must gain experience equal to the combined requirements of both base classes to advance in levels. Elves are the only characters eligible to be a member of one of these combination classes:

Fighter/Magic-User: These characters may both fight and cast magic spells; further, they are allowed to cast magic spells while wearing armor. These characters roll six-sided dice (d6) for hit points.

Magic-User/Thief: Members of this combination class may cast spells while wearing leather armor, and may use any weapon. These characters roll four-sided dice (d4) for hit points.

See Additional Races and Supplements on next page...

Half Humans

Annmar RPG

Half-Elves, Half-Orcs, and Half- Ogre

CHARACTER RACES

Half - Elf

Description: Half-Elves are the result of crossbreeding between Elves and Humans. An average Half-Elf male stands around 5'5" in height, with females averaging an inch shorter. They have pointed ears, but their features tend to favor the Human parent a bit more than the Elf. Half-Elves are well tolerated by Humans in most cases, but are often shunned (or at best, ignored) by Elven society.

Restrictions: Half-Elves may become members of any class or combination allowed to Elves. They are required to have a minimum Intelligence of 9, and like Elves they may not have Constitution scores higher than 17. They do not suffer from the Elven hit dice limit.

Special Abilities: Half-Elves have Darkvision with a 30' range. They are able to find secret doors on a 1-2 on 1d6, but do not find secret doors on a cursory examination as Elves do. Half-Elves gain a bonus of +5% on all earned experience, except if the Half-Elf is a member of a combination class.

Saving Throws: Half-Elves save at +1 vs. Magic Wands and Spells.

Half - Ogre

Description: Half-Ogres are the result of crossbreeding between Humans and Ogres. Such creatures tend to be outcasts within both Human and Ogrish communities, but they may often be found as leaders in communities of orcs or goblins. Half-Ogres are big, averaging around 7' in height, broad shouldered and rangy. Their features tend to favor the Ogrish parent, with dark coarse hair, tan or brown skin and dark eyes.

Restrictions: Half-Ogres may become Clerics or Fighters only. A Half-Ogre must have a minimum of 13 in both Strength and Constitution, and may not have either Intelligence or Wisdom higher than 15.

Special Abilities: Half-Ogres roll hit dice one size larger than normal; so a Half-Ogre Fighter rolls d10's for hit points, while a Half-Ogre Cleric rolls d8's. Half-Ogres gain a bonus of +5% on all earned experience. Due to their great size, they gain a bonus of +1 on the roll when opening doors or performing other feats of Strength. Finally, they have Darkvision with a 30' range.

Saving Throws: Half-Ogres gain no special bonuses

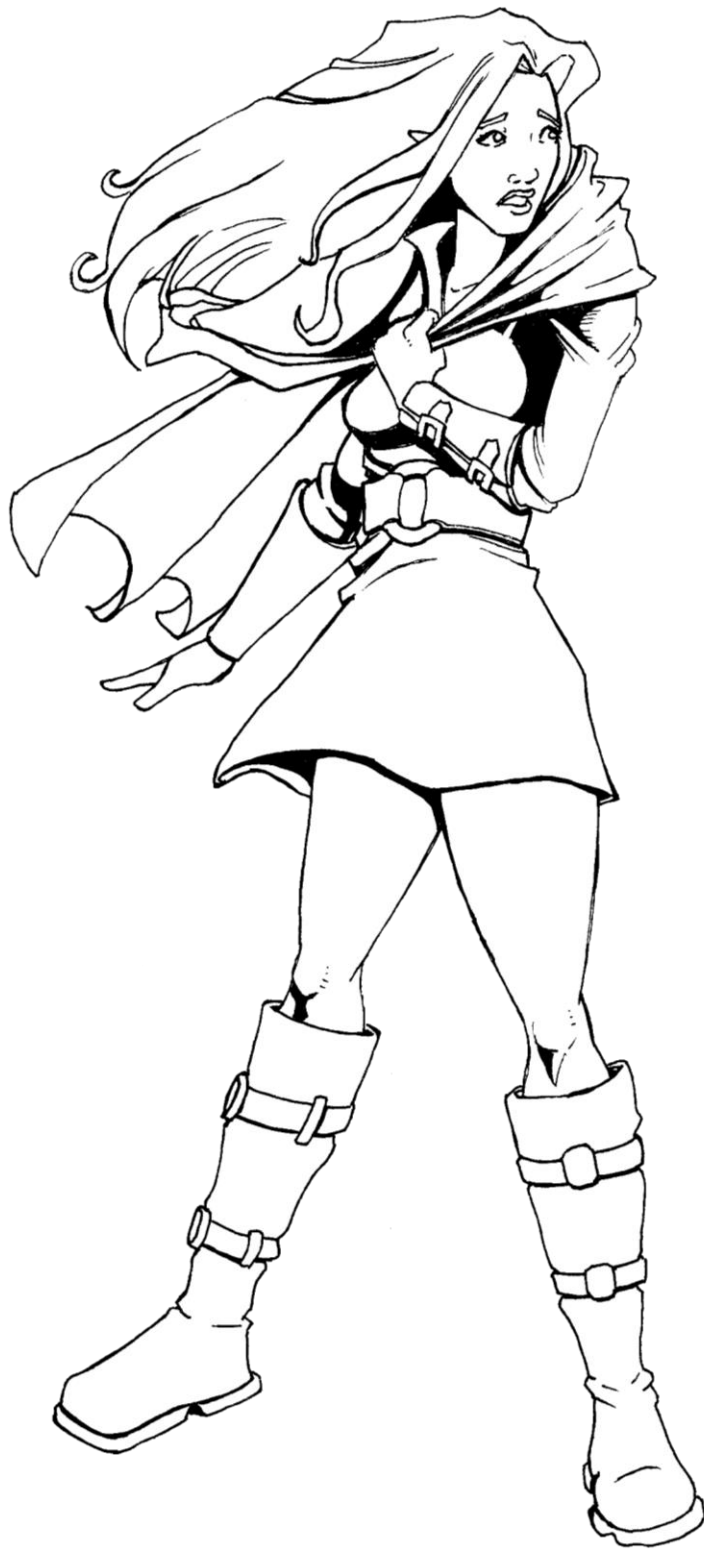
Half - Orc

Description: Half-Orcs are the result of crossbreeding between Humans and Orcs. Such creatures tend to be outcasts within Human communities, but sometimes rise to positions of leadership within Orcish communities. Half-Orcs are a bit shorter than Humans. Their features tend to favor the Orcish parent.

Restrictions: Half-Orcs may become members of any class. A Half-Orc must have a minimum Constitution of 9, and are limited to a maximum Intelligence of 17.

Special Abilities: Half-Orcs gain a bonus of +5% on all earned experience. They have Darkvision with a 60' range. When dealing with humanoids of Human-size or smaller, a Half-Orc gains an additional +1 on any reaction die roll, in addition to his or her Charisma bonus.

Saving Throws: Half-Orcs save at +1 vs. Death Ray or Poison.



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Gnomes

Annmar RPG

Gnomes, or the Forgotten Folk as they were sometimes known, were small humanoids known for their eccentric sense of humor, inquisitiveness, and engineering prowess. Having had few overt influences on the world's history, but many small and unseen ones, gnomes were often overlooked by the powers that be, despite their craftiness and affinity for illusion magic.

Gnomes

Description: Gnomes are small and stocky, more so than Halflings, but not as much as Dwarves; both male and female Gnomes stand around three and a half feet tall and typically weigh around 90 pounds. Their hair and beards may be blond, brown, black, or sometimes red. They have a fair to ruddy complexion. The most noticeable features about a Gnome from the standpoint of other races is their pointed ears and noses. They are renowned for their rapidly changing moods, sometimes gruffy and contrary, sometimes whimsical and humorous. They have a lifespan between two and three centuries long.



Restrictions: Gnomes may become Clerics, Fighters, Magic-Users, Thieves, or Magic-User/Thieves. They are required to have a minimum Constitution of 9. Due to their small stature, they may not have a Strength higher than 17. Gnomes never roll larger (d6) for hit points regardless of class. They may not employ Large weapons more than four feet in length (specifically, two-handed swords, polearms, and longbows). With respect to encumbrance, treat Gnomes as equivalent to Halflings.

Special Abilities: All Gnomes have Darkvision with a 30 range. When attacked in melee by creatures larger than man-sized, Gnomes gain a +1 bonus to their Armor Class.

Gnomes are naturally very observant; being smaller than most other races has made them cautious and aware of their surroundings. As a consequence, a gnome has a 10% chance to detect an invisible or hidden creature within a 30' radius. This ability does not apply to inanimate objects such as secret doors or invisible objects. A thief hiding in shadows, an invisible sprite, or a character wearing an elven cloak may all be detected in this way. As with any detection ability, the GM should make this roll.

A gnome who has detected a hidden thief can see him or her dimly; truly invisible creatures are sensed by their breathing, by the way echoes change in their vicinity, and so on. When fighting an invisible opponent, a gnome who has successfully detected the invisible creature suffers only a -2 penalty on the attack roll, rather than the usual -4 penalty as given on page 52 of the Core Rules.

Saving Throws: Gnomes save at +4 vs. Death Ray or poison and at a +3 vs. Dragon Breath.

Golem

Golems are magically created automatons of great power. Constructing one involves the employment of mighty magic and elemental forces. The animating force for a golem is an elemental spirit. The process of creating the golem binds the spirit to the artificial body and subjects it to the will of the golem's creator.

Being mindless, golems generally do nothing without orders from their creators. They follow instructions explicitly and are incapable of any strategy or tactics. A golem's creator can command it if the golem is within 60 feet and can see and hear its creator. If not actively commanded, a golem usually follows its last instruction to the best of its ability, though if attacked it returns the attack.

The creator can give the golem a simple command to govern its actions in his or her absence. The golem's creator can order the golem to obey the commands of another person (who might in turn place the golem under someone else's control, and so on), but the golem's creator can always resume his creation by commanding the golem to obey him alone.

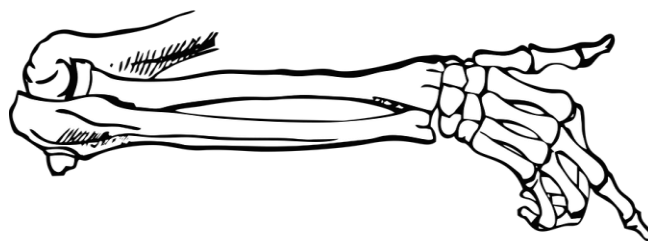
Golems have immunity to most magical and supernatural effects, except when otherwise noted. They can only be hit by magical weapons.

Golem, Amber*

Armor Class:	21 ±
Hit Dice:	10* (+9)
No. of Attacks:	2 claws/1 bite
Damage:	2d6/2d6/2d10
Movement:	60'
No. Appearing:	1
Save As:	Fighter: 5
Morale:	12
Treasure Type:	None
XP:	1,390

Amber golems are generally built to resemble lions or other great cats. They are able to detect invisible creatures or objects within 60', and can track with 95% accuracy through any terrain type.

A magical attack that deals electricity damage heals 1 point of damage for every 3 full points of damage the attack would otherwise deal. For example, an amber golem hit by a **lightning bolt** for 20 points of damage is instead healed up to 6 points. If the amount of healing would cause the golem to exceed its full normal hit points, the excess is ignored.



Golem, Bone*

Armor Class:	19 ±
Hit Dice:	8*
No. of Attacks:	4 weapons
Damage:	1d6/1d6/1d6/1d6 or by weapon
Movement:	40' (10')
No. Appearing:	1
Save As:	Fighter: 4
Morale:	12
Treasure Type:	None
XP:	945

Bone golems are huge four-armed monsters created from the skeletons of at least two dead humanoids. Though made of bone, they are not undead and cannot be turned. Instead of four one-handed weapons, a bone golem can be armed with two two-handed weapons, giving 2 attacks per round and a damage figure of 1d10/1d10 or by weapon.

When a bone golem enters combat, there is a cumulative 1% chance each round that its elemental spirit breaks free and the golem goes berserk. The uncontrolled golem goes on a rampage, attacking the nearest living creature or smashing some object smaller than itself if no creature is within reach, then moving on to spread more destruction. The golem's creator, if within 60 feet, can try to regain control by speaking firmly and persuasively to the golem; he or she must make a save vs. Spells to succeed at this, and at least 1 round of time is required for each check. It takes 1 round of inactivity by the golem to reset the golem's berserk chance to 0%.

Golem, Bronze*

Armor Class:	20 ±
Hit Dice:	20** (+13)
No. of Attacks:	1 fist + special
Damage:	3d10 + special

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Movement:	80' (10')
No. Appearing:	1
Save As:	Fighter:10
Morale:	12
Treasure Type:	None
XP:	5,650

These golems resemble statues made of bronze; unlike natural bronze statues, they never turn green from verdigris. A bronze golem is 10 feet tall and weighs about 4,500 pounds. A bronze golem cannot speak or make any vocal noise, distinguishable odor. It moves with a ponderous but smooth gait. Each step causes the floor to tremble unless it is on a thick, solid foundation.

The interior of a bronze golem is molten metal. Creatures hit by one in combat suffer an additional 1d10 damage from the heat (unless resistant to heat or fire). If one is hit in combat, molten metal spurts out, spraying the attacker for 2d6 damage. A save vs. Death Ray is allowed to avoid the metal spray.

When a bronze golem enters combat, there is a cumulative 1% chance each round that its elemental spirit will break free. Such a golem will go on a rampage, attacking the nearest living creature or smashing some object smaller than itself if no creature is within reach, then moving on to cause more destruction. The golem's creator, if within 60 feet, can try to regain control by speaking firmly and persuasively to the golem; he or she must make a for each check. It takes 1 round of inactivity by the golem to reset the chance it will go berserk to 0%.



Golem, Clay*

Armor Class:	22 ‡
Hit Dice:	11** (+9)
No. of Attacks:	1 fist
Damage:	3d10
Movement:	20'
No. Appearing:	1
Save As:	Fighter: 6
Morale:	12
Treasure Type:	None
XP:	1,765

This golem has a humanoid body made from clay. A clay golem wears no clothing except for a metal or stiff leather garment around its hips. A clay golem cannot speak or make any vocal noise. It walks and moves with a slow, clumsy gait. It weighs around 600 pounds.

When a clay golem enters combat, there is a cumulative 1% chance each round that its elemental spirit will break free. Such a golem will go on a rampage, attacking the nearest living creature or smashing some object smaller than itself if no destruction. Once a clay golem goes berserk, no known method can reestablish control.



The damage a clay golem deals doesn't heal naturally, and magical healing cures only 1 point per die rolled (but add all bonuses normally).

Golem, Flesh*

Armor Class:	20 ±
Hit Dice:	9** (+8)
No. of Attacks:	2 fists
Damage:	2d8/2d8
Movement:	30'
No. Appearing:	1
Save As:	Fighter: 5
Morale:	12
Treasure Type:	None
XP:	1,225

A flesh golem is a ghoulish collection of stolen humanoid body parts, stitched together into a single composite form. No natural animal willingly tracks a flesh golem. The golem wears whatever clothing its creator desires, usually just a ragged pair of trousers. has no possessions and no weapons. It stands 8 feet tall and weighs almost 500 pounds. A flesh golem cannot speak, although it can emit a hoarse roar of sorts. It walks and moves with a stiff-jointed gait, as if not in complete control of its body.



When a flesh golem enters combat, there is a cumulative 1% chance each round that its elemental spirit will break free. Such a golem will go on a rampage, attacking the nearest living creature or smashing some object smaller than itself if no creature is within reach, then moving on to cause more destruction. The golem's creator, if within 60 feet, can try to regain control by speaking firmly and persuasively to the golem; he or she must make a save vs. Spells to succeed at this, and at least 1 round of time is required for each check. It takes 1 round of inactivity by the golem to reset the golem's berserk chance to 0%.

A magical attack that deals cold or fire damage slows a flesh golem (as the **slow** spell) for 2d6 rounds, with no saving throw. A magical attack that deals electricity damage breaks any slow effect on the golem and heals 1 point of damage for every 3 full points of damage the attack would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, the excess is ignored. For example, a flesh golem hit by a lightning bolt heals 3 points of damage if the attack would have dealt 11 points of damage.

Golem, Iron*

Armor Class:	25 ±
Hit Dice:	17** (+12)
No. of Attacks:	1 + special
Damage:	4d10 + special
Movement:	20' (10')
No. Appearing:	1
Save As:	Fighter: 9
Morale:	12
Treasure Type:	None
XP:	3,890

This golem has a humanoid body made from iron. An iron golem can be fashioned in any manner, just like a stone golem (see below), although it almost always displays armor of some sort. Its features are much smoother than those of a stone golem. Iron golems sometimes carry a short sword in one hand. An iron golem is 12 feet tall and weighs about 5,000 pounds. An iron golem cannot speak or make any vocal noise, nor does it have any distinguishable odor. It moves with a ponderous but smooth gait. Each step causes the floor to tremble unless it is on a thick, solid foundation.

Iron golems can exhale a cloud of poisonous gas which fills a 10-foot cube and persists for 1 round. Those within the area of effect must save vs. Dragon Breath or die. This ability can be used up to 3 times per day.

A magical attack that deals electricity damage slows an iron golem (as the **slow** spell) for 3 rounds, with no saving throw. A magical attack that deals fire damage breaks any slow effect on the golem and heals 1 point of damage for each 3 full points of damage the attack

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would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, the excess is ignored. For example, an iron golem hit by a fireball gains back 6 hit points if the points. An iron golem is affected normally by rust attacks, such as that of a rust monster, suffering 2d6 points of damage for each hit (with no saving throw normally allowed).

Golem, Stone*

Armor Class:	25 ±
Hit Dice:	14** (+11)
No. of Attacks:	1 + special
Damage:	3d8 + special
Movement:	20' (10')
No. Appearing:	1
Save As:	Fighter: 7
Morale:	12
Treasure Type:	None
XP:	2,730

This golem has a humanoid body made from stone. A stone golem is 9 feet tall and weighs around 2,000 pounds. Its body is frequently stylized to suit its creator. For example, it might look like it is wearing armor, with a particular symbol carved on the breastplate, or have designs worked into the stone of its limbs.

Stone golems are formidable opponents, being physically powerful and difficult to harm. A stone golem can use a **slow** effect, as the spell, once every other round; a save vs. Spells is allowed to resist.

A **stone to flesh** spell may be used to weaken the monster. The spell does not actually change the golem's structure, but for one full round after being affected, the golem is vulnerable to normal weapons. The stone golem is allowed a save vs. Spells to resist this effect.

Golem, Wood*

Armor Class:	13 ±
Hit Dice:	2+2*
No. of Attacks:	1 fist
Damage:	1d8
Movement:	40'
No. Appearing:	1
Save As:	Fighter: 1
Morale:	12
Treasure Type:	None
XP:	100

Wood golems are small constructs, not more than 4' in height, and are crudely made. Being made of wood makes them vulnerable to fire-based attacks; thus, wood golems suffer one extra point of damage

GOLEM

from fire; any saving throws against such effects are at a penalty of -2. They move stiffly, suffering a -1 penalty to Initiative.

Gorgon

Armor Class:	19
Hit Dice:	8*
No. of Attacks:	1 gore or 1 breath
Damage:	2d6 or petrification
Movement:	40' (10')
No. Appearing:	Wild 1d4
Save As:	Fighter: 8
Morale:	8
Treasure Type:	None
XP:	945

Gorgons are magical monsters resembling bulls made of iron. Their breath can turn living creatures to stone; it covers an area 60' long by 10' wide, and can be used as many times per day as the monster no more often than every other round. A save vs. Petrification is allowed to resist.

A typical gorgon stands over 6 feet tall at the shoulder, measures 8 feet from snout to tail, and weighs about 4,000 pounds. Gorgons are nothing if not aggressive. They attack intruders on sight, attempting to gore or petrify them. There is no way to calm these furious creatures, and they are impossible to domesticate.

Gray Ooze

Armor Class:	12
Hit Dice:	3*
No. of Attacks:	1 pseudopod
Damage:	2d8
Movement:	1'
No. Appearing:	1
Save As:	Fighter: 3
Morale:	12
Treasure Type:	None
XP:	175

Gray oozes are amorphous creatures that live only to eat. They inhabit underground areas, scouring caverns, ruins, and dungeons in search of organic matter, living or dead. A gray ooze can grow to a diameter of up to 10 feet and a thickness of about 6 inches. A typical specimen weighs about 700 pounds.

A gray ooze secretes a digestive acid that quickly dissolves organic material and metal, but not stone. After a successful hit, the ooze will stick to the creature attacked, dealing 2d8 damage per round automatically. Normal (non-magical) armor or clothing dissolves and becomes useless immediately. A non-magical metal or wooden weapon that strikes a gray ooze also dissolves immediately. Magical weapons, armor, and clothing are

Faerûn (Fae)

Annmar RPG



Description: The beautiful Faerûn are related to fey such as booka, pixies, or similar faeries. Faerûn appear to be smaller than normal Elf-like folk, except that they have a pair of wings resembling those of dragonflies or

Sometimes butterflies. For unknown reasons, there are at least twice as many Faerûn females as there are males. Faerûn stand no taller than the average Halfling (3') but have a more slight build, seldom being heavier than 40 pounds.

Restrictions: Faerûn can be any class but generally gravitate to magical classes. If allowed by the GM, Faerûn will be more likely to pursue classes associated with nature than the standard fare. Thus Rangers and Druids are more common than Fighters and Clerics.

Faerûn are required to have a minimum Dexterity score of 9. Faerûn are quite captivating, and must also have a minimum Charisma score of 11. Due to their very small stature, they may not have a Strength score 15. Also size related, Faerûn roll hit dice one size smaller than normal; a d8 would become a d6, a d6 to d4, and a d4 would instead be d3 (d6, 1-2=1, 3-4=2, 5-6=3). Faerûn may not use Large weapons, and must wield Medium weapons with both hands.

Special Abilities: Faerûn normally walk like other races, but their most remarkable ability is limited flight while unencumbered (at double the normal movement rates). Faerûn can fly up to 10 rounds, but must remain grounded an equivalent amount of time after any flight. A lightly-encumbered Faerûn can fly up to 5 rounds but must rest for twice as many rounds as those flown (for instance, a lightly-encumbered flight of 4 rounds requires 8 rounds grounded). Faerûn take half-damage from falls due to their reduced weight and wings.

Similar to Halflings, Faerûn are able to hide very chance they will be detected outdoors in forested environments. Even indoors, in dungeons, or in non-preferred terrain they are able to hide such that there is only a 30% chance of detection. Note that a Faerûn Thief will roll for hiding attempts only once, using either the Thief ability or the Faerûn ability, whichever is better.

Saving Throws: Like Elves, Faerûn save at +1 vs. Paralysis or Petrify and +2 vs. Magic Wands and Spells.

Khronnes

ANNMAR RPG

Most Khronnes choose a life of adventure out of necessity, given the dangers of their homeland. Still, they greatly desire personal power, and many Khronnes take up the mantle of adventurer seeking to satisfy their ambitions. They are also known as dark elves. They worship the evil God Anion. One of the five Gods who are credited with creating the world. He is the God of War. Most gravitate towards the evil side of things. Not all are bad, but they tend to use dark Magic. Khronnes are thought to be a direct descendant of the god, Anion - the god of war and destruction.

KHRONNE

For more information about creating magical items, please refer to pages 154-156 in the **ANNMAR RPG Core Rules**.

Magic Race

Khronnes are a special kind of magicians, known for their mastery over magic items and constructs. They use the same experience and spell progression as Magic-Users, and have the same hit dice, attack bonus, saving throws, and restrictions on armor and weapons. treated as a Magic-User for all purposes, except as noted below.

Requirements: The Prime Requisite for Khronnes is Intelligence; a character must have an Intelligence score of 12 or higher to become a Khronne.

Special Abilities: A first level Khronne begins play knowing **read magic** and one other spell of first level. These spells are written in a spellbook provided by his or her master. The GM may roll for the spell, assign it as he or she sees fit, or allow the player to choose it, at his or her option. See the **Spells** section in the **ANNMAR RPG Rules Book** for more details.

Khronnes do the same "kind" of magic as normal Magic-Users, such that they are able to learn spells from each other; however, only those spells listed as available to both classes may be so learned. See the section on spells below for the Khronne's spell list.

Khronnes receive a bonus of +1 to all saving throws made against effects generated by magic items. Those who are targets of magical effects generated by a magic item operated by a Khronne suffer a penalty of -1 on any saving throw against it.

The real power of Khronnes is their greater understanding of the processes of magical fabrication. Khronnes can create any scroll starting at 1st level, potions and other items beginning at 3rd level, and at 7th level they can create any kind of magic item. A Khronne receives a +25% bonus to all magical research rolls for creating magical items.

At 6th level Khronnes become so adept as to cut in half the time necessary to create a magic item. At 9th level Khronnes become so adept as to reduce the cost of creating a magic item by 25%.

Khronne Spells

Khronnes are Magic-Users whose magical powers are concentrated on the interaction with pure magical forces and items. They abide to the same rules that "regular" Magic-Users do with respect to learning and casting spells.

Spells in bold are new and will be described below.

Some of the spells on the Khronne list are taken from the New Spells and Druid supplements. Please refer to those works for the details of those spells.

First Level Khronne Spells

1	Alarm
2	Break Restrictions
3	Detect Magic
4	Enhance Armor*
5	Enhance Weapon*
6	Light*
7	Hold Portal
8	Protection from Evil*
9	Read Languages
10	Read Magic
11	Repair*
12	Resist Cold

Second Level Khronne Spells

1	Activate
2	Analyze Magic
3	Familiar
4	Find Traps
5	Heat Metal
6	Locate Objects
7	Minor Warding
8	Knock
9	Resist Fire
10	Retrieve energy
11	Warp Wood
12	Wizard Lock

Third Level Khronne Spells

1	Channel blast
2	Dispel Magic
3	Hardness*
4	Hold Construct
5	Immunity to Normal Weapons
6	Lord of the Rings
7	Protection from Evil 10' radius*
8	Protection from Normal Missiles
9	Serious Repair*
10	Overtake Item
11	Stone Shape
12	Striking

Fourth Level Khronne Spells

1	Charm Constructs
2	Drainblade
3	Greater Ward
4	Hallucinatory Terrain
5	Mass Armor Enhancement
6	Mass Weapon Enhancement
7	Neutralize Potion
8	Magic Mirror
9	Minor Spell Immunity
10	Minor Creation
11	Protection From Lightning
12	Wall of Fire

Fifth Level Khronne Spells

1	Conjure Elemental
2	Dream
3	Dispel Evil
4	Magic Jar
5	Private Sanctum
6	Rock to Mud
7	Secret Chest
8	Starlight Blade
9	Passwall
10	Wall of Stone

Sixth Level Khronne Spells

1	Animate Objects
2	Anti-Magic Shell
3	Blade Barrier
4	Disintegrate
5	Flesh to Stone*
6	Guards and Wards
7	Major Spell Immunity
8	Move Earth
9	Permanency
10	Wall of Iron

Activate

Khronne 2

Range: self

Duration: instantaneous

This spell allows the caster to activate a charged magical item in his or her hands without expending charges or daily uses. The caster must know any activation words required to use the item. This spell will not work on potions. Wands, staves, rods, rings, scrolls, and all other items can be activated by this spell. This spell does not allow the caster to use an item forbidden to his or her class. If the power that the caster wants to activate requires 2 charges, it will drain one charge only.

Alarm

Khronne 1

Range: 20'+10'/level

Duration: 2 hours/level

Alarm sounds a mental or audible alarm each time any creature larger than a rat enters the warded area or touches it. A creature that speaks the password (determined by the caster at the time of casting) does not set off the alarm. The caster decides at the time of casting whether the alarm will be mental or audible.

Mental Alarm: A mental alarm alerts the caster (and only the caster) so long as he or she remains within 1 mile of the warded area. The caster will hear a single mental "ping" sufficient to awaken the caster from normal sleep, but which does not otherwise disturb concentration. A **silence** spell has no effect on a mental alarm.

Audible Alarm: An audible alarm produces the sound of a hand bell, and anyone within 60' of the warded area can hear it clearly. Interposing doors or walls may reduce the distance by 10' or 20'. The sound lasts for 1 round. Creatures within a **silence** spell cannot hear the ringing. Incorporeal, ethereal, or astrally-projecting creatures do not trigger the alarm.

Break Restrictions

Khronne 1

Range: touch

Duration: 1 turn/level

This spell allows the use of a magical item not normally usable by the caster, be it a ring, potion, or scroll. This spell does not allow the caster to break his or her own class restrictions regarding weapons or armor use, even if they are magical items.

Channel Blast

Khronne 3

Range: touch

Duration: instantaneous

This spell allows the caster to drain a charged magical item of its energy to cast a bolt of energy. The touched item loses a charge or one daily use of its powers (scrolls and potions are

consumed by this spell), allowing the caster to create an energy discharge. The blast is cone shaped, 60' long and 40' wide at its end.

The damage inflicted depends on the item drained:

Potion: 3d6

Scroll: up 1d6 per level of the spell or 3d6 for non-spell scrolls

Wand: 4d6

Staff: 5d6

Rod or ring: 6d6

Any other (Miscellaneous magic item, weapon or armor): 4d6.

Targets may save for half-damage.

Charm Constructs Range: 30'
Khronne 4 Duration: special

This spell allows the caster to take control of a construct, such as a golem. Control is not absolute and is limited as for the **charm person** spell; the construct is granted a saving throw to avoid control. The construct is allowed a new saving throw each day to break free of the caster's control.

Enhance Armor* Khronne 1 (wrong place; swap with

Range: Touch Duration: 1 turn

This spell imparts a +1 bonus to AC to the touched armor or shield as long as the spell lasts. The reverse form (**weaken armor**) imparts a -1 to AC of the armor touched.

The reverse form of this spell can be cast in combat and requires a successful attack; the target may deny its effect with a successful saving throw.

Enhance Weapon* Range: Touch
Khronne 1 Duration: 1 turn

This spell imparts a +1 bonus to hit and damage to the touched weapon as long as the spell lasts. The reverse form (**weaken weapon**) imparts a -1 to hit and damage.

The reverse form of this spell can be cast in combat and requires a successful attack; the target may deny its effect with a successful saving throw.

Greater Warding Range: touch
Khronne 4 Duration: special

The spell works similar to **minor warding**, inflicting 6d6 points of damage. It can be activated by golems and undead as well as living creatures.

Guards and Wards Range: Anywhere within the
Khronne 6 area to be warded
Duration: 2 hours/level

This spell casts a ward of misdirection and protection on an area of 200 square feet per caster level. The warded area can be as much as 20' high, and shaped as the caster desires. By dividing the area affected, it is possible for this spell to ward several stories of a stronghold.

The caster must be inside the area to be warded to cast the spell. The spell creates the following magical effects within the warded area:

Fog: Fog fills all corridors, obscuring all sight, including darkvision, beyond 5'. A creature within 5' are concealed (missile attacks have a -1 to hit). Creatures farther away are totally concealed (missile attacks have a -4 to hit).

Wizard Locks: All doors in the warded area are **wizard locked**.

Webs: Webs fill all stairs from top to bottom. These strands are identical with those created by the **web** spell, except that they regrow in 10 minutes if they are burned or torn away while the **guards and wards** spell lasts.

Confusion: Where there are choices in direction—such as a corridor intersection or side passage—a minor confusion-type effect functions so as to make it 50% probable that intruders believe they are going in the opposite direction from the one they actually chose. This is an enchantment, mind-affecting effect.

Lost Doors: One door per caster level is covered by an image to appear as if it were a plain wall. This is saved against as if it was a **phantasmal force** spell. In addition, you can place your choice of one of the following five magical effects:

1. Dancing lights in four corridors. You can designate a simple program that causes the lights to repeat as long as the **guards and wards** spell lasts.
2. A **magic mouth** in two places.
3. A **minor warding** in two places.
4. A **suggestion** in one place. You select an area of up to 5' square, and any creature who enters or passes through the area receives the suggestion mentally.

5. A **sleep** in two places. You select an area of up to 5' square, and any creature who enters or passes through the area triggers the **sleep** spell.

The whole warded area radiates strong magic. A **dispel magic** cast on a specific effect, if successful, removes only that effect.

Hardness* Range: touch
Khronne 3 Duration: one turn per level

This spell imbues the touched item or construct with one point of Hardness for every two levels of the caster.

The item may not be larger than 10 cubic feet plus 1 cubic foot per level of the caster.

The reverse form (**weaken**) subtracts as many points of Hardness. If the target item is reduced below 0 Hardness, excess negative Hardness is inflicted as damage.

Hold Construct Range: 180'
Khronne 3 Duration: 2d8 turns

This spell has the same effects of **hold person** but only affects constructs such as golems.

Lord of the Rings Range: self
Khronne 3 Duration: one turn per level

For the duration of the spell the caster can wear and benefit from up to four magical rings. Magical rings of the same type do not stack their effects (i.e. two **Rings of Protection** do not grant a +2 bonus to AC).

Mass Armor Enhancement*
Khronne 4 Range: special
Duration: 1 turn

The caster can affect with **enhance armor** up to 3 armor sets within 30' with a +1 bonus for every three levels of the caster.

The reverse of this spell imparts a -1 to AC to affected armor sets and can be avoided with a saving throw.

Mass Weapon Enhancement*
Khronne 4 Range: special
Duration: 1 turn

The caster can affect with **enhance weapon** up to 3 weapons within 30' with a +1 bonus for every three levels of the caster..

The reverse of this spell imparts a -1 to hit and damage rolls to affected weapons and can be avoided with a saving throw.

Neutralize Potion Range: touch
Khronne 4 Duration: instantaneous

This spell destroys all traces and effects of any sort of poison. A poisoned creature suffers no additional effects from the poison; if cast upon a creature slain by poison in the last 10 rounds, the creature is revived with 1 hit point. If cast upon a poisonous object (weapon, trap, etc.) the poison is rendered permanently ineffective. (what what? Is this entry about potions or poisons???)

In a target that has drunk a potion it immediately dispels the potion's effects.

Unwilling targets must be hit in combat for the spell to be successful.(???)

Minor Creation Range: self
Khronne 4 Duration: instantaneous

This spell creates a non-magical object of non-living matter. The volume of the item created cannot exceed 1 cubic foot per caster level. The item produced by this spell may not be a special component to be used in spell research like a dragon's liver or troll blood.

Move Earth Range: 400 ft.
Khronne 6 Duration: One round per caster level

Move earth moves dirt (clay, loam, sand), possibly collapsing embankments, moving hillocks, shifting dunes, and so forth. However, in no event can rock formations be collapsed or moved. The spell can move up to one 150-foot square (up to 10 feet deep) per round.

This spell does not violently break the surface of the ground. Instead, it creates wavelike crests and troughs, with the earth reacting with glacier-like fluidity until the desired result is achieved. Trees, structures, rock formations, and such are mostly unaffected except for changes in elevation and relative topography.

The spell cannot be used for tunneling and is generally too slow to trap or bury creatures. Its primary use is for digging or filling moats or for adjusting terrain contours before a battle.

This spell has no effect on earth creatures.

Overtake Item Range: 30'
Khronne 3 Duration: instantaneous

With this spell the caster can activate one magical item not in his or her possession that they are aware of and within range. The item must be in plain sight for the caster to see; if the item is held or owned by someone else the owner is allowed a saving throw to avoid the item's

Permanency Range: 10'
Khronne 6 Duration: Permanent; see text

This spell makes is used to make permanent another spell of 6th or lower level. Only arcane magic can be affected: Clerical, Druidic, and other spells of divine nature can not be made permanent. No spell with a permanent or instantaneous duration can be made permanent.

A **permanency** spell lasts until dispelled. When it is dispelled, the other spell effect vanishes immediately. Casting a **permanency** spell causes the loss of 1 point of Constitution.

No more than two spells can be made permanent on a single person, item or place. If a third **permanency** spell is cast it automatically fails, and there is a 50% that each of the two other permanency spells fails too.

A **permanency** spell is not necessary to make any magical item; using **permanency** to bind a spell to an object, person, or place is not the same as crafting a magic item.

Spells that are commonly made permanent on a creature: **detect magic**, **protection from evil**, **read languages**, **read magic**, **detect invisible**, and **fly**.

Spells commonly made permanent on items or locations include: **alarm**, **animate objects**, **confusion**, **dancing lights**, **guards and wards**, **invisibility**, **phantasmal force**, **private sanctum**, **magic mouth**, **symbol**, **wall of**

Private Sanctum Range: 30 feet
Khronne 5 Duration: 24 hours

This spell creates a field impenetrable to most kinds of scrutiny. Those looking into the area from outside see only a dark, foggy mass. Darkvision cannot penetrate it. Eavesdroppers do not perceive any sound, no matter how loud, exiting (emanating?) from the area. Those inside the affected area can see and hear outside the affected area normally. Anyone inside the affected area are immune to **ESP** spells.

Divination spells like **magic mirror** and **clairvoyance/clairaudience** cannot perceive anything within the area.

No speech is possible between those inside and those outside the spell does not prevent other means of communication, such as telepathic communication, or such as that between a **Magic-User** and a familiar.

Private sanctum does not stop creatures or objects from moving into and out of the area.

Repair* Range: touch
Khronne 1 Duration: instantaneous

With this spell the caster repairs 1d6+1 points of damage by laying his or her hand upon the broken item, be it a vehicle, golem, etc.

The reverse form of this spell (**shrivel**) causes 1d6+1 points of damage to the object affected by it. A successful attack roll is required in this case. (why? Range is touch)

This spell has no effect on living creatures, it will shatter small items, and may require a target magic item to roll a saving throw at +4.

Retrieve Energy Range: touch
Khronne 2 Duration: instantaneous

This spell allows the caster to drain a charged magical item of its energy to cast a spell. The touched item loses a charge or one daily use of its powers (scrolls and potions are consumed by this spell), allowing the caster to retain its energy.

In the following round the caster can cast any spell he or she has memorized without expending the spell slot. The maximum level that can be cast depends on the item drained:

Potion: up to 2nd level

Scroll: up to level of the spell or third level for non-spell scrolls

Wand: up to 3rd level

Staff: up to 4th level

Rod or ring: up to 5th level

Any other (miscellaneous magic item, weapon or armor): up to third level.

If no spell is cast in the round immediately following the casting of this spell, the retrieved energy is lost.

Secret Chest

Khronne 5

Range: see text

Duration: 60 days or until discharged

This spell hides a chest in an extra-dimensional space for as long as 60 days. Regardless of the chest's actual size, (which is about 3' by 2' by 2') it can contain up to 1 cubic foot of material per caster level. The caster can retrieve the chest at will by a simple act of will; the chest will appear beside the caster. If any living creatures are in the chest, there is a 75% chance that the spell simply fails.

After 60 days, there is a cumulative chance of 5% per day that the chest is irretrievably lost. Living things in the chest eat, sleep, and age normally, and they die if they run out of food, air, water, or whatever else they need to

Serious Repair*

Khronne 3

Range: touch

Duration: instantaneous

This spell repairs 2d6+1 points of damage by laying his or her hand upon the injured item, be it a vehicle, golem, etc.

The reverse form of this spell (**serious shrivel**) causes 2d6+1 points damage to the object affected by it. A successful attack roll is required in this case.

This spell has no effect on living creatures; it will shatter small items, and may require a target magic item to roll a saving throw.

Stone Shape

Khronne 3

Range: touch

Duration: instantaneous

This spell allows the caster to shape, bend, and form an existing piece of stone (of up to 10 cubic feet + 1 cubic feet per level) into any shape he or she wishes.

Fine detail is not possible but primitive doors, walls, bridges, or similar items can be created with this spell. Stone shaped in the form of moving or mechanical parts will not work on a roll of 1-2 on 1d6.



Orcs

Annmar RPG

Orcs are savage humanoids with stooped postures, piggish faces, and prominent teeth that resemble tusks. They gather in tribes that satisfy their bloodlust by slaying any humanoids that stand against them Orcs, like the golems. Orcs were created by the Great War at the end of the First Age that gave birth to Monsters.



Description: The Orcs are a race created after the Second War of Magic. At first, they were peaceful, just trying to survive in their new world, but eventually became more war-like and savage after being hunted. They are also used to make armies bigger since they are great fighters. Orcs enjoy nature and keep a semi-nomadic lifestyle in regions that other races call wild. When threatened, Orcs can become quite dangerous, much like their warrior ancestors. Orcs are impressively muscled and generally average 7' tall, with some individuals reaching almost 8' in height.

Restrictions: Orcs prefer professions associated with their nature-oriented lifestyles and may become Fighters or Clerics (often choosing Ranger or Druid if those optional classes are available). While it is rare to find a Orcs Thief, they are not barred from the class (although they do suffer several penalties to roguish abilities). An Orc character must have minimum Strength and Constitution scores of 11. Not particularly bright or dexterous, Orcs are limited to 17 in both Dexterity and Intelligence. Orcs may wear human-sized armor, albeit often adjusted slightly to account for their size. Their cloven-hoof feet may not wear typical footwear, unless specially produced for Orcs. Specially-constructed helmets are likewise needed to fit their horned heads.

Special Abilities: Orcs roll hit dice one size larger than normal; a d4 would become a d6, a d6 to d8, etc. Orcs are never truly unarmed, as they can gore for 1d6 damage with their horns. Orcs often charge into battle with a gore attack (+2 to hit with double damage, following all normal charging rules) and then switch to weaponry for the remainder of the fight. They must choose whether to attack with weapons or to gore; they cannot do both in a round. Orcs get an additional +1 bonus on feats of strength such as opening doors due to their great size.

Thief Ability Adjustments: Roguish Orcs have a -10% penalty to Open Locks, Removing Traps, and Picking Pockets. Stealth checks (Moving Silently and Hiding) for Orcs are made normally, although in non-wilderness areas such as indoors, underground (dungeons), or in urban areas they suffer a -20% penalty to their chance to succeed. Outdoor traps, such as hunting snares or dead-falls, do not apply the above penalty and instead are made at +10% bonus.

Saving Throws: Orcs gain no special bonuses to their saving throw rolls.

Character Classes

CLERICS

Level	Exp. Points	Hit Dice	1	2	3	4	5	6
1	0	1d6	-	-	-	-	-	-
2	1,500	2d6	1	-	-	-	-	-
3	3,000	3d6	2	-	-	-	-	-
4	6,000	4d6	2	1	-	-	-	-
5	12,000	5d6	2	2	-	-	-	-
6	24,000	6d6	2	2	1	-	-	-
7	48,000	7d6	3	2	2	-	-	-
8	90,000	8d6	3	2	2	1	-	-
9	180,000	9d6	3	3	2	2	-	-
10	270,000	9d6+1	3	3	2	2	1	-
11	360,000	9d6+2	4	3	3	2	2	-
12	450,000	9d6+3	4	4	3	2	2	1
13	540,000	9d6+4	4	4	3	3	2	2
14	630,000	9d6+5	4	4	4	3	2	2
15	720,000	9d6+6	4	4	4	3	3	2
16	810,000	9d6+7	5	4	4	3	3	2
17	900,000	9d6+8	5	5	4	3	3	2
18	990,000	9d6+9	5	5	4	4	3	3
19	1,080,000	9d6+10	6	5	4	4	3	3
20	1,170,000	9d6+11	6	5	5	4	3	3



are those who have devoted themselves to the service of a deity, pantheon or other belief system. Most Clerics spend their time in mundane forms of service such as preaching and ministering in a temple; but there are those who are called to go abroad from the temple and serve their deity in a more direct way, smiting undead monsters and aiding in the battle against evil and chaos. Player character Clerics are assumed to be among the latter group. Clerics fight about as well as Thieves, but not as well as Fighters. They are harder than Thieves, at least at lower levels, as they are accustomed to physical labor that the Thief would deftly avoid. Clerics can cast spells of divine nature starting at 2nd level, and they have the power to Turn the Undead, that is, to drive away undead monsters by means of faith alone (see the **Encounter** section for details). The Prime Requisite for Clerics is Wisdom; a character must have a Wisdom score of 9 or higher to become a Cleric. They may wear any armor, but may only use blunt weapons.

Clerics

are those who have devoted themselves to the service of a deity, pantheon or other belief system. Most Clerics spend their time in mundane forms of service such as preaching and ministering in a temple; but there are those who are called to go abroad from the temple and serve their deity in a more direct way, smiting undead monsters and aiding in the

FIGHTERS

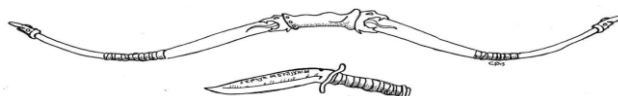
Level	Exp. Points	Hit Dice
1	0	1d8
2	2,000	2d8
3	4,000	3d8
4	8,000	4d8
5	16,000	5d8
6	32,000	6d8
7	64,000	7d8
8	120,000	8d8
9	240,000	9d8
10	360,000	9d8+2
11	480,000	9d8+4
12	600,000	9d8+6
13	720,000	9d8+8
14	840,000	9d8+10
15	960,000	9d8+12
16	1,080,000	9d8+14
17	1,200,000	9d8+16
18	1,320,000	9d8+18
19	1,440,000	9d8+20
20	1,560,000	9d8+22



Fighters

include soldiers, guardsmen, barbarian...warriors...and anyone else for whom fighting is a way of life. They train in combat, and they generally approach problems head on, weapon drawn.

Not surprisingly, Fighters are best at fighting of all the classes. They are also the hardiest, able to take more punishment than any other class. Although they are not skilled in the ways of magic, Fighters can nonetheless use many magic items, including but not limited to magical weapons and armor. The Prime Requisite for Fighters is Strength; a character must have a Strength score of 9 or higher to become a Fighter. Members of this class may wear any armor and use any weapon.



MAGIC USER

Level	Exp. Points	Hit Dice	1	2	3	4	5	6
1	0	1d4	1	-	-	-	-	-
2	2,500	2d4	2	-	-	-	-	-
3	5,000	3d4	2	1	-	-	-	-
4	10,000	4d4	2	2	-	-	-	-
5	20,000	5d4	2	2	1	-	-	-
6	40,000	6d4	3	2	2	-	-	-
7	80,000	7d4	3	2	2	1	-	-
8	150,000	8d4	3	3	2	2	-	-
9	300,000	9d4	3	3	2	2	1	-
10	450,000	9d4+1	4	3	3	2	2	-
11	600,000	9d4+2	4	4	3	2	2	1
12	750,000	9d4+3	4	4	3	3	2	2
13	900,000	9d4+4	4	4	4	3	2	2
14	1,050,000	9d4+5	4	4	4	3	3	2
15	1,200,000	9d4+6	5	4	4	3	3	2
16	1,350,000	9d4+7	5	5	4	3	3	2
17	1,500,000	9d4+8	5	5	4	4	3	3
18	1,650,000	9d4+9	6	5	4	4	3	3
19	1,800,000	9d4+10	6	5	5	4	3	3
20	1,950,000	9d4+11	6	5	5	4	4	3

Magic-Users

are those who seek and use knowledge of the arcane. They do magic not as the Cleric does, by faith in a greater power, but rather through insight and understanding. Magic-Users are the worst of all the classes at fighting; hours spent studying massive tomes of magic do not lead a character to become strong or adept with weapons.

They are the least hardy, equal to

Thieves at lower levels but quickly falling behind. The Prime Requisite for Magic-Users is Intelligence; a character must have an Intelligence score of 9 or higher to become a Magic-User. The only weapons they become proficient with are the dagger and the walking staff (or cudgel). Magic-Users may not wear armor of any sort nor use a shield as such things interfere with spellcasting. A first level Magic-User begins play knowing **read magic** and one other spell of first level. These spells are written in a spellbook provided by his or her master. The GM may roll for the spell, assign it as he or she sees fit, or allow the player to choose it, at his or her option. See the **Spells** section for more details.

THIEF

Level	Exp. Points	Hit Dice
1	0	1d4
2	1,250	2d4
3	2,500	3d4
4	5,000	4d4
5	10,000	5d4
6	20,000	6d4
7	40,000	7d4
8	75,000	8d4
9	150,000	9d4
10	225,000	9d4+2
11	300,000	9d4+4
12	375,000	9d4+6
13	450,000	9d4+8
14	525,000	9d4+10
15	600,000	9d4+12
16	675,000	9d4+14
17	750,000	9d4+16
18	825,000	9d4+18
19	900,000	9d4+20
20	975,000	9d4+22

Thieves

are those who take what they want or need by stealth, disarming traps and picking locks to get to the gold they crave; or "borrowing" money from pockets, belt pouches, etc. right under the nose of the "mark" without the victim ever knowing. Thieves fight better

than Magic-Users but not as well as Fighters. Avoidance of honest work leads Thieves to be less hardy than the other classes, though they do pull ahead of the Magic-Users at higher levels. The Prime Requisite for Thieves is Dexterity; a character must have a Dexterity score of 9 or higher to become a Thief. They may use any weapon, but may not wear metal armor as it interferes with stealthy activities, nor may they use shields of any sort. Leather armor is acceptable, however. Thieves have a number of special abilities, described below. One Turn must generally be spent to use any of these abilities, though the GM may amend this as he or she sees fit. The GM may choose to make any of these rolls on behalf of the player, at his or her option, to help maintain the proper state of uncertainty. Also note that the GM may apply situational adjustments (plus or minus percentage points) as he or she sees fit; for instance, it's obviously harder to climb a wall slick with slime than one that is dry, so the GM might apply a penalty of 20% for the slimy wall.

Thief Abilities

Thief Level	Open Locks	Remove Traps	Pick Pockets	Move Silently	Climb Walls	Hide	Listen
1	25	20	30	25	80	10	30
2	30	25	35	30	81	15	34
3	35	30	40	35	82	20	38
4	40	35	45	40	83	25	42
5	45	40	50	45	84	30	46
6	50	45	55	50	85	35	50
7	55	50	60	55	86	40	54
8	60	55	65	60	87	45	58
9	65	60	70	65	88	50	62
10	68	63	74	68	89	53	65
11	71	66	78	71	90	56	68
12	74	69	82	74	91	59	71
13	77	72	86	77	92	62	74
14	80	75	90	80	93	65	77
15	83	78	94	83	94	68	80
16	84	79	95	85	95	69	83
17	85	80	96	87	96	70	86
18	86	81	97	89	97	71	89
19	87	82	98	91	98	72	92
20	88	83	99	93	99	73	95

Open Locks allows the Thief to unlock a lock without a proper key. It may only be tried once per lock. If the attempt fails, the Thief must wait until he or she has gained another level of experience before trying again.

Remove Traps is generally rolled twice: first to detect the trap, and second to disarm it. The GM will make these rolls as the player won't know for sure if the character is successful or not until someone actually tests the trapped (or suspected) area.

Pick Pockets allows the Thief to lift the wallet, cut the purse, etc. of a victim without the victim noticing. Obviously, if the roll is failed, the Thief didn't get what he or she wanted; but further, the intended victim (or an onlooker, at the GM's option) will notice the attempt if the die roll is more than two times the target number (or if the die roll is 00).

Move Silently, like Remove Traps, is always rolled by the GM. The Thief will usually believe he or she is moving silently regardless of the die roll, but those he or she is trying to avoid will hear the Thief if the roll is failed.

Climb Walls permits the Thief to climb sheer surfaces with few or no visible handholds. This ability should normally be rolled by the player. If the roll fails, the Thief falls from about halfway up the wall or other vertical surface. The GM may require multiple rolls if the distance climbed is more than 100 feet.

Hide permits the Thief to hide in any shadowed area large enough to contain his or her body. Like Move Silently, the Thief always believes he or she is being successful, so the GM makes the roll. A Thief hiding in shadows must remain still for this ability to work.

Listen is generally used to listen at a door, or to try to listen for distant sounds in a dungeon. The GM must decide what noises the Thief might hear; a successful roll means only that a noise *could* have been heard. The GM should always make this roll for the player. Note that the Thief and his or her party must try to be quiet in order for the Thief to use this ability.

Finally, Thieves can perform a Sneak Attack any time they are behind an opponent in melee and it is reasonably likely the opponent doesn't know the Thief is there. The GM may require a Move Silently or Hide roll to determine this. The Sneak Attack is made with a +4 attack bonus and does double damage if it is successful. A Thief usually can't make a Sneak Attack on the same opponent twice in any given combat. The Sneak Attack can be performed with any melee (but not missile) weapon, or may be performed bare-handed (in which case subduing damage is done; see the **Encounter** section for details). Also, the Sneak Attack can be performed with the "flat of the blade;" the bonuses and penalties cancel out, so the attack has a +0 attack bonus and does normal damage; the damage done in this case is subduing damage.

Rangers and Paladins

ANNMAR RPG

The new classes described in this description are considered subclasses of the Fighter. As such, they have the same attack bonus and saving throws as Fighters of the same level. They should be treated as Fighters for all purposes, unless otherwise noted.

Ranger

Level	Exp. Points	Hit Dice
1	0	1d8
2	2,200	2d8
3	4,400	3d8
4	8,800	4d8
5	17,600	5d8
6	35,200	6d8
7	70,400	7d8
8	132,000	8d8
9	264,000	9d8
10	396,000	9d8+2
11	528,000	9d8+4
12	660,000	9d8+6
13	792,000	9d8+8
14	924,000	9d8+10
15	1,056,000	9d8+12
16	1,188,000	9d8+14
17	1,320,000	9d8+16
18	1,452,000	9d8+18
19	1,584,000	9d8+20
20	1,716,000	9d8+22

Rangers are specialized warriors who roam the borderlands, where their mission is to keep the beasts and monsters of the untamed lands at bay. They generally operate alone or in small groups, and rely on stealth and surprise to meet their objectives.

Requirements: To become a Ranger, a character must have a Strength score of 9 or higher (just as with any Fighter), a Wisdom of 11 or higher, and a Dexterity of 11 or higher. They may use any weapon and may wear any armor, but note that some of the Ranger's special talents and abilities are unavailable when leather armor. Humans, Elves, and Halflings may become Rangers. If the Half-Humans supplement is used, Half-Elves and Half-Orcs may also become Rangers.

Special Abilities: Rangers can Move Silently, Hide, and Track when in wilderness areas, at percentages given in the table below. Apply a -20% penalty when attempting

these abilities in urban areas. Move Silently and Hide may not be used in armor heavier than leather (unless the **Thief Options** supplement is in use, in which case the adjustments in that supplement should be applied).

Level	Move Silently	Hide	Tracking
1	25	10	40
2	30	15	44
3	35	20	48
4	40	25	52
5	45	30	56
6	50	35	60
7	55	40	64
8	60	45	68
9	65	50	72
10	68	53	75
11	71	56	78
12	74	59	81
13	77	62	84
14	80	65	87
15	83	68	90
16	85	69	91
17	87	70	92
18	89	71	93
19	91	72	94
20	93	73	95

Note: If the GM allows Thief characters to allocate their ability percentages, as given on page 153 of the **ANNMAR RPG rules**, then the Ranger may also be allowed to do so. Rangers gain 14 points per level 2nd to 9th levels, 9 points per level from 10th to 15th levels, and 4 points per level thereafter.

When tracking, the Ranger must roll once per hour traveled or lose the trail. A Ranger must declare a **chosen enemy**. Against this chosen enemy, the Ranger gets a bonus of +3 to damage. This enemy might be a certain category of creature such

as giants, humanoids, or dragons. With the GM's permission, the list might include rival organizations, nations, or similar agencies.. Rangers are always expert bowmen. When using any regular bow (shortbow or longbow, but not crossbow), a Ranger adds +2 to his or her Attack Bonus. At 5th level, a Ranger may fire three arrows every two rounds (a 3/2 rate of fire). This means one attack on every odd round, two on every even round, with the second attack coming at the end of the round. At 9th level, the Ranger may fire two arrows every round,

Paladin

Level	Exp. Points	Hit Dice	Spells	
			1	2
1	0	1d8	-	-
2	2,500	2d8	-	-
3	5,000	3d8	-	-
4	10,000	4d8	-	-
5	20,000	5d8	-	-
6	40,000	6d8	-	-
7	80,000	7d8	-	-
8	150,000	8d8	-	-
9	300,000	9d8	-	-
10	450,000	9d8+2	1	-
11	600,000	9d8+4	2	-
12	750,000	9d8+6	2	1
13	900,000	9d8+8	2	2
14	1,050,000	9d8+10	3	2
15	1,200,000	9d8+12	3	3
16	1,350,000	9d8+14	4	3
17	1,500,000	9d8+16	4	4
18	1,650,000	9d8+18	5	4
19	1,800,000	9d8+20	5	5
20	1,950,000	9d8+22	6	5

Requirements: To become a Paladin, a character must have at least a Strength score of 9, a Wisdom score of 11, and a Charisma score of 11. There are no racial restrictions for the Paladin. They may use any weapon and may wear any armor or shield. If your GM is using the nine alignments option/supplement, you must either be Lawful Good or Chaotic Evil.

Special Abilities: Paladins emanate an aura equivalent to the spell **protection from evil** (or good, depending on the Paladin's particular faith) in a 10' radius. The Paladin can also **detect evil** (or good, as above) at will, as the spell.

******SPECIAL CASE FOR PALADINS** As indicated in the Attacks Per Round column, at higher ranks of specialization the Fighter is allowed to attack more than one time per round. 3/2 means that the character may attack three time in every two rounds, once in the odd-numbered round and twice in the even-numbered round. At 2/1 the Fighter is allowed to attack with the specialized weapon two times per round. Additional attacks always come after all other attacks are resolved; that is, the Fighter attacks once on his or her Initiative number, then again after all "first" attacks are done. If more than one weapon specialist is involved in a battle, count Initiative down twice, once for "first" attacks and again for "second" attacks.

Combat Bonuses (Attack / Damage)		
Rank	Damage	Attacks per Round
1	+1 / +0	1 / 1
2	+1 / +1	1 / 1
3	+2 / +1	3 / 2
4	+2 / +2	3 / 2
5	+3 / +2	2 / 1
6	+3 / +3	2 / 1

Once per day, per level, a Paladin can make his or her non-magical melee weapon or attack form equivalent to a magic weapon for purposes of hitting creatures only able to be struck with a silver or magical weapon. This effect lasts for a turn.

Once per day, the paladin can **Lay on Hands** to any wounded character and heal 2 points of damage; add the Paladin's Charisma bonus to this figure. On each odd-numbered level (3rd, 5th, etc.) the Paladin may do this one additional time per day (so, twice per day at three times per day at 5th level, etc.) Starting at 7th level, the Paladin may choose to **cure disease** (as the spell) instead of providing healing as above. At 11th level, the Paladin may also substitute **neutralize poison**.

A Paladin can Turn (or **command**) undead as if a Cleric of starting at 2nd level.

Paladins gain the ability to cast appropriate Clerical spells at level 10. For purposes of spell effects that vary based on the Cleric's level, use one-half the Paladin's level, rounded down.

A Paladin must tithe, giving a minimum of 10% of all treasures gained or other profits as an offering to his or her deity.

A Paladin must obey a code of honor, as defined by the Game Master, and must try to perform duties assigned by his or her deity or religious hierarchy. If the Paladin breaks the code, all powers granted are taken away, and the character must atone for his or her actions as possible. Until the Paladin successfully atones, as defined by the Game Master, he or she is considered an ordinary Fighter.



Barbarians

ANNMAR RPG

INTRODUCTION

'A fierce warrior of primitive background who can enter a battle rage.'

The new class described in this supplement is considered a subclass of the Fighter. As such, it has the same attack bonus and saving throws as a Fighter of the same level. Barbarians should be treated as a Fighter for all purposes, unless otherwise noted.

Barbarian

Level	Exp. Points	Hit Dice
1	0	1d10
2	2,500	2d10
3	5,000	3d10
4	10,000	4d10
5	20,000	5d10
6	40,000	6d10
7	80,000	7d10
8	150,000	8d10
9	300,000	9d10
10	450,000	9d10+2
11	600,000	9d10+4
12	750,000	9d10+6
13	900,000	9d10+8
14	1,050,000	9d10+10
15	1,200,000	9d10+12
16	1,350,000	9d10+14
17	1,500,000	9d10+16
18	1,650,000	9d10+18
19	1,800,000	9d10+20
20	1,950,000	9d10+22

Barbarians are warriors born in savage lands, far from the mollifying comforts of civilization. Barbarians rely on hardiness, stealth, and foolhardy bravery to beat their enemies.

Requirements: In order to qualify to be a Barbarian, a character requires a Strength of 9 or higher, a Dexterity of 9 or higher, and a Constitution of 9 or higher. The class is open to Dwarves, Humans, as well as Half-Ogres and Half-Orcs if those options are available.

Barbarians may use any armor or shields, and may wield any weapons desired.



Barbarians wearing no armor or at most leather armor may employ the following abilities:

Alertness: Only a Thief one or more levels higher than the Barbarian can use their Backstab ability on the Barbarian.

Animal reflexes: The Barbarian can be surprised only on a roll of 1 on 1d6.

Hunter: In the wilderness Barbarians can surprise enemies on a roll of 1-3 on 1d6.

Runner: The Barbarian adds 5' to his or her tactical movement.

Barbarians have one additional special ability they can always use, regardless of armor worn:

Rage: Once per day a Barbarian can fly into a Rage, which will last ten rounds. While raging, a Barbarian cannot use any abilities that require patience or concentration, nor can he or she activate magic items of any kind (including potions). Of course, magic items with a continuous effect (like a Ring of Protection)

While raging, the Barbarian must charge directly into combat with the nearest recognizable enemy. If no enemy is nearby, the Barbarian must end his or her rage (see below) or else attack the nearest character.

While raging, the character temporarily gains a +2 bonus on attack rolls, damage rolls, and saving throws versus mind-altering spells, but suffers a penalty of -2 to armor class.

The Barbarian may prematurely end his or her rage with a successful save vs. Spells.

At the end of the rage, the Barbarian loses the rage modifiers and becomes fatigued, suffering a penalty of -2 to attack rolls, damage, armor class, and saving throws. While fatigued, the Barbarian may not charge nor move at a running rate. This state of fatigue lasts for an hour.

A Barbarian may use this ability up to two times per day at 6th level and three times per day at 12th level.



Sorcerer

ANNMAR RPG

“A spellcaster who draws on inherent magic from a gift or bloodline.”

MAGIC USER
CHARACTER CLASS

Sorcerer

Level	Exp. Points	Hit Dice	Spells					
			1	2	3	4	5	6
1	0	1d4	1	-	-	-	-	-
2	2,500	2d4	2	-	-	-	-	-
3	5,000	3d4	2	1	-	-	-	-
4	10,000	4d4	2	2	-	-	-	-
5	20,000	5d4	2	2	1	-	-	-
6	40,000	6d4	3	2	2	-	-	-
7	80,000	7d4	3	2	2	1	-	-
8	150,000	8d4	3	3	2	2	-	-
9	300,000	9d4	3	3	2	2	1	-
10	450,000	9d4+1	4	3	3	2	2	-
11	600,000	9d4+2	4	4	3	2	2	1
12	750,000	9d4+3	4	4	3	3	2	2
13	900,000	9d4+4	4	4	4	3	2	2
14	1,050,000	9d4+5	4	4	4	3	3	2
15	1,200,000	9d4+6	5	4	4	3	3	2
16	1,350,000	9d4+7	5	5	4	3	3	2
17	1,500,000	9d4+8	5	5	4	4	3	3
18	1,650,000	9d4+9	6	5	4	4	3	3
19	1,800,000	9d4+10	6	5	5	4	3	3
20	1,950,000	9d4+11	6	5	5	4	4	3

Sorcerers are “specialist” Magic-Users who focus on the creation and manipulation of illusions, and at higher levels the quasi-real stuff of the planes of shadow. Though “normal” Magic-Users can create illusions, those created by a real Sorcerer are superior in quality and realism.

The Prime Requisite for an Sorcerer is Intelligence. The Sorcerer is required to have an Intelligence score of 13 or higher. Sorcerers are poor fighters, with fighting ability equivalent to normal Magic-Users. Likewise they are no more hardy than standard Magic-Users (d4 hit die). They may not wear any armor of any sort or use shields. Like other Magic-Users, they can utilize a walking staff or dagger, and of course they may use magical weapons of those types. Otherwise, Sorcerers can generally be treated as equivalent to Magic-Users for any situation not covered here.

Because of their expertise at creating and understanding illusions, Sorcerers always gain an additional +2 on saves vs. any sort of illusion or phantasm.

Sorcerers produce magic much like other types of Magic-Users, but have different spell choices. They can learn spells from each other so long as the spells are available to both classes. Like other Magic-Users, a first level Sorcerer begins play knowing **read magic** and one other spell of first level, recorded within a spell book. The GM may roll for the spell, assign it as he or she sees fit, or allow the player to choose it, at his or her option. See the **Sorcerer Spells** section for more details.

SORCERER SPELLS

Sorcerers cast spells through the exercise of knowledge and will, exactly as normal Magic-Users. They prepare spells by study of their spellbooks; each Sorcerer has his or her own spellbook, containing the magical formulae for each spell the Sorcerer has learned, written in a magical script that can only be read by the Sorcerer who wrote it, or through the use of a special first-level spell: **read magic**. All Sorcerers begin play with **read magic** as their first spell, and it is so ingrained that an Sorcerer can prepare it without a spellbook. **Read magic** has a range of "touch" and is permanent with respect to any given magical work (spellbook or scroll).

Sorcerers may learn spells by being taught directly by another Sorcerer or by studying another Sorcerer's spellbook. The Sorcerer may also learn appropriate spells from standard Magic-Users (or other arcane casters, if used); the spell always being at the level as it appears on the Sorcerer Spell List. Likewise, a Magic-User may learn spells shared by the classes from an Sorcerer. If being taught, a spell can be learned in a single day; researching another Sorcerer's spellbook takes one day per spell level. Either way, the spell learned must be transcribed into the Sorcerer's own spellbook, at a cost of 500 gp per spell level transcribed. A beginning Sorcerer starts with a spellbook containing **read magic** and at least one other first-level spell, as determined by the Game Master, at no cost.

First Level Sorcerer Spells

1	Audible Glamer
2	Detect Invisibility
3	Change Self
4	Color Spray
5	Dancing Lights
6	Detect Illusion
7	Light*
8	Magic Mouth
9	Mirror Image
10	Ventriloquism

Second Level Sorcerer Spells

1	Alter Self
2	Blur
3	Continual Light
4	Detect Magic
5	Dispel Illusion
6	Invisibility
7	Obscurement
8	Phantasmal Force
9	Read Languages
10	Rope Trick

Third Level Sorcerer Spells

1	Illusionary Wall
2	Invisibility, 10' Radius
3	Phantom Messenger
4	Phantom Steed
5	Shadow Door
6	Spectral Force

Fourth Level Sorcerer Spells

1	Advanced Illusion
2	Dispel Magic
3	Hold Person
4	Improved Invisibility
5	Silence, 15' Radius
6	Suggestion

Fifth Level Sorcerer Spells

1	Confusion
2	Hallucinatory Terrain
3	Mislead
4	Programmed Illusion
5	Project Image
6	Wizard Eye

Sixth Level Sorcerer Spells

1	Mass Invisibility
2	Permanent Illusion
3	Shadow Walk
4	True Seeing
5	Maze
6	Phase Door

DESCRIPTION OF NEW SPELLS

Advanced Illusion Range: 180'
Sorcerer 4 Duration: 1 minute / level

This spell functions like the spell **spectral force** except that the illusion follows a script determined by the caster. The illusion follows the script without requiring the caster to concentrate on it. The illusion can include intelligible speech if the caster wishes; however, such speech is likewise scripted, so the illusion will not respond if spoken to.

Alter Self Range: self
Sorcerer 2 Duration: 10 minutes / level

This spell allows the caster to assume the form of a creature of the same body type (i.e. humanoid). The new form must be within 50% of his or her normal size. The assumed form can't have more hit dice than the caster's level, nor more than 5 HD at most. The caster can change into a member of his or her own kind or even into him- or herself. The caster retains his or her own ability scores, class, level, hit points, attack bonus and saving throws. If the new form is capable of speech, he or she can communicate normally and cast spells. The caster acquires the physical qualities of the new form, including armor class, movement capabilities (such as climbing, swimming and flight, but not including magical movement abilities such as **levitation**), natural weapons (such as claws, bite, and so on), racial abilities, and any gross physical qualities (wings, additional extremities, etc). Using alter self does not permit additional attacks, and the caster does not gain any special, supernatural, or spell-like abilities of the new form.

Audible Glamer Range: 60' +10'/level
Sorcerer 1 Duration: 2 rounds / level

Audible glamer allows the caster to create a volume of sound that rises, recedes, approaches, or remains at a fixed location. The caster chooses what type of sound he or she creates when casting the spell, and cannot thereafter change the sound's basic character.

The volume of sound created is equivalent to the noise of two normal Humans per caster level. Thus, talking, singing, shouting, walking, marching, or running sounds can be created. The noise an **audible glamer** spell produces can be virtually any type of sound within the volume limit. A horde of rats running and squeaking is

about the same volume as six Humans running and shouting. A roaring lion is equal to the noise from twelve humans, while a roaring dragon is equal to the noise from twenty Humans.

Note that this spell is particularly effective when cast in conjunction with **phantasmal force**.

If a character states that he or she does not believe the sound, a save vs. Spells is made; if the save succeeds, the character hears the sound as distant and obviously fake.

Blur Range: touch
Sorcerer 2 Duration: 1 minute / level

When a **blur** spell is cast, the caster causes the outline of the creature touched to appear blurred, shifting and wavering. This distortion causes all missile and melee combat attacks to be made at -4 on the first attempt and -2 on all successive attacks. It also grants a +1 on the saving throw die roll against any direct magical attack. A **detect invisible** spell does not counteract the blur effect, but a **true seeing** spell does. Opponents that cannot see the subject ignore the spell's effect (though fighting an unseen opponent carries penalties of its own).

Change Self Range: self
Sorcerer 1 Duration: 1 turn / level

This spell allows the caster to alter his or her appearance. This includes not only body shape and facial features, but also clothing, armor, weapons, and equipment. The caster can seem up to one foot shorter or taller, and may appear thin, fat, or any size in between. This spell cannot change the overall body shape of the caster (to look like a dog, for example). Otherwise, the extent of the apparent change is up to the caster.

The spell does not provide the abilities or mannerisms of the chosen form, nor does it alter the perceived tactile (touch) or audible (sound) properties of the caster or his equipment.

A creature that interacts with the caster may, at the discretion of the GM, be allowed a save vs. Spells to recognize the illusion.

Color Spray

Sorcerer 1

Range: 20' (see text)

Duration: instantaneous

This spell causes a vivid cone of clashing colors to be projected from the caster's hands, causing living creatures in the area of effect to become blinded or possibly unconscious. The cone has a 5' diameter at the base, 20' diameter at the end, and is 20' long. Each creature within the cone is affected according to its hit dice:

2 HD or less: The creature is unconscious for 2d4 rounds, then blinded for 1d4 rounds.

3 or 4 HD: The creature is blinded for 1d4 rounds.

5 or more HD: The creature is blinded for 1 round. All

creatures having more levels or hit dice than the spell caster, or having 6 or more levels or hit dice in any case, are entitled to a save vs. Spells to negate the effect. Sightless creatures are not affected by color spray.

Dancing Lights

Sorcerer 1

Range: 40' +10'/level

Duration: 2 rounds / level

Depending on the version of the spell selected, the caster creates up to four lights that resemble lanterns or torches (and cast that amount of light), or up to four glowing spheres of light (which look like will-o'-wisps), or one faintly glowing, vaguely humanoid shape. The dancing lights must stay within a 10' radius area in relation to each other but otherwise move as the caster desires, up to 100' per round. Note that concentration is not required; if ignored, the lights continue to move as they were moving when the caster last directed them. If the lights pass beyond the maximum range, the spell ends immediately.

Detect Illusion

Sorcerer 2

Range: 60'

Duration: 2 turns

This spell allows the caster to recognize illusions by sight. To the caster, all illusions within the given range appear slightly translucent and obviously fake. **Detect illusion** allows detection of visual illusions only; it does not detect auditory illusions such as **audible glamor**.

Dispel Illusion

Sorcerer 2

Range: 120'

Duration: instantaneous

The caster can use this spell to end all ongoing "illusion spells" within a cubic area 20' on a side. **Dispel illusion** affects spells such as **audible glamor**, **phantasmal force**, **spectral force**, **advanced illusion**, and so on. If there is any question as to whether or not a spell is an illusion, the GM's discretion will apply.

Any illusion spell cast by a character of a level equal to or less than the **dispel illusion** caster's level is ended automatically. Those created by higher level casters might not be canceled; there is a 5% chance of failure for each level the illusion's caster level exceeds the **dispel illusion** caster level. For example, a 10th level caster dispelling an illusion created by a 14th level caster has a 20% chance of failure.

When an Sorcerer attempts to dispel an illusion cast by a non-Sorcerer, the Sorcerer is treated as if he or she were two levels higher; if it is not obvious whether the illusion was created by an Sorcerer or not, the GM should assume it was.

Non-illusion spells cannot be ended by this spell.

Illusionary Wall

Sorcerer 3

Range: 60'

Duration: permanent

This spell creates the illusion of a wall, floor, ceiling, or similar surface, covering up to a 10' square area, up to 1' thick. The section of wall created appears absolutely real when viewed, but physical objects can pass through it without difficulty. When the spell is used to hide pits, traps, or normal doors, any detection abilities that do not require sight work normally. Touch or a probing search may reveal the true nature of the surface; the GM may either allow a save vs. Spells to detect the illusion, or if the probing attempt is well devised the GM may allow it to automatically succeed. In either case, such measures do not cause the illusion to disappear.

Improved Invisibility

Sorcerer 4

Range: touch

Duration: 1 round / level

This spell works exactly like **invisibility**, except that it does not end if the subject attacks or casts a spell.

Invisibility, Mass

Sorcerer 6

Magic-User 7

Range: 240'

Duration: special

This spell bestows the effect of an **invisibility** spell on all creatures within a 30' by 30' area. Each subject will remain invisible until he or she attacks or casts a spell. A subject that leaves the original area of effect remains invisible.

SORCERER

ANNMAR RPG

Maze

Sorcerer 6

Range: 60'

Duration: 1 turn (see text)

By means of this spell, the caster banishes the target creature into an extradimensional labyrinth. Once per round, the victim of this spell may attempt a save vs. Spells to escape the labyrinth. If the victim does not escape, the maze disappears after 10 minutes, freeing the victim at that time. On escaping or leaving the maze, the target creature reappears where it had been when the maze spell was cast. If this location is filled with a solid object, the subject appears in the nearest open space. Spells and abilities that move a creature within a plane, such as **teleport** or **dimension door**, do not help a creature escape a maze spell. Minotaurs are not affected by

as he or she concentrates on it). The fog obscures all sight, including darkvision, beyond 5'. Thus, beyond 5' all creatures will be effectively blind.

The cloud persists for the entire duration even if the caster ceases to concentrate upon it, but a moderate wind (11+ mph) disperses the fog in 4 rounds and a strong wind (21+ mph) disperses it in 1 round. This spell does not function underwater.

Permanent Illusion

Sorcerer 6

Range: 180'

Duration: permanent

This spell functions much like **advanced illusion** except that the spell is permanent. The "script" for this spell simply repeats endlessly.

Mislead

Sorcerer 5

Range: 10'

Duration: special

The caster becomes invisible (as if by means of improved invisibility) and at the same time an illusory double of him or her appears (as if by means of **spectral force**). The caster is then free to go elsewhere while his or her double moves away. The double appears within the given range, but thereafter moves as the caster directs it (which requires concentration). The double may be controlled at any distance from the caster, so long as the caster remains able to see it. The caster can make the double appear superimposed perfectly over his or her body so that observers don't notice an image appearing when the caster turns invisible. The caster and the double can then move in different directions. The double moves at the caster's speed and can talk and gesture as if it were real, but it cannot attack or cast spells, though it can pretend to do so. The illusory double lasts as long as the caster concentrates upon it, plus 3 additional rounds. After the caster ceases concentration, the illusory double continues to carry out the same activity until the duration expires. The improved invisibility lasts for 1 round per caster level, regardless of concentration.

Phantom Messenger

Sorcerer 3

Range: special

Duration: special

When this spell is cast, it creates a quasi-real, birdlike creature. It may appear as a small hawk/falcon or as a large dove, and may be any shade of grey from nearly white to nearly black. It does not fight, but all normal animals shun it and only monstrous ones will attack. The messenger has an Armor Class of 18 and 2 hit points, plus 1 per level of the caster. If it loses all of its hit points, the messenger disappears.

The messenger flies at a movement rate of 120' per round. It can bear up to one ounce per five full levels of the caster (one ounce up to level 9, two ounces up to level 14, three ounces from levels 15 through 19, four ounces at level 20).

When created, the messenger must be given a specific destination, which can be any location on the same plane of existence to which the caster has been at least once (even if he or she was lost at the time). After the caster attaches any message or small item(s) to the legs of the bird, he or she releases it and it flies without error to the specified location.

The caster may additionally visualize a specific person whom the messenger will seek out near the target location. Note that this does not allow location of a person; the messenger will fly around the target area looking for the target creature. The messenger will travel at its maximum movement from location. Distance is no object; the messenger will continue indefinitely until the target area is reached. If a target creature was specified, the messenger will then fly around up to one day per level of the caster looking, until the target creature is found; otherwise the messenger will immediately land in the target area. After it lands the messenger will wait patiently for the 9(l)

Obscurement

Sorcerer 2

Range: 100' + 10'/level

Duration: 10 minutes / level

A bank of fog up to a 20' cube in volume billows out from the point the caster designates. The cloud moves at a rate of 10' per round under the control of the caster (so long

message or item(s) to be removed, and then disappear in a faint puff of smoke. If the item(s) or message are not removed immediately the messenger will disappear anyway after waiting one round per level of the caster, dropping the items on the spot; this will also happen if a target creature is specified and cannot be found (the messenger will land first before this happens so as not to drop any carried objects a great distance).

Phantom Steed

Range: touch

Sorcerer 3

Duration: 1 hour / level

The caster conjures a quasi-real horselike creature. The steed can be ridden only by the caster or by the one person for whom he or she specifically created the mount. A phantom steed has a black head and body, gray mane and tail, and smoke-colored insubstantial hooves that make no sound. It has what seems to be a saddle, bit, and bridle. It does not fight, but animals shun it and refuse to attack it.

The mount has an AC of 18 and 12 hit points. If it loses all its hit points, the phantom steed disappears. A phantom steed has a speed of 40' per caster level. It can bear its rider's weight and what he or she carries (the steed cannot carry saddlebags or the like).

These mounts gain additional powers according to the caster's level:

8th level: Ability to ride over sandy, muddy, or even swampy ground without difficulty or decrease in speed.

10th level: Ability to pass over water as if it were firm, dry ground.

12th level: Ability to travel in the air as if it were firm land instead, so chasms and the like can be crossed without benefit of a bridge. Note, however, that the mount can not casually take off and fly.

14th level: Ability to fly as if it were a pegasus.

A mount's abilities include those of mounts of lower caster levels; for example, a phantom steed created by a 13th level caster can pass over water, sand, or mud as well as cross chasms.

Phase Door

Sorcerer 6

Magic-User 3

Range: touch

Duration: 1 usage / 2 levels

This spell creates a magical passage through a wall, the floor, the ceiling, or even through a section of ground. The **phase door** is invisible and inaccessible to all creatures except the caster, who is the only one that can use the passage. The passage is 10' deep plus another 5' for every three caster levels. The caster disappears when entering the **phase door** and appears when he or she exits. If desired, the caster can take one other creature through the door. This counts as two uses of the door. The door does not allow light, sound, or spell effects through it, nor it is possible to see through it without using it. A **phase door** is subject to **dispel magic**, but only from someone who is of higher level than the caster. If anyone is within the passage when it is dispelled, he or she is harmlessly ejected (determine randomly in which direction). It is possible to allow other creatures to use the **phase door** by setting a triggering condition for the door. This condition can be as simple or elaborate as desired. It can be based on a creature's name or identity, but otherwise must be based on observable actions or qualities. Intangibles such as level, class, Hit Dice, and hit points don't qualify.

Programmed Illusion Range: 180'

Sorcerer 5

Duration: special

This spell functions like **advanced illusion**, except that this spell activates when a specific condition occurs. The caster sets the triggering condition when casting the spell. The event that triggers the illusion can be as general or as specific and detailed as desired, but must be based on an audible, tactile, olfactory, or visual trigger. The trigger cannot be based on some quality not normally obvious to the senses, such as religious belief or magical ability. For example, the spell could be set to trigger when a character wearing robes and a pointed hat enters an area, but not when a Magic-User enters the area. The spell remains ready indefinitely. When triggered, the spell will last at most 1 round per caster level.

Rope Trick

Sorcerer 2

Range: touch

Duration: 1 hour / level

When this spell is cast upon a piece of normal, non-magical rope from 5' to 30' long, one end of the rope rises into the air until the whole rope hangs perpendicular

to the ground, as if affixed at the upper end. The upper end is, in fact, fastened to an extradimensional space, similar to a **Bag of Holding**. Creatures in the space are hidden, beyond the reach of spells (including divinations), unless those spells work across planes.

The space holds as many as eight creatures of man-size or smaller (larger creatures cannot fit through the invisible opening at the top of the rope). Creatures in the space can pull the rope up into the space, making the rope "disappear." Otherwise, the rope simply hangs in air. Spells cannot be cast through the extradimensional opening, nor can area effects cross it. Those in the extradimensional space can see out of it as if a 3' square window were centered on the rope. The window is present on the Material Plane, but is invisible, and even creatures that can see the window can't see through it. The rope can be climbed by only one person at a time.

The rope trick spell enables climbers to reach a normal place if they do not climb all the way to the extradimensional space.

When the spell ends, creatures or objects within the extradimensional space are ejected through the window. The rope, if still attached, drops free at the same moment.

Shadow Door Range: 10'
Sorcerer 3 Duration: 1 round / level

The caster creates the illusion of a door, which he or she will appear to pass through and close. In reality, the caster becomes **invisible** (as the spell) when the spell is cast. Any creatures opening the "door" will see an empty 10' square room of similar style to the surrounding area. The caster remains **invisible** for the duration of the spell, unless, as with an **invisibility** spell, he or she attacks any creature or casts a spell.

Shadow Walk Range: touch (see text)
Sorcerer 6 Duration: 1 hour / level

Shadow walk can only be cast in an area of heavy shadows. The caster and up to one willing creature per level are transported to the edge of the Material Plane where it borders the Plane of Shadow. In the region of shadow, the caster (and all the creatures that accompany him or her) moves at an effective rate of 50 miles per hour.

Because of the blurring of reality between the Plane of Shadow and the Material Plane, the caster can't make out details of the terrain or areas he or she passes over during transit, nor can he or she predict perfectly where the travel will end. When the spell effect ends, the caster and any creatures accompanying him or her arrives 1d10 x 100' in a random horizontal direction from the desired endpoint. The caster and his or her companions always arrive at ground level, except if the landing area is in a body of water (in which case they arrive at the water level) or underground. If arriving underground, the altitude of arrival should be as close as possible to the same altitude as the intended endpoint location.

Spectral Force Range: 180'
Sorcerer 3 Duration: special

This spell functions like **phantasmal force**, except for the following: sound, smell, and thermal effects are included; creatures created do not necessarily disappear when touched, assuming the caster causes the illusion to react appropriately. For instance the caster displays illusory wounds when the image is attacked. The spell will last for 3 rounds after concentration ceases.

Suggestion Range: 30'
Sorcerer 4 Duration: up to 1 hour / level

The caster influences a target creature by suggesting a course of activity limited to a sentence or two. The **suggestion** must be worded in such a manner as to make the activity sound reasonable. Asking the creature to do some obviously harmful act automatically negates the effect of the spell.

The suggested course of activity can continue for the entire duration. If the suggested activity can be completed in a shorter time, the spell ends when the subject finishes the activity. The caster can specify conditions that will trigger an activity during the duration. If the condition is not met before the spell duration expires, the activity is not performed.

If the recipient creature makes its saving throw, the spell has no effect. A very reasonable suggestion causes the save to be made with a penalty (-1 or -2 is recommended).

The creature to be influenced must, of course, be able to understand the **suggestion**, i.e., it must be spoken in a language which the spell recipient understands. Undead are not subject to **suggestion**.

Illusions, Saving Throws and Disbelief

The victim of an illusion does not automatically get to save vs. Spells to resist the effects of the illusion. Rather, the victim must have a good reason to believe that a creature, object, or situation is an illusion. The Game Master must base his or her decision on the quality and the credibility of the illusion.

A high-quality illusion is one created by a caster who has a clear "mental image" of the creature, an object, or situation being simulated. For example, the quality of an illusion of a dragon cannot be high if the caster has never seen a real dragon.

An illusion can be credible only if the creature, the object, or the situation is realistic. For example, the illusion of a door on a wall is credible, but not a door floating in the air. Illusions created by higher-level spells are generally more credible since several senses are affected.

If an illusion is of low quality and/or is not credible, the GM may decide to allow an automatic save vs. Spells.

In addition, a player can announce to the Game Master that his or her character does not "believe" in the existence of a creature, an object, or a situation. The GM must then make a secret save vs. Spells for that character. Note that the GM should always make a roll, even if the creature, object, or situation is not an illusion, as omitting the roll would give this fact away to the player.

If a saving throw vs. an illusion is successful, the Game Master must announce this fact to the player; if the character then tells his or her comrades, they in turn receive a save vs. Spells with a +4 bonus.





Warlock

Magic Class

Level	Exp. Points	Hit Dice	0*	1	2	3	4	5	6	7*
1	0	1d4	1	1	-	-	-	-	-	-
2	2,500	2d4	2	2	-	-	-	-	-	-
3	5,000	3d4	3	2	1	-	-	-	-	-
4	10,000	4d4	4	2	2	-	-	-	-	-
5	20,000	5d4	5	2	2	1	-	-	-	-
6	40,000	6d4	6	3	2	2	-	-	-	-
7	80,000	7d4	7	3	2	2	1	-	-	-
8	150,000	8d4	8	3	3	2	2	-	-	-
9	300,000	9d4	9	3	3	2	2	1	-	-
10	450,000	9d4+1	10	4	3	3	2	2	-	-
11	600,000	9d4+2	11	4	4	3	2	2	1	-
12	750,000	9d4+3	12	4	4	3	3	2	2	-
13	900,000	9d4+4	13	4	4	4	3	2	2	1
14	1,050,000	9d4+5	14	4	4	4	3	3	2	1
15	1,200,000	9d4+6	15	5	4	4	3	3	2	1
16	1,350,000	9d4+7	16	5	5	4	3	3	2	2
17	1,500,000	9d4+8	17	5	5	4	4	3	3	2
18	1,650,000	9d4+9	18	6	5	4	4	3	3	2
19	1,800,000	9d4+10	19	6	5	5	4	3	3	2
20	1,950,000	9d4+11	20	6	5	5	4	4	3	3

Warlocks are Magic-Users who practice necromancy, seeking expertise of the darker side of the arcane. Warlocks are rare due to the unsavory nature of their profession, often living in proximity to graveyards, burial mounds, and other places associated with the dead. They are sometimes known by other terms such as Bokor, Witch-Doctors, or even Death Master. Regardless of what they are called or the culture they come from, they share certain traits.

Warlocks are poor fighters, with fighting ability equivalent to normal Magic-Users. Likewise they are no more hardy than standard Magic-Users (d4 hit die). They may not wear any armor of any sort or use shields, but unlike other Magic-Users they have expanded weapon

choices. In addition to the dagger and walking staff, Warlocks can use sickles, scythes, spades, and scimitars (see **New Equipment** below), and they can likewise use magical weapons of those types. Otherwise, Warlocks can generally be treated as equivalent to Magic-Users for any situation not covered

The Prime Requisite for Warlocks is Intelligence. In addition to requiring an Intelligence score of 15 or higher, a Warlock also must have both Wisdom and Constitution scores of at least 13 in order to qualify for the rigors of the class. Although not a requirement, most Warlocks do not score high in looks or Charisma. class generally attracts those who are persecuted or otherwise disenfranchised with normal society.

Warlocks produce magic much like other types of Magic-Users, but have different spell choices. They can learn spells from each other so long as the spells are available to both classes. Like other Magic-Users, a first level Warlock begins play knowing **read magic** and one other spell of first level, recorded within a spellbook. The GM may roll for the spell, assign it as he or she sees fit, or allow the player to choose it, at his or her option.

See the **Warlock Spells** section for more details.



NEW EQUIPMENT

New Weapons	Cost	Size	Wt.	Dmg.
Sickle	2 gp	S	2	1d6
Spade	1 gp	M	2	1d4
Scimitar (longsword)	10 gp	M	4	1d8
Scythe (2 handed weapon)	7 gp	L	10	1d8

SPELLS

Below are listed spells available to the Warlock subclass. Even though they may not be used by a particular Game Master, optional zero level spells (cantrips) and seventh level spells are included for completeness. Warlocks are equivalent to normal Magic-Users in either case. See the appropriate supplement when necessary.

Warlock Spells

Legend for spell list below:

- * – reversible spell
- # – modified for Warlocks
- (n) – Warlock spell
- (s) – Spell Supplement

Cantrips: One zero level spell, called a cantrip, can be cast per level of the caster plus his or her Intelligence bonus. Therefore, a fifth level Warlock with an Intelligence score of 17 (+2 bonus) may cast up to 7 cantrips per day. *Cantrips are an optional rule, and thus may be omitted by the GM.*

Zero Level Warlock Spells (Cantrips)

1	Animate Tool
2	Bolster* (n)
3	Clean
4	Embalm (n)
5	Flare
6	Flavor*
7	Inscribe
8	Irritate
9	Knot*
10	Mage Hand
11	Negate Stench* (n)
12	Open/Close
13	Summon Vermin*
14	Transfigure

First Level Warlock Spells

1	Call Poltergeist (n)
2	Chill (s)
3	Corpse Servant (n)
4	Decay Flesh* (n)
5	Detect Magic
6	Light*
7	Locate Corpse (n)
8	Protection from Undead* (n)
9	Read Languages
10	Remove Fear*
11	Stench (n)
12	Ventriloquism
13	Stoneskin (s)

Second Level Warlock Spells

1	Continual Light*
2	Detect Invisibility
3	Fireskull Familiar (n)
4	Ghoulsh Hands (n)
5	Invisibility
6	Knock
7	Locate Object
8	Maggot Spray (n)
9	Minor Warding (s)
10	Wizard Lock

Third Level Warlock Spells

1	Darkvision
2	Dispel Magic
3	Drainblade (s)
4	Fossilize (n)
5	Protection from Undead, 10' Radius* (n)
6	Speak with Dead
7	Spirit Wrack (n)
8	Summon Spirit (n)

Fourth Level Warlock Spells

1	Animate Dead#
2	Corpse Feast (n)
3	Dimension Door
4	Grave Sanctuary (n)
5	Remove Curse*
6	Rot Flesh (n)
7	Wall of Bones (n)
8	Wizard Eye

Fifth Level Warlock Spells

1	Cloudkill
2	Magic Jar
3	Mummify (n)
4	Passwall
5	Wall of Stone
6	Word of Recall#

Sixth Level Warlock Spells

1	Anti-Magic Shell
2	Death Spell
3	Disintegrate
4	Projected Image
5	Undeath (n)
6	Wall of Iron

Seventh Level Warlock Spells

1	Call Horseman (n)
2	Invisibility, Mass (s)
3	Longevity (s)
4	Phase Door (s)
5	Power Word, Stun (s)
6	Wychlamp Aura (s)

DESCRIPTION OF NEW SPELLS

Animate Dead Range: touch
Warlock 4 Duration: special

Virtually identical to the Cleric or standard Magic-User version, this spell turns the bones or bodies of dead creatures into undead skeletons or zombies that follow the caster's spoken commands. They remain animated until they are destroyed. The Warlock may animate a number of hit dice of undead equal to three times his or her caster level, and no more (other casters can only animate twice their level in hit dice). Animated skeletons have hit dice equal to the number the creature had in life; for skeletons of humans or demi-humans, this means one hit die, regardless of the character level of the deceased. Zombies have one more hit die than the creature had in life. An animated skeleton can be created only from a mostly intact skeleton; a zombie can be created only from a mostly intact corpse. The caster must touch the remains to be animated. Normally, no character may normally control more hit dice of undead than 4 times his or her level, regardless of how many times this spell is cast, but for the Warlock the limit is 6 times his or her level.

Bolster Range: 20'
Warlock 0 Duration: special

Undead within 20 feet of caster are harder to Turn or command, being one point harder to affect (on the Turning table in the **ANNMAR RPG Rules**. The effect lasts one hour or until a Turning/ **command** attempt is made. Reversed, the cantrip makes undead one point easier to Turn for the same period.

Call Horseman Range: 20'
Warlock 7 Duration: special

This spell calls forth a headless horseman which is subsequently given a task to accomplish, such as the slaying of one individual. The skull of an appropriately leveled warrior (of the mounted variety) is required to complete the summoning. The maximum level of the summoned headless horseman is equal to the caster's level or the actual level of the horseman at the time of his or her death (whichever is lowest). Thus the aspiring summoner usually works to get the most powerful warrior available, often by arranging the death of the warrior. Each horseman is an individual and usually appears in knightly garb similar to what they wore in life, only darker and more grim (albeit all non-magical). Of course, as their name indicates, they are headless, but may appear with jack-o-lanterns in lieu of their actual head, ghost-like vestiges, vacant helmets and hoods, or other variations on this theme. The mount of the horsemen is always summoned alongside its master. See the headless horseman monster entry for additional details and statistics.

The summoner must have possession of the actual skull of the horseman in order to maintain control over him. If possession of the skull is lost, the horseman will attempt to gain possession of the skull with all the same fervor of his appointed task. If successful, the horseman may become free-willed or simply vanish (GM's discretion). The spell can only be cast during the night (even if summoned underground), and the horseman (and mount) remains until the task is complete or the sun rises. The spell must be recast the following night if the task was left unfinished or the horseman is slain while on task.

The GM might allow other classes access to this spell. The spell remains seventh level, but the maximum level of the horseman is half the level of the caster (instead of equal to the Warlock's level).

Call Poltergeist Range: 5'/level
Warlock 1 Duration: 1 hour/level

This spell binds a minor spirit to an area. The poltergeist is an invisible, shapeless force that performs simple tasks at your command. It can run and fetch things, open unstuck doors, and hold chairs, as well as clean and mend. The poltergeist can perform only one activity at a time, but it repeats the same activity over and over again if told to do so as long as you remain within range. It can open only normal doors, drawers, lids, and the like, having an effective Strength score of 3. It can trigger traps and such, but it can exert only 20 pounds of force, which may not be enough to activate certain pressure plates or other devices.

Corpse Feast Range: 5'/level
Warlock 4 Duration: instantaneous

This spell heals the caster and nearby active undead beings by draining the last energies from any fresh corpses (no more than an hour old) within the spell range. The corpse must have been a living sentient being (ie not animal, undead, construct, elemental, etc). Any corpse drained using this spell provides vigor to the caster and his active undead allies within range, healing 1d4 HP per corpse, up to their maximum hit points. Slain or destroyed undead do not heal or rise anew. Any corpses consumed by this spell cannot be raised or resurrected by any means, even a **wish**.

Corpse Servant Range: touch
Warlock 1 Duration: one hour/level

This spell allows the caster to temporarily animate skeletons or zombies. A number of hit dice equal to the caster's level may be animated for up to one hour per caster level. These non-permanent undead do not count towards the **animate dead** spell limitations, but they otherwise conform to the permanent undead created by that spell. Only one instance of this spell may be active at a time for any particular caster.

Animated skeletons have hit dice equal to the number the creature had in life; for skeletons of humans or demi-humans, this means one hit die, regardless of the character level of the deceased. Zombies have one more hit die than the creature had in life. An animated skeleton can be created only from a mostly intact skeleton; a zombie can be created only from a mostly intact corpse. The caster must touch the remains to be animated.

Decay Flesh Range: touch
Warlock 1 Duration: instantaneous
(one round/level)

This is an arcane version of the **cause light wounds** spell (the reverse of **cure light wounds**), dealing 1d6+1 points of damage to the creature affected by it. The caster must make a successful attack after smashing the material components onto his or her fingers (typically a maggot, flesh eating worm, or similar creature). A missed attack roll does not dispel the effect, as it can be active until used or until a number of rounds equal to the caster's level have passed.

Unlike the Clerical spell mentioned, this spell may not be reversed. However, this spell does work upon undead creatures in the opposite fashion; they are healed 1d6+1 hit points instead.

Ectoplasm Range: touch
Warlock 3 Duration: one turn/level

When cast upon a willing intelligent creature, this spell grants the being the ability to become semi-transparent and immaterial. While in this ectoplasmic state, magical weapons or weapons with certain special properties are necessary to strike the recipient. Any stealth checks such as Move Silently or Hide are made at +20%, and the character may move through materials up to 1" thick per level of the caster. Some materials may prevent passage such as lead, gold, or other materials with special properties (as determined by the GM). While able to move through materials and effectively weightless, the ectoplasmic being does not gain any other special movement modes like flying or levitation. Walking upon materials such as water is possible though.

The character in an ectoplasmic state may not make physical attacks but may cast spells that do not require physical contact. While the spell is active, the individual may choose to revert back and forth between corporeal and incorporeal forms on his or her turn, remaining in the chosen state until their next turn. The spell cannot be cast upon an unwilling individual and fails completely if attempted. Likewise, unintelligent or animal intelligence creatures do not possess understanding of changing their physical state, so the spell is wasted on them.

Embalm

Warlock 0

Range: touch

Duration: permanent

Specially prepares one corpse for burial (or further use). When cast upon recently dead in preparation for **animate dead** type spells, the newly risen zombie will have +1 on hit point rolls for each hit die (up to maximum hit points for each hit die).

Fireskull Familiar

Warlock 2

Range: touch

Duration: one hour per level

This spell animates a single skull in to serve the Warlock. Wrapped in cold magical flames and gifted with a form of levitation based flight, the flaming skull can fetch small items, convey messages, or other similar tasks for the Warlock. When not tasked with a specific duty, the **fireskull familiar** generally hovers near its master providing light equal to torchlight. A Warlock may have only one instance of this spell active at a time. Subsequent castings have no effect unless the first instance of the spell is dismissed or destroyed.

The **fireskull familiar** is not designed for combat, having hit points equal to 25% of the Warlock's total hit points. It has an Armor Class of 13 and only a single attack for 1d2 points of damage, attacking with the same basic chance to hit as the Warlock. The skull can be charged with spells that must be delivered by touch, with the spell effect being available to the skull on the following round. While a **fireskull familiar** is within 5 feet, the caster's chance of being surprised is reduced by 1.

Of interesting note, although each skull does not remember any details of its former life, it does retain many personality traits, making each skull distinct from the next. Practitioners of this spell often have favorite skulls that they use regularly, and skulls that they are loathe to animate. Any particular skull that is destroyed through damage may never again be used.

Fossilize

Warlock 3

Range: touch

Duration: permanent

This spell permanently hardens the bones of one skeletal undead creature, making the bones denser and stronger. The fossilized skeleton permanently gets +2 on damage rolls, +4 on its AC, and its damage resistance is enhanced. A fossilized skeleton takes only $\frac{1}{4}$ damage from edged weapons and $\frac{1}{2}$ damage from any other weapons. The fossilized skeleton becomes immune to normal arrows, bolts, and bullets. Magical missile weapons do only their 'plus' in damage.

While this spell is permanent, there are drawbacks. The spell itself requires 100 gp worth of powdered amber which is consumed in the casting of the spell. In addition, the newly fossilized skeleton may not be repaired or otherwise 'healed', as the organic materials that made up the bones has been completely replaced by minerals. Intelligent skeletal undead would not normally want this spell applied to themselves, but the spell would affect them nevertheless.

Ghoulish Hands

Warlock 2

Range: touch or self

Duration: one round/level

This spell causes the hands of one living creature to become like the horrible claws of ghouls. The bearer of these ghoulish hands may make two clawing attacks that cause 1d4 points of damage each. If the recipient of this spell already had better claw attacks, then he or she gains a +2 damage bonus to their damage rolls while this spell is in effect. In addition to the damage, those struck by the hands must save vs. Paralysis or be paralyzed for 2d8 turns (Elves are immune), exactly like the attacks of a ghoul.

Recipients of this spell must be true living creatures; other creatures such as undead, constructs, elementals, and the like are immune. There is a 1% non-cumulative chance that on any particular casting of this spell that the recipient is actually infected with Ghoul Fever (per the monster description), which if proper curative steps are not taken, may ultimately result in the recipient's death and rising as an actual ghoul.

Grave Sanctuary

Warlock 4

Range: touch

Duration: 1 turn/level

Similar to the **tree sanctuary** spell from the Druid Supplement, this spell enables the caster to create an invisible entry into a grave, mausoleum, sarcophagus, large tombstone, or similar item associated with the repose of the dead. The entry is visible to undead and other Warlocks, but this does not grant any special access to the doorway. Once the spell is complete, the Warlock may enter the space, effectively disappearing from sight. Only one grave may be effected by **grave sanctuary** at a time. The Warlock is completely aware of his or her surroundings while in the grave, gaining the bonus of 360-degree vision and hearing, as well as being able to detect changes in the immediate temperature surrounding the site. Another benefit of this spell is that each turn the Warlock rests inside the grave counts as a full hour of sleep, so the Warlock may meditate to memorize

spells while within the magical sanctuary. Also, if the grave site is on unhallowed ground or an area otherwise associated with hauntings and the like, then the Warlock heals 1d4 HP per turn spent inside the grave.

While inside the grave, the Warlock does lose any sense of taste, smell, or touch, and may not speak or otherwise cast spells while inside the grave's protection. If the grave itself is unearthed or broken into in some way, then the Warlock takes 2d10 points of damage and is cast out into the nearest available space. This kind of undertaking should be roughly equivalent to actually digging a grave up, and not simply an attack against the earth.

Locate Corpse

Cleric 2, MU 2

Range: 360' Warlock 1,
Duration: 1 round/level

This spell allows the caster to sense the direction of the closest corpse or remains of a type usable for spells such as **animate dead** or other similar spells. Throughout the duration, the caster need simply concentrate on the general type of corpse (animal, humanoid, large size, etc) and of applicable state (intact, fresh, skeletal, etc). The nearest remains fitting the criteria is located if more than one is within range. Upon arrival at the location of the nearest corpse, the caster can again concentrate to locate another corpse, as long as the spell duration lasts. Specific remains belonging to a particular individual can be located with this spell, so long as the caster knew the individual personally during life. The spell is blocked by even a thin sheet of lead or gold. Creatures, whether living or in states of undeath, cannot be found by this spell.

Maggot Spray

Warlock 2

Range: 10
Duration: 1 round/level, and
2d6 rounds for sickened effect

From the caster's mouth sprays a stream of filth containing live flesh eating maggots, affecting all within a 10' section immediately adjacent to and chosen by the caster. Those struck by the spray must save or be sickened for 2d6 rounds (like the **stench** spell, causing a penalty of -2 to their attacks). Additionally, the maggots eat into the flesh, causing 1d4 points of damage immediately and on subsequent rounds an additional 1d4 points of damage per round for a number of rounds equal to the caster's level. Individuals may stop the damage by using an entire round to brush off the maggots (no movement, attacks, and loss of any dexterity or shield bonuses during this round). Those taking the time to

brush off the maggots take normal damage that round. Removing the maggots does not remove the sickening effect of those who failed that save.

Mummify

Warlock 5

Range: touch

Duration: permanent

After careful ceremonial preparations lasting five days, and the application of many rare and expensive unguents, the caster is able to call back the spirit of the dead to reanimate its corpse as a mummy. Mummies so created are of the standard sort (see its monster entry). Mummies do not count against the normal limits of controllable undead (per **animate dead** spell), but the caster can maintain control over as many Hit Dice of mummies as his or her own level.

Mummies do not travel well, being slow and quickly wear down taking damage on long journeys. They make better guardians for the animator's lair. Preparations for mummification cost 100 gp per hit die (500 gp per mummy). A separate casting of the spell is necessary for each mummy created. It might be possible to create a mummy from a large humanoid such as a giant, however the costs associated with preparation increase dramatically to 5,000 gp per Hit Die of the final product. More powerful mummies, such as those with intact class-based powers, are generally created through the use of the **undeath** spell. Mummification is generally in the realm of the Warlock, but occasionally Clerics of certain cults might have access as well.

Negate Stench

Warlock 0

Range: 20'

Duration: touch

Removes any scent from one creature (or corpse), including ghouls or ghaunts (save to resist effect). Lasts 1 round per level. Reversed, the relevant scent is made more potent, increasing save difficulty by 2 points when applicable.

Protection from Undead*

Warlock 1

Range: touch

Duration: 1 turn/level

This spell works almost identically to the **protection from evil** spell by warding a creature from attacks by undead creatures, from mental control, and from summoned creatures regardless of any moral or ethical leanings. It creates a magical barrier around the subject at a distance of 1'. The barrier moves with the subject and has three major effects:

First, the subject gains a +2 bonus to AC and a +2 bonus on saves. Both these bonuses apply against attacks made or effects created by undead creatures or beings that the GM decides have a strong connection with death or undead.

Second, the barrier blocks any attempt to possess the warded creature (by a **magic jar** attack, for example) or to exercise mental control over the creature (including **charm** spells or effects). The protection does not prevent such effects from targeting the protected creature, but it suppresses the effect for the duration of the **protection from evil** effect. If the **protection from undead** effect ends before the effect granting control does, the would-be controller would then be able to command the controlled creature. Likewise, the barrier keeps out a possessing life force but does not expel one if it is in place before the spell is cast.

Third, the spell prevents bodily contact by summoned creatures (regardless of whether they are undead or not). This causes the natural weapon attacks of such creatures to fail and the creatures to recoil if such attacks require touching the warded creature. The protection against contact by summoned creatures ends if the warded creature makes an attack against or tries to force the barrier against the blocked creature.

Reversed, this spell becomes quite potent as **protection from living**. It functions in all ways as described above, save that "living" creatures are kept away, rather than dead or "undead" creatures. Warlocks often use both versions of the spell to protect themselves from threats by both the living population as well as powerful undead that may try to command the Warlock such as ghosts or vampires.

Protection from Undead 10' Radius*

Warlock 3

Range: touch

Duration: 1 turn/level

This spell functions exactly as **protection from undead**, but with a 10' radius rather than a 1' radius. All within the radius receive the protection; those who leave and then re-enter, or who enter after the spell is cast, receive the protection as well.

Reversed, this spell becomes **protection from living 10' radius**, and functions exactly as the reversed form of **protection from undead**, except that it covers a 10' radius around the target rather than the normal 1' radius.

Rot Flesh

Warlock 4

Range: touch

Duration: instantaneous
(one round/level)

This spell works exactly like the **decay flesh** spell, save that it deals 2d6 points of damage plus 1 point per caster level to the creature affected by it. The caster must make a successful attack after smashing the material components upon his or her hands (typically a maggot, flesh eating worm, or similar creature). A missed attack roll does not dispel the effect, as it can be active until used or a number of rounds equal to the caster's level have passed.

Just like the lower level **decay flesh** spell, this spell may not be reversed, and similarly, this spell works upon undead creatures in the opposite fashion; they are healed 2d6 + caster level points worth of damage instead.

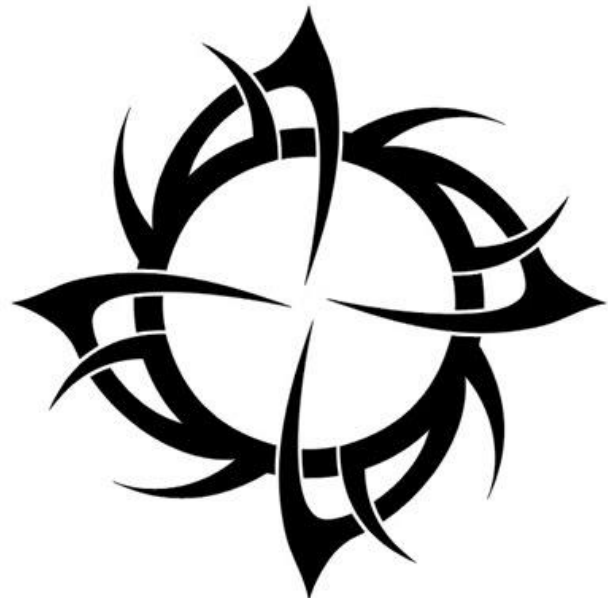
Stench

Warlock 1

Range: self

Duration: 1 turn/level

This spell creates a sickly stinking smell of rot and decay that emanates from the caster's body. The stench duplicates the sickening effect of ghosts. (The smell of death and corruption surrounding the caster is so overwhelming that living creatures within 10' must succeed on a save vs. Poison or be sickened for 2d6 rounds (-2 to attack rolls). For every three levels the caster has, a penalty of -1 on the save is applied to those affected (at 3rd save is at -1, at 6th level the save is at -2, at 9th level the save is at -3, etc). A creature that successfully saves cannot be affected again by this spell or a gha'st's stench for 24 hours. A **neutralize poison** spell removes the effect from a sickened creature.



Spirit Wrack

Warlock 3

Range: special

Duration: instantaneous

This spell deals 1d8 points of damage per caster level to any one particular incorporeal undead being such as wraiths, spectres, ghosts, or similar entities within sight of the caster. Alternatively the caster may choose to cause a burst of 1d4 points of damage per level to any such beings within 20' of the caster, whether visible or not. Minor spiritual beings such as poltergeists haunting an area are usually destroyed outright by this spell. Any affected being is allowed a save for half damage. Some persistent types of undead may reform after the passage of some time (typically days later), and may require certain rituals or other requirements be fulfilled before being permanently destroyed. This spell only affects true incorporeal undead and does nothing against other types of beings, even if they happen to be insubstantial at the time; vampires that happen to be in gaseous form are immune to this spell's effect.

Summon Spirit

Warlock 3

Range: 10' per level

Duration: 1 turn/level

Upon casting this spell, a malevolent spirit in the form of a wraith is called to serve the caster for 1 turn per level. If the caster is 10th level he or she may choose between 1d4 wraiths or one spectre. At 15th level the caster may opt to summon 2d4 wraiths, 1d3 spectres, or one ghost. The summoned spirits will serve according to its ability, usually by combating the caster's foes, and generally disappearing at the end of the spell's duration.

Occasionally the spirit does not depart at the end of the spell duration, but simply becomes free of the compulsion to serve and will usually attack the caster. The chance is 5% for any particular wraith, 10% for spectres, and 20% for a ghost. When this occurs, the spirit will remain in the area for a number of rounds equal to the caster's level before departing. A spirit with less than half its hit points will not stay regardless. The caster would be wise to have protections or other contingencies against the rogue spirits.

Undeath

Warlock 6

Range: touch

Duration: instantaneous

As a vile necromantic alternative to the reincarnation spell, this spell can be used to bring back individuals to the world of the living. Upon casting this spell, the caster brings back a dead character (or creature) in an undead state, whether as some sort of reanimated body or as spiritual or ghostlike form. Wicked, cruel, murderous, or so called evil beings will often want to continue their

predations in undeath, but for most beings the subject's soul is not willing to return in such a state. Most normal individuals roll a saving throw vs. Magic to avoid coming back (rolled as if they were still alive and well), and if successful the spell fails completely as the soul cannot be compelled to return.

Roll on the following table to determine what sort of undead creature the character becomes. Entries marked with (FG) indicate creatures from the **Annmar RPG Field Guide**.

d%	Undead Form
01-25	Ghoul
26-40	Ghast (FG)
41-50	Mummy
51-55	Spectre
56-60	Vampire
61-75	Wight
81-90	Wraith
85-90	Ghost
91-00	Other (GM's choice)

Since the dead character is returning in a state of undeath, all physical ills and afflictions are generally irrelevant. The condition of the remains is not really a factor so long as the body is largely intact. The magic of the spell repairs or otherwise accommodates any changes necessary to conform to the new undead state, the process taking one hour to complete. When the spell is finished, the new undead being becomes aware and active. The caster has absolutely no special control over the newly 'risen' being. Of course, subsequent spells may be cast, having completely normal effects upon the new undead.

The newly undead character recalls the majority of its former life and form. Its class is unchanged, as are the character's Intelligence, Wisdom, and Charisma (but see below). The physical abilities of Strength, Dexterity, and Constitution should be re-rolled or determined by the parameters of the new form. The subject's level (or Hit Dice) is reduced by 1; this is a real reduction, not a negative level, and is not subject to magical restoration. The subject of this spell takes on all the abilities, hindrances, and disadvantages of the new undead state, having either the undead creature's normal hit dice or will have hit points according to the character's reduced level, whichever is higher. In either case, the character's class abilities are available to the newly risen form excepting any obviously contradicting situations. For instance, Climbing is probably of little importance to a ghost-like form. The spell can thus create generally superior undead beings who often go on to lead others of their kind. The

undead creature gains all abilities associated with its new form, including forms of movement and speeds, natural armor, natural attacks, extraordinary abilities, and the like, but also must confront any special tendencies of the new state. For instance, a newly risen ghoul hungers voraciously for fetid flesh, and a new vampire thirsts for blood. The compulsions of the undead is very strong, and the behaviors will soon overcome any previous relationships with living beings, although it may experience remorse over killing its former friends. For undead such as ghouls, ghosts, wights, and similar beings, the urges to kill and feed are so strong that they can become effectively mindless (-6 to Intelligence and Wisdom scores) until the urges are temporarily satisfied. Vampires have a bit more conscious control over their hunger and do not have this penalty. For other types of undead not listed here the GM may assign relevant behaviors that must be followed. Constructs, elementals, and similar creatures cannot become undead. The creature must have originally been a living corporeal being with some semblance of intelligence. The GM has the final say whether a being rises from the use of this spell. Likewise the GM decides any special situations or special manifestations that may occur from the use of this spell. Generally, any character who becomes an undead immediately becomes an NPC under the control of the GM unless he or she has made special accommodations to allow for an undead player characters.

Note: *this spell is intended only for Warlocks, as the other spell casting classes have access to similar types of spell (reincarnation and raise dead).*

Wall of Bones Range: 10' per level
Warlock 4 Duration: 1 round/level

An immobile wall of writhing interlocking bone and bone fragments rises from the earth. The wall is composed of up to one 10'x10' square section, 1' thick, per caster level. Unlike the similar spell, **wall of stone**, the caster may not double the wall's area by halving its thickness, as the structure is already very porous and would lose its structural integrity, but of course the wall can be made

thicker. For instance, a 10th level caster could conjure a section to fill in a 10' cube (10'x1', 10 sections thick). The wall cannot be conjured so that it occupies the same space as a creature or another object. The wall does not require concentration to maintain, but falls to pieces at the end of the spell duration.

The spell also differs from the **wall of stone** spell in that the semi-animated wall attacks those within close proximity to its structure (10') for 2d4 piercing and slashing damage from the bones. The structure is not completely solid, so high-strength individuals may attempt to break through with a Strength check, but they take an additional 2d6+1/level points of damage while making the attempt for each 1' of thickness that they attempt to move through. A separate Strength check is necessary for each 1' thickness of the wall section in order to break through. The bone wall does not attack the caster or any undead creatures. The **wall of bones** may be fashioned into simple structures such as ramps or bridges to span a rift, but these uses reduce the size by half so that supporting arches or buttresses can be included.

Word of Recall Range: self (special)
Warlock 5 Duration: instantaneous

Word of recall teleports the caster instantly back to his or her sanctuary when a single word is uttered. The caster must designate the sanctuary when he or she prepares the spell, and it must be a very familiar place. For the Warlock, this area must be associated with the dead like a crypt, tomb, graveyard, burial catacomb, or a similar site. The actual point of arrival is a designated area no larger than 10' by 10'. The caster can be transported any distance within a plane but cannot travel between planes. The caster can bring along objects or creatures, not to exceed 300 pounds plus 100 pounds per level above 10th. The caster must be in contact with all objects and/or creatures to be transported (although creatures to be transported may be in contact with one another, with at least one of those creatures in contact with the caster).

An unwilling creature cannot be teleported by **word of recall**. Likewise, a creature's save vs. Spells prevents items in its possession from being teleported.

NEW MAGIC ITEMS

Below are magical items relevant to the Warlock class; their use is at the Game Master's discretion.

Black Candles: These three-inch diameter candles will burn for six hours although once lit the candle expends its magic. While burning, each candle creates an area of unholy disturbance which bolsters undead within 50' of the candle. Undead resist Turning within this area as any Turning or control attempt is penalized by 4 points. The candles resist most windy conditions except exceedingly strong winds. Black Candles are made from tallow that includes fats rendered from sentient beings.

Bone Crown +1: Composed of linked bones, this simple circlet or crown increases the effective level of the wearer with regards to spells that summon, control, influence, or create undead. For instance, a 10th level Magic-User wearing a Bone Crown +1 is effectively 11th level when casting **animate dead** and is able to animate a total of 22 hit dice of undead (max 2 x level in hit dice), and the Magic-User can control up to 44 hit dice total (max 4 x level).

More potent versions of Bone Crowns exist, but they are exceedingly rare and thus highly prized.

Death Shroud: These heavy hooded robes of black fabric grant the wearer armor bonus equivalent to chain mail (AC 15) but without the encumbrance, weighing in at only 5 pounds. The shroud blends into darkness and shadows, and in such areas the Death Shroud functions as a Cloak of Displacement (first melee or missile strike always misses, and subsequent attacks are made at -2). Lesser undead will largely ignore the wearer of a Death Shroud, considering him or her to be one of their own. More intelligent undead are not fooled but still favor the wearer with +4 on reaction rolls.

Flying Ointment: This thick ointment is smeared upon one's skin, taking an entire turn to apply. Once applied the individual can take flight at will for 1d4 hours. Maneuverability is very poor, making it only useful for traveling great distances or bypassing obstacles. Movement is at 3 x normal movement rates, and the user mentally knows the duration allowing a safe landing upon completion of the effect.

Use of this ointment is considered extraordinarily evil, as it is only produced by the vilest witches or warlocks from the rendered fats of children and pacts with diabolical entities.

Gravedigger's Spade: The handle of this simple spade is covered with runes and symbols of death and repose. These were designed to put down the dead for eternal rest, and despite that, they are prized by Warlocks as protection against unruly risen things. It functions as a +1 weapon, +3 v. Undead and the wielder is immune to nausea associated with the stench of the dead (including related effects such as ghast stench or the secondary effect of the maggot spray spell). Additionally one may dig at double normal rates using the spade.

Medium's Crystal: This thick crystal shard or ball allows one to communicate with spirits in the nearby area. Once per day, after a period of concentration or meditation lasting 10 minutes, an effect similar to the speak with dead spell is produced. A corpse or body is not necessarily required as the spell simply tries to call upon any spirits that may be nearby to answer questions. Such spirits may or may not have relevant information for the medium (at Game Master's discretion), as they may not be engaged in the material world. The spirits may lie, mislead, or tell the truth, all depending on the nature of the communication. The effect lasts a number of rounds equal to the summoner's level (or double that for Warlocks), and generally no more than one query can be made per round.

Reaper's Scythe: This +2 magical scythe is greatly feared, for when wielded by a Warlock (or certain powerful undead such as liches, headless horsemen, or vampire lords), the scythe bestows additional powers. Upon being struck by the black metal blade, the victim must save vs. Spells or lose an additional 10 hit points over the next 10 rounds (one point per round). Additional strikes produce similar results, making the scythe quite deadly in the hands of the Warlock. Any being killed by the wounding effect may not be raised, reincarnated, or otherwise brought back to life without extraordinary means such as a wish or direct will of powerful beings such as deities themselves.

Druids

ANNMAR RPG

“A priest of the Old Faith, wielding the powers of nature—moonlight and plant growth, fire and lightning—and adopting animal forms. They are the religious sect that protects the secrets of magic and the power of gods. Unlike Monks, their sole purpose is to protect magical secrets and magic users.”

MAGIC / CLERIC CLASS

Druid (subclass)

Level	Exp.	Hit Dice	Spells					
	Points		1	2	3	4	5	6
1	0	1d6	-	-	-	-	-	-
2	1,500	2d6	1	-	-	-	-	-
3	3,000	3d6	2	-	-	-	-	-
4	6,000	4d6	2	1	-	-	-	-
5	12,000	5d6	2	2	-	-	-	-
6	24,000	6d6	2	2	1	-	-	-
7	48,000	7d6	3	2	2	-	-	-
8	90,000	8d6	3	2	2	1	-	-
9	180,000	9d6	3	3	2	2	-	-
10	270,000	9d6+1	3	3	2	2	1	-
11	360,000	9d6+2	4	3	3	2	2	-
12	450,000	9d6+3	4	4	3	2	2	1
13	540,000	9d6+4	4	4	3	3	2	2
14	630,000	9d6+5	4	4	4	3	2	2
15	720,000	9d6+6	4	4	4	3	3	2
16	810,000	9d6+7	5	4	4	3	3	2
17	900,000	9d6+8	5	5	4	3	3	2
18	990,000	9d6+9	5	5	4	4	3	3
19	1,080,000	9d6+10	6	5	4	4	3	3
20	1,170,000	9d6+11	6	5	5	4	3	3

Druids are nature priests, revering the gods of the natural world. Often a Druid uses mistletoe as a holy symbol, but this can vary with specific nature deities. Druids spend their time contemplating nature or in mundane forms of service such as ministering in rural areas. However, there are those who are called to go abroad to serve the natural order in a more direct way by working actively to restore balance. Druids advance as do other Clerics, and they use the same combat and saving throw tables. Druids can cast spells of divine nature starting at 2nd level, and they have the power to Turn or Befriend Animals (detailed below), working much like the Clerical ability to Turn Undead. The Prime Requisite for Druid is Wisdom; a character must have a Wisdom score of 9 or higher to become a

Druid. Druids may not utilize metal armor of any type, and they are likewise limited to wooden shields. Druids utilize any one-handed melee weapon as well as a staff, sling, and shortbow.



9 (W)

SPELLS

Below are listed spells available to the Druid subclass described above. Spells in **bold** are new to this supplement

Druid Spells

First Level Druid Spells

1	Animal Friendship
2	Create Water
3	Cure Light Wounds*
4	Detect Magic
5	Detect Snares and Pits
6	Entangle
7	Faerie Fire
8	Pass Without Trace

Second Level Druid Spells

1	Charm Animal
2	Find Traps
3	Heat Metal
4	Obscuring Mists
5	Produce Flame/Cold
6	Slow Poison
7	Speak With Animals
8	Warp Wood*

Third Level Druid Spells

1	Assume Animal Form
2	Call Lightning
3	Cure Disease
4	Hold Animal
5	Neutralize Poison
6	Plant Growth
7	Protection From Fire
8	Water Breathing

Fourth Level Druid Spells

1	Call Woodland Beings
2	Control Temperature, 10' Radius
3	Cure Serious Wounds*
4	Lower Water
5	Tree Sanctuary
6	Protection From Lightning
7	Speak With Plants
8	Summon Animals I

Fifth Level Druid Spells

1	Commune With Nature
2	Control Winds
3	Dispel Evil
4	Flame Strike
5	Growth of Animal
6	Rock to Mud*
7	Summon Animals II
8	Wall of Fire

Sixth Level Druid Spells

1	Animate Natural Objects
2	Part Water

3	Reincarnation
4	Pass Tree
5	Weather Summoning
6	Word of Recall

DESCRIPTION OF NEW SPELLS

Animal Friendship

Range: 30 ft

Druid 1

Duration: permanent

Upon encountering a normal or giant-sized (but not magical) animal, the caster may begin casting this spell, which requires an hour to complete. During this period the animal will remain nearby, and will not attack the caster or his or her allies for the duration of the casting (so long as they do not attack or otherwise disturb it). At the end of the casting, if the animal rolls a successful save vs. Spells, the spell has failed. At this point the animal acts naturally, without bearing the caster any special ill-will.

If the animal fails its save, it becomes an *animal friend* and joins the caster for the rest of its natural life, assisting in any way it can. Both the caster and any other *animal friends* are treated as treasured partners. There is no arcane mental connection, nor any particular control, but rather a strong fraternal bond which should go both ways. If the animal is treated poorly, or it's love not returned over a period of time, it can attempt another save vs. Spells at the GM's discretion.

A caster may only have, at most, twice his or her level in hit dice of *animal friends*. If this spell is cast on an animal that would put the total above that number, it has no effect.

Animate Natural Objects

Druid 6 Range: 100'+10'/level
 Duration: 1 round/level

This spell functions identically to the cleric spell *animate objects*, but it may only be cast on living trees, plants, or fungi, wooden objects, unworked stone or earth, or naturally-occurring bodies of water or ice. At the GM's option other natural phenomena such as nonmagical fires or weather effects might also be subject to this spell.

Assume Animal Form

Druid 3 Range: Self
 Duration: 1 hour/level

This spell allows the caster to change into the form of any natural animal. The assumed animal form cannot have more hit dice than the caster's level. If slain, the caster reverts back to his or her original form.

The caster gains the physical capabilities and statistics of the new form but retains his or her own mental abilities. The caster may remain transformed up to one hour per level, or end the spell earlier if he or she so desires.

Call Lightning Range: 100 ft + 10'/level
 Druid 3 Duration: 1 round/level

Immediately upon completion of the spell, and at most once per round thereafter, the caster may call down a 5-foot-wide, 30-foot-long, vertical bolt of lightning that deals 3d6 points of electricity damage. The bolt of lightning flashes down in a vertical stroke at whatever target point the caster chooses within the spell's range (measured from the caster's position at the time of casting). Any creature in the target area or in the path of the bolt is affected. A successful save vs. Spells reduces damage taken by half.

The caster needs not call a bolt of lightning immediately; other actions, even spellcasting, can be performed. However, each round after the first the caster may choose to call a bolt instead of taking some other normal action. The caster may call a total number of bolts equal to one-third of his or her caster level, rounded down.

If the caster is outdoors and in a stormy area — a rain shower, clouds and wind, hot and cloudy conditions, or even a tornado (including a whirlwind formed by a djinni or an air elemental) — each bolt deals 3d8 points of damage instead of 3d6.

This spell functions only where the open sky is accessible, generally meaning outdoors; bolts may be summoned through windows or skylights at the GM's discretion.

Call Woodland Beings

Druid 4 Range: 120 ft
 Duration: 1 round/level

This spell summons woodland creatures. They appear where the caster designates and act immediately, on his or her turn (they cannot be summoned into an environment that cannot support them). They attack the caster opponents to the best of their ability. If the caster can communicate with the creatures, he or she can direct them not to attack, to attack particular enemies or to perform other actions. The caster may conjure one type of creature from this list, at his or her option:

- 4 Centaurs,
- 16 Pixies,
- 2 Treants, or
- 4 Unicorns

This spell only works outdoors in a natural location; it will not function in any artificial structure, nor within the boundaries of any village, town, or city.

Commune With Nature

Druid 5 Range: see text
 Duration: instantaneous

The caster becomes one with nature, attaining knowledge of the surrounding territory. After 10 minutes of concentration, the caster instantly gains knowledge of one fact per caster level among the following subjects : the ground or terrain, plants, minerals, bodies of water, people, general animal population, presence of woodland creatures, presence of powerful unnatural creatures, presence of settlement or structure or even the general state of the natural setting. In outdoor settings, the spell operates in a radius of 1 mile per caster level. In natural underground settings — caves, caverns, and the like — the radius is limited to 100 feet per caster level. The spell does not function where nature has been replaced by construction or settlement, such as in dungeons and towns.

Control Temperature, 10' Radius

Druid 4 Range: 0
 Duration: 1 hour/level

The caster can change automatically the surrounding temperature (10' radius sphere) by up to 10 degrees Fahrenheit per caster level. The change can be upward or downward (caster's choice).

Control Winds Range: 0 (see text)
 Druid 5 Duration: 10 minutes/level

The caster alters wind force around him or her (40' per caster level radius cylinder 40' high). The caster can make the wind blow in a certain direction or manner, increase its strength, or decrease its strength. The new wind direction and strength persist until the spell ends

or until the caster chooses to alter it, which requires concentration. The caster may create an -eyell of calm air up to 40' radius around him or her and may choose to limit the area of effect to any cylindrical area less than his or her full limit.

The caster may choose wind patterns over the spell's area. He or she can choose a downdraft blows from the center outward, an updraft blows from the outer edges in toward the center, a rotation that causes the winds to circle the center or a blast that simply causes the winds to blow in one direction across the entire area from one side to the other.

For every three caster levels, the caster can increase or decrease wind condition by one level (as described in the Waterborne Travel section of the ANNMAR RPG Rules Book).

Detect Snares and Pits

Druid 1 Range: 60 ft
Duration: 10 turns

By means of this spell, the caster can detect simple pits, deadfalls, and snares as well as mechanical traps constructed of natural materials. The spell does not detect complex traps, including trapdoor traps.

This spell does detect certain natural hazards, for instance quicksand (detected as a snare), a sinkhole (a pit), or unsafe walls of natural rock (a deadfall). However, it does not reveal other potentially dangerous conditions. The spell does not detect magic traps (except those that operate by pit, deadfall, or snaring), nor mechanically complex ones, nor those that have been rendered safe or inactive.

The amount of information revealed depends on how long the druid studies a particular area.

- Ⓢ 1st Round: Presence or absence of hazards.
- Ⓢ 2nd Round: Number of hazards and the location of each. If a hazard is outside the druid's line of sight, then the caster discern its direction but not its exact location.
- Ⓢ Each Additional Round: The general type and trigger for one particular hazard closely examined by the caster.

Each round, the druid can turn to detect snares and pits in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Entangle Range: 200 ft
Druid 1 Duration: 3 rounds/level

This spell causes grasses, trees, bushes, shrubs, or other plants to entwine around creatures in a 10'x10' area. Most creatures within the area move at ¼ normal speed; very large and/or very strong creatures

(at least as big or strong as a giant or dragon) move at ½ normal speed. Entangled creatures may not attack nor take most actions other than movement due to the interference of the enchanted plants.

Faerie Fire Range: 200 feet. +10'/level
Druid 1 Duration: 1 minute/level

A pale glow surrounds and outlines all objects including individuals within a 20 foot radius from a point chosen by the caster. Outlined subjects shed light as candles. Outlined creatures do not benefit from the concealment normally provided by darkness, and the spell effectively negates the effects of blur, displacement, invisibility, or similar effects. The light is too dim to have any special effect on undead or dark-dwelling creatures vulnerable to light. The faerie fire can be blue, green, or violet, according to your choice at the time of casting. The faerie fire does not cause any harm to the objects or creatures thus outlined.

Flame Strike Range: 60 ft
Druid 5 Duration: instantaneous

A Flame strike produces a vertical column of divine fire roaring downward (cylinder of 10' radius, 30' high). The spell deals 6d8 points of damage to any creatures within the area of effect. A save vs. Spells for half damage is allowed.

Heat Metal Range: 25 ft
Druid 2 Duration: 7 rounds

This spell causes a single item made of ferrous (iron-based) metal to become hot for a brief period of time. The affected item is warm to the touch immediately, and then becomes progressively hotter each round as indicated on the table below. The damage roll indicated is applied to any creature holding or wearing the affected item; a brief touch does no damage.

Round	Temperature	Damage
1st	Warm	None
2nd-3rd	Hot	1d4 points
4th-5th	Searing	2d4 points
6th	Hot	1d4 points
7th	Warm	None

Hold Animal Range: 180 ft
Druid 3 Duration: 2d8 turns

This spell functions like **hold person**, except that it affects only animals. Specifically, this means non-magical living creatures of animal intelligence, including giant sized animals. A save vs. Spells is allowed to resist this spell.

Obscuring Mist

Druid 2

Range: 20' radius
Duration: 1 turn/level

This spell causes a bank of misty vapor to arise around the caster, remaining stationary once created. The vapor obscures all sight, including darkvision, beyond 2d4 feet. A strong wind can disperse the spell in one-quarter the usual duration

Part Water

Druid 6

Range: 60'
Duration: 1 turn/level

This spell, when cast on a body of water, causes it to part. This exposes a path that can be traversed as if it were dry land. Note that this spell does not change the topography of the bottom of the body of water, so the terrain may still be difficult to cross. The caster is able to affect a body of water up to 5 feet/caster level. The caster may dismiss this spell at any time.

Pass Tree

Druid 6

Range: Touch
Duration: Instantaneous

This spell allows the caster and up to two others to teleport between any two living trees on the same plane. The caster chooses a general location or a specific tree. The caster must have personal knowledge of the specific tree or general area that is the target destination.

Pass Without Trace

Druid 1

Range: Touch
Duration: 1 hour/level

This spell permits up to one creature per caster level to move through any type of terrain, leaving neither footprints nor scent. Tracking the subjects by nonmagical means is thus rendered impossible.

Plant Growth

Druid 3

Range: special
Duration: permanent

This spell causes normal vegetation (grasses, briars, bushes, creepers, thistles, trees, vines) within 400 feet + 40 feet per caster level to become thick and overgrown. The plants entwine to form a thicket or jungle that creatures must hack or force a way through. Speed drops to 5 feet, or 10 feet for Large or larger creatures. The area must have brush and trees in it for this spell to take effect. An area up to 100' radius may be thus altered. Also, the caster may specify an area (a path, a clearing, etc.) within the given area of effect which is not so affected.

This spell has no effect on plant creatures, that is, any self-willed and/or animated plant.

Produce Flame/Cold

Druid 2

Range: 0 ft
Duration: 1 min./level

Flames as bright as a torch appear in your open hand. The flames harm neither you nor your equipment.

Alternatively, a bluish, cold aura may be produced, which also sheds light as bright as torch-light.

In addition to providing illumination, the flames or cold aura can be hurled or used to touch enemies. You can strike an opponent with a melee touch attack, dealing fire or cold damage respectively equal to 1d6 +1 point per caster level (maximum +5). Alternatively, you can hurl the flames or cold aura up to 120 feet as a thrown weapon. When doing so, you attack with a ranged touch attack (with no range penalty) and deal the same damage as with the melee attack. No sooner do you hurl the flames or cold aura than a new set appears in your hand. Each attack you make reduces the remaining duration by 1 minute. If an attack reduces the remaining duration to 0 minutes or less, the spell ends after the attack resolves.

Neither variation of the spell functions underwater.

Protection From Fire

Druid 3

Range: Touch
Duration: special

If the caster touches himself or herself, this spell grants temporary immunity to fire (normal and magic). When the spell absorbs 12 points per caster level of magical fire damage, it is discharged. Otherwise the spell lasts for 1 turn per caster level. If the spell is cast upon another creature than the caster, *protection from fire* grants temporary immunity against normal fire. The spell also offers a +4 bonus to saving throws against magical fire and if the save is successful, the creature suffers no damage (and only 25% if the save fails). This version of the spell lasts for 1 turn per caster level.

Protection From Lightning

Druid 4

Range: Touch
Duration: special

This spell functions exactly like *protection from fire*, except that that it protects against any sort of electrical or lightning damage.

Rock to Mud*

Druid 5

Range: 150 ft
Duration: permanent

This spell turns natural, uncut or unworked rock of any sort into an equal volume of mud; up to two 10 foot cubes per caster level may be so transformed. Magical stone is not affected by this spell. The depth of the mud created cannot exceed 10 feet. A creature unable to levitate, fly, or otherwise free itself from the mud sinks until hip- or chest-deep, reducing its speed to 5 feet and causing it to suffer a -2 penalty to attack rolls, saving throws, and AC. Creatures large enough to walk on the bottom can wade through the area at a speed of 5 feet, suffering none of the other penalties given. If transmute rock to mud is cast upon the ceiling of a cavern or tunnel, the mud falls to the floor and spreads out in a pool to a depth of 5 feet. The falling

mud and the ensuing cave-in deal 8d6 points of damage to anyone caught directly beneath the area, or half damage to those who succeed at a save vs. Death Ray.

Castles and large stone buildings are generally immune to the effect of the spell, since transmute rock to mud cannot affect worked stone and doesn't reach deep enough to undermine such a buildings' foundation. However, small buildings or structures often rest upon foundations shallow enough to be damaged or even partially toppled by this spell.

The mud remains until a successful dispel magic or transmute mud to rock spell restores its substance (though not necessarily its form). Evaporation turns the mud to normal dirt over a period of days. The exact time depends on exposure to the sun, wind, and normal drainage.

Slow Poison

Range: Touch

Druid 2

Duration: 1 hour/level

The creature touched by the caster becomes temporarily immune to poison. Any poison in its system or any poison to which it is exposed during the spell's duration does not affect the subject until the spell's duration has expired. Slow poison does not cure any damage that poison may have already done, with exception of the following circumstances.

If cast on a character who received lethal damage from poison the previous round, the spell will remove that round's poison damage only, and delay it for the duration of the spell. Prior poison damage will remain unaffected, but, as noted above, no further damage is accrued until the spell lapses, and will never accrue if the poison is neutralized while this spell is in effect. This will give the poisoned victim an opportunity to seek a cure to neutralize the poison before it is fatal.

Summon Animals I

Druid 4

Range: 40'/level

Duration: One hour

This spell summons 1d8 ordinary animals (including giant ones) of no more than 4 HD each if they are within range. The druid must name the type of animal summoned, and can have up to three choices. If none of the three species are found within range, the spell fails. The animals will be friendly when summoned and aid the druid's current task, including combat, in whatever way they can (to the best of their understanding). The druid may dismiss any animals called by this spell at any time.

Summon Animals II

Druid 5

Range: 60'/level

Duration: One day

This spell is a more powerful version of *Summon Animals I*. Up to 3d4 animals of 4HD or less can be summoned, or 1d6 animals of 8 HD or less.

Tree Sanctuary

Druid 4

Range: Touch

Duration: 1 turn/level

This spell enables a druid to create an invisible door in the trunk of a tree that is visible only to dryads and other druids. The tree must be at least 10' tall, planted into the earth for this spell to work. Once the spell is complete, the druid may enter the tree, effectively disappearing from sight. Only one tree may be effected by Tree Door at a time. Furthermore, this spell may only be cast on a tree occupied by a dryad if the dryad allows it.

The druid is completely aware of his surroundings while in the tree, gaining the bonus of 360-degree vision and hearing, as well as being able to detect changes in the immediate temperature surrounding the tree. The druid may meditate to memorize spells in the tree. Another benefit of this spell is that each turn the druid sleeps inside the tree counts as a full hour of sleep. Also, if the tree is an oak, the druid heals 1d4 hp per turn spent inside the tree.

The druid however loses the senses of taste, smell, and touch and may not speak or cast spells while inside the tree. The druid takes 1/2 of any damage the tree suffers, and if the tree is destroyed or cut down, the druid is cast out into the nearest available space.

Warp Wood*

Druid 2

Range: 50 ft

Duration: instantaneous

The caster causes non-magic wood in a 20' radius to bend and warp, permanently destroying its straightness, form, and strength. A warped door springs open or becomes stuck. A boat or ship springs a leak. Warped weapons (like bows and arrows) are useless. The caster may warp wood object(s) up to 1' in all side or its equivalent per caster level.

Alternatively, the caster can -unwarp non-magic wood (effectively warping it back to normal), straightening wood that has been warped by this spell or by other means. The caster can combine multiple consecutive warp wood spells to warp (or unwarp) an object that is too large to warp with a single spell.

Weather Summoning

Druid 6

Range: 10 miles

Duration: 5 turns/level

The caster is able to summon nearby weather conditions. The caster must be aware of the weather condition to summon it. This spell does not grant control of the weather to the caster.

NEW COMBAT RULES

Animal Affinity

Druids have the Animal Affinity ability, that is the ability to calm or befriend normal animals. The Druid attempts to communicate a benign intent, and through his or her connection to the natural world, the animals affected may be either calmed or befriended. The player rolls 1d20 and tells the GM the result. Note that the player should always roll, even if the GM knows the character can't succeed (or can't fail), as telling the player whether or not to roll may reveal too much.

The GM looks up the Druid's level on the Druids Animal Affinity Table, below, and cross references it with the animal's hit dice. Tame or normally domesticated animals such as livestock, family pets, or normal beasts of burden are treated as half their actual Hit Dice, reflecting their relative easy manageability. Monstrous animals such as griffins, owlbears, pegasi, or other such -near-naturall creatures are treated as they are 1 Hit Die more than listed to reflect their unique natures. If the table indicates -Noll for that combination, it is not possible for the Druid to affect that type of animal. If the table gives a number, that is the minimum number needed on the 1d20 to Calm that sort of animal. If the table says -Cll for that combination, that type of animal is automatically affected. If the result shown is a -Bll for that combination, that type of animal is automatically befriended.

If the roll is a success, 2d6 hit dice of animals are affected. Surplus hit dice are lost, but at least one animal is always affected if the first roll is a success.

If a mixed group of animals (say, a boar and a black bear) is to be affected, the player still rolls just once. The result is checked against the weakest sort first (the boar), and if they are successfully Calmed or Befriended, the same result is checked against the

next higher type of animal. Likewise, the 2d6 hit dice are rolled only once. For example, if the group described above is to be affected by a 2nd level Druid, he or she would first need to have rolled a 15 or higher to Calm the boar. If this is a success, 2d6 are rolled; assuming the 2d6 roll is a 6, this would Calm the boar and leave a remainder of 4 hit dice of effect. Black bears are, in fact, 4 hit die animals, so assuming the original 1d20 roll was a 20, the black bear is Calmed as well. Obviously, were it a group of 2 boars and a black bear, the 2d6 roll would have to be a total of 8 or higher to affect them all.

If a Druid succeeds at Calming or Befriending the animals, but not all animals present are affected, he or she may try again in the next round to affect those which remain. If any roll to Calm or Befriend the Animals fails, that Druid may not attempt to use his or her Animal Affinity ability again for one full turn. A partial failure (possible against a mixed group) counts as a failure for this purpose.

Calm animals will not interact with the druid (or others accompanying the druid) in any manner, unless approached by the druid. The druid can calmly get them to leave an area, or the druid can try to befriend the animals. In this case, the GM should roll a reaction roll with any result below favorable meaning the animals flee. If the result on the table results in automatically befriending the animals, the GM should treat the animals as if a -Very Favorablell result was rolled on the Reaction Roll Table. A Befriended animal will follow the druid, guarding and assisting within its capabilities so long as the druid remains in the general vicinity of its normal lair or range. However, it will not -fight to the deathll or sacrifice itself indiscriminately. When substantially wounded an animal will flee the area immediately. Check morale as necessary when the situation seems appropriate.

Druid Animal Affinity Table - Hit Dice of Animal

Druid Level	< 1	1	2	3	4	5	6	7	8	9	10
1	9	13	17	19	No	No	No	No	No	No	No
2	7	11	15	18	20	No	No	No	No	No	No
3	5	9	13	17	19	No	No	No	No	No	No
4	3	7	11	15	18	20	No	No	No	No	No
5	2	5	9	13	17	19	No	No	No	No	No
6	C	3	7	11	15	18	20	No	No	No	No
7	C	2	5	9	13	17	19	No	No	No	No
8	C	C	3	7	11	15	18	20	No	No	No
9	B	C	2	5	9	13	17	19	No	No	No
10	B	C	C	3	7	11	15	18	20	No	No
11	B	B	C	2	5	9	13	17	19	No	No
12	B	B	C	C	3	7	11	15	18	20	No
13	B	B	B	C	2	5	9	13	17	19	No
14	B	B	B	C	C	3	7	11	15	18	20
15	B	B	B	B	C	2	5	9	13	17	19
16	B	B	B	B	C	C	3	7	11	15	18
17	B	B	B	B	B	C	2	5	9	13	17
18	B	B	B	B	B	C	C	3	7	11	15
19	B	B	B	B	B	B	C	2	5	9	13
20	B	B	B	B	B	B	C	C	3	7	11

Tame, Domesticated, or Normal Beasts of Burden are treated as half their actual Hit Dice.

Monstrous Animals or other -Near-Natural Animals are treated as 1 Hit Die higher.



Bard

Regular Class - Musical

Lvl	Deciph	Listen	Lore	Tumble	Song Slots (max. bonus)
1	10	30	1	10	2 (+1)
2	14	34	5	15	3 (+1)
3	18	38	9	20	3 (+1)
4	22	42	13	25	4 (+2)
5	26	46	17	30	4 (+2)
6	30	50	21	35	5 (+2)
7	34	54	25	40	5 (+2)
8	38	58	29	45	6 (+3)
9	42	62	33	50	6 (+3)
10	45	65	36	53	7 (+3)
11	48	68	39	56	7 (+3)
12	51	71	42	59	8 (+4)
13	54	74	45	62	8 (+4)
14	57	77	48	65	9 (+4)
15	60	80	51	68	9 (+4)
16	63	83	54	69	10 (+4)
17	66	86	57	70	10 (+4)
18	69	89	60	71	11 (+5)
19	72	92	63	72	11 (+5)
20	75	95	66	73	12 (+5)

Bardic characters are those who have learned history, oral tradition, music, and performance. They travel widely looking for inspiration for the next great ballad or epic poem. Regardless of their base class, such Bards are welcome additions to most adventuring crews, as they have several useful skills to assist other characters. Bardic characters must have a minimum Charisma score of 13, a Dexterity score of 11, and an Intelligence score of 11. Bards must pay an additional +25% experience in order to advance levels in their base class.

Bardic characters receive a +2 bonus on any saves associated with music, dance, performance, song, or singing, whether by spell or by a creature's special ability (other bards' songs, siren's song, pipes of pan, or similar effects). Bards are limited to the weaponry of their base-class, but in addition are limited to one-handed melee weapons of the appropriate types. Bards may use armor and shields if their base-class allows, but are limited to light or medium armor types (leather or chain). Optionally the Game Master may allow some leeway with armor options, but it is highly recommended that adjustments (penalties) be assigned for such armor use. Suggested adjustments are summarized in the Bard Adjustments for Ability, Armor and Races table elsewhere in this document. Bards can utilize magical items according to their base-class and may use musical magical items at increased proficiency (as determined by the GM).

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Having strong musical background, a Bard's ear for music grants them the Thief ability to **Listen** at an equivalent level. The ability is generally used to listen at a door, or to try to listen for distant sounds in a dungeon. The Game Master must decide what noises the character might be able to hear; a successful roll does not mean that a noise has been heard, but rather that a noise might have been heard. The GM should always make this roll for the player. Also note that the Bard and his or her party must try to be quiet in order for the character to use this ability. If the Bardic character already has Listen from their base class (for instance, Bardic-Thief), then they receive an additional +10% bonus to reflect their extra skill.

Bards are also very inclined to acrobatic performance and dance, allowing Bards to **Tumble** and Evade quite well. When subjected to an area-affecting spell or similar situations, the Bard takes 1/2 damage if successful with his tumble check; 1/4 damage if the relevant Save is also successful. The tumble ability may also spare the Bard from situations such as parting shots by opponents when retreating. The Game Master may reference this ability for other such situations as he sees fit. Because they travel widely collecting historical details, legends, and various bits of locale lore, Bards have the ability to come up with useful information. Often this **Lore** ability allows a Bard to intuitively put together details regarding locales, notable persons, or even details about magical items. In any event, the Game Master is warned not to give out full or detailed information, but rather vague bits of lore that may or may not be entirely accurate. Information outside the milieu or other meta-game information is never made available to characters.

This collecting of information from various sources also predisposes a Bard to be able to translate or read various writings (regardless of language used) through comparison, deductive reasoning, and sometimes a bit of guesswork. It takes about 10 minutes to **Decipher** text consisting of a page of normal sized handwriting, whether successful or not in translating the script. The Game Master may adjust the chance of success and time requirements for various factors such as size of texts, obscurity of language, or even penmanship.

The Decipher text ability can also be used by the Bard to cast spells from scrolls, regardless of the scroll's associated class. The reading takes the entire round, and the Bard can do nothing else during that time, not even defend himself (-4 penalty to AC and no Shield or Dexterity bonus). Any such spell scroll is consumed by the attempt, and the chance of success is modified by -5% per level of the spell. For instance, a 9th level Bard (50% basic chance) consuming a Fireball Spell (-15% for 3rd level spell) has a 35% chance of success. Such spells are always cast at the minimum level that such a spell can be cast by its associated class. The mentioned Fireball spell would be at 5th level caster,

the minimum that a Magic-User could otherwise produce the spell. Of course, this ability is irrelevant for spell using bards with the spells appropriate to their base.

When in a non-violent situation or at least a situation where active combat has not yet been initiated, a Bard may attempt to **Influence** the reactions of nearby individuals or groups. The targets must be intelligent or otherwise capable of appreciating the music or performance (as determined by the Game Master); mindless undead, constructs, animated objects, slimes, or other similar beings are always immune. Using the Bard's preferred performance style (see Chosen Instrument below), the subjects must make a save vs. Spells to resist the influence. The target's save is adjusted by its Wisdom modifier (if any), but is penalized by the Bard's Charisma modifier and a further 1 point for each 5 levels of the Bard (5th +1, 10th +2, 15th +3, 20th +4). Those that fail their save have their reactions shifted in the direction the Bard desires, while those that succeed recognize the attempt and their reactions are shifted in the opposite direction. Each subsequent attempt to further modify reactions gives the targets a cumulative +2 bonus on their save, with any failure erasing all gains by the Bard at once. See the Monster Reactions in the Encounter section of the Core Rules for more.

A Bard may learn two additional **languages** beyond what their race and intelligence score normally allows, however these additional languages are not part of the beginning set and must be learned during the course of game play.

Bards can produce effects collectively called **Bard Songs**, that enhance other characters in various ways, usually by playing of instruments and/or singing (detailed below).

Bardic characters have musical talent enough to play most common instruments at least marginally well, but at 1st level must declare a chosen instrument to master (stringed, bow & stringed, reed horns, brass horns, drums, or rarely keyboards, to name several but not necessarily all). The Bard requires his or her chosen instruments to produce various effects collectively called Bard Songs (detailed below). At each 5th level (5th, 10th, 15th, etc) they may choose another class of instrument to master. Given time and reasonable resources, Bards have the skills to maintain, repair, or even produce instruments they have mastery in.

Occasionally one might find Bardic characters who specialize in other forms of performance such as epic poetry, witty comedy, acrobatics, dance or other more rare displays. The Game Master may have to improvise any particulars of such characters to determine how abilities work in conjunction with these chosen specialties. It is recommended that Bards

begin play utilizing the standard types of instruments and learn these other performance techniques later during the course of the campaign.

Bards that have spell casting abilities (such as Bardic Magic-Users or Bardic Clerics) have the unique ability to "play" or perform their spell casting. Their magical words are incorporated into their lyrics or into the music itself and their somatic gestures are incorporated into their playing of instruments. This allows Bards to choose to play Bard Songs or cast as necessary without dropping their instruments. They must still do one or the other, as casting a spell (while performing) will cease any Bard Song they might have in effect. The "playing of magic" is just as easily recognizable as any other sort of spell casting; a Bard has no special talent for hiding spell casting through his or her playing. It simply allows the Bard to adventure without unnecessary switching of gear round to round.

The Game Master may restrict Bards to certain races, according to his campaign and his concept of Bards. In games that are attempting to nearly duplicate the play style of certain old-school games, Bards are limited to Humans and Half-Elves

Some Game Masters allow certain optional sub-classes in their campaigns, and some of these may be paired with the Bard quasi-class. The GM will likely have some limitations on any such combinations.



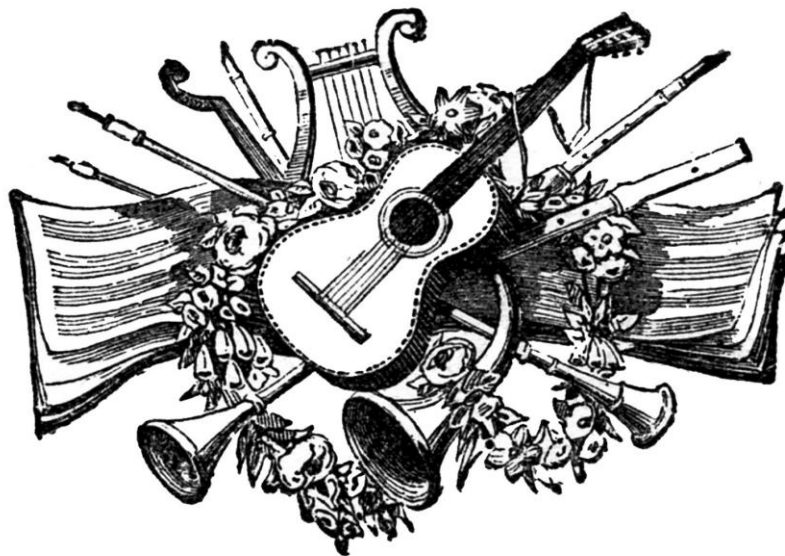
BARD SONG MECHANIC

Bards begin play knowing two different Bard Songs plus one additional song for each point of Intelligence Bonus. At 2nd level and each even level afterwards, the Bard receives additional song proficiency which they can use to learn additional Bard Songs or to improve their proficiency with songs they already know. Song Proficiency may not be increased beyond the "maximum bonus" listed according to their level.

Listed below are the basic Bardic Songs available to Bard characters with an explanation of each song's benefit. The player should be encouraged to come up with his or her own unique song names and perhaps even come up with some sample lyrics or melody for each. Of course, this is not necessary for actual play but may enhance the role-playing aspect of the campaign.

Songs that are played during the course of combat must be played continuously. Regardless of the Bard's particular playing style, he or she may not utilize a weapon nor use a shield while playing. The Bard may move about defensively, but may not attack during a round that he is playing. If the Bard is struck in combat, the effect is immediately canceled until the Bard's turn when he or she can resume playing, however, a Bard can choose to end a song (with flourish) so that the effect lingers one additional round. This allows the Bard to take advantage of the song effect himself on his next turn. When Bards are playing on opposing sides of a battlefield, all bonuses and penalties apply, sometimes creating a situation of a "net" bonus/penalty..

Sometimes Bards play together as a duet, quartet, etc. Each Bard must know the same songs to participate in such collective Bardic Song playing. The highest proficiency Bard forms the base bonus and adds one for each participating Bard, up to a maximum of +5 (added to the highest level Bard's ability). However, any one Bard that is interrupted or fails to continue play will spoil the entire performance for all the Bards.



The Songs

The songs listed below are the most common sort of Bard Songs. Other more rare or unique songs may be developed over the course of play by the Game Master or intrepid players. Any new abilities should mirror the power levels shown by those listed here.

Alertness Song (rondo) – While playing this quiet tune, all allies within 10 feet are less likely to be surprised, reducing the die roll range by 1 (from 1-2 on d6 to a roll of 1 on d6). A second rank of proficiency reduces the chance further to a roll of 1 on d8, and a third rank modifies the roll to 1 on d10. Proficiency in this particular Bard Song may not be increased beyond 3 such ranks.

Battle Song, offense (march) – While playing all allies within 60 feet receive the benefit of +1 on their attack rolls.

Battle Song, defense (strophic) – While playing all allies within 60 feet receive the benefit of +1 on their Armor Class.

Charms Song (lullaby) – By playing lullaby, a Bard lulls those listening into a drowsy day-dreamy state. Allies are unaffected, but others have a -1 penalty on saves versus sleep, charms, illusions, suggestions and similar effects.

Funeral Song (requiem) – While playing this song, undead creatures (or vile beings from netherworld regions) are more easily turned by clerics or those with similar powers. The cleric receives a +1 to his or her Turning attempt.

Healing Rest Song (nocturne) – By playing periodically during the periods of rest, each allied character including the Bard, receives the benefit of an additional point of healing (see p.51 of core rules). A major disruption of the rest period will spoil the effect.

Laying of Hands Song (hymn) – While playing a song of divine inspiration, any divine spell casters within 60 feet receive an additional +1 point per die of healing spells.

Lock Picking Song (measures) – By this carefully timed piece, a Bard can assist in the concentration of roguish characters during attempts to Open Locks and in the Removal of Traps (but not location of such traps). The Thief gets a +5% bonus on such attempts for each rank of proficiency of the Bard. Any character with such abilities can benefit from the song's effect.

Magic Dampening Song (elegy) – When playing this tune, magical effects are easier to shrug off, granting a +1 to any saving throw versus a magical effect (typically Wands and Spells). However, this song affects both allies and enemies equally. Only the highest proficiency Bard effect applies when multiple bards might play this song at same time.

Magic Destruction Song (crescendo) – When playing this tune, magical effects are much more destructive, granting a +1 to the effective caster level of damaging spells originating within 60 feet of the Bard, modifying spell effects such as range, damage, and/or duration. This song affects both allies and enemies equally. Only the highest proficiency Bard effect applies when multiple bards might play this song at same time. The empowered caster does not receive additional memorized spells or other level derived benefits, only increased effectiveness with their current allotment of damaging spells.

Morale Boost Song (polonaise) – While the Bard plays, allies within 60 feet have the benefit of +1 on morale or saves against fear effects.

Morale Killing Song (caprice) – While the Bard plays, any enemies within 60 feet have a penalty of -1 on morale or saves against fear effects.

Pied Piper Song (allegro) – While playing this song, natural animals (including giant varieties) are more easily befriended or calmed by druids or those with similar powers. The druid receives a +1 to his or her Animal Affinity (Turning) attempt. While the song is playing, any animal specific charm or control type spell (as determined by Game Master) has a -1 penalty to the animal's saves.

Recall Song (lament) – This calming tune aids concentration and contemplation, allowing a spell caster (including the playing Bard if applicable) to recall a previously cast 1st level spell after a period of 1 hour of meditation while the Bard plays. Neither the Bard nor the spell caster may be interrupted during this time. No one spell caster may benefit from this effect more than once per day, but multiple spell casters may benefit from the effect. Increased proficiency allows spells of higher level to be recalled (up to level 5 spells), but the spell caster may choose lower level spells if desired. Regardless, only one spell can be recalled.

Travel Song (barcarolle) – By playing a rhythmic tune during the majority of a day's traveling time, the allied group receives the benefit of +10% additional distance after all other factors are figured. Each additional level of proficiency increases this bonus by an additional +10% (up to +50%

Holy Characters (Holy/Magic Class)

Lvl	Divine Prot.	Lay Hands & Holy Burst	Lvl	Divine Prot.	Lay Hands & Holy Burst
1	+2	1/day	11	+3	3/day
2	+2	1/day	12	+3	4/day
3	+2	1/day	13	+3	4/day
4	+2	2/day	14	+3	4/day
5	+2	2/day	15	+3	4/day
6	+2	2/day	16	+3	5/day
7	+2	2/day	17	+3	5/day
8	+2	3/day	18	+3	5/day
9	+2	3/day	19	+3	5/day
10	+3	3/day	20	+4	6/day

Holy characters are those who have dedicated themselves to serve the powers of goodness. Regardless of their base class, by adhering to ideals of care, charity, benevolence, and protection of innocence, the deities of goodness grant certain powers to those who prove themselves worthy. The cost is high, as Holy characters must have a minimum Charisma score of 15 and must pay an additional +10% experience in order to advance levels in their base class.

Holy characters must always act in a manner that exemplifies goodness, follow the directives of their religion, and must tithe at least 10% of their earnings toward charitable giving (but never to other player characters). A Holy character may only keep one suit of magical armor (or clothing), one shield, two magical weapons, and a total of five other permanent magical items (charged items such as wands included). The GM may assign other stipulations to suit any campaign, cultural, or regional differences. In exchange, the Holy character gains some measure of divine power so that he or she may defend the weak and battle against the forces of darkness. Any failure to follow the path of goodness will result in the loss of the given powers. Even an inadvertent act of questionable nature must be atoned for at first opportunity, lest the Holy character be stripped of title and ability.

A Holy character may heal wounds by calling upon divine powers and Laying Hands upon the injured individual (or himself). Each application of **Lay Hands** will restore Hit Points equal to the Holy character's level, up to the individual's normal full Hit Point total. The Holy character may use the power a number of

times per day according to their level (see chart) plus their Charisma bonus. For instance, a 3rd level Holy Character with a 15 Charisma (+1 bonus) can Lay Hands twice per day. At 4th level the character can do this an additional time each day.

A Holy character may channel divine power in order to combat the forces of darkness. This **Holy Burst** causes damage equal to the Holy character's current

level to any creatures of the netherworld or undead, affecting all such creatures within a 10' radius. The Holy character may use the apotropaic power a number of times per day according to their level (see chart) plus their Charisma bonus. For instance, a 3rd level Holy Character with a 15 Charisma (+1 bonus) can produce a Holy Burst twice per day. At 4th level the character can do this an additional time each day. A Holy Cleric may combine this effect with his or her normal Turn Undead ability, but is otherwise usable only once per round.

Holy characters benefit from **Divine Protection**, a sort of permanent version of the Protection from Evil spell, which surrounds their body. This protection, which cannot be dispelled, grants a +2 bonus to Armor Class and Saves against attacks by evil beings, but does not offer the secondary effects of the spell. At level 10 the bonus increases to +3, and at level 20 the protection again increases to +4. Although the effect is intended to protect the character from creatures of the netherworld, undead, or extreme cases of malicious beings, the GM has final say in what exactly constitutes 'evil'. Many creatures, while capable of being quite nasty at times, are not inherently evil, even if they have diametrically opposing views than that of typical character races.

Holy characters are known by several terms, often tied to specific campaigns or cultures, with each term typically associated with specific class combinations. The use of such titles are not obligatory and are only offered to encourage appropriate role-play ideas. The traditional Holy Fighter is typically called a Paladin, while a Holy Magic-User usually takes on the title of Theurge. Already known as holy men, especially devout Clerics are known as Templars. While seemingly contradictory, Holy Thieves are possible, using their roguish skills against vile and evil organizations or creatures. These noble rogues often call themselves Avengers.

Some Game Masters allow certain optional subclasses in their campaigns. The GM may allow Holy characters on certain class combinations. Holy Knights (Crusaders) and Holy Rangers (Guardians) are likely combinations. Some optional classes should not be allowed in any case due to their obvious contradictory natures, such as Necromancers or Assassins. In any case, the GM is the ultimate deciding factor on all optional class options.

Additionally, the Game Master may declare that some magical items may only function in the hands of a Holy Character. Such items may have absolutely no function in others' hands or may work at lesser ability.

Monk (Holy – Magic Class)

Level	In Special Category	In Major Field	In Minor Field	Outside Fields
1	60 %	50 %	30 %	-
2	64 %	54 %	34 %	4 %
3	68 %	58 %	38 %	8 %
4	72 %	62 %	42 %	12 %
5	76 %	66 %	46 %	16 %
6	80 %	70 %	50 %	20 %
7	82 %	72 %	52 %	22 %
8	84 %	74 %	54 %	24 %
9	86 %	76 %	56 %	26 %
10	88 %	78 %	58 %	28 %
11	90 %	80 %	60 %	30 %
12	91 %	81 %	61 %	31 %
13	92 %	82 %	62 %	32 %
14	93 %	83 %	63 %	33 %
15	94 %	84 %	64 %	34 %
16	95 %	85 %	65 %	35 %
17	96 %	86 %	66 %	36 %
18	97 %	87 %	67 %	37 %
19	98 %	88 %	68 %	38 %
20	99 %	89 %	69 %	39 %

Monks are scholars and collectors of esoteric information, often sequestering themselves in libraries containing obscure information. Regardless of their base class, a Monk is a valuable resource for most adventuring parties. Monk characters must have a minimum Intelligence score of 13 and must pay an additional +10% experience in order to advance levels in their base class.

Fields of specialty must be chosen. A Monk has one Major field of study with three Special Categories within that major field. In addition, the Monk has two Minor Fields of study, but they do not choose special categories within these minor fields. Because of their general academic background, they have been exposed to a variety of topics that go beyond their chosen fields.

The basic chance to know the answer to a general question is listed in the table above. The chance of success is modified by the character's Intelligence bonus. Simply roll d% and if the result is less than the listed chance (modified by Intelligence bonus), then the character knows some relevant information with regards to the query. When the question is more specific, apply a -20% penalty. A question that is very exacting in its nature has a -40% penalty. The Game Master may further modify the chance of success (either up or down) to reflect specific prior experience, previous research in the same subject matter, or other considerations. For instance, if the situation requires the Monk to utilize a library located in a foreign land,

with texts often utilizing language or dialects unfamiliar to the Monk, then the Game Master may penalize the character substantially.

Examples of the different types of questions:

General: Do humanoids inhabit the region north of the Great Mountains?

Specific: Do hobgoblins of the Three Skulls tribe live in the region north of the Great Mountains?

Exacting: Do the hobgoblins of the Three Skulls tribe living in the region north of the Great Mountain possess the dread artifact known as "The Great Spear of Kaliban"?

While a successful Monk check should provide some relevant information, the Game Master should be careful not to provide information that does not exist in the campaign. For instance, in the typical pseudo-medieval based campaign there will not be scientific knowledge of electronics, nuclear engineering, carbon-composite materials, or other modern advances. Even a rudimentary firearm is just not possible in a setting where, at the very best, rough black powder is a recent invention. Any attempts to divine topics outside of the milieu will fail utterly, regardless of the player's best rationale or argument for such meta-game information.



Monk Fields of Study

Each Field of Study is followed by example Special Categories that may be chosen. The list of fields and the subsequent special categories are not exhaustive. Some Fields of Study may overlap into other fields of study. Fields are in **bold type**, while sub-categories are normal type.

The Monk Character must choose one Major Field of Study with 3 sub-categories within that field. In addition, the Monk selects two Minor Fields, but does not select any sub-categories within these fields.

Humankind (by country/region), Demi-Humans Humanoids, & Giant-kind (by specific race, each as a separate field of study)

Anatomy & Physiology
Art & Music
History
Heraldry & Symbolism
Languages
Legends & Folklore
Law & Customs
Medicines & Herbalism (non-magical)
Philosophy & Ethics
Politics & Genealogy
Populations & Demography
Psychology & Sociology
Social Structure
Theology & Myth
Warfare (history/tactics)

Physical Universe

Architecture & Engineering
Astronomy
Chemistry
Geography
Geology & Mineralogy
Mathematics
Meteorology & Climatology
Oceanography
Physics
Topography & Cartography

Planar Environs (by plane/dimension)

Accessing and Departing Plane (travel to/from)
Denizens & Societies
Ecological Regions & Environmental Concerns
Fauna of Plane
Flora of Plane
Geography of Planes (topography & cartography)
Monstrosities of Plane
Physical Sciences & Differences from Prime
(chemistry, physics, geology, etc.)

Fauna (natural)

Amphibians
Arachnids
Avians
Cephalopods & Echinoderms
Fish, Crustaceans & Mollusks
Insects
Mammals & Marsupials
Reptiles

Fauna (monstrous)

Aquatic (including fishlike, crustaceans & mollusk)
Arachnoid & Insectoid
Avians & Skydwelling
Cephalopods & Echinoderms
Draconian Studies (dragons and draconic beings)
Mammals & Marsupials
Reptiles (non-draconic)

Flora

Bushes & Shrubs
Flowers
Fungi, Molds, & Slimes
Grasses & Grains
Herbs & Weeds
Mosses & Ferns
Trees
Unnatural, Strange, Magical, & Monstrous Flora

Supernatural & Unusual

Astrology, Numerology, and Portents
Afterlife, Ghosts, and other Spirits
Cryptography & Codes
Dweomercraft (item crafting)
Faerie, Fey, Sidhe and related topics
Heraldry, Signs & Sigils
Magical Studies – Divination
Magical Studies – Transmutation
Magical Studies – Necromancy
Magical Studies – Evocations
Magical Studies – Conjurations
Enchantments
Metaphysics & Planar Interactions



Monetary values are usually expressed in gold pieces. In addition to gold coins, there are coins made of platinum, silver, electrum (an alloy of gold and silver), and copper. They are valued as follows:

- 1 platinum piece (pp) = 5 gold pieces (gp)
- 1 gold piece (gp) = 10 silver pieces (sp)
- 1 electrum piece (ep) = 5 silver pieces (sp)
- 1 silver piece (sp) = 10 copper pieces (cp)

For game purposes, assume that one gold piece weighs 1/10th of a pound, and that five coins will "fit" in a

cubic inch of storage space (this isn't literally accurate, but works well enough when applied to a box or chest).

First level characters generally begin the game with 3d6 x 10 gp (unless the GM decides otherwise).

This list represents common adventuring equipment at average prices. Prices and availability may vary. Weights are expressed in pounds. Items marked * weigh very little; ten such items weigh one pound. Items marked ** have almost no weight and should not usually be counted.

Item	Price	Weight
Backpack	4 gp	*
Belt Pouch	1 gp	*
Bit and bridle	15 sp	3
Candles, 12	1 gp	*
Chalk, small bag of pieces	2 gp	*
Cloak	2 gp	1
Clothing, common outfit	4 gp	1
Glass bottle or vial	1 gp	*
Grappling Hook	2 gp	4
Holy Symbol	25 gp	*
Holy Water, per vial	10 gp	*
Horseshoes & shoeing	1 gp	10
Ink, per jar	8 gp	½
Iron Spikes, 12	1 gp	1
Ladder, 10 ft.	1 gp	20
Lantern	5 gp	2
Lantern, Bullseye	14 gp	3
Lantern, Hooded	8 gp	2
Manacles (without padlock)	6 gp	4
Map or scroll case	1 gp	½
Medicines and Poisons	5 gp	*
Mirror, small metal	7 gp	*
Oil (per flask)	1 gp	1
Padlock (with 2 keys)	12 gp	1
Paper (per sheet)	1 gp	**
Pole, 10' wooden	1 gp	10
Quill	1 sp	**
Quill Knife	1 gp	*
Quiver or Bolt case	1 gp	1
Rations, Dry, one week	10 gp	14
Rope, Hemp (per 50 ft.)	1 gp	5
Rope, Silk (per 50 ft.)	10 gp	2
Sack, Large	1 gp	*

Padlock (with 2 keys)	12 gp	1
Sack, Small	5 sp	*
Saddle, Pack	5 gp	15
Saddle, Riding	10 gp	35
Saddlebags, pair	4 gp	7
Spellbook (128 pages)	25 gp	1
Tent, Large (ten men)	25 gp	20
Tent, Small (one man)	5 gp	10
Thieves' picks and tools	25 gp	1
Tinderbox, flint and steel	3 gp	1
Torches, 6	1 gp	1
Whetstone	1 gp	1
Whistle	1 gp	**
Wineskin/Waterskin	1 gp	2
Winter blanket	1 gp	3

Weapon	Price	Size	Weight	Dmg.
Axes				
Hand Axe	4 gp	S	5	1d6
Battle Axe	7 gp	M	7	1d8
Great Axe	14 gp	L	15	1d10
Bows				
Shortbow	25 gp	M	2	
Shortbow Arrow	1 sp		*	1d6
Silver† Shortbow Arrow	2 gp		*	1d6
Longbow	60 gp	L	3	
Longbow Arrow	2 sp		*	1d8
Silver† Longbow Arrow	4 gp		*	1d8

Light Crossbow	30 gp	M	7	
Light Quarrel	2 sp		*	1d6
Silver† Light Quarrel	5 gp		*	1d6
Heavy Crossbow	50 gp	L	14	
Heavy Quarrel	4 sp		*	1d8
Silver† Heavy Quarrel	10 gp		*	1d8
Daggers				
Dagger	2 gp	S	1	1d4
Silver† Dagger	25 gp	S	1	1d4
Swords				
Shortsword	6 gp	S	3	1d6
Longsword/Scimitar	10 gp	M	4	1d8
Two-Handed Sword	18 gp	L	10	1d10
Hammers and Maces				
Warhammer	4 gp	S	6	1d6
Mace	6 gp	M	10	1d8
Maul	10 gp	L	16	1d10
Other Weapons				
Club/Cudgel/Walking Staff	2 sp	M	1	1d4
Quarterstaff	2 gp	L	4	1d6
Pole Arm	9 gp	L	15	1d10
Sling	1 gp	S	*	
Bullet	1 sp		*	1d4
Stone	n/a		*	1d3
Spear	5 gp	M	5	
Thrown (one handed)				1d6
Melee (one handed)				1d6
Melee (two handed)				1d8

* These items weigh little individually. Ten of these items weigh one pound.

† Silver tip or blade, for use against lycanthropes.

Humans and Elves must wield Large weapons with both hands, but may use Small or Medium weapons in one hand. Halflings may not use Large weapons at all, and must use Medium weapons with both hands. Dwarves, due to their stocky, powerful builds, are able to use Medium weapons one-handed and some Large weapons in two hands, but Large weapons more than four feet in length are prohibited (specifically, two-handed swords, polearms, and longbows). Some weapons must be used with both hands by design (such as bows and crossbows) but the maximum size limits still apply.

The GM should apply similar limitations to weapon-armed monsters; for instance, kobolds and goblins are similar in size to Halflings, and thus should have similar weapon limits.

Weapon	Short (+1)	Medium (0)	Long (-2)
Longbow	70	140	210
Shortbow	50	100	150
Heavy Crossbow	80	160	240
Light Crossbow	60	120	180
Dagger	10	20	30
Hand Axe	10	20	30
Oil or Holy Water	10	30	50
Sling	30	60	90
Spear	10	20	30
Warhammer	10	20	30

Missile weapon ranges are given in feet. In the wilderness, substitute yards for feet. If the target is as close as or closer than the Short range figure, the attacker receives a +1 attack bonus. If the target is further away than the Medium range figure, but not beyond the Long range figure, the attacker receives a -2 attack penalty.

Armor Type	Price	Weight	AC
No Armor	0 gp	0	11
Leather Armor	20 gp	15	13
Chain Mail	60 gp	40	15
Plate Mail	300 gp	50	17
Shield	7 gp	5	+1

Beasts of Burden

Note: Statistics for the animals below are on page 55.

Item	Price
Horse, Draft	120 gp
Horse, War	200 gp
Horse, Riding	75 gp
Pony*	40 gp
Pony, War*	80 gp

* Due to their small stature, Dwarves and Halflings generally ride ponies rather than horses.

A **Backpack** will hold a maximum 40 pounds or 3 cubic feet of goods. Some items may be lashed to the outside, and thus count toward the weight limit but not the volume limit. A Halfling's backpack holds at most 30 pounds and/or 1½ cubic feet, but costs the same as a full-sized item.

A **Candle** will shed light over a 5' radius, with dim light extending 5' further. A normal candle will burn about 3 turns per inch of height.

Chalk is useful for "blazing a trail" through a dungeon or ruin.

Holy Water is explained in the **Encounter** section.

Iron Spikes are useful for spiking doors closed (or spiking them open) and may be used as crude pitons in appropriate situations.

A **Lantern** will provide light covering a 30' radius; dim light will extend about 20' further. A lantern will consume a flask of oil in 18+1d6 turns. A **Hooded Lantern** allows the light to be hidden or revealed as the user pleases; in all other ways it performs as an ordinary lantern. A **Bullseye Lantern** projects a cone of light 30' long and 30' wide at the widest point, with dim light extending an additional 20' beyond that point. This type of lantern is generally hooded.

A **Map or Scroll Case** is a tubular oiled leather case used to carry maps, scrolls, or other paper items. The case will have a water-resistant (but not waterproof) cap which slides over the end, and a loop to allow the case to be hung from a belt or bandolier. A standard scroll case can hold up to 10 sheets of paper, or a single scroll of up to seven spells.

A **Mirror** is useful in a dungeon environment for many reasons; for instance, it is the only way to look at a Medusa without being turned to stone. Mirrors are also useful for looking around corners, and can be used outdoors to send signals using reflected sunlight.

A **Quiver** is an open container used to hold arrows. A **Bolt Case** is a similar sort of container for crossbow bolts. In either case, the standard capacity is 20 missiles. The length of a quiver or bolt case must match the length of the ammunition for it to be useful; therefore, there are longbow and shortbow quivers and light and heavy crossbow bolt cases. The price is the same for all types.

Dry Rations may consist of dry bread, hard cheese, dried fruit, nuts, beans, jerky, or any other food which will not "go bad" in less than about a month (if not longer). Dry rations are generally sold in quantities sufficient for one character for a week, and are packaged in waxed or oiled cloth to protect them.

Hemp Rope is ½ inch in diameter and has a breaking strength of 1,600 pounds. Safe working load for a rope is normally one-quarter of the breaking strength. One or more knots in a rope cut the breaking strength in half. This does not affect the safe working load, because knots are figured into the listed one-quarter ratio.

Silk Rope is about 3/8 inch in diameter and has a breaking strength of 1,600 pounds, although it weighs considerably less than hemp rope. The notes regarding rope strength given for hemp rope, above, apply here also.

A **Large Sack** will hold at most 40 pounds or 4 cubic feet of goods.

A **Small Sack** will hold at most 20 pounds or 2 cubic feet of goods.

A pair of **Saddlebags** will hold at most 10 pounds or 1 cubic foot of goods (divided evenly between both bags).

Thieves' Picks and Tools are required for the use of Thief abilities such as opening locks and removing traps. These abilities may not be usable without appropriate tools, or may be used at a penalty at the option of the Game Master.

A **Tinderbox** is generally purchased with a **flint and steel**; the flint, a piece of hard rock, is struck vigorously against a C-shaped piece of high-carbon steel. When done correctly, hot sparks will fly from the flint and steel into the tinder, hopefully starting a fire. The best tinder is a dried piece of prepared tinder fungus, carried in the tinderbox to keep it dry; char cloth, hemp rope, or even very dry grass can substitute if prepared tinder fungus is not available. The time required to start a fire should be determined by the GM according to the prevailing conditions; under ideal conditions, starting a fire with a flint, steel and tinder takes about a turn.

A **Torch** sheds light over a 30' radius, with dim light extending about 20' further, and burns for 1d4+4 turns. Of course, a torch is also useful for setting flammable materials (such as cobwebs or oil) alight.

A **Whetstone** is used to sharpen and maintain edged weapons such as swords, daggers, and axes.

Wineskin/Waterskin is a container for drinking water or wine; though generally water is taken into a dungeon or wilderness environment. The standard waterskin holds one quart of liquid, which is the minimum amount required by a normal character in a single day. If adventuring in the desert or other hot, dry areas, a character may need as much as ten times this amount. Note that the given 2 pound weight is for a full skin; an empty skin has negligible weight.

The following tables give details of various land and sea vehicles. Game Masters should feel free to create their own vehicles, in which case the table can be used for guidance. Some of the statistics given below are explained in detail later.

Land Transportation

Vehicle	Length x width*	Weight	Cargo	Movement	Hardness / HP	Cost (gp)
Chariot	15' x 6'	300	750 lbs	60' (10')	10 / 10	400
Coach	30' x 8'	1,000	2,000 lbs	40' (15')	6 / 12	1,500
Wagon	35' x 8'	2,000	4,000 lbs	20' (15')	6 / 16	500

*Includes hitched horses or mules.

Water Transportation

Vehicle	Length x Width	Cargo	Crew	Movement	Miles/Day	Hardness / HP	Cost (gp)
Canoe	15' x 4'	½ ton	1	40' (5')	30	4 / 4	50
Caravel	55' x 15'	75 tons	10	20' (20')	42	8 / 75	10,000
Carrack	60' x 20'	135 tons	20	30' (30')	48	10 / 120	20,000
Galley, Small	100' x 15'	210 tons	90	20' (20')	36 / 24	8 / 75	15,000
Galley, Large	120' x 20'	375 tons	160	30' (25')	42 / 24	10 / 120	30,000
Longship	110' x 15'	10 tons	70	30' (25')	42 / 24	9 / 110	25,000
Raft/Barge	per 10' x 10'	1 ton	2	40' (10')	18	6 / 12	100
Riverboat	50' x 20'	50 tons	10	20' (20')	30	8 / 30	3,500
Rowboat	15' x 6'	1 ton	1	30' (10')	24	6 / 8	60
Sailboat	40' x 8'	5 tons	1	40' (15')	36	7 / 20	2,000

Notes Regarding Vehicles

The **Crew** figure given reflects the minimum number of sailors and/or rowers needed to operate the ship. Officers are not counted among these numbers, and of course it is always a good idea to hire extra sailors and/or rowers to ensure that any casualties will not slow down the ship.

Cargo for wagons is given in pounds, while for ships it is given in tons. If the ship sails night and day, each passenger requires living space equivalent to one ton of cargo; in addition, provisions for one man for one month occupy 1/10 of a ton of space.

Movement is given separately here in feet (yards, actually; see **Time and Scale** in **Part 4: The Adventure** for an explanation) as well as miles per day. The encounter movement of ships is not directly related to the long-distance travel rate, since the crew must work hard to make the ship move quickly in combat, and this level of effort cannot be maintained day and night.

The parenthesized figure represents maneuverability; see **Maneuverability** in **Part 5: The Encounter** for details.

See **Attacking a Vehicle**, also in the **Encounter** section, for details on the **Hardness** and **HP** statistics.

A **chariot** requires a single horse, generally a warhorse, to pull it. Both **coaches** and **wagons** require at least a pair of draft horses to pull them.

A **caravel** is a highly maneuverable sailing ship with two or three masts. Though superficially similar to the larger carrack, caravels are capable of sailing up rivers, a task for which the larger ship is ill suited.

A **carrack** is a large, ocean-going sailing ship with three or four masts.

Galleys are equipped with both sails and oars; the second listed movement rate for galleys is the rowing speed. A small galley will have around 20 rows of oars, with each oar pulled by two men (for a total of 80 rowers) while a large galley will have around 35 rows of oars (for a total of 140 rowers). Galleys are generally much more maneuverable than sailing ships such as the carrack or caravel, and may be outfitted with rams.

The **longship** commonly used by northern raiders is very similar to the large galley. However, where more civilized nations have specialist rowers, sailors, and marines, the crew of a longship is more generalized; most crewmen will be qualified for all of these tasks.

These are weapons used to attack strongholds, or sometimes ships. Their cost may be up to twice as high in a remote location. A siege engine that throws missiles (a ballista, onager or trebuchet) must have a trained artillerist to fire it; this is the character who makes the attack rolls for the weapon. Missile-throwing engines have attack penalties, detailed below. Note: siege engines are not generally usable against individuals or monsters; the GM may make exceptions for very large monsters like giants or dragons.

Weapon	Cost	Rate of Fire	Attack Penalty	Damage	Short Range (+1)	Medium Range (+0)	Long Range (-2)
Ballista	100 gp	1/4	-3	2d8	50'	100'	150'
Battering Ram	200 gp	1/3	+0	2d8	N/A	N/A	N/A
Onager	300 gp	1/6	-6	2d12	100'	200'	300'
Trebuchet	400 gp	1/10	-8	3d10	N/A	300'	400'

Ballista: This is effectively a very large crossbow that may fire a spear-like bolt or a large stone. It is usually mounted on a tripod or wagon, but may also be mounted on a ship. When firing bolts, a ballista cannot damage brick or stone. A ballista requires a crew of three to operate.

Battering Ram: These are usually operated under a sow (a sort of portable roof). They require a crew of eight or more.

Onager: This weapon throws a stone with a fairly flat trajectory. An onager requires a crew of four to operate.

Trebuchet: This mighty weapon uses a counterweight to fling a stone on a high, arcing path. It cannot fire at targets within 200 yards. If it is aimed at a target that is more than 20' higher than the weapon, there is an additional -2 attack penalty. A trebuchet requires a crew of eight to operate.



PART 3: SPELLS

The number of spells of each level which a Cleric or Magic-User may cast per day is shown on the appropriate table in the **Characters** section, above. Each day, usually in the morning, spellcasters prepare spells to replace those they have used. Clerics do this through prayer, while Magic-Users must study their spellbooks. Spells prepared but not used persist from day to day; only those actually cast must be replaced. A spellcaster may always choose to dismiss a prepared spell (without casting it) in order to prepare a different spell of that level.

Spellcasters must have at least one hand free, and be able to speak, in order to cast spells; thus, binding and gagging a spellcaster is an effective means of preventing him or her from casting spells. In combat, casting a spell usually takes the same time as making an attack. If a spellcaster is attacked (even if not hit) or must make a saving throw (whether successful or not) on the Initiative number on which he or she is casting a spell, the spell is spoiled and lost. As a specific exception, two spell casters releasing their spells at each other on the same Initiative number will both succeed in their casting; one caster may disrupt another with a spell only if he or she has a better Initiative, and chooses to delay casting the spell until *right before* the other caster.

Some spells are reversible; such spells are shown with an asterisk after the name.

Cleric Spells

Clerics receive their spells through faith and prayer. Each day, generally in the morning, a Cleric must pray for at least three turns in order to prepare spells. Of course, the Cleric may be expected to pray more than this in order to remain in his or her deity's good graces.

Because they gain their spells through prayer, a Cleric may prepare any spell of any level he or she is able to cast. However, in some cases the Cleric's deity may limit the availability of certain spells; for instance, a deity devoted to healing may refuse to grant reversed healing spells.

First Level Clerical Spells

1	Cure Light Wounds*
2	Detect Evil*
3	Detect Magic
4	Light*
5	Protection from Evil*
6	Purify Food and Water
7	Remove Fear*
8	Resist Cold

Second Level Clerical Spells

1	Bless*
2	Charm Animal
3	Find Traps
4	Hold Person
5	Resist Fire
6	Silence 15' radius
7	Speak with Animals
8	Spiritual Hammer

Third Level Clerical Spells

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

Fourth Level Clerical Spells

1	Animate Dead
2	Create Water
3	Cure Serious Wounds*
4	Dispel Magic
5	Neutralize Poison*
6	Protection from Evil 10' radius*
7	Speak with Plants
8	Sticks to Snakes

Fifth Level Clerical Spells

1	Commune
2	Create Food
3	Dispel Evil
4	Insect Plague
5	Quest*
6	Raise Dead*
7	True Seeing
8	Wall of Fire

Sixth Level Clerical Spells

1	Animate Objects
2	Blade Barrier
3	Find the Path
4	Heal*
5	Regenerate
6	Restoration
7	Speak with Monsters
8	Word of Recall

Magic-User Spells

Magic-Users cast spells through the exercise of knowledge and will. They prepare spells by study of their spellbooks; each Magic-User has his or her own

spellbook containing the magical formulae for each spell the Magic-User has learned. Spellbooks are written in a magical script that can only be read by the one who wrote it, or through the use of the spell **read magic**. All Magic-Users begin play knowing **read magic**, and it is so ingrained that it can be prepared without a spellbook.

A Magic-User may only prepare spells after resting (i.e. a good night's sleep), and needs one turn per each three spell levels to do so (rounding fractions up). Spells prepared but not used on a previous day are not lost. For example, a 3rd level Magic-User preparing all three of his or her available spells (two 1st level and one 2nd level) is preparing a total of 4 levels of spells, and thus needs 2 turns (4 divided by 3 and rounded up).

Rules for the acquisition of new spells are found in the Game Master's section on page 144.

First Level Magic-User Spells

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

Second Level Magic-User Spells

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

Third Level Magic-User Spells

1	Clairvoyance
2	Darkvision
3	Dispel Magic

4	Fireball
5	Fly
6	Haste*
7	Hold Person
8	Invisibility 10' radius
9	Lightning Bolt
10	Protection from Evil 10' radius*
11	Protection from Normal Missiles
12	Water Breathing

Fourth Level Magic-User Spells

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

Fifth Level Magic-User Spells

1	Animate Dead
2	Cloudkill
3	Conjure Elemental
4	Feeblemind
5	Hold Monster
6	Magic Jar
7	Passwall
8	Telekinesis
9	Teleport
10	Wall of Stone

Sixth Level Magic-User Spells

1	Anti-Magic Shell
2	Death Spell
3	Disintegrate
4	Flesh to Stone*
5	Geas*
6	Invisible Stalker
7	Lower Water
8	Projected Image
9	Reincarnate
10	Wall of Iron

All Spells, in Alphabetical Order

Animate Dead
Cleric 4, Magic-User 5Range: touch
Duration: special

This spell turns the bones or bodies of dead creatures into undead skeletons or zombies that follow the caster's spoken commands. They remain animated until they are destroyed. The caster may animate a number of hit dice of undead equal to twice his or her caster level, and no more. Animated skeletons have hit dice equal to the number the creature had in life; for skeletons of humans or demi-humans, this means one hit die, regardless of the character level of the deceased. Zombies have one more hit die than the creature had in life. An animated skeleton can be created only from a mostly intact skeleton; a zombie can be created only from a mostly intact corpse. The caster must touch the remains to be animated. No character may normally control more hit dice of undead than 4 times his or her level, regardless of how many times this spell is cast.

Animate Objects
Cleric 6Range: 100'+10'/level
Duration: 1 round/level

This spell imbues inanimate objects with mobility and a semblance of life. The animated objects then attack whomever or whatever the caster designates. This spell cannot animate objects carried or worn by a creature. An animated object can be of any non-magical material. The caster can animate one object per level, up to a maximum of 25 lbs. per caster level (i.e. 300 lbs. at 12th level, 325 lbs. at 13th level, and so on).

The GM must rule on the effectiveness of animated objects in combat. In general, animated objects attack using the same attack bonus as the caster. Small or lightweight objects do no more than 1d4 damage per hit, while larger and/or heavier objects do 1d6 or 1d8 (at the GM's discretion). As a special case, weapons which are animated do damage using the normal die roll for the type, but only up to a maximum 1d8. Animated objects have a movement rate of 10', and generally must move in contact with the ground (walking, hopping, slithering, or bouncing, however seems most appropriate to the GM).

Anti-Magic Shell
Magic-User 6Range: 10' radius
Duration: 1 turn/level

Within a 10' radius around the caster, all magic is negated for the full duration of the spell. Magical attacks will not affect the caster, magic items and spells within the radius are suppressed, and the caster cannot perform further magic until the spell has expired.

Blade Barrier
Cleric 6Range: 90'
Duration: 1 round/level

This spell creates a wall of whirling blades up to 20' long per caster level, or a ringed wall of whirling blades with a radius of up to 5' per two levels. Either form will be up to 20 ft. high (as allowed by available space). Any creature passing through the wall takes 1d6 points of damage per caster level (maximum 15d6), with a save vs. Death Ray reducing damage to half.

If the caster evokes the barrier so that it appears where creatures are, each creature takes damage as if passing through the wall. Each such creature can avoid the wall (ending up on the side of its choice) and thus take no damage by making a successful save vs. Death Ray.

A blade barrier provides cover (+4 bonus to Armor Class) against attacks made through it.

Bless*
Cleric 2Range: 50' radius
Duration: 1 minute/level

This spell gives the caster and his or her allies (within a 50' radius of the caster) a bonus of +1 on attack rolls, morale checks (for monsters or NPCs allied with the caster), and saving throws against magical **fear**.

The reverse of **bless** is called **bane**. It fills the caster's enemies (within a 50' radius) with fear and doubt, causing each affected creature to suffer a -1 penalty on attack rolls, morale checks, and saving throws against magical **fear**.

Charm Animal
Cleric 2Range: 60'
Duration: level+1d4 rounds

This spell allows the caster to charm one or more animals, in much the same fashion as **charm person**, at a rate of 1 hit die per caster level. The caster may decide which individual animals out of a mixed group are to be affected first; excess hit dice of effect are ignored. No saving throw is allowed, either for normal or giant-sized animals, but creatures of more fantastic nature (as determined by the GM) are allowed a save vs. Spells to resist. When the duration expires, the animals will resume normal activity immediately.

This spell does not grant the caster any special means of communication with the affected animals; if combined with **speak with animals**, this spell becomes significantly more useful.

Charm Monster
Magic-User 4Range: 30'
Duration: special

This spell functions like **charm person**, except that the effect is not restricted by creature type or size. Undead

monsters are unaffected. This spell can affect 3d6 hit dice of creatures of 3 or fewer hit dice, or one creature of more than 3 hit dice. Saving throws are made just as for **charm person**.

Charm Person Range: 30'
Magic-User 1 Duration: special

This spell makes a humanoid creature of 4 hit dice or less regard the caster as its trusted friend and ally. Humans and demi-humans may be affected, regardless of level of ability. A save vs. Spells will negate the effect. If the creature is currently being threatened or attacked by the caster or his or her allies, it receives a +5 bonus on its saving throw. The spell does not enable the caster to control the charmed person as if it were an automaton; rather, it perceives his or her words and actions in the most favorable way. The caster can try to give the subject orders, but it will not do anything it wouldn't ordinarily do, and further may receive an additional saving throw to overcome the magic (at the GM's discretion). The caster must speak the target's language to communicate any commands, or else be good at pantomiming; of course, if the caster is attacked, the charmed creature will act to protect its "friend" (though that could mean attacking the caster's enemies, or attempting to carry off the caster to a "safe" place). The target receives a new saving throw each day if it has an Intelligence of 13 or greater, every week if its Intelligence is 9-12, or every month if its Intelligence is 8 or less.

Clairvoyance Range: 60'
Magic-User 3 Duration: 12 turns

This spell enables the caster to see into another area through the eyes of a living creature in that area. The caster must specify the direction and approximate distance, up to a maximum of 60' away. If there is no appropriate creature in that area, the spell fails. No saving throw is allowed, and the target creature is unaware that it is being so used. The caster may choose another subject creature after at least a turn has passed, enabling multiple locations to be viewed. If the subject creature moves out of range, contact is lost, though the caster may be able to choose another target in this case.

Cloudkill Range: 100'+10'/level
Magic-User 5 Duration: 6 rounds/level

This spell creates a 20'x20'x20' cloud of poison gas which moves at a rate of 10' per round under the control of the caster (so long as he or she concentrates on it). The gas kills outright any creatures of 3 or fewer hit dice or levels it comes in contact with; creatures having 4 or more hit dice or levels must save vs. Poison or die. The cloud persists for the entire duration even if the caster ceases to concentrate upon it.

Commune Range: self
Cleric 5 Duration: 1 round/level

This spell puts the caster in contact with his patron deity or an extraplanar servant thereof, who answers one yes-or-no question per caster level. The ritual to cast this spell takes 1 turn to complete. The being contacted may or may not be omniscient, and further, though the being is technically allied with the caster, it may still not answer questions clearly or completely. These details are left to the GM's discretion.

Confusion Range: 360'
Magic-User 4 Duration: 2 rounds+1/level

This spell causes up to 3d6 living creatures within a 30' radius circle around the target point to become confused, making them unable to independently determine what they will do. A saving throw vs. Spells is allowed to resist the effect. Roll on the following table on each subject's Initiative number each round to see what the subject does.

d20 Behavior

1-2	Attack caster with melee or ranged weapons (or close with caster if attack is not possible).
3-4	Act normally.
5-10	Do nothing but babble incoherently.
11-14	Flee away from caster at top possible speed.
15-20	Attack nearest creature.

A confused character who can't carry out the indicated action does nothing but babble incoherently. Attackers are not at any special advantage when attacking a confused character. Any confused character who is attacked automatically retaliates on its next turn, as long as it is still confused when its turn comes.

Conjure Elemental Range: 240'
Magic-User 5 Duration: special

A portal to one of the Elemental Planes of Air, Earth, Fire, or Water is opened, allowing the Magic-User to summon an elemental from that plane. At most one elemental of each type may be summoned by the caster in a given day. Once the elemental appears, it serves the conjurer indefinitely, provided the caster concentrates on nothing but controlling the creature; spell casting, combat, or movement over half the normal rate results in loss of concentration. The conjurer, while in control of an elemental, can dismiss it to its native plane at will (doing so on his or her Initiative if in combat). If the Magic-User loses concentration, control of the summoned Elemental is lost and cannot be regained. The creature then seeks to attack the conjurer and all others in its path. Only **dispel magic**

or **dispel evil** will banish the elemental once control has been lost. An elemental may, of course, choose to return to its home plane on its own; such creatures will not choose to remain on the material plane for long.

Continual Light* Range: 360'
Cleric 3, Magic-User 2 Duration: 1 year/level

This spell creates a spherical region of light, as bright as full daylight up to a 30' radius, with light of lesser intensity to a radius of 60'. Continual light can be cast on an object, into the air, or at a creature, just as with the **light** spell, up to a maximum range of 360' from the caster. The spell remains in effect for one year per level of the caster.

As with **light**, this spell can be used to blind a creature if cast on its visual organs. Creatures targeted by this spell are allowed a save vs. Death Ray; if the save is made, the spell is cast into the air just behind the target creature. A penalty of -4 is applied to the blinded creature's attack rolls if the saving throw fails.

The reversed spell, **continual darkness**, causes complete absence of light in the area of effect, overpowering normal light sources. Continual darkness may be used to blind in the same way as continual light.

Create Food Range: 10'
Cleric 5 Duration: permanent

The food that this spell creates is simple fare of the caster's choice, highly nourishing, but rather bland. Up to 3 men or one horse per caster level can be fed for one day with this spell. Food so created decays and becomes inedible within 24 hours, although it can be kept fresh for another 24 hours by casting **purify food and water** on it.

Create Water Range: 10'
Cleric 4 Duration: permanent

This spell creates one gallon of water per caster level. Note that one or more vessels to contain the water must be available at the time of casting. The water created by this spell is just like clean rain water. Note: Water weighs about 8 pounds per gallon, and one cubic foot of water is roughly 8 gallons.

Cure Blindness Range: touch
Cleric 3 Duration: instantaneous

With this spell the caster can cure a creature suffering blindness (whether caused by injury or by magic, including **light** or **continual light**). Blindness caused by a curse cannot be cured by this spell.

Cure Disease* Range: touch
Cleric 3 Duration: instantaneous

Cure disease cures all diseases that the subject is suffering from. The spell also kills parasites afflicting the target creature. Certain special diseases may not be countered by this spell or may be countered only by a caster of a certain level or higher.

Note: This spell does not prevent reinfection after a new exposure to the same disease.

Cure Light Wounds* Range: touch
Cleric 1 Duration: instantaneous

With this spell the caster heals 1d6+1 hit points of damage by laying his or her hand upon the injured creature.

The reverse form of this spell, **cause light wounds**, causes 1d6+1 damage to the creature affected by it. A successful attack roll is required in this case.

Undead are affected by this spell and its reverse in opposite fashion; they are injured by **cure light wounds** and healed by **cause light wounds**.

Cure Serious Wounds* Range: touch
Cleric 4 Duration: instantaneous

This spell works exactly like **cure light wounds**, save that it heals 2d6 points of damage, plus 1 point per caster level. The reverse, **cause serious wounds**, also works exactly like **cause light wounds**, except that it inflicts 2d6 + caster level in damage.

Darkvision Range: touch
Magic-User 3 Duration: 1 hour/level

The subject receives Darkvision with a range of 60' for the duration of the spell. (See page 37 for details.)

Death Spell Range: 240'
Magic-User 6 Duration: instantaneous

This spell will kill 3d12 hit dice or levels of creatures in a 30' radius sphere centered wherever the caster wishes (within the range limit). Excess levels of effectiveness are lost. Each creature affected is allowed to save vs. Death Ray; those that fail the save die immediately. Creatures of 8 or more hit dice or levels are immune to the spell, as are undead monsters, golems, and any other "creature" that is not truly alive.

Detect Evil* Range: 60'
Cleric 1, Magic-User 2 Duration: 1 round/level

This spell allows the caster to detect evil; specifically, the caster can detect creatures with evil intentions, magic items with evil enchantments, and possibly

extraplanar creatures of evil nature. Normal characters, even "bad" characters, cannot be detected by this spell, as only overwhelming evil is detectable. The caster sees the "evil" creatures or objects with a definite glow around them, but the glow cannot be seen by anyone else.

The exact definition of evil is left for the GM to decide. Note that items such as ordinary traps or poisons are not "evil," and thus not detectable by this spell.

Reversed, this spell becomes **detect good**, which works just as described above with respect to detecting "good" enchantments, angelic creatures, and so on.

Detect Invisible Range: 60'
Magic-User 2 Duration: 1 turn/level

By means of this spell the caster is able to see invisible characters, creatures or objects within the given range, seeing them as translucent shapes.

Detect Magic Range: 60'
Cleric 1, Magic-User 1 Duration: 2 turns

The caster of this spell is able to detect enchanted or enspelled objects or creatures within the given range by sight, seeing them surrounded by a pale glowing light. Only the caster sees the glow. Invisible creatures or objects are not detected by this spell, but the emanations of the invisibility magic will be seen as an amorphous glowing fog, possibly allowing the caster (only) to attack the invisible creature at an attack penalty of only -2.

Dimension Door Range: 10'
Magic-User 4 Duration: instantaneous

The caster of this spell instantly transfers himself or herself, or any single target creature within range, to any spot within 200' plus 20' per caster level. The caster or target creature always arrives at exactly the spot desired, whether the caster visualizes the area or states direction and distance. An unwilling target may save vs. Spells to avoid being transported. Anything worn or carried by the caster or target creature will be transported also, including another character or creature if the transportee can lift it. If the target area is within a solid object, the spell fails automatically.

Disintegrate Range: 60'
Magic-User 6 Duration: instantaneous

This spell causes a thin, green ray to spring from the caster's pointing finger. Any single creature or object (up to a 10x10x10 foot cube of material) is entirely disintegrated, leaving behind only a trace of fine dust. A disintegrated creature's equipment is unaffected.

A creature that makes a successful save vs. Spells is unaffected. The ray can target only one creature per casting, if that target saves, the spell is wasted.

Dispel Evil Range: touch
Cleric 5 Duration: 1 round/level

This powerful spell aids the caster in dealing with creatures from the nether planes, hereafter called "evil creatures."

First, the caster gains a +4 bonus to Armor Class against attacks by evil creatures.

Second, the caster can choose to drive an evil creature back to its home plane by touch (requiring a successful attack roll). The creature can negate the effects with a successful save vs. Spells. This use discharges and ends the spell, even if the saving throw succeeds.

Third, with a touch the caster can automatically dispel any one spell cast by an evil creature. Exception: Spells that can't be dispelled by **dispel magic** also can't be dispelled by dispel evil. Saving throws do not apply to this effect. This use also ends the spell.

The exact definition of evil is left for the GM to decide; however, extraplanar creatures that oppose the caster should almost always qualify.

Dispel Magic Range: 120'
Cleric 4, Magic-User 3 Duration: instantaneous

The caster can use dispel magic to end ongoing spells that have been cast on a creature or object, or to end ongoing spells (or at least their effects) within a cubic area 20' on a side. The caster must choose whether to dispel magic on a creature or object, or to affect an area.

If dispel magic is targeted at a creature, all spell effects (including ongoing potion effects) may be canceled. If cast upon an area, all such effects within the area may be canceled. Any spell or effect having a caster level equal to or less than the **dispel magic** caster's level is ended automatically. Those created by higher level casters might not be canceled; there is a 5% chance the dispel magic will fail for each level the spell effect exceeds the caster level. For example, a 10th level caster dispelling magic created by a 14th level caster has a 20% chance of failure.

Some spells cannot be ended by dispel magic; this specifically includes any curse, including those created by **bestow curse** (the reverse of **remove curse**) as well as by cursed items.

ESP Range: 60'
Magic-User 2 Duration: 1 turn/level

This spell permits the caster to detect the surface thoughts of one or more targets within range. The

caster must designate a direction, and then concentrate for a turn in order to "hear" the thoughts. Each turn the caster may choose to "listen" in a different direction. The caster may stop listening, then resume again later, so long as the duration has not expired. The target creature is not normally aware of being spied upon in this way.

Rock more than 2 inches thick or a thin coating of lead or gold will block the spell. All undead creatures are immune to this effect, as are mindless creatures such as golems.

Feeblemind Range: 180'
Magic-User 5 Duration: permanent

If the target creature fails a saving throw vs. Spells, its Intelligence and Charisma scores each drop to 1. The affected creature is unable to cast spells, understand language, or communicate coherently. The victim does remember who its friends are and can follow and protect them from harm. The subject remains in this state until a **heal** spell is used to cancel the effect. A target creature that can cast Magic-User spells suffers a penalty of -4 on its saving throw against this spell.

Find Traps Range: 30'
Cleric 2 Duration: 3 turns

This spell permits the caster to detect a variety of traps, both mechanical and magical. When the caster moves within 30' of a trap, he or she will see it glow with a faint greenish-blue aura. The caster is not, however, able to detect certain natural hazards such as quicksand, a sinkhole, or unsafe walls of natural rock. The spell also does not bestow the caster with the knowledge needed to disarm the trap, nor any details about its type or nature.

Find the Path Range: touch
Cleric 6 Duration: 1 turn/level

The recipient of this spell can find the shortest, most direct physical route to a specified destination. The caster must have some knowledge about the location; any location the caster has ever visited can be so located, as well as locations described to the caster. Even knowing the name of a location (if it has a name) is enough for this spell to function.

The locale can be outdoors or underground. **Find the path** works with respect to locations, not objects or creatures. The location must be on the same plane as the caster at the time of casting.

The spell enables the subject to sense the correct direction that will eventually lead it to its destination, indicating at appropriate times the exact path to follow or physical actions to take. For example, the spell enables the subject to detect secret doors and to know

any passwords required. The spell ends when the destination is reached or the duration expires, whichever comes first.

Fireball Range: 100'+10'/level
Magic-User 3 Duration: instantaneous

A fireball spell creates an explosion of flame that detonates with a low roar and deals 1d6 points of fire damage per caster level to every creature within a spherical volume having a 20' radius. A save vs. Spells for half damage is allowed. The explosion creates almost no pressure.

The caster points a finger and determines the range (distance and height) at which the fireball is to burst. A glowing, pea-sized bead streaks from the pointing digit and, unless it impacts upon a material body or solid barrier prior to attaining the prescribed range, blossoms into the fireball at that point. (An early impact results in an early detonation.) If the caster attempts to send the bead through a narrow passage, such as through an arrow slit, he or she must roll a missile attack (without range adjustments) to hit the opening, or else the bead strikes the barrier and detonates prematurely.

The fireball sets fire to combustibles and damages objects in the area. It can melt metals with low melting points, such as lead, gold, copper, silver, and bronze. If the damage caused to an interposing barrier shatters or breaks through it, the fireball may continue beyond the barrier in order to attain its full volume.

Flesh to Stone* Range: 30'/level
Magic-User 6 Duration: permanent

This spell causes the subject, along with all its carried gear, to turn into a mindless, inert statue. A saving throw vs. Petrification is allowed to resist the spell. If the statue resulting from this spell is broken or damaged, the subject (if ever returned to its original state) suffers equivalent damage or deformities. Only creatures made of flesh are affected by this spell.

The reverse spell, **stone to flesh**, acts as a counterspell for **flesh to stone**, restoring the creature just as it was when it was petrified. It does nothing if applied to stone that is not the result of **flesh to stone** or similar petrification effects (such as a medusa's gaze).

Floating Disc Range: 0
Magic-User 1 Duration: 5 turns +1/level

This spell creates an invisible, slightly concave circular plane of force for carrying loads. It is about the size of a shield, being 3 feet in diameter and 1 inch deep at its center. It can hold a maximum of 500 pounds of weight. (Note that water weighs about 8 pounds per gallon.) The disc must be loaded so that the items placed upon

it are properly supported, or they will (of course) fall off. For example, the disc can support just over 62 gallons of water, but the water must be in a barrel or other reasonable container that can be placed upon the disc. Similarly, a pile of loose coins will tend to slip and slide about, and some will fall off with every step the caster takes; but a large sack full of coins, properly tied, will remain stable.

The disc floats level to the ground, at about the height of the caster's waist. It remains still when within 10' of the caster, and follows at the caster's movement rate if he or she moves away from it. The floating disc can be pushed as needed to position it but will be dispelled if somehow moved more than 10' from the caster. When the spell duration expires, the disc disappears from existence and drops whatever was supported to the surface beneath.

Fly Range: touch
Magic-User 3 Duration: 1 turn/level

The subject of this spell can fly at a speed equal to his or her normal ground movement rate (as adjusted by encumbrance). The subject can ascend at half speed and descend at double speed, with the same maneuverability as the subject has when moving on the ground. Flying under the effect of this spell requires only as much concentration as walking, so the subject can attack or cast spells normally. The subject of a fly spell can neither charge nor run, nor carry aloft more weight than his or her maximum load.

Should the spell duration expire while the subject is still aloft, the magic fails slowly. The subject floats downward 120' per round for 1d10 rounds. If the subject reaches the ground in that amount of time, he or she lands safely. If not, the subject falls the rest of the distance, taking normal falling damage. Since dispelling a spell effectively ends it, the subject also descends in this way if the fly spell is dispelled.

Geas* Range: 5' per level
Magic-User 6 Duration: special

Geas places a magical command on a creature to carry out some service or to refrain from some action or course of activity, as desired by the caster. The target creature must be able to understand the caster for this spell to take effect. While a geas cannot compel a creature to kill itself or perform acts that would result in certain death, it can cause almost any other course of activity.

A saving throw vs. Spells will allow an unwilling target to resist a geas when it is first cast. However, the target may choose to accept the geas, typically as part of a bargain with the caster to perform some service.

The geased creature must follow the given instructions until the geas is completed, no matter how long it takes.

If the instructions involve some open-ended task that the recipient cannot complete through his or her own actions, the spell remains in effect for a maximum of one day per caster level. A clever recipient can subvert some instructions, at the GM's discretion.

For every 24 hours that the subject chooses not to obey the geas (or is prevented from obeying it), it suffers a -2 penalty to each of its ability scores, up to a total of -8. No ability score can be reduced to less than 3 by this effect. The ability score penalties are removed 24 hours after the subject resumes obeying the geas.

A geas (and all effects thereof) can be ended by a **remove curse** spell, or by a **wish**, or by the reverse of this spell. **Dispel magic** does not affect a geas.

Growth of Animals Range: 60'+10'/level
Cleric 3 Duration: 1 turn/level

This spell causes an animal to grow to twice its normal size and eight times its normal weight. The affected creature will do double normal damage with all physical attacks, and its existing natural Armor Class increases by 2. The animal's carrying capacity is also doubled. Unfriendly animals may save vs. Spells to resist this spell; normally, domesticated animals will not attempt to resist it, though they may become confused or panicky afterward (at the GM's discretion).

All equipment worn or carried by an animal is similarly enlarged by the spell, though this change has no effect on the magical properties of any such equipment. Any enlarged item that leaves the enlarged creature's possession instantly returns to its normal size.

The spell gives no means of command or influence over the enlarged animals.

Growth of Plants* Range: 120'
Magic-User 4 Duration: permanent

This spell causes normal vegetation (grasses, briars, bushes, creepers, thistles, trees, vines, etc.) within range to become thick and overgrown. The dimensions of the growth are determined by the caster, but cannot exceed 1000 sq. feet (a 10'x100' area or equivalent) per 5 caster levels. The plants entwine to form a thicket or jungle that creatures must hack or force a way through. All movement within the affected area is reduced to no more than 5' per round for less than giant sized creatures; giant sized creatures are reduced to half normal movement rate. The area must have brush and/or trees in it for this spell to take effect.

The reverse form, **shrink plants**, may be used to render overgrown areas passable. The area of effect is identical to the normal version.

Growth of plants and its reverse are permanent until countered, either by the opposite form or by **dispel magic**. This spell has no effect on animated plant creatures of any sort.

Hallucinatory Terrain

Magic-User 4 Range: 400'+40'/level
Duration: 12 turns/level

This spell makes one 10 yard cube per level of outdoor terrain appear like a different type (i.e. field into forest, grassland into desert, or the like). This spell requires a full turn to cast.

The affected terrain looks, sounds, and smells like another sort of natural terrain. Structures, equipment, and creatures within the area are not hidden or changed in appearance. A save vs. Spells is allowed to see through the illusion, but only if the creatures or characters affected actively attempt to do so.

Haste* Range: 30'+10'/level
Magic-User 3 Duration: 1 round/level

This spell accelerates the actions of 1 creature per caster level. The affected creatures move and act twice as quickly as normal, having double their normal movement rates and making twice the normal attacks per round, for the duration of the spell. Spellcasting is not accelerated, nor is the use of magic items such as wands, which may still be used just once per round. Multiple haste or speed effects don't combine; only apply the most powerful or longest lasting effect.

Reversed, haste becomes **slow**; affected creatures move at half speed, attacking half as often (generally, every other round) and making half a normal move each round. Naturally, target creatures may save vs. Spells to avoid the effect. Haste and slow counter and dispel each other.

Heal* Range: touch
Cleric 6 Duration: permanent

Heal enables the caster to wipe away injury and afflictions. It immediately ends any and all of the following adverse conditions affecting the target: ability damage, blindness, confusion, deafness, disease, exhaustion or fatigue, **feeblemind**, insanity, nausea, and poison. It also restores all but 1d4 of the target's hit points. Heal does not remove negative levels or restore permanently drained ability score points.

The reversed spell, **harm**, injures the creature touched so horribly that it is left with only 1d4 hit points. The caster must succeed at a normal attack roll in this case; failure means the spell is wasted. Note that, if the

victim has fewer hit points remaining than the number rolled, he or she will take at least one point of damage (and this is the only case in which **harm** may kill a creature).

Generally, both **heal** and **harm** only affect living creatures. If used against an undead creature, heal instead acts like harm; likewise, harm affects undead like heal. Constructs such as golems are unaffected by either spell.

Hold Monster Range: 180'
Magic-User 5 Duration: 2d8 turns

This spell functions like **hold person**, except that it affects any living creature that fails its save vs. Spells.

Hold Person Range: 180'
Cleric 2, Magic-User 3 Duration: 2d8 turns

This spell will render any living (not undead) human, demi-human or humanoid creature paralyzed. Creatures larger than ogres will not be affected by this spell. Targets of the spell are aware, and breathe normally, but cannot take any actions, including speech. A successful save vs. Spells will negate the effect. The spell may be cast at a single person, who makes his or her save at -2, or at a group, in which case 1d4 of the creatures in the group may be affected.

A winged creature which is paralyzed cannot flap its wings and falls (if in flight at the time). A paralyzed swimmer can't swim and may drown.

Hold Portal Range: 100'+10'/level
Magic-User 1 Duration: 1 round/level

This spell magically holds shut a door, gate, window, or shutter of wood, metal, or stone. The magic affects the portal just as if it were securely closed and normally locked. A **knock** spell or a successful **dispel magic** spell can negate a hold portal spell.

Ice Storm Range: 300'+30'/level
Magic-User 4 Duration: 1 round

This spell causes great magical hailstones to pound down for 1 full round, dealing 5d6 points of damage to every creature in a 20' radius around the target spot; a successful save vs. Spells will reduce damage by half. The ice storm fills a vertical volume of 40', so creatures higher than that distance above the target spot are unaffected. A -20% penalty applies to each Listen roll made within the ice storm's effect, and all land movement within its area is at half speed. At the end of the duration, the hail disappears, leaving no aftereffects (other than the damage dealt). Any creature naturally resistant to cold takes half damage (or one-quarter damage if it makes its save).

Insect Plague

Cleric 5

Range: 300'+30'/level

Duration: 1 round/level

This spell summons one swarm of locusts per three caster levels, to a maximum of six swarms at 18th level. See *Insect Swarm* in the **Monsters** section for the effects of a swarm. The swarms must be summoned so that each one is adjacent to at least one other swarm (that is, the swarms must fill one contiguous area). The caster may summon the locust swarms so that they share the area of other creatures. Each swarm attacks any creatures occupying its area. The swarms are stationary after being summoned.

Invisibility

Magic-User 2

Range: touch

Duration: special

The creature or object touched becomes invisible, vanishing from sight, including Darkvision. If the recipient is a creature carrying gear, that vanishes, too. If the spell is cast on someone else, neither the caster nor his or her allies can see the subject, unless they can normally see invisible things or employ magic to do so.

Items dropped or put down by an invisible creature become visible; items picked up disappear if tucked into the clothing or pouches worn by the creature. Light, however, never becomes invisible, although a source of light can become so (thus, the effect is that of a light with no visible source). Any part of an item that the subject carries but that extends more than 10 feet from it becomes visible. Of course, the subject is not magically silenced, and certain other conditions can render the recipient detectable (such as stepping in a puddle).

The spell ends if the subject attacks any creature or casts any spell. Actions (other than spellcasting) directed at unattended objects do not break the spell. Causing harm indirectly is not an attack. The spell lasts at most 24 hours.

Invisibility 10' Radius

Magic-User 3

Range: touch

Duration: 1 turn/level

This spell functions like invisibility, except that this spell confers invisibility upon all creatures within 10 feet of the recipient. The center of the effect is mobile with the recipient.

Those affected by this spell can see each other and themselves as if unaffected by the spell. Affected creatures (other than the recipient) who attack negate the invisibility only for themselves, but if the spell recipient attacks, the invisibility ends for all affected creatures. Any affected creature moving out of the area becomes visible, but creatures moving into the area after the spell is cast do not become invisible (including

any previously affected creatures who have become visible as described above).

Invisible Stalker

Magic-User 6

Range: 0

Duration: special

The caster summons an **invisible stalker** to do his or her bidding (see the **Monsters** section, below, for details). The spell persists until **dispel evil** is cast on the creature, it is slain, or the task is fulfilled. The GM is advised to review the monster entry for the invisible stalker when this spell is used, as they may not always be reliable servants.

Knock

Magic-User 2

Range: 30'

Duration: special

The knock spell opens stuck, barred, locked, **held**, or **wizard locked** doors. It opens secret doors, as well as locked or trick-opening boxes or chests. It also loosens welds, shackles, or chains (provided they serve to hold shut something which can be opened). If used to open a **wizard locked** door, the spell does not remove the **wizard lock** but simply suspends its functioning for one turn. In all other cases, the door does not relock itself or become stuck again on its own. Knock will not raise a portcullis or operate any other similar mechanism, nor will it affect ropes, vines, and the like. Each spell can undo a single means of preventing access.

Levitate

Magic-User 2

Range: touch

Duration: 1 turn/level

Levitate allows the caster to move himself or herself, another creature, or an object up and down as desired. A creature must be willing to be levitated, and an object must be unattended or possessed by a willing creature. The caster can mentally direct the recipient to move up or down as much as 20 feet each round, by concentration. The caster cannot move the recipient horizontally, but the recipient could clamber along the face of a cliff, for example, or push against a ceiling to move laterally (generally at half its normal land speed).

A levitating creature that attacks with a weapon finds itself increasingly unstable; the first attack has a -1 attack penalty, the second -2, and so on, to a maximum penalty of -5. A full round spent stabilizing allows the creature to begin again at -1.

Light*

Cleric 1, Magic-User 1

Range: 120'

Duration: 6 turns + 1/level

This spell creates a light equal to torchlight which illuminates a 30' radius area (and provides dim light for an additional 20') around the target location or object. The effect is immobile if cast into an area, but it can be cast on a movable object. Light taken into an area of magical darkness does not function.

Reversed, **light** becomes **darkness**, creating an area of darkness just as described above. This darkness blocks out Darkvision and negates mundane light sources.

A light spell may be cast to counter and dispel the darkness spell of an equal or lower level caster (and vice versa). Doing so causes both spells to instantly cease, restoring the existing ambient light level.

Either version of this spell may be used to blind an opponent by means of casting it on the target's ocular organs. The target is allowed a saving throw vs. Death Ray to avoid the effect, and if the save is made, the spell does not take effect at all. A **light** or **darkness** spell cast to blind does not have the given area of effect (that is, no light or darkness is shed around the victim).

Lightning Bolt Range: 50'+10'/level
Magic-User 3 Duration: instantaneous

This spell releases a powerful stroke of electrical energy that deals 1d6 points of electricity damage per caster level to each creature within its area. A save vs. Spells for half damage is allowed. The bolt begins at the caster's fingertips and extends to the range given. The caster may choose to limit the range of the spell, but the minimum range is 60 feet. The lightning bolt passes through an area 5' wide, arcing and jumping, so that, while it is not actually 5' wide, for game purposes treat it as if it is so.

The lightning bolt sets fire to combustibles and damages objects in its path. It can melt metals with a low melting point, such as lead, gold, copper, silver, or bronze. If the damage caused to an interposing barrier shatters or breaks through it, the bolt may continue beyond the barrier if the spell's range permits; otherwise, it may reflect from the barrier back toward the caster, or in a random direction at the GM's option. Creatures already affected by the lightning bolt do not take additional damage if struck by the reflection of the same bolt.

Locate Object Range: 360'
Cleric 3, Magic-User 2 Duration: 1 round/level

This spell allows the caster to sense the direction of a well-known or clearly visualized object. He or she can search for general items, in which case the nearest one of its kind is located if more than one is within range. The caster cannot specify a unique item unless he or she has observed that particular item firsthand (not merely through divination such as **clairvoyance** or a **crystal ball**). The spell is blocked by even a thin sheet of lead or gold. Creatures cannot be found by this spell.

Lower Water Range: 360'
Magic-User 6 Duration: 1 turn/level

This spell causes water or similar liquid to reduce its depth by as much as 2 feet per caster level (to a minimum depth of 1 inch). The water is lowered within a more or less square-shaped depression whose sides are up to 10 feet long per caster level. In extremely large and deep bodies of water, such as a deep ocean, the spell creates a whirlpool that sweeps ships and similar craft downward, putting them at risk and rendering them unable to leave by normal movement for the duration of the spell. When cast on water elementals and other water-based creatures, this spell acts as a **slow** spell (the reverse of **haste**); a save vs. Spells is allowed, with success negating the effect. The spell has no effect on other creatures.

Magic Jar Range: 60'
Magic-User 5 Duration: special

By casting magic jar, the caster places his or her soul in a gem or large crystal within spell range (known as the magic jar), leaving the body lifeless. The caster may then attempt to take control of a nearby living creature within spell range, forcing its soul into the magic jar. The caster may move back to the jar (thereby returning the trapped soul to its body) and attempt to possess another body. The spell ends when the caster's soul returns to his or her own body, leaving the receptacle empty.

To cast the spell, the magic jar must be within spell range and the caster must know where it is, though he or she does not need to be able to see it. When the caster transfers his or her soul upon casting, the caster's body is, as near as anyone can tell, dead, but does not undergo decay as a normal dead body would.

Possession of a creature by means of this spell is blocked by **protection from evil** or a similar ward. The subject is allowed a save vs. Spells to resist. Failure to take over the host leaves the caster's life force in the magic jar, and that target creature is immune to further attempts for the duration of the spell.

If the caster is successful, his or her life force occupies the host body, and the host's life force is imprisoned in the magic jar. The caster keeps his or her Intelligence, Wisdom, Charisma, level, class, attack bonus, saving throws, and mental abilities (including spellcasting ability). The body retains its Strength, Dexterity, Constitution, hit points, and natural abilities. A body with extra limbs does not allow the caster to make more attacks than normal. The caster does not have access to any extraordinary or supernatural abilities of the body.

If the caster's spirit is in the magic jar, and the jar is broken (whether by **dispel magic** or physical damage):

If the jar is in range of the caster's body, the caster's spirit returns to its body. Otherwise, the caster's spirit departs (the caster dies). In either case, the spell ends.

If the caster's spirit is driven from the host body by **dispel evil**: If the magic jar is in range of the host body, the caster's spirit returns to the jar, and the host's spirit returns to its body. The caster will not be able to possess the same host again for the remaining duration of the spell. If the magic jar is not in range of the host body, the caster's spirit departs, the host's spirit is freed from the jar (and departs), and the host's body dies.

If the host's spirit is in the magic jar, and the jar is broken: If the jar is in range of the host's body, the caster's spirit departs, the host's spirit returns to its body, and the spell ends. Otherwise, the host's spirit departs, and the caster's spirit is stranded in the host body. Note here that the spell has not ended. **Dispel evil** can still be used to drive the caster's spirit from the body, which departs as noted, ending the spell.

In any case where the spell ends with the caster's body unoccupied by a spirit, that body does truly die.

Magic Missile Range: 100'+10'/level
Magic-User 1 Duration: instantaneous

This spell causes a missile of magical energy to dart forth from the caster's fingertip and strike its target, which must be at least partially visible to the caster, dealing 1d6+1 points of damage. The missile strikes unerringly. Specific parts of a creature can't be singled out. Inanimate objects are not damaged by the spell.

For every three caster levels beyond 1st, an additional missile is fired – two at 4th level, three at 7th, four at 10th, and the maximum of five missiles at 13th level or higher. If the caster fires multiple missiles, he or she can target a single creature or several creatures. A single missile can strike only one creature. Targets must be designated before damage is rolled.

Magic Mouth Range: 30'
Magic-User 1 Duration: special

This spell imbues the chosen non-living object with an enchanted mouth that suddenly appears and speaks its message the next time a specified event occurs. The message, which may be up to three words per caster level long, can be in any language known by the caster and can be delivered over a period of 10 minutes, at any volume from a whisper to a yell. The voice will resemble the caster's, but will not be identical. The mouth cannot use command words or activate magical effects. It does, however, move according to the words articulated; if it were placed upon a statue, the mouth of the statue would move and appear to speak. Of course, magic mouth can be placed upon a tree, rock, or any other object.

The spell functions when specific conditions are fulfilled according to the caster's command as set in the spell. Commands can be as general or as detailed as desired, although only visual and audible triggers can be used. Triggers react to what appears to be the case. Disguises and illusions can fool them. Normal darkness does not defeat a visual trigger, but magical darkness or invisibility does. Silent movement or magical silence defeats audible triggers. Audible triggers can be keyed to general types of noises or to a specific noise or spoken word. Actions can serve as triggers if they are visible or audible. A magic mouth cannot distinguish level, hit dice, or class except by external garb.

The range limit of a trigger is 10 feet per caster level, so a 6th-level caster can command a magic mouth to respond to triggers as far as 60 feet away. Regardless of range, the mouth can respond only to visible or audible triggers and actions in line of sight or within hearing distance.

Massmorph Range: 100'+10'/level
Magic-User 4 Duration: 1 hour/level

With this spell the caster causes 1d4+1 man-sized (or smaller) creatures per four caster levels to appear as if they are natural effects of the terrain (for example, trees in a forest, stalagmites in a cave, coral underwater, boulders in a cavern, etc.). All creatures to be affected must be within a 120' radius of the caster at the time the spell is cast. Only those creatures the caster wishes to hide are affected, and then only if they are willing to be concealed. The caster may include himself or herself among the affected creatures.

Those affected are thus concealed from other creatures passing through the area for so long as they remain still. If an affected creature chooses to move or attack, the illusion is dispelled for that creature, but those who remain still continue to be hidden. The caster may end the spell early if he or she wishes by speaking a single word. The illusion can also be ended by **dispel magic**.

Mirror Image Range: self
Magic-User 2 Duration: 1 turn/level

This spell creates several illusory duplicates of the caster. The images move through each other as well as the real caster more or less constantly, making it impossible for most creatures to determine which is real. A total of 1d4 images plus one image per three caster levels (maximum eight images total) are created. These figments separate from the caster and remain in a cluster around him or her. The figments mimic the caster's actions, pretending to cast spells, drink potions, levitate, and so on, just as the caster does. Figments always look exactly like the caster.

Enemies attempting to attack or cast spells upon the caster will always hit a figment instead. Any attack

against an image destroys it, whether the attack roll is successful or not; likewise, attack spells cast directly upon a figment will destroy it, with no saving throw allowed. Area-effect spells are not cast directly on the caster, and thus appear to affect all figments exactly as they affect the caster; for instance, if the caster is subjected to a **fireball**, all figments will appear to be injured just as the caster was.

Neutralize Poison* Range: touch
Cleric 4 Duration: instantaneous

This spell detoxifies any sort of venom in the creature or object touched. A poisoned creature suffers no additional effects from the poison; if cast upon a creature slain by poison in the last 10 rounds, the creature is revived with 1 hit point. If cast upon a poisonous object (weapon, trap, etc.) the poison is rendered permanently ineffective.

Reversed, this spell becomes **poison**. The caster must make a successful attack roll; if the attack is a success, the target must save vs. Poison or die. The caster's touch remains poisonous for 1 round per level of ability, or until discharged (i.e. only one creature can be affected by the reversed spell).

Passwall Range: 30'
Magic-User 5 Duration: 3 turns

Passwall creates a passage through wooden, plaster, or stone walls, but not through metal or other harder materials. The passage is up to 10 feet deep plus an additional 10 feet deep per three caster levels above 9th (20 feet at 12th, 30 feet deep at 15th, 40 feet deep at 18th). If the wall's thickness is more than the depth of the passage created, then a single passwall simply makes a niche or short tunnel. Several passwall spells can then form a continuing passage to breach very thick walls. When passwall ends (due to duration, **dispel magic**, or caster's choice), creatures within the passage are ejected out the nearest exit.

Phantasmal Force Range: 180'
Magic-User 2 Duration: concentration

This spell creates the visual illusion of an object, creature (or small group of creatures), or other effect, as visualized by the caster up to a maximum size of 20'x20'x20'. The illusion does not create sound, smell, texture, or temperature. The caster can animate the image within the limits of the area of effect. The image persists so long as the caster concentrates upon it.

If used to create the illusion of one or more creatures, they will have an Armor Class of 11 and will disappear if hit in combat. Damage done by monsters, spells, etc. simulated by this spell is not real; those "killed" or otherwise apparently disabled will wake up uninjured (at least from this spell) after 2d8 rounds. The illusory

damage done will be equivalent to the normal damage for any attack form simulated.

Attempting to animate more creatures than the caster's level grants viewing creatures with at least average Intelligence an immediate save vs. Spells to recognize the creatures as illusions; those making the save will be unaffected by any actions taken by the illusions from that point on. A similar save may be granted by the GM any time he or she feels the illusion is likely to be seen through, especially if the player describes an illusion which seems improbable or otherwise poorly conceived.

Polymorph Other Range: 30'
Magic-User 4 Duration: permanent

This spell allows the caster to change one target into another form of living creature. The assumed form can't have more hit dice than caster's level, or be incorporeal or gaseous. Unlike **polymorph self**, the transformed target also gains the behavioral and mental traits, any physical attacks, special, supernatural or spell-like abilities of the new form, in addition to the physical capabilities and statistics of such. If the new form is substantially less intelligent, the target may not remember its former life.

The target creature will have the same number of hit points it previously had, regardless of the hit dice of the form assumed. Incorporeal or gaseous creatures are immune to this spell, as noted above. A creature with shape changing abilities such as a doppelganger can revert to its natural form in one round.

Unwilling targets that successfully save against Polymorph are not affected. The spell is permanent until dispelled or the creature is slain, at which time the target reverts to his or her original form.

Polymorph Self Range: self
Magic-User 4 Duration: 1 hour/level

This spell allows the caster to change into another form of living creature. The assumed form can't have more hit dice than the caster's level. The caster can't assume an incorporeal or gaseous form. If slain, the caster reverts to his or her original form.

The caster gains the physical capabilities and statistics of the new form but retains his or her own mental abilities. He or she also gains all physical attacks possessed by the form but does not gain any special, supernatural or spell-like abilities. Dragon breath is a special ability, for instance, so were the caster to assume the form of a dragon he or she could use the dragon's normal claw, bite, and tail swipe attacks, but not the dragon's breath.

The caster can remain transformed up to one hour per level of ability, or may choose to end the spell whenever he or she desires (up to one hour per level, of course).

Projected Image Range: 240'
 Magic-User 6 Duration: 6 turns

This spell creates a quasi-real, illusory version of the caster. The intangible projected image looks, sounds, and smells like the caster, in addition to mimicking gestures and actions (including speech). Any further spells cast seem to originate from the illusion, not the actual caster. A line of sight between the caster and his or her illusory self must be maintained or the spell ends. **Dimension door**, **teleport**, or any similar spell that breaks the line of sight dispels the image, as does the illusionary caster being struck in combat. Note that this spell grants no special sensory powers to the caster; for example, if the illusory self is positioned so as to be able to see something the caster can't directly see, the caster does not see it. Also, all spell ranges are still figured from the caster's actual position, not the illusory self's position.

Protection from Evil*
 Cleric 1, Magic-User 1 Range: touch
 Duration: 1 turn/level

This spell wards a creature from attacks by evil creatures, from mental control, and from summoned creatures. It creates a magical barrier around the subject at a distance of 1 foot. The barrier moves with the subject and has three major effects.

First, the subject gains a +2 bonus to AC and a +2 bonus on saves. Both these bonuses apply against attacks made or effects created by evil creatures. Note that the definition of "evil" is left to the individual GM to decide.

Second, the barrier blocks any attempt to possess the warded creature (by a magic jar attack, for example) or to exercise mental control over the creature (including charm spells or effects). The protection does not prevent such effects from targeting the protected creature, but it suppresses the effect for the duration of the protection from evil effect. If the protection from evil effect ends before the effect granting control does, the would-be controller would then be able to command the controlled creature. Likewise, the barrier keeps out a possessing life force but does not expel one if it is in place before the spell is cast.

Third, the spell prevents bodily contact by summoned creatures (regardless of whether they are "evil" or not). This causes the natural weapon attacks of such creatures to fail and the creatures to recoil if such attacks require touching the warded creature. The protection against contact by summoned creatures ends if the warded creature makes an attack against or tries to force the barrier against the blocked creature.

Reversed, this spell becomes **protection from good**. It functions in all ways as described above, save that

"good" creatures are kept away, rather than "evil" creatures.

Protection from Evil 10' Radius*
 Cleric 4, Magic-User 3 Range: touch
 Duration: 1 turn/level

This spell functions exactly as **protection from evil**, but with a 10' radius rather than a 1' radius. All within the radius receive the protection; those who leave and then re-enter, or who enter after the spell is cast, receive the protection as well.

Reversed, this spell becomes **protection from good 10' radius**, and functions exactly as the reversed form of **protection from evil**, except that it covers a 10' radius around the target rather than the normal 1' radius.

Protection from Normal Missiles
 Magic-User 3 Range: self
 Duration: 1 turn/level

The caster is completely protected from small sized, non-magical missile attacks. Therefore, magic arrows, hurled boulders, or other such are not blocked, but any number of normal arrows, sling bullets, crossbow bolts, thrown daggers, etc. will be fended off. Note that normal missiles projected by magic bows count as magical missiles for the purposes of this spell.

Purify Food and Water
 Cleric 1 Range: 10'
 Duration: instantaneous

This spell makes spoiled, rotten, poisonous, or otherwise contaminated food and water pure and suitable for eating and drinking. This spell does not prevent subsequent natural decay or spoilage. Unholy water and similar food and drink of significance is spoiled by purify food and drink, but the spell has no effect on creatures of any type nor upon magic potions.

Quest* Range: 5'/level
 Cleric 5 Duration: special

Quest places a magical command on a creature to carry out some service or to refrain from some action or course of activity, as desired by the caster. The target creature must be able to understand the caster for this spell to take effect. While a quest cannot compel a creature to kill itself or perform acts that would result in certain death, it can cause almost any other course of activity.

A saving throw vs. Spells will allow an unwilling target to resist a quest when it is first cast. However, the target may choose to accept the quest, typically as part of a bargain with the caster to perform some service.

The affected creature must follow the given instructions until the quest is completed, no matter how long it takes.

If the instructions involve some open-ended task that the recipient cannot complete through his own actions the spell remains in effect for a maximum of one day per caster level. A clever recipient can subvert some instructions.

If the subject is prevented from obeying the quest for 24 hours, it takes 3d6 points of damage each day.

A quest (and all effects thereof) can be ended by a **remove curse** spell from a caster two or more levels higher than the caster of the quest, or by a wish, or by the reverse of this spell. **Dispel magic** does not affect a **quest** spell.

Raise Dead* Range: touch
Cleric 5 Duration: instantaneous

This spell restores life to a deceased human, demi-human or humanoid. The caster can raise a creature that has been dead for no longer than one day per caster level. In addition, the subject's soul must be free and willing to return. If the subject's soul is not willing to return, the spell does not work.

Coming back from the dead is an ordeal. The subject of the spell loses one level (or 1 hit die) when it is raised, permanently (i.e. it does not accrue a negative level, but rather loses an actual level, being reduced to the minimum number of experience points required for the previous level). If the subject is 1st level, it loses 1 point of Constitution instead (if this would reduce its Constitution to 0 or less, it can't be raised). This level, hit dice, or Constitution loss cannot be repaired by any means, though of course the character may gain levels and hit dice in the normal fashion.

Also note, a character who died with spells prepared has none prepared upon being raised.

A raised creature has a number of hit points equal to its current hit dice. Normal poison and normal disease are cured in the process of raising the subject, but magical diseases and curses are not undone. While the spell closes mortal wounds and repairs lethal damage of most kinds, the body of the creature to be raised must be whole. Otherwise, missing parts are still missing when the creature is brought back to life. None of the dead creature's equipment or possessions are affected in any way by this spell.

A creature which has become undead can't be raised by this spell. Constructs and elementals cannot be raised. The spell cannot bring back a creature that has died of old age.

The reverse of this spell, **slay living**, will kill instantly the creature touched (which may be of any sort, not just a human, demi-human or humanoid) unless a save vs. Spells is made. If the saving throw is successful, 2d6 damage is dealt to the victim instead. An attack roll is required to apply this spell in combat.

Read Languages Range: 0
Magic-User 1 Duration: special

This spell grants the caster the ability to read almost any written language. It may be cast in one of three modes:

In the first mode, the spell allows the caster to read any number of written works in a variety of languages. This mode lasts for 1 turn per caster level.

In the second mode, the spell allows the caster to read any one book or tome; this mode lasts 3 hours per caster level.

In the third mode, the spell allows the caster to read any one non-magical scroll or other single-sheet document; this mode is permanent.

This spell does not work on any sort of magical text, such as spell scrolls or spellbooks; see **read magic**, below, for the correct spell to use in such cases.

The spell grants the ability to read the texts, but does not in any way hasten the reading nor grant understanding of concepts the caster doesn't otherwise have the ability to understand. Also, for this spell to function, there must be at least one living creature that can read the given language somewhere on the same plane. The knowledge is not copied from that creature's mind; rather, it is the existence of the knowledge that enables the spell to function.

Read Magic Range: 0
Magic-User 1 Duration: permanent

When cast upon any magical text, such as a spellbook or magic-user spell scroll, this spell enables the caster to read that text. Casting this spell on a cursed text will generally trigger the curse. All Magic-Users begin play knowing this spell, and it can be prepared even if the Magic-User loses access to his or her spellbook.

Regenerate Range: touch
Cleric 6 Duration: permanent

This spell causes the subject's severed body members (fingers, toes, hands, feet, arms, legs, tails, or even heads of multiheaded creatures), broken bones, and ruined organs to grow back. After the spell is cast, the physical regeneration is complete in 1 round if the severed members are present and touching the creature. Otherwise, a full turn is required for the regeneration to complete.

This spell also heals 3d8 points of damage. Regenerate has no effect on nonliving creatures or constructs (including undead).

Reincarnate Range: touch
Magic-User 6 Duration: instantaneous

With this spell, the caster brings back a dead character (or humanoid creature) in another body, provided that its death occurred no more than one week before the casting of the spell and the subject's soul is free and willing to return. If the subject's soul is not willing to return, the spell does not work.

Roll on the following table to determine what sort of creature the character becomes:

d%	Incarnation
01–02	Bugbear
03–17	Dwarf
18–28	Elf
29	Gnoll
30–39	Gnome
40–44	Goblin
45–63	Halfling
64–88	Human
89–92	Kobold
93	Lizard Man
94–98	Orc
99	Troglodyte
100	Other (GM's choice)

Since the dead character is returning in a new body, all physical ills and afflictions are repaired. The condition of the remains is not a factor. So long as some small portion of the character's body still exists, it can be reincarnated, but the portion receiving the spell must have been part of the character's body at the time of death. The magic of the spell creates an entirely new young adult body for the soul to inhabit from the natural elements at hand. This process takes one hour to complete. When the body is ready, the subject is reincarnated.

A reincarnated character recalls the majority of its former life and form. Its class is unchanged, as are the character's Intelligence, Wisdom, and Charisma. Strength, Dexterity, and Constitution scores should be rerolled. (If the character's ability scores are outside the allowable range for the new form, they should be adjusted up or down by the GM as needed.) The subject's level (or Hit Dice) is reduced by 1; this is a real reduction, not a negative level, and is not subject to magical **restoration**. Roll one hit die and subtract the total from the character's original hit point total; this is the new form's hit points. If the subject was 1st level, instead of a hit point reduction, its new Constitution score is reduced by 2.

A character that has been turned into an undead creature or killed by a death effect can't be returned to life by this spell. Constructs, elementals, and undead creatures can't be reincarnated. The spell cannot bring back a creature who has died of old age.

The reincarnated creature gains all abilities associated with its new form, including forms of movement and speeds, natural armor, natural attacks, extraordinary abilities, and the like, but it doesn't automatically speak the language of the new form.

Remove Curse* Range: 30'
Cleric 3, Magic-User 4 Duration: instantaneous

Remove curse instantaneously removes all curses on an object or a creature. Remove curse does not remove the curse from a cursed shield, weapon, or suit of armor, although the spell typically enables the creature afflicted with any such cursed item to remove and get rid of it. Certain special curses may not be countered by this spell or may be removed only by a caster of a certain level.

The reverse of this spell, **bestow curse**, allows the caster to place a curse on the subject. A save vs. Spells is allowed to resist. The caster must choose one of the following three effects:

- 4 decrease to an ability score (minimum 1).
- 4 penalty on attack rolls and saves.

Each round of combat, the target has a 50% chance to act normally; otherwise, it takes no action.

The caster may also invent his or her own curse, but it should be no more powerful than those described above. The curse thus bestowed cannot be dispelled, but it can be removed with a **remove curse** spell.

Remove Fear* Range: touch (120')
Cleric 1 Duration: instantaneous
(2 turns)

This spell will calm the creature touched. If the target creature is currently subject to any sort of magical fear, it is allowed a new save vs. Spells to resist that fear, at a bonus of +1 per level of the caster.

The reverse of this spell, **cause fear**, causes one target creature within 120' to become frightened; if the target fails to save vs. Spells, it flees for 2 turns. Creatures with 6 or more hit dice are immune to this effect.

Resist Cold Range: touch
Cleric 1 Duration: 1 round/level

This abjuration grants a creature temporary immunity to cold. Minor cold (such as exposure to winter weather in inadequate clothing) is ignored by the affected creature. Against more significant cold (such as the breath of a

White Dragon), the affected creature gains a bonus of +3 on saving throws, and all damage from such attacks is reduced by half (round up).

Resist Fire Range: touch
Cleric 2 Duration: 1 round/level

This abjuration grants a creature temporary immunity to fire and heat. Minor heat or fire (such as exposure to normal flames) is ignored by the affected creature. Against more significant heat or fire (such as a **fireball**), the affected creature gains a bonus of +3 on saving throws, and all damage from such attacks is reduced by half (round up).

Restoration Range: touch
Cleric 6 Duration: permanent

Each casting of the spell removes a single negative level from a creature who has suffered energy drain. At 16th level, two negative levels may be removed. See the rules for Energy Drain (in the **Encounter** section) for more details.

Alternately, this spell can be used to restore drained ability score points. If applied to a character who has suffered temporary loss of ability points, it will restore up to 1d4 lost points to any one drained ability immediately. If applied to a character who has suffered permanent loss of ability points, 1 point can be restored.

Restoration does not restore levels lost due to death (as described for the spell **raise dead**).

Shield Range: self
Magic-User 1 Duration: 5 rounds+1/level

Shield creates an invisible, shield-like mobile disk of force that hovers in front of the caster. It negates **magic missile** attacks directed at the caster, and improves the caster's Armor Class by +3 vs. melee attacks and +6 vs. missile weapons. The Armor Class benefits do not apply to attacks originating from behind the caster, but **magic missiles** are warded off from all directions.

Silence 15' Radius
Cleric 2 Range: 360'
Duration: 2 rounds/level

Upon the casting of this spell, complete silence prevails within a 15' radius around the target. All sound is stopped: Conversation is impossible, spells cannot be cast, and no noise whatsoever issues from, enters, or passes through the area. The spell can be cast on a point in space, making the effect stationary, or it may be cast on a mobile object. The spell can be centered on a creature, and the effect then radiates from the creature and moves as it moves. An unwilling creature receives a save vs. Spells to negate the spell. If an item in another creature's possession is targeted, that creature

also receives a save vs. Spells to negate. This spell provides a defense against sonic or language-based attacks or spells.

Sleep Range: 90'
Magic-User 1 Duration: 5 rounds/level

This spell puts several creatures of 3 or fewer hit dice into a magical slumber. Creatures of 4 or more hit dice are not affected. The caster chooses a point of origin for the spell (within the given range, of course), and those creatures within 30' of the chosen point may be affected. Each creature in the area of effect is allowed a save vs. Spells to resist the effect.

Sleeping creatures are helpless. Slapping or wounding awakens an affected creature, but normal noise does not. Sleep does not affect unconscious creatures, constructs, or undead creatures, and such creatures in the area of effect are ignored.

When the duration elapses, the sleeping creatures normally wake up immediately; however, if they are made very comfortable and the surroundings are quiet, the affected creatures may continue sleeping normally, at the GM's option.

Speak with Animals
Cleric 2 Range: special
Duration: 1 turn/4 levels

The caster can comprehend and communicate with any one animal (normal or giant sized, but not magical or monstrous) that is in sight of the caster and able to hear him or her. The caster may change which animal he or she is speaking with at will, once per round. The spell doesn't alter the animal's reaction or attitude towards the caster; a standard reaction roll should be made to determine this. Furthermore, more intelligent animals are likely to be terse and evasive, while less intelligent ones make inane comments. However, if an animal is friendly toward the caster, it may be willing to grant some favor or service.

Speak with Monsters
Cleric 6 Range: special
Duration: 1 turn/5 levels

The caster can comprehend and communicate with any one monster that is in sight of the caster and able to hear him or her. The caster may change which monster he or she is speaking with at will, once per round. Others able to understand the language spoken by the target monster (if any) will be able to understand the caster. The spell doesn't alter the monster's reaction or attitude towards the caster. Furthermore, more intelligent monsters are likely to be terse and evasive, while less intelligent ones make inane comments. If a monster is friendly toward the caster, it may decide to do some favor or service for him or her. Mindless

monsters, plant creatures and undead are unaffected by this spell.

Speak with Plants Range: 20'
Cleric 4 Duration: 1 turn

The caster can comprehend and communicate with both normal plants and plant creatures. A normal plant's sense of its surroundings is limited, so it won't be able to give (or recognize) detailed descriptions of creatures or answer questions about events outside its immediate vicinity. The spell doesn't alter the plant's reaction or attitude towards the caster; however, normal plants will generally communicate freely with the caster, as they have nothing else of importance to do. Intelligent plant creatures are more likely to be terse and evasive, behaving in much the same fashion as any other monster. If a plant creature is friendly toward the caster, it may decide to do some favor or service for him or her. Normal plants are usually not animate, and thus cannot generally perform "services" other than to answer questions.

Speak with Dead Range: 10'
Cleric 3 Duration: 3 rounds/level

This spell grants the semblance of life and intellect to a corpse, allowing it to answer several questions that the caster puts to it. The caster may ask one question per two caster levels. Unasked questions are wasted if the duration expires. The corpse's knowledge is limited to what the creature knew during life, including the languages it spoke (if any). Answers are often brief, cryptic, or repetitive.

If the corpse has been subject to **Speak with Dead** within the past week, the new spell fails. The caster can cast this spell on a corpse that has been deceased for any amount of time, but the body must be mostly intact to be able to respond. A damaged corpse may be able to give partial answers or partially correct answers, but it must at least have a mouth in order to speak at all.

This spell does not let the caster actually speak to the person (whose soul has departed). It instead draws on the imprinted knowledge "stored" in the corpse. The partially animated body retains the imprint of the soul that once inhabited it, and thus it can speak with all the knowledge that the creature had while alive. The corpse, however, cannot learn new information. Indeed, it can't even remember being questioned.

This spell does not affect a corpse that has been turned into an undead creature.

Spiritual Hammer Range: 30'
Cleric 2 Duration: 1 round/level

This spell causes a warhammer made of pure force to spring into existence, attacking any foe chosen by the Cleric within range once per round. It deals 1d6 hit points of damage per strike, +1 point per three caster levels (maximum of +5). It uses the caster's normal attack bonus, striking as a magical weapon, and thus can inflict damage upon creatures that are only hit by magic weapons. If the hammer goes beyond the spell range, the Cleric loses sight of it, or the caster ceases to direct it, the hammer disappears. The hammer cannot be attacked or harmed by physical attacks, but **dispel magic**, **disintegrate**, or a **rod of cancellation** will dispel it.

Sticks to Snakes Range: 120'
Cleric 4 Duration: 6 turns

This spell transforms normal wooden sticks into 1d4 hit dice worth of normal (not giant) snakes per every four caster levels. (See the **Monsters** section for details on types of snakes.) The snakes follow the commands of the caster. When slain, dispelled, or the spell expires, the snakes return to their original stick form. Magical "sticks" such as enchanted staves cannot be affected.

Striking Range: touch
Cleric 3 Duration: 1 round/level

This spell bestows upon one weapon the ability to deal 1d6 points of additional damage. This extra damage is applied on each successful attack for the duration of the spell. It provides no attack bonus, but if cast on a normal weapon, the spell allows monsters only hit by magical weapons to be affected; only the 1d6 points of magical damage applies to such a monster, however.

Telekinesis Range: self
Magic-User 5 Duration: 3 turns

This spell permits the caster to move objects or creatures by concentration alone. An object weighing no more than 50 pounds per caster level can be moved up to 20 feet per round. A creature can negate the effect on itself or an object it holds or has on its body with a successful save vs. Death Ray. In order to use this power, the caster must maintain concentration, moving no more than normal movement (no running), making no attacks and casting no spells. If concentration is lost (whether intentional or not), the power may be used again on the next round, but the subject of the effect is allowed a new saving throw.

Teleport Range: self
Magic-User 5 Duration: instantaneous

This spell instantly transports the caster to a designated destination, which may be as distant as 100 miles per

caster level. Interplanar travel is not possible. The caster can bring along objects or creatures, not to exceed 300 pounds plus 100 pounds per level above 10th. The caster must be in contact with all objects and/or creatures to be transported (although creatures to be transported may be in contact with one another, with at least one of those creatures in contact with the caster). Unwilling creatures are allowed a saving throw vs. Spells to resist the spell, and the caster may need to make an attack roll to make contact with such a creature. Likewise, a successful save vs. Spells will prevent items in a creature's possession from being teleported.

The caster must have some clear idea of the location and layout of the destination. The clearer the mental image, the more likely it is that the teleportation will work. Areas of strong magical energy may make teleportation more hazardous or even impossible.

To determine the results of this spell, roll d% and consult the table below. Below the table is an explanation of the terms used.

Familiarity	On Target	Off Target	Similar Area	Mishap
Very familiar	01-97	98-99	100	—
Studied carefully	01-94	95-97	98-99	100
Seen casually	01-88	89-94	95-98	99-100
Viewed once	01-76	77-88	89-96	97-100
False destination	—	—	81-92	93-100

Familiarity: "Very familiar" is a place where the caster has been very often and feels at home. "Studied carefully" is a place the caster knows well, either because it can currently be seen, the caster has been there often, or other means (such as scrying) have been used to study the place for at least one hour. "Seen casually" is a place that the caster has seen more than once but with which he or she is not very familiar. "Viewed once" is a place that the caster has seen once, possibly using magic.

"False destination" is a place that does not truly exist or if the caster is teleporting to an otherwise familiar location that no longer exists as such or has been so completely altered as to no longer be familiar. When rolling on this row, use 1d20+80.

On Target: The caster appears exactly where desired.

Off Target: The caster appears safely a random distance away from the destination in a random direction. Distance off target is 1d10x1d10% of the distance that was to be traveled. The direction off target is determined randomly.

Similar Area: The caster winds up in an area that's visually or thematically similar to the target area. This means that the caster appears in the closest similar

place within range. If no such area exists within the spell's range, the spell simply fails instead.

Mishap: The caster and anyone else teleporting with the caster have gotten "scrambled." Each takes 1d10 points of damage; then reroll on the chart to see where they wind up. For these rerolls, roll 1d20+80. Each time "Mishap" comes up, the characters take more damage and must reroll.

True Seeing

Cleric 5

Range: touch

Duration: 1 round/level

This spell confers on the target the ability to see all things as they actually are. The subject sees through normal and magical darkness, notices secret doors, sees the exact locations of displaced creatures or objects, sees through normal or magical disguises, sees invisible creatures or objects normally, sees through illusions, and sees the true form of polymorphed, changed, or transmuted things. The range of true seeing conferred is 120 feet.

True seeing, however, does not penetrate solid objects. It in no way confers X-ray vision or its equivalent. It does not negate concealment, including that caused by fog and the like. In addition, the spell effects cannot be further enhanced with known magic, so one cannot use true seeing through a **crystal ball** or in conjunction with **clairvoyance**.

Ventriloquism

Magic-User 1

Range: 60'

Duration: 1 turn/level

This spell allows the caster to cause his or her voice to sound from someplace else within range, for example, from a dark alcove or statue.

Wall of Fire

Cleric 5, Magic-User 4

Range: 180'

Duration: 1 round/level
(or special)

An immobile, blazing curtain of shimmering violet fire springs into existence. One side of the wall, selected by the caster, sends forth waves of heat, dealing 2d4 points of fire damage to creatures within 10 feet and 1d4 points of fire damage to those beyond 10 feet but within 20 feet. The wall deals this damage when it appears and on the caster's turn each round to all creatures in the area. In addition, the wall deals 2d6 points +1 point per caster level of fire damage to any creature passing through it. The wall deals double damage to undead creatures.

The wall is either a sheet of flame up to 20' in length per caster level, or a ring with a radius up to 5' per caster level. The caster may choose to make the wall smaller if desired. The wall may be up to 20' tall (as desired by the caster and/or constrained by the ceiling).

If the caster evokes the wall so that it appears where creatures are, each creature takes damage as if passing through the wall; a save vs. Spells is allowed, with success indicating that damage is rolled as if the creature is within 10' of the wall.

The caster may choose to maintain the spell indefinitely (within reasonable limits of endurance) by concentration, or may cast it with the standard duration of 1 round per level, at his or her option.



Wall of Iron
Magic-User 6

Range: 90'
Duration: permanent

This spell causes a flat, vertical iron wall to spring into being. The wall is composed of up to one 10'x10' square section, one inch thick, per caster level. If the caster so desires, the wall can bond itself into any surrounding nonliving material if its area is sufficient to do so. The wall cannot be conjured so that it occupies the same space as a creature or another object. The wall must always be a flat plane, though the edges can be shaped to fit the available space, and it must always be conjured in contact with the ground.

The caster can increase the thickness of the wall with a proportionate reduction in the area; for example, doubling the thickness halves the area. The wall may not be made less than one inch thick. The caster can create the wall vertically resting on a flat surface but not attached to the surface, so that it can be tipped over to fall on and crush creatures beneath it. The wall is 50% likely to tip in either direction if left un-pushed. Creatures can push the wall in one direction rather than letting it fall randomly. A creature with 13 Strength (or 4 or more Hit Dice) can push the wall over; or several

creatures can work together to do so. (If the optional Ability Roll rule is being used, a Strength roll at -3 is sufficient to topple the wall.) Creatures with room to flee the falling wall may do so by making successful saves vs. Death Ray (with Dexterity bonus added). Any creature of Ogre-size or smaller that fails the save takes 10d6 points of damage. The wall cannot crush larger creatures.

Like any iron wall, this wall is subject to rust, perforation, and other natural phenomena.

Wall of Stone
Magic-User 5

Range: 15' per level
Duration: permanent

This spell creates a wall of rock that merges into adjoining rock surfaces. The wall is composed of up to one 10'x10' square section, 1' thick, per caster level. The caster can double the wall's area by halving its thickness. The wall cannot be conjured so that it occupies the same space as a creature or another object.

The caster can create a wall of stone in almost any shape he or she desires. The wall created need not be vertical, nor rest upon any firm foundation; however, it must merge with and be solidly supported by existing stone. It can be used to bridge a chasm, for instance, or as a ramp. For this use, if the span is more than 20 feet, the wall must be arched and buttressed, reducing the spell's area by half. The wall can also be crudely shaped to create crenelations, battlements, and so forth by similarly reducing the area.

Like any other stone wall, this one can be destroyed by a **disintegrate** spell or by normal means such as breaking and chipping.

It is possible, but difficult, to trap mobile opponents within or under a wall of stone, provided the wall is shaped so it can hold the creatures. Creatures can avoid entrapment with successful saves vs. Death Ray.

Water Breathing
Magic-User 3

Range: touch
Duration: 2 hours/level

The affected creatures can breathe water freely. Divide the duration evenly among all the creatures the caster touches. The spell does not make creatures unable to breathe air.

Web
Magic-User 2

Range: 10' per level
Duration: 2 turns/level

Web creates a many-layered mass of strong, sticky strands, filling a volume of 8,000 cubic feet (equivalent to eight 10'x10'x10' cubes). The strands are similar to spider webs but far larger and tougher. These masses must be anchored to two or more solid and diametrically opposed points or else the web collapses upon itself and disappears; within this limitation, the caster may

choose any arrangement of webs he or she wishes, up to the limit of range and the given 8,000 cubic foot volume. The caster may choose to create a smaller volume if he or she wishes. Creatures caught within a web become entangled among the gluey fibers. Attacking a creature in a web won't cause the attacker to become entangled, but moving through the affected area will.

Anyone in the area of effect when the spell is cast must make a save vs. Death Ray. If this save succeeds, the creature is entangled, but not prevented from moving, though moving is reduced to one-half normal movement rate. Such entangled creatures may not cast spells or perform normal attacks; whether other actions are possible is left to the GM to decide. Once an entangled creature leaves the area of effect of the web, it will be able to act normally again.

If the save fails, the creature is entangled and can't move or perform any other physical action. Speech remains possible, however. Creatures with Strength of 13 or higher (or 4 or more hit dice) may be able to break loose, however; each round, such creatures are allowed another save vs. Death Ray with results as given above. Creatures failing the initial save and having Strength of 12 or less (or fewer than 4 hit dice) are trapped until the duration expires or the webs are otherwise removed.



The strands of a web spell are flammable. Any fire can set the webs alight and burn away a 10' cube in 1 round; the fire will spread to adjacent 10' cubes each round until all the webbing is consumed (or the fire is

put out by some means). All creatures within flaming webs take 2d4 points of fire damage from the flames, but if they survive they are completely free afterwards.

Wizard Eye
Magic-User 4

Range: 240'
Duration: 6 turns

With this spell the caster creates an invisible magical "eye" through which he or she can see. The eye has Darkvision, but otherwise sees exactly as the caster would. It can be created in any place the caster can see, up to a range of 240' away, and thereafter can move at a rate of 40' per round as directed by the caster. The eye will not move more than 240' feet away from the caster under any circumstances. The eye cannot pass through solid objects, but as it is exactly the size of a normal human's eye, it can pass through holes as small as 1 inch in diameter. The caster must concentrate to use the eye.

Wizard Lock
Magic-User 2

Range: 20'
Duration: permanent

A **wizard lock** spell cast upon a door, chest, or portal magically locks it. The caster can freely pass his or her own wizard lock without affecting it, as can any Magic-User 3 or more levels higher than the caster of the wizard lock; otherwise, a door or object secured with this spell can be opened only by breaking in or with a successful **dispel magic** or **knock** spell.

Word of Recall
Cleric 6

Range: self (special)
Duration: instantaneous

Word of recall teleports the caster instantly back to his or her sanctuary when a single word is uttered. The caster must designate the sanctuary when he or she prepares the spell, and it must be a very familiar place. The actual point of arrival is a designated area no larger than 10 feet by 10 feet. The caster can be transported any distance within a plane but cannot travel between planes. The caster can bring along objects or creatures, not to exceed 300 pounds plus 100 pounds per level above 10th. The caster must be in contact with all objects and/or creatures to be transported (although creatures to be transported may be in contact with one another, with at least one of those creatures in contact with the caster).

An unwilling creature can't be teleported by word of recall. Likewise, a creature's save vs. Spells prevents items in its possession from being teleported.

PART 4: THE ADVENTURE

Time and Scale

Time in the dungeon is measured in game turns, which are (approximately) 10 minutes long. When combat begins, the time scale changes to **combat rounds**, which are (approximately) 10 seconds long. Thus, there are 60 combat rounds per game turn.

Distances in the dungeon are measured in feet. Outdoors, change all distance measurements (movement, range, etc.) to yards (so 100' becomes 100 yards) but area of effect measurements (for spells, for instance) normally remain in feet.

Dungeon Adventures

Normal Human, Elven and Dwarvish player characters are able to carry up to 60 pounds and still be considered lightly loaded, or up to 150 pounds and be considered heavily loaded. Halflings may carry up to 50 pounds and be considered lightly loaded, or up to 100 pounds and be heavily loaded. Note that armor for Halfling characters is about one-quarter as heavy as armor for the other races.

These figures are affected by Strength; each +1 of Strength bonus adds 10% to the capacity of the character, while each -1 deducts 20%. Thus, carrying capacities for normal characters are as shown below (rounded to the nearest 5 pounds for convenience):

Strength	Dwarf, Elf, Human		Halfling	
	Light Load	Heavy Load	Light Load	Heavy Load
3	25	60	20	40
4-5	35	90	30	60
6-8	50	120	40	80
9-12	60	150	50	100
13-15	65	165	55	110
16-17	70	180	60	120
18	80	195	65	130

The carrying capacities of various domesticated animals are given in the **Monsters** section, in the entry for each type of animal.

The movement rate of a character or creature is expressed as the number of feet it can move per combat round. The normal player character races can all move 40' per round. When exploring a dungeon, time is expressed in turns, as explained above; normal movement per turn is 3 times the movement rate per round.

This may seem slow, but this rate of movement includes such things as drawing maps, watching out for traps and monsters (though they may still surprise the party), etc. In a combat situation, on the other hand, everyone

is moving around swiftly, and such things as drawing maps are not important.

A character's movement rate is adjusted by his or her Encumbrance (the load he or she is carrying) as follows:

Armor Type	Lightly Loaded	Heavily Loaded
No Armor or Magic Leather	40'	30'
Leather Armor or Magic Metal	30'	20'
Metal Armor	20'	10'

Count the weight of armor worn when calculating encumbrance, because armor counts both for bulk and restrictiveness as well as for weight. Magic armor counts for its full weight but is not as bulky and restrictive as normal armor, thus granting an improved movement rate.

In any dungeon expedition, making maps is important. Generally one player will do this, drawing a map on graph paper as the Game Master describes each room or corridor. Absolute accuracy is usually not possible; the main thing is to ensure that the party can find its way back out of the dungeon.

A torch or lantern will provide light covering a 30' radius; dim light will extend about 20' further. Normal torches burn for 1d4+4 turns, while a flask of oil in a lantern will burn for 18+1d6 turns. A candle will shed light over a 5' radius, with dim light extending 5' further. In general, taper candles such as are used for illumination will burn about 3 turns per inch of height.

Some character races, and almost all monsters, have Darkvision. This gives them the ability to see even in total darkness. Darkvision is black and white only but otherwise like normal sight. Darkvision does not grant one the ability to see in magical darkness. The range of Darkvision is typically either 30' or 60'; if not given for a particular creature, assume the 60' range.

Darkvision is totally ineffective in any light greater than moonlight.

A stuck door can be opened on a roll of 1 on 1d6; add the character's Strength bonus to the range, so that a character with a bonus of +2 can open a stuck door on a roll of 1-3 on 1d6.

Locked doors can be forced by rolling the same range, but on 1d10. Metal bars can sometimes be bent on a roll of this range on 1d20.

A careful character might choose to listen at a door before opening it. Thieves have a special ability, Listen, which should be applied if the listener is a Thief. For other characters, the GM rolls 1d6, with 1 indicating success. Sounds heard might include voices, footsteps, or any other sound the GM considers appropriate. Of course, the room beyond the door might really be silent; thus, the Game Master must make the roll, so that a roll of 1 in such a case will not give anything away to the players.

Dungeons and ruins frequently contain traps, including spear-throwers, covered pits, etc. The GM will decide what is required to trigger a trap, and what happens when the trap is triggered. (Some guidance on this is provided in the Game Master section later in this book.) In general, there will be some way to avoid or reduce the effect of the trap being sprung. For instance, a save vs. Death Ray is often used to avoid falling into a covered pit (with Dexterity bonus added), while spear-throwers, automated crossbows, and the like are sometimes treated as if they were monsters (attacking vs. the victim's Armor Class at some given attack bonus).

Normal characters have a chance equal to a roll of 1 on 1d6 to detect a trap if a search for one is made. Note that this is about a 16.7% chance; Thieves have a special ability to find and remove traps, which supersedes this roll, as does the stonework trap-finding ability of Dwarves. A Dwarven Thief is a special case; apply whichever trap-detection ability is higher. In all cases, a search for traps takes at least a turn per 10' square area. A single character may only effectively search a given area for traps once, even if the character has more than one trap-detection roll "type" allowed (such as the Dwarven Thief above).

Trap detection may not be allowed if the trap is purely magical in nature; on the other hand, in such cases Magic-Users and/or Clerics may be able to detect magical traps at the given 1 in 1d6 chance, at the Game Master's option.



Under normal conditions, searching for secret doors takes one turn per character per 10' of wall searched. A secret door is found on a roll of 1 on 1d6; characters with 15 or higher Intelligence succeed on a roll of 1-2. Also, as noted previously, Elves add 1 to the range automatically, such that an Elf discovers secret doors on a 1-2 on 1d6, or 1-3 if the Elf has an Intelligence of 15 or higher. The GM may create secret doors that are more difficult (or easier) to detect at his or her option.

Multiple characters searching for secret doors ensures that any such will eventually be found; however, if the first and second searchers fail, the next searcher must take two turns to search, and all subsequent searches of the area require an hour.

Note that finding a secret door does not grant understanding of how it works. The GM may require additional rolls or other actions to be taken before the door can be opened.

As described in the **Equipment** section, above, normal characters must consume one day's worth of rations (or equivalent food) and at least one quart of water per day.

Failure to consume enough food does not significantly affect a character for the first two days, after which he or she loses 1 hit point per day. Furthermore, at that point the character loses the ability to heal wounds normally, though magic will still work. Eating enough food for a day (over the course of about a day, not all at once) restores the ability to heal, and the character will recover lost hit points at the normal rate.

Inadequate water affects characters more swiftly; after a single day without adequate water, the character loses 1d4 hit points, and will lose an additional 1d4 hit points per day thereafter; healing ability is lost when the first die of damage is rolled.

Wilderness Adventures

Movement rates when traveling in the wilderness are related directly to encounter movement rates, as shown on the table below:

Encounter Movement (Feet per Round)	Wilderness Movement (Miles per Day)
10'	6
20'	12
30'	18
40'	24
50'	30
60'	36
70'	42
80'	48
90'	54
100'	60
110'	66
120'	72

Naturally, any group traveling together moves at the rate of the slowest member.

The movement rates shown on the table above are figured based on an 8 hour day of travel through open, clear terrain. The terrain type will alter the rate somewhat, as shown on this table:

Terrain	Adjustment
Jungle, Mountains, Swamp	x1/3
Desert, Forest, Hills	x2/3
Clear, Plains, Trail	x1
Road (Paved)	x1 1/3

Characters may choose to perform a *forced march*, traveling 12 hours per day. If this is done, add an additional 50% to the distance traveled. Each day of forced march performed after the first inflicts 1d6 damage on the characters (and their animals, if any). A save vs. Death Ray with Constitution bonus applied is allowed to avoid this damage, but after this save is failed once, it is not rolled again for that character or creature. A day spent resting "restarts" the progression.

Travel by water may be done in a variety of boats or ships; see the table in the **Vehicles** section for details. Travel distances are based on a 12 hour day of travel, rather than the usual 8 hours per day given above. Note that sailed ships may travel 24 hours per day (if a qualified navigator is aboard), and so may be able to cover twice the normal distance per day of travel. This is in addition to the multiplier given below. If the ship stops each night, as is done by some vessels traveling along a coastline as well as those vessels having less than the minimum number of regular crewmen on board, the two-times multiplier does not apply.

Movement of sailed ships varies depending on weather conditions, as shown on the following table. **Sailing** movement modifiers shown apply when sailing with the wind; sailing against the wind involves **tacking** (called "zigzagging" by landlubbers) which reduces movement rates as indicated on the table.

d12	Wind Direction
1	Northerly
2	Northeasterly
3	Easterly
4	Southeasterly
5	Southerly
6	Southwesterly
7	Westerly
8	Northwesterly
9-12	Prevailing wind direction for this locale

d%	Wind Conditions	Sailing	Tacking
01-05	Becalmed	x0	x0
06-13	Very Light Breeze	x1/3	x0
14-25	Light Breeze	x1/2	x1/3
26-40	Moderate Breeze	x2/3	x1/3
41-70	Average Winds	x1	x1/2
71-85	Strong Winds	x1 1/3	x2/3
86-96	Very Strong Winds	x1 1/2	x0
97-00	Gale	x2	x0

Notes:

Becalmed: Sailing ships cannot move. Oared ships may move at the given rowing movement rate.

Very Strong Winds: Sailing against the wind (tacking) is not possible.

Gale: Sailing against the wind is not possible, and ships exposed to a gale may be damaged or sunk; apply 2d8 points of damage to any such ship, per hour sailed.

When traveling by air, overland movement rates are doubled, and all terrain effects are ignored. Most winged creatures must maintain at least one-third normal forward movement in order to remain airborne; however, devices such as **flying carpets** generally do not have this limitation.

Adventurers following roads, trails, rivers, streams, or other obvious landmarks are unlikely to become lost;

however, when the party strikes out into trackless forest, windblown desert, etc., they may become lost. Secretly roll a save vs. Death Ray, adjusted by the Wisdom of the party leader (i.e., whichever player character seems to be leading). (Alternately, an Ability Roll against Wisdom may be rolled, if that optional rule is in use.) The GM must determine the effects of a failed roll.

Retainers, Specialists and Mercenaries

Player characters will sometimes want or need to hire NPCs (Non-Player Characters) to work for them. There are several categories of NPCs available for hire, as follows:

A retainer is a close associate of his employer. Retainers are hired for a share of treasure (typically at least 15% of the employer's income) plus support costs (weapons, armor, rations, and basic equipment provided by the employer). Retainers are typically very loyal and are willing to take reasonable risks; in particular, they are the only sort of hireling who will generally accompany a player character into a dungeon, lair, or ruin.

Hiring a retainer is more involved than hiring other NPCs. First, the player character must advertise for a retainer, typically by hiring a crier, posting notices in public places, or asking (and possibly paying) NPCs such as innkeepers or taverners to direct potential retainers to the player character. It is up to the Game Master to rule on what must be done, and how successful these activities are.

If the player character is successful, one or more NPCs will present themselves to be interviewed. The Game Master should play out the interview with the player, and after all offers have been made and all questions asked, a reaction roll should be made. To check the potential retainer's reaction, the Game Master rolls 2d6 and adds the player character's Charisma bonus. In addition, the Game Master may apply any adjustments he or she feels are appropriate (a bonus of +1 for higher-than-average pay or the offer of a magic item such as a **sword +1**, or a penalty if the player character offers poor terms). The roll is read as follows:

Adjusted Die Roll	Result
2 or less	Refusal, -1 on further rolls
3-5	Refusal
6-8	Try again
9-11	Acceptance
12 or more	Acceptance, +1 to Loyalty

Refusal, -1 on further rolls means that all further reaction rolls made toward that player character in the given town or region will be at a penalty of -1 due to unkind words said by the NPC to his fellows. If the player character tries again in a different town, the penalty does not apply.

If a **Try again** result is rolled, the potential retainer is reluctant, and needs more convincing; the player character must "sweeten" the deal in order to get an additional roll, such as by offering more pay, a magic item, etc. If the player character makes no better offer, treat **Try again** as a **Refusal** result.

Loyalty: All retainers have a Loyalty score, which is generally 7 plus the employer's Charisma bonus (or penalty). The Loyalty score is used just as the Morale score of monsters or mercenaries is used.

If a Loyalty check roll made in combat is a natural 2, the Loyalty of the retainer increases by +1 point. Note that a Loyalty of 12 is fanatical... the retainer will do virtually anything the player character asks, and never flee in combat. However, the Game Master should still apply penalties when the player character instructs the retainer to do something which appears very risky, making a failed check possible.

In addition, the Game Master should roll a Loyalty check for each retainer at the end of each adventure, after treasure is divided, to determine if the retainer will remain with the player character. The GM may apply adjustments to this roll, probably no more than two points plus or minus, if the retainer is particularly well or poorly paid.

Maximum Number of Retainers: A player character may hire at most 4 retainers, adjusted by the character's **Charisma** bonus or penalty. Any attempts to hire more than this number of retainers will be met with automatic refusals.

Level of Retainers: Normally, potential retainers will be one-half the level of the employer (or less). So, a first level character cannot hire retainers, second level PCs can only hire first level characters, and so on. Of

course, there is no way for the retainers to directly know the level of the PC employer, nor for the employer to know the level of the potential retainer; but the Game Master should usually enforce this rule for purposes of game balance. It shouldn't be surprising that first level characters can't hire retainers, as they have no reputation to speak of yet.

Experience for Retainers: Unlike other hired NPCs, retainers do gain experience just as other adventurers do; however, as they are under the command of a player character, only one-half of a share of **XP** is allocated to each retainer. See **Character Advancement**, below, for an example.

Specialists are NPCs who may be hired by player characters to perform various tasks. Specialists do not go on adventures or otherwise risk their lives fighting monsters, disarming traps, or any of the other dangerous things player characters and retainers may do. Rather, specialists perform services the player characters usually can't perform for themselves, like designing and erecting castles, training animals, or operating ships.

A player character is limited in the number of specialists he or she can hire only by the amount of money they cost; Charisma does not affect this.

Alchemist: *1,000 gp per month.* These characters are generally hired for one of two reasons: to make potions, or to assist a Magic-User with magical research.

An alchemist can produce a potion, given the required materials and a sample or a written formula for the potion, in the same time and for the same cost as a Magic-User. They may also research new potions, but at twice the cost in time and materials as a Magic-User.

Alternately, a Magic-User seeking to create certain magic items may employ an alchemist as an assistant. In this case, the alchemist adds 15% to the Magic-User's chance of success.

Animal Trainer: *250 to 750 gp per month.* Characters wishing to ride hippogriffs or employ carnivorous apes as guards will need the assistance of an animal trainer. The lowest cost above is for an average animal trainer, able to train one type of "normal" animal such as carnivorous apes; those able to train more than one sort of animal, or to train monstrous creatures such as hippogriffs, are more expensive to hire. The Game Master must decide how long it takes to train an animal; in some cases, animal training may take years, a fact the player characters may find inconvenient as well as expensive. A single animal trainer can train and manage no more than 5 animals at a time, though in most cases once an animal is fully trained, if it is put into service right away the animal trainer won't be needed to handle it any longer.

Armorer (or Weaponsmith): *100 to 500 gp per month.* Characters hiring mercenaries, or having armed and armored followers to take care of, will need the services of an armorer. In general, for every 50 Fighters employed, one armorer is required to care for their gear. The armorer's equipment is not included in the costs given above, but the cost to maintain his apprentices is included; most such characters will have 1d4 apprentices assisting.

Higher priced armorers or weaponsmiths may be hired to assist in making magic weapons or armor; in this case, the character hired will be a specialist, an expert in making one particular type of armor or weapon, and will command a higher price (as shown above). Such characters will rarely agree to do the mundane work of maintaining weapons and armor for a military unit.

Engineer: *750 gp per month.* Any player character wishing to build a fortress, a ship, or any other mundane construction will need an engineer. Large projects may require several engineers, at the GM's option.

Savant: *1,500 gp per month.* Savants are experts in ancient and obscure knowledge. Many savants have particular interests in very limited or focused areas (for example, "Elven migrations of the 2nd age"), but even these will know or have access to a lot of facts. The listed cost is the minimum required to maintain a savant with his library, collections, etc. If the savant's patron asks a difficult question, there may be additional costs for materials or research to answer it.

Ship's Crew: *Special.* A crew for a waterborne vessel involves several types of characters. At the very least, a complement of sailors and a Captain are needed; rowers will be needed aboard galleys, and a Navigator is required aboard ships going out of sight of land.

Costs per month for each sort of character are given below:

Seaman Type	Cost
Captain	300 gp
Navigator	200 gp
Sailor	10 gp
Rower	3 gp

In general, all such characters are normal men, and are not armored; they will usually be armed with clubs, daggers, or short swords. Player characters with appropriate backgrounds may act as Captain, but unless experienced as a ship's captain, they will have difficulty commanding respect from the regular sailors (lower the Morale of such regular sailors by -2 if led by an inexperienced Captain).

Mercenaries are hired warriors. They are generally hired in units as small as platoons: 32 to 48 Fighters, divided into two to four squads of soldiers; each squad is led by a corporal, while the platoon is led by a lieutenant plus a sergeant. Platoons are joined together into companies, each generally consisting of two to five platoons and led by a captain with a sergeant as his assistant (called a **first sergeant**).

As mercenaries are almost always veteran troops, the average mercenary is a 1st level Fighter; 10% of corporals and 50% of sergeants are 2nd level. A mercenary lieutenant will generally be 2nd level, while a captain will be 2nd to 4th level and his first sergeant will be 2nd or 3rd level. Larger mercenary units will usually be beyond the reach of player characters until they have reached fairly high levels, and are left to the Game Master to detail.

Mercenaries will virtually never go into a dungeon, lair, or ruin, at least until it has been fully cleared. Rather, they are used in outdoor military engagements; high level player characters may hire mercenaries to defend or help defend their castles or other holdings.

Mercenaries housed in a player character's stronghold require 200 square feet each but cost 25% less per month, as this is covered by their room and board.

(Elven mercenaries, however, require 500 square feet of space each in order to reduce their pay, as they demand better living conditions.) See the **Stronghold** section for more details.



Statistics are given below for the most common sorts of mercenaries; the statistics are for first level characters, and should be adjusted when higher level characters are indicated (as given above). In particular, multiply the given cost of each mercenary by his or her level. Listed costs are in gold pieces per month.



(XP)

Experience points are given for monsters defeated, and for other challenges as the GM sees fit. The following table provides XP values for monsters. Where a monster has both a character level and hit dice given, use the larger value as the monster's level. Non-combat challenges may be assigned a level, or a flat XP value assigned, as the GM wishes.

If asterisks appear after the hit dice listing for a monster, each asterisk adds the special ability bonus once; for example, a creature with a hit dice figure of 2** is worth 125 XP.

For monsters with more than 25 hit dice, add 750 XP to the XP Value and 25 XP to the Special Ability Bonus per additional hit die.

NPCs should be treated as monsters of a number of hit dice equivalent to the character's level. Add a special ability bonus for Clerics and Magic-Users if they are able to cast useful spells during the encounter.

After tallying the XP earned in a given adventure, the amount should be divided by the number of adventurers. As described above, each retainer should receive a one-half share; so a group with four player characters and a retainer is counted as having 4½ members. If 2,000 XP are earned by this group, one

share is 444 XP, and the retainer receives 222 XP.

No character may advance more than one level due to the experience points from a single adventure. For example, Barthol the Thief is 1st level and has 1,000 XP before going on an adventure; during the adventure, he earns 2,000 more XP (an amazing feat). This would make his total 3,000 XP, and he would be a 3rd level Thief. This is not allowed; instead, he advances to 2,499 XP, one short of the amount required for 3rd level, and starts his next adventure at 2nd level.

Monster Hit Dice	XP Value	Special Ability Bonus
less than 1	10	3
1	25	12
2	75	25
3	145	30
4	240	40
5	360	45
6	500	55
7	670	65
8	875	70
9	1,075	75
10	1,300	90
11	1,575	95
12	1,875	100
13	2,175	110
14	2,500	115
15	2,850	125
16	3,250	135
17	3,600	145
18	4,000	160
19	4,500	175
20	5,250	200
21	6,000	225
22	6,750	250
23	7,500	275
24	8,250	300
25	9,000	325



PART 5: THE ENCOUNTER



When the party of adventurers comes in contact with potential enemies, time shifts to combat rounds (10 seconds long, as described previously). Before beginning combat, surprise is checked (see below). Unsurprised characters then roll for Initiative, and act in order of the rolls (again, as described below).

When surprise is possible, roll 1d6 for each side which might be surprised; most normal characters are surprised on a roll of 1-2. Surprised characters are unable to act for one round. Characters or creatures which are well hidden and prepared to perform an ambush surprise on a roll of 1-4 on 1d6. Some characters or creatures (such as Elves) are described as being less likely to be surprised; reduce the range by 1 for such creatures.

For example: Darion the Human Fighter and Morningstar the Elven Fighter/Magic-User open a door and come face-to-face with a party of goblins. The GM rolls 1d6 for the goblins; on a 1-2 they are all surprised. Then the GM rolls 1d6 for Darion and Morningstar. If the roll is a 1, both of them are surprised; if the roll is a 2, only Darion is surprised. If the roll is 3 or more, neither of them are surprised.

Surprised characters or creatures stand flat-footed for one round. They still defend themselves, so there is no penalty to Armor Class, but they cannot move nor attack during the round of surprise.

When a group of player characters meet one or more monsters, it's important to know how the monsters will react to the party. In many cases, the reaction of the monster or monsters is obvious... zombies guarding a tomb will virtually always attack intruders, for example.

In cases where the reaction of the monsters to the party is not obvious, a **reaction roll** may be made. The Game Master rolls 2d6, adding the Charisma bonus of the "lead" character (or applying his or her Charisma penalty) along with any other adjustments he or she feels are reasonable, and consults the table below:

Reaction Roll Table

Adjusted Die Roll	Result
2 or less	Immediate Attack
3-7	Unfavorable
8-11	Favorable
12 or more	Very Favorable

A result of 2 or less means that the player characters have so offended the monsters that they attack immediately. An Unfavorable result means that the monsters do not like the player characters, and will attack if they may reasonably do so. A Favorable result simply means that the monsters will consider letting the player characters live if they choose to parley; it does not necessarily mean that the monsters *like* the player characters. A Very Favorable result means that the monsters (or perhaps only the monster leader) do, in

fact, like the player characters; this does not mean that the monsters will just hand over their treasure, but it does indicate that they may choose to cooperate with the player characters in mutually beneficial ways.

As always, interpreting the results of this roll is left to the GM, who may choose to alter the result if he or she believes a different result would be more enjoyable to play out than the one rolled.

Each round, 1d6 is rolled for Initiative for each character or monster. This roll is adjusted by the character's Dexterity bonus. High numbers act first. Any characters/monsters with equal numbers act simultaneously. The GM may make single rolls for groups of identical monsters at his or her option.

As the GM counts down the Initiative numbers, each character or monster may act on his or her number. If desired, a combatant can choose to wait until a later number to act. If a player states that he or she is waiting for another character or monster to act, then the player character's action takes place on the same Initiative number as the creature he or she is waiting for. In this case, the player character's action is simultaneous with the creature waited for, just as if they had rolled the same number.

A character using a weapon with a long reach (spears, for instance) may choose to attack a closing opponent on the closing opponent's number and thus attack simultaneously with the opponent, even if the character rolled lower for Initiative.

Each character or creature involved in combat may move, if desired, up to its encounter movement distance, and then attack, if any opponent is in range,



when its Initiative number comes up. After attacking, a character or creature may not move again until the next round.

Opponents more than 5' apart may move freely, but once two opposing figures are within 5' of each other, they are "engaged" and must abide by the rules under Defensive Movement, below.

Characters may choose to run; a running character is not normally allowed to attack (but see Charging, below). Running characters can move at double their normal encounter movement rate. Characters are allowed to run a number of rounds equal to 2 times the character's Constitution, after which they are exhausted and may only walk (at the normal encounter rate). For monsters not having a given Constitution, allow the monster to run for 24 rounds. Exhausted characters or creatures must rest for at least a turn before running again.

The following rules may be considered optional. They are hardly needed for most dungeon adventures, but will add measurably to combat situations in the wilderness, especially in waterborne combat situations or when some or all combatants are flying.

Characters, creatures, and vehicles of various sorts have a turning distance. This is given as a distance in feet in parentheses after their movement rate, and it determines how far they must move between facing changes when moving about in combat.

All normal player characters, and in fact most moderately sized creatures which walk on the ground, have a turning distance of 5'. If no turning distance is given for a creature, assume that it is 5'.

In general, a facing change is any turn of up to 90° (a right-angle turn); on a square-gridded map, this means turning to face directly to the right or left of the figure's current facing. A half-turn (45°) still counts as a full facing change. If using hexes, "diagonal" movement is not available, so a facing change is the 60° turn to face toward the hex-side to the right or left of the current facing.

There are a few exceptions to this rule:

First, any creature that does not move away from its starting position during the combat round may make as many facing changes as desired (though circumstances, such as trying to turn a horse around in a narrow corridor, may prevent this).

Incorporeal flying creatures, such as spectres, can turn freely at any point while moving.

Creatures which are running (moving at double speed) may not make facing changes of more than 60°, and their turning distance increases by 10' (or, if it is 5' normally, it increases to 10').

Also, most creatures can shift one space laterally while preserving their facing (this is called "sidestepping"), but this may only be done when moving at normal ("walking") speed, not at fast ("running") speed. "One space" means either 5' or 10', depending on the map or board being used.

For battles involving three dimensions, each creature or vehicle has an altitude (when flying) or depth (underwater). For air or sea battles, at least one of the creatures or vehicles should start at an altitude/depth of 0, and a new 0 level can be established at any time, to simplify play, by adjusting the altitudes of each creature or vehicle.

A winged flier can gain up to 10' of altitude after moving forward by the distance shown for its maneuverability class, and can dive (lose altitude in a controlled fashion) at up to twice the normal movement rate; if the creature does not move horizontally by at least one-third its normal speed, it will stall, being forced to dive at maximum rate for one round. Floating creatures or vehicles (balloons, fly spell, flying carpets, etc.) can climb vertically without horizontal motion up to half the normal movement rate, but such "floaters" can only descend at the normal movement rate, unless they have lost the ability to float entirely.

Under some circumstances, characters or creatures may be allowed to attack after a running move. This is called a charge, and some specific limitations apply. First, the charging character or creature must move at least 10 feet, and may move up to double his or her normal movement rate, as given above. The movement must be in a more or less straight line toward the intended target, and the path to the target must be reasonably clear. Finally, the attacker must be using a weapon such as a spear, lance, or pole arm which is suitable for use while charging. Certain monsters, especially including those with horns, are able to use natural attacks when charging. If the attacker does not have line of sight to the opponent at the start of the charge, that opponent can't be charged.

The attack made after the charge is made at +2 on the attack roll. The charging character or creature takes a -2 penalty to Armor Class for the remainder of the round. If the attack hits, it does double damage.

Set Weapon Against Charge: Spears, pole arms, and certain other piercing weapons deal double damage

when "set" (braced against the ground or floor) and used against a charging creature. For this to be done, the character or creature being charged must have equal or better Initiative; this counts as holding an action: both attacker and defender act on the attacker's Initiative number and are therefore simultaneous.

Sometimes a party of adventurers will want nothing more than to avoid a group of monsters (or sometimes, it's the monsters avoiding the adventurers). If one group is surprised, and the other is not, the unsurprised group may be able to escape automatically (unless something prevents them from making an exit).

Otherwise, the characters wanting to flee begin doing so on their Initiative numbers. The GM may easily play out the pursuit, following along on his or her map (note that the players can't draw maps while they run headlong through the dungeon or wilderness area). Any time a character must pass through a doorway, make a hard turn, etc., the GM may require a saving throw vs. Death Ray (with Dexterity bonus added); if the save is failed, the character has fallen at that point and moves no further that round; he or she may stand up and make a full move on his or her Initiative number in the next round.

If at any point the pursuers are within 5' (melee range) at the start of a round, they may begin melee combat; the fleeing characters will be subject to "parting shots" as described under Defensive Movement if they continue to flee after the pursuers close to melee range.

If the fleeing characters or creatures are ever able to get beyond the pursuer's sight for a full round, they have evaded pursuit... the pursuers have lost them.

Any time a character turns his or her back on an adjacent opponent (who has a ready weapon) and begins movement, that opponent is allowed a "parting shot" with a +2 bonus to attack, even if that opponent has already made all attacks for the round. Opponents with attack routines must choose one attack mode; for instance, a tiger with a claw/claw/bite routine could only claw once or bite once.

Alternately, the character may begin backing away (at up to half normal walking movement) while continuing to fight (if the opponent remains within reach, that is, follows the retreating character). This is termed a fighting withdrawal.

To roll "to hit," the attacker rolls 1d20 and adds his or her attack bonus (AB), as shown on the Attack Bonus table, as well as Strength bonus (if performing a melee

attack) or Dexterity bonus (if performing a missile attack) and any other adjustments required by the situation. If the total is equal to or greater than the opponent's Armor Class, the attack hits and damage is rolled. A natural "1" on the die roll is always a failure. A natural "20" is always a hit, if the opponent can be hit at all (for example, monsters that can only be hit by silver or magic weapons cannot be hit by normal weapons, so a natural "20" with a normal weapon will not hit such a monster).

Attacks made from behind an opponent usually receive a +2 attack bonus. This does not combine with the Sneak Attack ability (see the Thief, above).

A note about normal men: The NM entry in the table above is for normal men, also known as **zero level characters**. These characters represent the artisans, shopkeepers, scullery maids, and other non-adventurer characters who will appear in the game. All such characters are NPCs, of course. Demi-human races have few if any zero-level characters among their numbers; the vast majority of "normal men" are humans.

Average zero-level humans have 1d4 hit points, and usually are not proficient with any weapons except bare hands. Green troops (those who have not been in battle yet) are zero-level, but they have 1d6 hit points and are allowed to use any weapon allowed to a Fighter.

It is recommended not to waste time in detailing the ability score or other statistics of such characters further; they are normal, as in "average," and so very few would have extreme statistics. A blacksmith might be credited with a Strength score of 13 or more, or a savant with Intelligence of 16 or more, but in general such things need not be detailed for most of these characters.

When looking up a monster's hit dice on the Attack Bonus Table, ignore all "plus" or "minus" values; so a monster with 3+2 hit dice, or one with 3-1, is still treated as just 3 hit dice. The exception is monsters with 1-1 or lower hit dice, which are considered less than one hit die and have an attack bonus of +0.

Melee occurs after a character has closed for combat and strikes at a monster or other foe. Melee weapons or attacks may generally only be used against foes who are engaged with the attacker (as described above).

Missile weapons may be used to attack foes at a distance. The distance the attacker is from his target affects the attack roll, as shown on the Missile Weapon Ranges table in the **Characters** section, above. In general, opponents within Short range are attacked at +1 on the die, those beyond Short range but within Medium range are attacked at +0, and those beyond Medium but within Long range are attacked at -2. Foes beyond Long range cannot be effectively attacked.

If a character attempts to use a missile weapon against a foe who is within 5' of him or her (i.e. who is engaged with the shooter), a penalty of -5 is applied to the attack roll. This is due to the shooter dodging around to avoid the foe's attacks. The only exception is if the attacker is behind the target creature and undetected, or that creature is distracted so as to not be able to attack the shooter; in these cases, apply the usual +1 bonus (+3 total bonus if attacking from behind).

Cover and Concealment

In certain situations, the intended target of a missile (or melee) attack may have cover or concealment of some kind. Cover is defined as "hard" protection such as that afforded by a thick tree trunk or stone wall, that is, anything that will stop or slow a missile weapon. Concealment is "soft" cover like fog or light foliage that makes the target difficult to see but does not affect the missile itself. Cover or concealment makes it more difficult to strike an intended target, and thus a penalty will be applied to the attacker's die roll depending upon how much of the target is protected from attack. For concealment the attack penalty should range from -1 (25% obscured) to -4 (90% obscured). For hard cover, these penalties should be doubled.

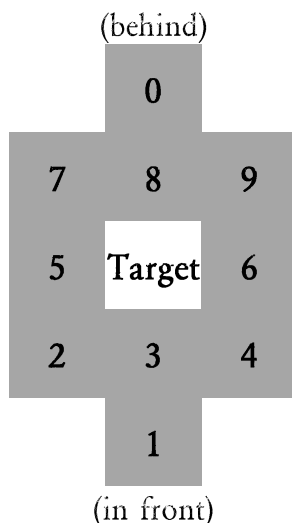
In general, missile weapons are allowed a single attack per round, just as are melee weapons. However, crossbows are an exception, as reloading a crossbow between shots is time-consuming.

A light crossbow can be fired once per two rounds, and the user may not perform any other actions (including movement) during the "reloading" round. A heavy crossbow can be fired just once per three rounds, again requiring the user to spend two rounds doing nothing other than cocking and loading the weapon in order to fire it again.

Siege engines also fire less often than ordinary weapons. The rate of fire for such a weapon is presented as a fraction, indicating the number of attacks per round; for example, 1/6 means one attack every six rounds.

Of course, the user of such a weapon may drop or sling the weapon and switch to another weapon rather than reloading. Also, it is possible (especially when defending a position) to load more than one crossbow in advance and then switch weapons each round until all have been fired. In a dungeon environment this sort of strategy is unlikely, of course.

When throwing grenade-like missiles (flasks of oil, etc.), a successful attack roll indicates a direct hit. Otherwise, the GM will roll 1d10 and consult the diagram below to determine where the missile hit. Treat each number as representing a 10' square area.



With the exception of grenade-like missiles, missile weapons which miss the intended target are normally considered lost. However, if the weapon is fired into a melee where allies of the shooter are involved, and the attack misses, it may hit one of the allied creatures. The GM should decide which allies may be hit, and roll attacks against each until a hit is made or all possible targets are exhausted. These attack rolls are made with the shooter's normal attack bonus, just as if he or she intended to attack the allied creature. However, the GM must make these rolls, not the player.

This rule is applied to attacks made by monsters, when appropriate. However, the GM still makes the rolls.

This rule is intentionally vague; the GM must decide when and how to apply it based on the circumstances of the battle. It is recommended that no more than three allies be "tried" in this way, but the GM may make

Strength bonus or penalty to the damage dice, as do thrown missile weapons such as daggers or spears. Usually, attacks with bows or crossbows do not gain the Strength bonus, but sling bullets or stones do.

an exception as he or she sees fit.

If an attack hits, the attacker rolls damage as given for the weapon. Melee attacks apply the

Also, magic weapons will add their bonuses to damage (and cursed weapons will apply their penalty). Note that, regardless of any penalties to damage, any successful hit will do at least one point of damage.

As explained elsewhere, a creature or character reduced to 0 hit points is dead.

Attacks made with the "flat of the blade" for non-lethal damage are made at a -4 attack penalty and do half damage. Most weapons can be used this way; only those with penetration or slashing features on all sides cannot.

If a character is reduced to zero hit points who has taken at least some subduing damage, the character becomes unconscious rather than dying. (Any further subduing damage is then considered killing damage, allowing the possibility that someone might be beaten to death.) A character knocked out in this way, but not subsequently killed, will wake up with 1 hit point in 1d4 turns, or can be awakened (with 1 hit point) by someone else after 2d10 rounds.

Sometimes a character will attack without a weapon, striking with a fist or foot. This is called brawling. Normal characters do 1d3 points of subduing damage with a punch, 1d4 with a kick; kicks are rolled at a -2 attack penalty. A character in no armor or leather armor cannot successfully punch or kick a character in metal armor, and in fact, if this is attempted the damage is applied to the attacker instead of the defender. The GM must decide which monsters can be successfully attacked this way. All character classes may engage in brawling; there is no "weapon" restriction in this case.

Wrestling

A wrestling attack requires a successful melee attack roll, where success indicates the attacker has grabbed his or her opponent. This hold is maintained until the attacker releases it or the defender makes a save vs. Death Ray, which is attempted at the defender's next action (according to Initiative). A successful wrestling attack causes the attacker to move into the same "space" as the defender (if miniature figures are used).

After achieving a hold on an opponent, the attacker can automatically inflict unarmed damage (as if striking with a fist), prevent a held opponent from speaking, use simple magic items such as rings, or take any other action the GM allows. The attacker may also attempt to

acquire an item the opponent is holding (such as a weapon) or attempt to move the opponent (as described below). A held character may be voluntarily released whenever the attacker so desires.

The attacker can't draw or use a weapon or use a wand, staff, scroll or potion, escape another's wrestling attack, cast a spell, or pin another character while holding an opponent.

Moving the Opponent: The attacker can move up to one-half speed (bringing the defender along) with a successful attack roll, if the attacker is strong enough to carry or drag the defender.

Acquiring an Object: The attacker may attempt to take an item away from the defender. This requires an additional attack roll; if the roll fails, the defender may immediately attempt an attack roll (even if he or she has already attacked this round) which, if successful, results in the defender pinning the attacker; or, the defender may choose to escape instead of reversing the hold.

Actions Allowed to the Defender: The target of a successful hold is usually immobile (but not helpless) at least until his or her next action, as determined by Initiative. Such characters suffer a penalty of -4 to AC against opponents other than the attacker.

If the defender is significantly stronger and/or larger than the attacker, he or she may move at up to one-half speed, dragging the attacker along.

On the defender's next action, he or she can try to escape the pin with a saving throw vs. Death Ray; the defender must apply the better of his or her Strength or Dexterity bonuses (or penalties) on this roll. If the escape roll succeeds, the defender finishes the action by moving into any space adjacent to the attacker.

If more than one attacker has a hold on a particular defender, a successful escape roll frees the defender from just one of those attackers.

Held characters may also use simple magic items such as rings. A character being held may not normally cast a spell, even if he or she has not been silenced by the attacker.

Multiple Opponents: Several combatants can be involved in a wrestling match. Up to four combatants can wrestle a single opponent of normal size in a given round. Creatures that are smaller than the attacker count for half, while creatures that are larger count at least double (as determined by the GM). Note that, after an opponent is pinned, other attackers benefit from the -4 AC penalty applied to the defender. However, this AC penalty is not cumulative (that is, each successful attack does not lower the defender's AC further).

It is also possible for another character to attack the attacker in an ongoing wrestling bout. In this case, a successful hold on the attacker grants the original defender a +4 bonus on subsequent escape rolls.

Wrestling With Monsters: In general, the rules above can be used not only when character races wrestle but also when humanoid monsters are involved. The GM will decide whether or not to allow wrestling involving non-humanoid creatures on a case-by-case basis; if this is allowed, the following adjustments apply:

Creatures with extra grasping appendages (more than the usual two) gain a +1 bonus on attack rolls or saving throws for each such appendage. This includes creatures with feet capable of grasping (such as monkeys or apes, giant spiders, etc.)

Large creatures able to fly may attempt to carry off their opponents (even if the flying creature is the defender).

Wrestling attacks against creatures with touch attacks (such as wights) will cause the attacker to suffer one such attack automatically every round.

A flask of oil can be used as a grenade-like missile. The oil must be set afire in order to inflict damage; otherwise the oil is just slippery. Assuming some means of igniting the oil is at hand, a direct hit to a creature deals 1d8 points of fire damage, plus in the next round the target takes an additional 1d8 points of damage, unless he or she spends the round extinguishing the flames by some reasonable means. The GM must judge the method used; rolling on the floor (assuming it's not oily also) or covering the flames with a wet blanket are good methods, for instance, while pouring or splashing water on burning oil does little good. In any event, a flask of burning oil only causes damage for two rounds at most.

If the oil is ignited by some sort of wick or fuse, then all other creatures within 5 feet of the point of impact receive 1d6 points of fire damage from the splash. A save vs. Death Ray is allowed to avoid this damage. If the flask does not hit the intended target (as described under Grenade-Like Missiles, above), then that creature may still take damage from the splash, and receives a saving throw. No saving throw is allowed for a creature which has received a direct hit.

A flask of oil spilled or splattered on the ground will burn for 10 rounds. Those attempting to cross the burning oil will receive 1d6 points of fire damage each round they are in it (with no saving throw in this case).

Fire-resistant creatures, including creatures having fire-based abilities, are not damaged by burning oil.

Holy water damages undead creatures. A flask of holy water can be thrown as a grenade-like missile; the flask breaks if thrown against the body of a corporeal creature, but to use it against an incorporeal creature, it must be opened and poured out onto the target, generally requiring the attacker to be adjacent to the target.

A direct hit by a flask of holy water deals 1d8 points of damage to an undead creature. In addition, each such creature within 5 feet of the point of impact receives 1d6 points of damage from the splash. Holy water is only effective for one round.



NPCs and monsters don't always fight to the death; in fact, most will try to avoid death whenever possible. Each monster listing includes the monster's Morale score, a figure between 2 and 12. To make a Morale check, roll 2d6; if the roll is equal to or less than the Morale score, the monster or monsters are willing to stand and fight. If the roll is higher than the score, the monster has lost its nerve. Monsters with a Morale score of 12 never fail a Morale check; they always fight to the death.

In general, Morale is checked when monster(s) first encounter opposition, and again when the monster party is reduced to half strength (by numbers if more than one monster, or by hit points if the monster is alone). For this purpose, monsters incapacitated by **sleep**, **charm**, or **hold** magic are counted as if dead.

The Game Master may apply adjustments to a monster's Morale score in some situations, at his or her discretion. Generally, adjustments should not total more than +2 or -2. No adjustment is ever applied to a Morale score of 12.

A monster that fails a Morale check will generally attempt to flee; intelligent monsters or NPCs may attempt to surrender, if the GM so desires.

Note that special rules apply to retainers; see the relevant rules in the **Adventure** section, above.

Turning the Undead

Clerics can Turn the undead, that is, drive away undead monsters by means of faith alone. The Cleric brandishes his or her holy symbol and calls upon the power of his or her divine patron. The player rolls 1d20 and tells the GM the result. Note that the player should always roll, even if the GM knows the character can't succeed (or can't fail), as telling the player whether or not to roll may reveal too much.

The GM looks up the Cleric's level on the Clerics vs. Undead table, and cross-references it with the undead

type or Hit Dice. (The Hit Dice row is provided for use with undead monsters not found in the Core Rules; only use the Hit Dice row if the specific type of undead monster is not on the table and no guidance is given in the monster's description.) If the table indicates "No" for that combination, it is not possible for the Cleric to affect that type of undead monster. If the table gives a number, that is the minimum number needed on 1d20 to Turn that sort of undead. If the table says "T" for that combination, that type of undead is automatically affected (no roll needed). If the result shown is a "D," then that sort of undead will be Damaged (and possibly destroyed) rather than merely Turned.

If the roll is a success, 2d6 hit dice of undead monsters are affected; surplus hit dice are lost (so if zombies are being Turned and a roll of 7 is made, at most 3 zombies can be Turned), but a minimum of one creature will always be affected if the first roll succeeds.

If a mixed group of undead (say, a wight and a pair of zombies) is to be Turned, the player still rolls just once. The result is checked against the weakest sort first (the zombies), and if they are successfully Turned, the same result is checked against the next higher type of undead. Likewise, the 2d6 hit dice are rolled only once. For example, if the group described above is to be Turned by a 2nd level Cleric, he or she would first need to have rolled a 15 or higher to Turn the zombies. If this is a success, 2d6 are rolled; assuming the 2d6 roll is a 7, this would Turn both zombies and leave a remainder of 3 hit dice of effect. Wights are, in fact, 3 hit die monsters, so assuming the original 1d20 roll was a 20, the wight is Turned as well. Obviously, were it a group of 3 zombies and a wight, the 2d6 roll would have to be a total of 9 or higher to affect them all.

If a Cleric succeeds at Turning the undead, but not all undead monsters present are affected, he or she may try again in the next round to affect those which remain.

If any roll to Turn the Undead fails, that Cleric may not attempt to Turn Undead again for one full turn. A partial failure (possible against a mixed group) counts as a failure for this purpose.

Undead monsters which are Turned flee from the Cleric and his or her party at maximum movement. If the party pursue and corner the Turned undead, they may resume attacking the party; but if left alone, the monsters will not return or attempt to attack the Cleric or those near him or her for at least 2d4 turns.

Undead monsters subject to a D (Damaged) result suffer 1d8 damage per level of the Cleric (roll once and apply the same damage to all undead monsters affected); those reduced to zero hit points are utterly destroyed, being blasted into little more than dust. Those surviving this damage are still Turned as above.

Sometimes characters are exposed to energy drain from undead or evil magic. Such energy drain is manifested in the form of "negative levels." For each negative level a victim receives, he or she suffers a semi-permanent loss of one hit die worth of hit points, a penalty of -1 on all attack and saving throw rolls (and any other roll made on 1d20), and -5% to any percentile roll such as thief abilities. In addition, an affected spell caster loses access to one of his or her highest-level spell slots. The victim may or may not be allowed a saving throw to resist the effect (depending on the specific monster type).

If the character's hit points are reduced to zero or less by means of energy drain, the victim is immediately slain. If the energy drain is caused by an undead monster, the victim will usually be transformed into that sort of undead (exact details vary by type of monster).

Negative levels may be removed by magic, such as the **restoration** spell. When a negative level is to be removed, divide the total number of hit points lost by the number of negative levels (rounding normally) to determine how many hit points are restored.

For example, a character suffers three negative levels of energy drain. The hit point losses rolled were 6, 5, and 2, for a total of 13 points lost. The first negative level removed restores $13 / 3 = 4.3333$ hit points (which is rounded to 4 even). Now the character has two negative levels and has lost 9 hit points. The next time a negative level is removed, the character recovers $9 / 2 = 4.5$ hit points, which is rounded to 5 even. Now the character has one negative level and 4 hit points lost. Removal of the last negative level will restore the remaining 4 points.

Those who have suffered energy drain generally have a gaunt, haggard look about them, noticeable by observant characters.



Characters recover 1 hit point of damage every day, provided that normal sleep is possible. Characters who choose full bedrest regain an additional hit point each evening.

Normal characters require 6 hours sleep out of every 24. Subtract from this number of hours the character's Constitution bonus; so a character with 18 Constitution needs only 3 hours sleep per night (and a character with 3 Constitution needs 9 hours). Note that these figures are minimums; given a choice, most characters would prefer to sleep two or more hours longer.

Characters who get less than the required amount of sleep suffer a -1 penalty on all attack rolls and saving throws (as well as not receiving any hit points of healing). For each additional night where sufficient sleep is not received, the penalty becomes one point worse. Regardless of how long the character has gone without adequate sleep, the normal amount of sleep will remove these penalties.

Constitution Point Losses

Any character who has lost Constitution points temporarily (such as due to a disease) may regain them with normal rest. The rate of recovery is one point per day, awarded each morning when the character awakens from a normal night's sleep. If more than one Constitution point was lost, the character must make a save vs. Death Ray (without adjustments) to regain the final point; failure results in a permanent loss of that point.

If a Constitution loss results in a lower bonus or penalty, the character's maximum hit points must be reduced appropriately; for instance, a character reduced from 16 to 15 Constitution goes from +2 to +1, thus losing one hit point per die rolled. If a reduction in maximum hit points reduces that figure to less than the character's current hit points, reduce the current hit points to the new maximum hit point figure immediately.

When regaining Constitution, any increase that increases the character's Constitution bonus results in the restoration of the hit points lost due to the reduction, added to the maximum hit point figure only. Current hit points will not be improved in this fashion, but rather must be regained by normal healing.

Characters suffer 1d6 damage per 10' fallen, up to a maximum 20d6. Fractional distances are rounded to the nearest whole number, so that a fall of 1-4' does no damage, 5'-14' does 1d6, etc.

A deafened creature can react only to what it can see or feel, is surprised on 1-3 on 1d6, and suffers a -1 penalty

Saving throws represent the ability of a character or creature to resist or avoid special attacks, such as spells or poisons. Like an attack roll, a saving throw is a d20 roll, with a target number based on the character's class and level; for monsters, a comparable class and level are provided for the purpose of determining the monster's saving throw figures. A natural (unadjusted) roll of 1 on a saving throw is always a failure, while a natural 20 is always a success.

The five categories of saving throw are as follows: **Death Ray or Poison, Magic Wands, Paralysis or Petrify, Dragon Breath, and Spells.** Spells and monster special attacks will indicate which category applies (when a saving throw is allowed), but in some unusual situations the Game Master will need to choose a category. One way to make this choice is to interpret the categories metaphorically. For example, a GM might be writing an adventure wherein there is a trap

to its Initiative rolls. A blinded creature is surprised on 1-4 on 1d6, suffers a -4 penalty to its attack rolls, a -4 penalty to its Armor Class, and a -2 penalty to its Initiative rolls. These effects are modified when dealing with monsters having unusual sensory abilities; for example, bats may be affected by deafness as if blinded instead.

These penalties are for characters or creatures recently handicapped. Those who are normally blind or deaf may have reduced penalties at the GM's option.

Note that the penalty for attacking an invisible opponent is the same as the penalty for attacking blind, that is, -4 on the attack roll.

Attacks against vehicles (such as wagons or ships) are made against Armor Class 11. Each vehicle has listed Hardness and Hit Point values. Roll damage against the vehicle, and then reduce that damage by the Hardness value. Any excess damage is applied to the vehicle.

If the vehicle takes damage equal to or greater than the listed HP on one side, it is reduced to half speed due to wheel damage or a hull breach; if it takes this much again, it is immobilized, and this much damage will sink a ship.

Damage done to a vehicle may be restored at a rate of 1d4 hit points per crew member per hour of labor. However, a vehicle can only be restored to 90% of its maximum hit points by field repairs; a damaged ship must be put into drydock and repaired by a shipwright and his crew, while a wagon, cart or chariot will require a wagonmaker to repair them. Costs of such repairs are left to the Game Master to decide.

that pours burning oil on the hapless adventurers. Avoiding the oil might be considered similar to avoiding Dragon Breath. Or perhaps a stone idol shoots beams of energy from its glaring eyes when approached. This attack may be considered similar to a Magic Wand, or if especially potent, a Spell. The saving throw vs. Death Ray is often used as a "catch all" save versus many of the "ordinary" dangers encountered in a dungeon environment.

In general, saving throw rolls are not adjusted by ability score bonus or penalty figures. There are a few exceptions:

- Poison saving throws are always adjusted by the character's Constitution modifier.

- Saving throws against illusions (such as **phantasmal force**) are always adjusted by the character's Intelligence modifier.
- Saving throws against **charm** spells (and other forms of mind control) are adjusted by the character's Wisdom modifier.

The GM may decide on other saving throw adjustments as he or she sees fit.

Item Saving Throws

Area effects (such as fireball or lightning bolt spells) may damage items carried by a character as well as injuring the character. For simplicity, assume that items carried are unaffected if the character or creature

carrying them makes his or her own saving throw. However, very fragile items (paper vs. fire, glass vs. physical impact, etc.) may still be considered subject to damage even if the bearer makes his or her save.

In any case where one or more items may be subject to damage, use the saving throw roll of the bearer to determine if the item is damaged or not. For example, a character holding an open spellbook is struck by a fireball spell; he or she must save vs. Spells, and then save again at the same odds for the spellbook.

The GM should feel free to amend this rule as he or she wishes; for instance, a backpack full of fragile items might be given a single saving throw rather than laboriously rolling for each and every item.

Saving Throw Tables by Class

Clerics, Paladins, and Bards

Level	Death Ray or Poison	Magic Wands	Paralysis or Petrify	Dragon Breath	Spells
1	11	12	14	16	15
2-3	10	11	13	15	14
4-5	9	10	13	15	14
6-7	9	10	12	14	13
8-9	8	9	12	14	13
10-11	8	9	11	13	12
12-13	7	8	11	13	12
14-15	7	8	10	12	11
16-17	6	7	10	12	11
18-19	6	7	9	11	10
20	5	6	9	11	10

Fighters, Rangers, and Barbarians

Level	Death Ray or Poison	Magic Wands	Paralysis or Petrify	Dragon Breath	Spells
NM	13	14	15	16	18
1	12	13	14	15	17
2-3	11	12	14	15	16
4-5	11	11	13	14	15
6-7	10	11	12	14	15
8-9	9	10	12	13	14
10-11	9	9	11	12	13
12-13	8	9	10	12	13
14-15	7	8	10	11	12
16-17	7	7	9	10	11
18-19	6	7	8	10	11
20	5	6	8	9	10

Magic-User (Sorcerers and Warlocks)

Level	Death Ray or Poison	Magic Wands	Paralysis or Petrify	Dragon Breath	Spells
1	13	14	13	16	15
2-3	13	14	13	15	14
4-5	12	13	12	15	13
6-7	12	12	11	14	13
8-9	11	11	10	14	12
10-11	11	10	9	13	11
12-13	10	10	9	13	11
14-15	10	9	8	12	10
16-17	9	8	7	12	9
18-19	9	7	6	11	9
20	8	6	5	11	8

Thief, Clerics, Druids, and Monks

Level	Death Ray or Poison	Magic Wands	Paralysis or Petrify	Dragon Breath	Spells
1	13	14	13	16	15
2-3	12	14	12	15	14
4-5	11	13	12	14	13
6-7	11	13	11	13	13
8-9	10	12	11	12	12
10-11	9	12	10	11	11
12-13	9	10	10	10	11
14-15	8	10	9	9	10
16-17	7	9	9	8	9
18-19	7	9	8	7	9
20	6	8	8	6	8

PART 6: MONSTERS

Name: The first thing given for each monster is its name (or its most common name, if the monster is known by more than one). If an asterisk appears after the monster's name, it indicates that the monster is only able to be hit by special weapons (such as silver or magical weapons, or creatures affected only by fire, etc.) which makes the monster harder to defeat.

Armor Class: This line gives the creature's AC for normal combat. If the monster customarily wears armor, the first listed AC value is with that armor, and the second, in parentheses, is unarmored. Some monsters are only able to be hit (damaged) by silver or magical weapons; these are indicated either in words or with a dagger †; some monsters may only be hit with magical weapons, indicated by a double dagger ‡.

Hit Dice: This line gives the creature's number of hit dice, and lists any bonus **hit points**. Monsters always roll eight sided dice (d8) for **hit points**, unless otherwise noted. So for example a creature with 3+2 hit dice rolls 3d8 and adds 2 points to the total.

One or two asterisks (*) may appear after the hit dice figure; where present, they indicate a Special Ability Bonus to experience points () awarded for the monster. See **Character Advancement** in the **Adventure** section for more details.

If the monster's Attack Bonus is different than its number of Hit Dice, for convenience the Attack Bonus will be listed in parentheses after the Hit Dice figure.

Movement: This line gives the monster's **movement rate**, or rates for those monsters able to move in more than one fashion. For example, Bugbears have a normal walking movement of 30', and this is all that is listed for them. Mermaids can only move about in the water, and so their movement is given as **Swim 40'**. Pegasi can both walk and fly, so their movement is listed as **80' Fly 160'**.

In addition, a distance may appear in parentheses after a movement figure; this is the creature's turning distance (see **Part 5: The Encounter**). If a turning distance is not listed, assume 5'.

Attacks: The number (and sometimes type or types) of attacks the monster can perform. For example, Goblins Beasts of Burden

may attack once with a weapon, so they are marked **1 weapon**. Ghouls are marked **2 claws/1 bite** as they can attack with both claws and also bite in one round.

Damage: The damage figures caused by successful attacks by the monster. Generally this will be defined in terms of one or more die rolls.

No. Appearing: This is given in terms of one or more die rolls. Monsters that only appear underground and have no lairs will have a single die roll; those that have lairs and/or those that can be found in the wilderness will be noted appropriately. For example, a monster noted as "1d6, Wild 2d6, Lair 3d6" is encountered in groups of 1d6 individuals in a dungeon setting, 2d6 individuals in the wilderness, or 3d6 individuals in a lair.

Note that number appearing applies to combatants. Non-combatant monsters (juveniles, and sometimes females) do not count in this number. The text of the monster description should explain this in detail where it matters, but the GM is always the final arbiter.

Save As: The character class and level the monster uses for saving throws. Most monsters save as Fighters of a level equal to their hit dice.

Morale: The number that must be rolled equal to or less than on 2d6 for the monster to pass a Morale Check. Monsters having a Morale of 12 never fail morale checks, and fight until destroyed (or until they have no enemies left).

Treasure Type: This line reflects how much wealth the creature owns. See the **Treasure** section for more details. In most cases, a creature keeps valuables in its home or lair and has no treasure with it when it travels. Intelligent creatures that own useful, portable treasure (such as **magic items**) tend to carry and use these, leaving bulky items at home.

XP: The number of experience points awarded for defeating this monster. In some cases, the figure will vary; for instance, Dragons of different age categories will have different XP values. Review the Experience Points awards table in the **Adventure** section, above, to calculate the correct figure in these cases.

	Camel	Donkey	Horse, Draft	Horse, Riding
Armor Class:	13	13	13	13
Hit Dice:	2	2	3	2
No. of Attacks:	1 bite/1 hoof	1 bite	2 hooves	2 hooves
Damage:	1/1d4	1d2	1d4/1d4	1d4/1d4

Movement:	50' (10') [40' (10')]	40' (10')	60' (10')	80' (10')
No. Appearing:	Wild 2d4	Wild 2d4	domestic only	Wild 10d10
Save As:	Fighter: 2	Fighter: 2	Fighter: 3	Fighter: 2
Morale:	7	7	7	7
XP:	75	75	145	75

	Horse, War	Mule	Pony
Armor Class:	13	13	13
Hit Dice:	3	2	1
No. of Attacks:	2 hooves	1 kick or 1 bite	1 bite
Damage:	1d6/1d6	1d4 or 1d2	1d4
Movement:	60' (10')	40' (10')	40' (10')
No. Appearing:	domestic only	domestic only	domestic only
Save As:	Fighter: 3	Fighter: 2	Fighter: 1
Morale:	9	7	6 (9)
XP:	145	75	25

For convenience, animals commonly used to carry loads and/or characters are listed here together. Such creatures obviously have no treasure.

Camels are known for their ability to travel long distances without food or water. The statistics presented here are for the dromedary, or one-humped camel, which thrives in warm deserts. A dromedary stands about 7 feet tall at the shoulder, with its hump rising 1 foot higher. The two-humped, or Bactrian, camel is suited to cooler, rocky areas. It is stockier, slower (speed given in brackets), and tougher than the dromedary. A light load for a camel is up to 400 pounds; a heavy load, up to 800 pounds.

Donkeys are long-eared, horselike creatures. They are surefooted and sturdy, and can be taken into dungeons or caverns. The statistics presented here could also describe burros. A light load for a donkey is up to 70 pounds; a heavy load, up to 140 pounds.

Draft Horses include large breeds of working horses such as Clydesdales. These animals are usually ready for heavy work by age three. A light load for a draft horse is up to 350 pounds; a heavy load, up to 700 pounds.

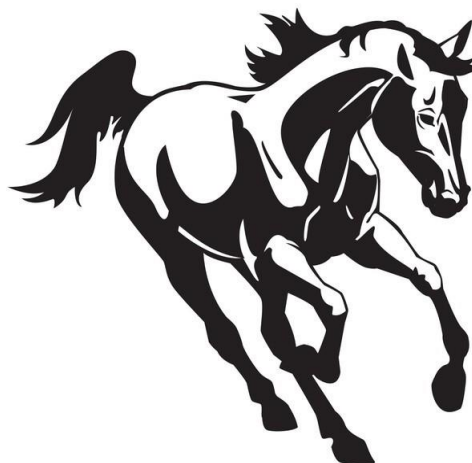
Riding Horses include smaller breeds of working horses such as quarter horses and Arabians as well as

wild horses. These animals are usually ready for useful work by age two. Riding horses cannot fight while a rider is mounted. A light load for a riding horse is up to 250 pounds; a heavy load, up to 500 pounds.

War Horses are trained and bred for strength and aggression. They usually are not ready for warfare before age three. A light load for a warhorse is up to 350 pounds; a heavy load, up to 700 pounds.

Mules are sterile crossbreeds of donkeys and horses. They can be taken into dungeons or caverns. A mule is similar to a riding horse, but slightly stronger and more agile. A light load for a mule is up to 300 pounds; a heavy load, up to 600 pounds.

A **Pony** is a small horse, under 5 feet tall at the shoulder. Ponies are otherwise similar to riding horses and cannot fight while carrying a rider. Ponies can be trained for war, and the morale in parentheses above is for a war pony; this does not allow them to fight while carrying a rider. A light load for a pony is up to 275 pounds; a heavy load, up to 550 pounds.



Monster Descriptions

Ant, Giant

Armor Class:	17
Hit Dice:	4
No. of Attacks:	1 bite
Damage:	2d6
Movement:	60' (10')
No. Appearing:	2d6, Wild 2d6, Lair 4d6
Save As:	Fighter: 4
Morale:	7 on first sighting, 12 after engaged
Treasure Type:	U or special
XP:	240

Giant ants are among the hardiest and most adaptable vermin. Soldiers and workers are about 5 to 6 feet long, while queens can grow to a length of 9 feet. Giant ants may be red or black; there is no statistical difference between them. Though relatively shy when first encountered, once combat begins they will fight to the death. They are known to collect shiny things, and so will sometimes have a small amount of treasure in their lair.



Giant ants may occasionally mine shiny metals such as gold or silver; one in three (1-2 on 1d6) giant ant lairs will contain 1d100 x 1d100 gp value in relatively pure nuggets.

Antelope

Armor Class:	13
Hit Dice:	1 to 4
No. of Attacks:	1 butt
Damage:	1d4 or 1d6 or 1d8
Movement:	80' (10')
No. Appearing:	Wild 3d10
Save As:	Fighter: 1 to 4 (as Hit Dice)
Morale:	5 (7)
Treasure Type:	None
XP:	25 - 240

The statistics above represent common sorts of wild herd animals, including deer (1 hit die), aurochs (2 hit

dice), elk or moose (3 hit dice) and bison (4 hit dice). Such creatures are often skittish and likely to flee if provoked, but males are more aggressive in the presence of females (the parenthesized morale applies in this case).

Ape, Carnivorous

Armor Class:	14
Hit Dice:	4
No. of Attacks:	2 claws
Damage:	1d4/1d4
Movement:	40'
No. Appearing:	1d6, Wild 2d4, Lair 2d4
Save As:	Fighter: 4
Morale:	7
Treasure Type:	None
XP:	240

These powerful creatures resemble gorillas but are far more aggressive; though they are actually omnivores, they prefer meat, and they kill and eat anything they can catch. An adult male carnivorous ape is 5-1/2 to 6 feet tall and weighs 300 to 400 pounds.

Assassin Vine

Armor Class:	15
Hit Dice:	6
No. of Attacks:	1 + special
Damage:	1d8 + special
Movement:	5'
No. Appearing:	1d4+1
Save As:	Fighter: 6
Morale:	12
Treasure Type:	U
XP:	500

The assassin vine is a semi-mobile plant found in temperate forests that collects its own grisly fertilizer by grabbing and crushing animals and depositing the carcasses near its roots.

Because it can lie very still indeed, an assassin vine surprises on a roll of 1-4 on 1d6. A successful hit inflicts 1d8 points of damage, and the victim becomes entangled, suffering an additional 1d8 points of damage thereafter. A victim may attempt to escape by rolling a saving throw vs. Death Ray with Strength bonus added; this is a full action, so the victim may not attempt this and also perform an attack. The plant will continue to crush its victim until one or the other is dead or the victim manages to escape. An assassin vine can move about, albeit very slowly, but generally only does so to seek new hunting grounds. They have no visual organs



but can sense foes within 30 feet by sound and vibration.

A mature plant consists of a main vine, about 20 feet long. Smaller vines up to 5 feet long branch off from the main vine about every 6 inches. These small vines bear clusters of leaves, and in late summer they produce bunches of small fruits that resemble wild grapes. The fruit is tough and has a hearty but bitter flavor. Assassin vine berries make a heady wine.

A subterranean version of the assassin vine grows near hot springs, volcanic vents, and other sources of thermal energy. These plants have thin, wiry stems and gray leaves shot through with silver, brown, and white veins so that they resemble mineral deposits. An assassin vine growing underground usually generates enough offal to support a thriving colony of mushrooms and other fungi, which spring up around the plant and help conceal it.

Basilisk

Armor Class:	16
Hit Dice:	6**
No. of Attacks:	1 bite/1 gaze
Damage:	1d10/petrification
Movement:	20' (10')

No. Appearing: 1d6, Wild 1d6, Lair 1d6

Save As: Fighter: 6

Morale: 9

Treasure Type: F

XP: 610

A basilisk is an eight-legged reptilian monster that petrifies living creatures with a mere gaze. A basilisk usually has a dull brown body with a yellowish underbelly. Some specimens sport a short, curved horn atop the nose. An adult basilisk's body grows to about 6 feet long, not including its tail, which can reach an additional length of 5 to 7 feet. The creature weighs about 300 pounds.

Any living creature which meets the gaze of the basilisk must save vs. Petrification or be turned to stone instantly. In general, any creature surprised by the basilisk will meet its gaze. Those who attempt to fight the monster while averting their eyes suffer penalties of -4 to attack and -2 to AC. It is possible to use a mirror to fight the monster, in which case the penalties are -2 to attack and no penalty to AC. If a basilisk sees its own reflection in a mirror it must save vs. Petrification or be turned to stone; a petrified basilisk loses its power to petrify. Basilisks instinctively avoid mirrors or other reflective surfaces, even drinking with their eyes closed, but if an attacker can manage to surprise the monster



with a mirror it may see its reflection.

Bat (and Bat, Giant)

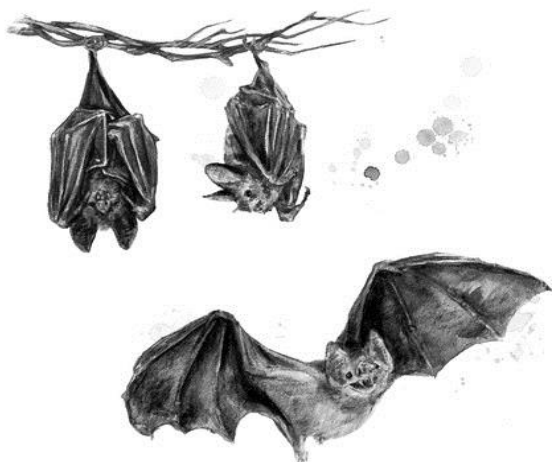
	Bat	Giant Bat
Armor Class:	14	14
Hit Dice:	1 Hit Point	2
No. of Attacks:	1 special	1 bite
Damage:	Confusion	1d4
Movement:	30' Fly 40'	10' Fly 60' (10')

No. Appearing:	1d100, Wild 1d100, Lair 1d100	1d10, Wild 1d10, Lair 1d10
Save As:	Normal Man	Fighter: 2
Morale:	6	8
Treasure Type:	None	None
XP:	10	75

Bats are nocturnal flying mammals. The statistics presented here describe small, insectivorous bats. They have a natural sonar that allows them to operate in total darkness; for game purposes, treat this ability as Darkvision.

A group of normal-sized bats has no effective attack (at least in terms of doing damage) but can confuse those in the area, flying around apparently randomly. For every ten bats in the area, one creature can be confused; such a creature will suffer a penalty of -2 on all attack and saving throw rolls while the bats remain in the area.

A giant bat has a wingspan of 15 feet and weighs about 200 pounds. They have the same sensory abilities as normal-sized bats, but being much larger, they are able to attack adventurers; many are carnivorous, making such attacks likely.



Bear

Bears attack by rending opponents with their claws, dragging them in and biting them. A successful hit with both paws indicates a hug attack for additional damage (as given for each specific bear type). All bears are very tough to kill, and are able to move and attack for one round after losing all hit points.

Bear, Black

Armor Class:	14
Hit Dice:	4

No. of Attacks:	2 claws/1 bite + hug
Damage:	1d4/1d4/1d6 + 2d6 hug
Movement:	40'
No. Appearing:	1d4, Wild 1d4, Lair 1d4
Save As:	Fighter: 4
Morale:	7
Treasure Type:	None
XP:	240

The black bear is a forest-dwelling omnivore that usually is not dangerous unless an interloper threatens its cubs or food supply.

Black bears may actually be pure black, blond, or cinnamon in color. They are rarely more than 5 feet long.

Bear, Cave

Armor Class:	15
Hit Dice:	7
No. of Attacks:	2 claws/1 bite + hug
Damage:	1d8/1d8/2d6 + 2d8 hug
Movement:	40'
No. Appearing:	1d2, Wild 1d2, Lair 1d2
Save As:	Fighter: 7
Morale:	9
Treasure Type:	None
XP:	670

These monstrous bears are even larger than grizzly bears. They are ferocious killers, attacking almost anything of equal or smaller size.



Bear, Grizzly (or Brown)

Armor Class:	14
Hit Dice:	5
No. of Attacks:	2 claws/1 bite + hug
Damage:	1d4/1d4/1d8 + 2d8 hug
Movement:	40'

No. Appearing: 1, Wild 1d4, Lair 1d4

Save As: Fighter: 5

Morale: 8

Treasure Type: None

XP: 360

These massive carnivores weigh more than 1,800 pounds and stand nearly 9 feet tall when they rear up on their hind legs. They are bad-tempered and territorial.

Bear, Polar

Armor Class: 14

Hit Dice: 6

No. of Attacks: 2 claws/1 bite + hug

Damage: 1d6/1d6/1d10 + 2d8 hug

Movement: 40'

No. Appearing: 1, Wild 1d2, Lair 1d2

Save As: Fighter: 6

Morale: 8

Treasure Type: None

XP: 500

These long, lean carnivores are slightly taller than grizzly bears, and just as hostile.

Bee, Giant

Armor Class: 13

Hit Dice: 1d4hp*

No. of Attacks: 1 sting

Damage: 1d4 + poison

Movement: 10' Fly 50'

No. Appearing: 1d6, Wild 1d6, Lair 5d6

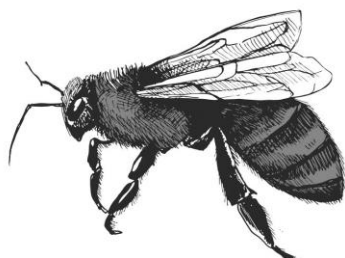
Save As: Fighter: 1

Morale: 9

Treasure Type: Special

XP: 13

Although many times larger, growing to a length of about a foot, giant bees behave generally the same as their smaller cousins. Giant bees are usually not aggressive except when defending themselves or their hive. Those stung by a giant bee must save vs. Poison or die. A giant bee that successfully stings another creature pulls away, leaving its stinger in the creature. The bee then dies.



Beetle, Giant Bombardier

Armor Class: 16

Hit Dice: 2*

No. of Attacks: 1 bite + special

Damage: 1d6 + special

Movement: 40'

No. Appearing: 1d8, Wild 2d6, Lair 2d6

Save As: Fighter: 2

Morale: 8

Treasure Type: None

XP: 100

Giant bombardier beetles have red head and thorax sections and black abdomens. They are 3 to 4 feet long. In combat, a giant bombardier beetle bites opponents in front of it, and sprays a cone of very hot and noxious gases from a nozzle in the rearmost tip of the abdomen. This toxic blast causes 2d6 points of damage to all within a cone 10' long and 10' wide at the far end (a save vs. Death Ray for half damage is allowed). A giant bombardier beetle can use this spray attack up to five times per day, but no more often than once per three rounds. Faced with opponents attacking from just one direction, a giant bombardier beetle may choose to turn away and use the spray attack rather than biting.

Giant bombardier beetles, like most beetles, have more or less the same visual acuity in all directions, and thus suffer no penalty to Armor Class when attacked from behind.

Beetle, Giant Fire

Armor Class: 16

Hit Dice: 1+2

No. of Attacks: 1 bite

Damage: 2d4

Movement: 40'

No. Appearing: 1d8, Wild 2d6, Lair 2d6

Save As: Fighter: 1

Morale: 7

Treasure Type: None

XP: 25

These luminous nocturnal insects are prized by miners and adventurers. They have two glands, one above each eye, that produce a red glow. The glands' luminosity persists for 1d6 days after removal from the beetle, illuminating a roughly circular area with a 10-foot radius. Giant fire beetles are about 2 feet long. They are normally timid but will fight if cornered. Like most beetles, they have more or less the same visual acuity in all directions, and thus suffer no penalty to Armor Class when attacked from behind.

Beetle, Giant Tiger

Armor Class:	17
Hit Dice:	3+1
No. of Attacks:	1 bite
Damage:	2d6
Movement:	60' (10')
No. Appearing:	1d6, Wild 2d4, Lair 2d4
Save As:	Fighter: 3
Morale:	9
Treasure Type:	U
XP:	145

Giant tiger beetles are predatory monsters around 5 feet long. Their carapaces tend to be dark brown with lighter brown striped or spotted patterns, but there are many variations.

They are fast runners, depending on their speed to run down prey, and they willingly prey on any creature of man size or smaller. Like most beetles, they have more or less the same visual acuity in all directions, and thus suffer no penalty to Armor Class when attacked from behind.

Black Pudding*

Armor Class:	14
Hit Dice:	10* (+9)
No. of Attacks:	1 pseudopod
Damage:	3d8
Movement:	20'
No. Appearing:	1
Save As:	Fighter: 10
Morale:	12
Treasure Type:	None
XP:	1,390

Black puddings are amorphous creatures that live only to eat. They inhabit underground areas throughout the world, scouring caverns, ruins, and dungeons in search of organic matter, living or dead. They attack any creatures they encounter, lashing out with pseudopods or simply engulfing opponents with their bodies, which secrete acids that help them catch and digest their prey.

If attacked with normal or magical weapons, or with lightning or electricity, a black pudding suffers no injury, but will be split into two puddings; the GM should divide the original black pudding's hit dice between the two however he or she sees fit, with the limitation that neither pudding may have less than two hit dice. A two hit die black pudding is simply unharmed by such attacks, but cannot be split further.

Cold or ice based attacks do not harm a black pudding, but such an attack will paralyze the pudding for one round per die of damage the attack would normally cause. Other attack forms will affect a black pudding

normally; the preferred method of killing one usually involves fire.

The typical black pudding measures 10 feet across and 2 feet thick, and weighs about 10,000 pounds. Black puddings of smaller sizes may be encountered, possibly as a result of the splitting described above.

Blink Dog

Armor Class:	15
Hit Dice:	4*
No. of Attacks:	1 bite
Damage:	1d6
Movement:	40'
No. Appearing:	1d6, Wild 1d6, Lair 1d6
Save As:	Fighter: 4
Morale:	6
Treasure Type:	C
XP:	280

The blink dog is an intelligent canine that has a limited teleportation ability; they are able to teleport up to 120' at will. Blink dogs may teleport immediately after attacking, thus possibly avoiding being attacked. In particular, a blink dog may teleport next to an opponent, attack, and teleport away in the same round; the victim would need to strike on the same Initiative number as the blink dog in order to attack it in melee.

Blink dogs hunt in packs, teleporting in a seemingly random fashion until they surround their prey, allowing some of them to get the bonus for attacking from behind.

Blink dogs are medium-sized dogs, typically light brown in color and short haired, though other varieties are rumored to exist. They have their own language, a mixture of barks, yaps, whines, and growls that can transmit complex information. They are usually shy, avoiding a fight if possible, but they hate **displacers** and will generally attack them on sight.

Blood Rose

Armor Class:	13
Hit Dice:	2* to 4*
No. of Attacks:	1 to 3 plus blood drain
Damage:	1d6
Movement:	1'
No. Appearing:	Wild 1d8
Save As:	Fighter: 2
Morale:	12
Treasure Type:	None
XP:	100 - 280

Blood roses appear to be normal rose bushes, but are actually animated plants, dimly aware of their surroundings. These plants are always in bloom,

bearing beautiful flowers that are normally white (or rarely, yellow) in color.

The fragrance of the flowers is detectable up to 30' from the plant in ideal conditions. Blood roses can move about slowly, and will try to find locations sheltered from the wind in order to achieve those ideal conditions. Living creatures who smell the fragrance must save vs. Poison or become befuddled, dropping anything carried and approaching the plant. Each round such a creature or character is within the affected area, this save must be made. Befuddled characters will not resist the plant-creature's attacks; if affected creatures are removed from the area, the effect of the fragrance will expire 2d4 rounds later. Undead monsters, constructs, etc. are not affected.

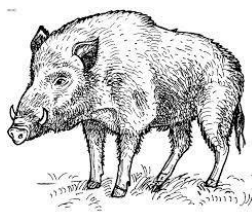
Each blood rose plant will have 1, 2 or 3 whiplike canes studded with thorns with which it can attack. When a cane hits, it wraps around the victim and begins to drain blood, doing 1d6 points of damage per round. A blood rose which has recently (within one day) "eaten" this way will have flowers ranging from pink to deep wine red in color, which will fade slowly back to white or yellow as the plant digests the blood it has consumed.



Boar

Armor Class:	13
Hit Dice:	3
No. of Attacks:	1 tusk
Damage:	2d4
Movement:	50' (10')
No. Appearing:	Wild 1d6
Save As:	Fighter: 3
Morale:	9
Treasure Type:	None
XP:	145

Though not carnivores, these wild swine are bad-tempered and usually charge anyone who disturbs them. Note that "boar" refers specifically to the male of the species, but females are equally large and fierce.



A boar is covered in coarse, grayish-black fur. Adults are about 4 feet long and 3 feet high at the shoulder.

Bugbear

Armor Class:	15 (13)
Hit Dice:	3+1
No. of Attacks:	1 weapon
Damage:	1d8+1 or by weapon +1
Movement:	30' Unarmored 40'
No. Appearing:	2d4, Wild 5d4, Lair 5d4
Save As:	Fighter: 3
Morale:	9
Treasure Type:	Q, R each; B, L, M in lair
XP:	145

Bugbears look like huge, hairy goblins, standing about 6 feet tall. Their eyes are usually a darkish brown color and they move very quietly. They are wild and relatively fearless, and bully smaller humanoids whenever possible.

Bugbears prefer to ambush opponents if they can. When hunting, they often send scouts ahead of the main group. Bugbear attacks are coordinated, and their tactics are sound if not brilliant. They are able to move in nearly complete silence, surprising opponents on 1-3 on 1d6. In order to remain silent, they must wear only leather or hide armor, as indicated in the Armor Class scores above. Bugbears receive a +1 bonus on damage due to their great Strength. As with most goblinoid monsters, they have Darkvision with a 30' range.

One out of every eight bugbears will be a hardened warrior of 4+4 Hit Dice (240 XP), with a +2 bonus to damage. In lairs of 16 or more bugbears, there will be a chieftain of 6+6 Hit Dice (500 XP), with a +3 bonus to damage. Bugbears gain a +1 bonus to their morale if they are led by a hardened warrior or chieftain. In the lair, bugbears never fail a morale check as long as the chieftain is alive. In addition, there is a 2 in 6 chance that a shaman will be present in a lair. A shaman is equal to an ordinary bugbear statistically, but possesses 1d4+1 levels of Clerical abilities.

Caecilia, Giant

Armor Class:	14
Hit Dice:	6*
No. of Attacks:	1 bite + swallow on 19/20
Damage:	1d8 + 1d8/round if swallowed
Movement:	20' (10')
No. Appearing:	1d3, Lair 1d3
Save As:	Fighter: 3
Morale:	9
Treasure Type:	B
XP:	555

Caecilia are carnivorous, legless amphibians; they strongly resemble earthworms, but they have bony

skeletons and sharp teeth. Caecilia live entirely underground. The giant variety grows up to 30' long and frequently are found in caverns or dungeons. They are nearly blind, but caecilia are very sensitive to sound and vibrations, and are able to find their prey regardless of light or the absence thereof.

A caecilia can swallow a single small humanoid or demi-human (such as a goblin or halfling) whole. On a natural attack roll of 19 or 20, such a victim has been swallowed (assuming that roll does actually hit the victim). A swallowed victim suffers 1d8 damage per round, and may only attack from the inside with a small cutting or stabbing weapon such as a dagger. While the inside of the caecilia is easier for the victim to hit, fighting while swallowed is more difficult, so no modifiers to the attack roll are applied.

Once a caecilia has swallowed an opponent, it will generally attempt to disengage from combat, going to its lair to rest and digest its meal.

Cave Locust, Giant

Armor Class:	16
Hit Dice:	2**
No. of Attacks:	1 bite or 1 bump or 1 spit
Damage:	1d2 or 1d4* or special
Movement:	20' Fly 60' (15')
No. Appearing:	2d10, Wild 1d10
Save As:	Fighter: 2
Morale:	5
Treasure Type:	None
XP:	125

Giant cave locusts are pale, cricket-like creatures that live underground. An average giant cave locust is 2 to 4 feet long. They are eyeless, depending on their sound-sensitive antennae, vibration-sensitive feet and a variety of touch-sensitive "hairs" on their legs to sense the environment around them.

These creatures eat subterranean fungus (including shriekers) as well as carrion; they are not predators, but if disturbed they will attack, shrieking loudly, biting, jumping wildly around, or spitting nasty goo.

All giant cave locusts in a group will shriek when disturbed, attracting wandering monsters. The GM should roll a wandering monster check each round that one or more cave locusts are attacking; if wandering monsters are indicated, they will arrive in 1d4 rounds.

Any giant cave locust that is engaged (adjacent to an opponent) will attempt to bite, doing 1d2 damage on a successful hit. This does not interrupt the monster's shrieking.

A giant cave locust can leap up to 60' horizontally, or up to 30' up. If one of these creatures is not engaged at the beginning of the round, it will leap toward one of the opponent creatures; roll a normal attack roll, and if the attack hits, the target creature takes 1d4 points of non-lethal damage from the impact.

Finally, a giant cave locust can spray a greenish-brown goo (its digestive juices) up to 10' away. Each giant cave locust can perform this attack just once per encounter. This spit attack will usually be reserved until they fail a morale check, in which case all remaining giant cave locusts will spit at their nearest opponent, and then all will attempt to flee in the next round. To spit on an opponent, the giant cave locust rolls an attack against Armor Class 11 (plus Dexterity and magical bonuses, but no normal armor value applies). If the attack hits, the target must save vs. Poison or be unable to do anything for 3d6 rounds due to the horrible smell.

Caveman

Armor Class:	12
Hit Dice:	2
No. of Attacks:	1 weapon
Damage:	1d8 or weapon + 1
Movement:	40'
No. Appearing:	1d10, Wild 10d4, Lair 10d4
Save As:	Fighter: 2
Morale:	7
Treasure Type:	C
XP:	75

Cavemen are a species closely related to humans; they are shorter and stockier, and much more heavily muscled. They do not all actually live in caves. Whether they are actually less intelligent than "normal" humans or not is a matter of debate, but it is true that they do not have the facility for language as other human, demi-human and humanoid races.

Centaur

Armor Class:	15 (13)
Hit Dice:	4
No. of Attacks:	2 hooves/1 weapon
Damage:	1d6/1d6/1d6 or by weapon
Movement:	50' Unarmored 60' (10')
No. Appearing:	Wild 2d10
Save As:	Fighter: 4
Morale:	8
Treasure Type:	A
XP:	240

Centaurs appear to be half man, half horse, having the torso, arms and head of a man in the position a horse's head would otherwise occupy. A centaur is as big as a heavy horse, but much taller and slightly heavier; average males are about 7 feet tall and weigh about 2,100 pounds, and females are just a bit smaller. Centaurs may charge with a spear or lance just as a man on horseback, with the same bonuses. They typically wear leather armor when prepared for combat.



Centaurs are generally haughty and aloof, but very honorable. Most would rather die than allow humans, demi-humans, or humanoids to ride on their backs.



Centipede, Giant

Armor Class:	11
Hit Dice:	1d4 Hit Points*
No. of Attacks:	1 bite
Damage:	poison
Movement:	40'
No. Appearing:	2d4, Wild 2d4, Lair 2d4
Save As:	Normal Man
Morale:	7
Treasure Type:	None
XP:	13

Giant centipedes are larger versions of the normal sort, being 2 to 3 feet long. Centipedes are fast-moving, predatory, venomous arthropods, having long segmented bodies with exoskeletons. They prefer to live in underground areas, shadowy forested areas, and other places out of direct sunlight; however, there are desert-dwelling varieties that hide under the sand waiting for prey to wander by.

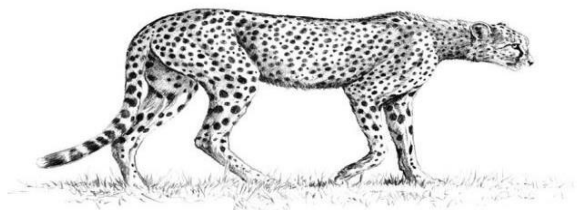
Giant centipedes tend to attack anything that resembles food, biting with their jaws and injecting their poison. Those bitten by a giant centipede must save vs. Poison at +2 or die.

Cheetah

Armor Class:	14
Hit Dice:	2

No. of Attacks:	2 claws/1 bite
Damage:	1d4/1d4/2d4
Movement:	100'
No. Appearing:	Wild 1d3, Lair 1d3
Save As:	Fighter: 2
Morale:	7
Treasure Type:	None
XP:	75

A Cheetah is one of the fastest land animals - a large (about 100 pounds) cat capable of reaching up to 75 miles per hour when running. It hunts alone or in small groups (usually composed of siblings). It will rarely attack humans unless compelled to do so, but a female will ferociously defend her young.



Chimera

Armor Class:	16
Hit Dice:	9** (+8)
No. of Attacks:	2 claws/3 heads + special
Damage:	1d4/1d4/2d4/2d4/3d4 + special
Movement:	40' (10') Fly 60' (15')
No. Appearing:	1d2, Wild 1d4, Lair 1d4
Save As:	Fighter: 9
Morale:	9
Treasure Type:	F
XP:	1,225

Chimeras are strange creatures having a lion's body with the heads of a lion, a goat, and a dragon, and the wings of a dragon. A chimera is about 5 feet tall at the shoulder, nearly 10 feet long, and weighs about 4,000 pounds. A chimera's dragon head might be black, blue, green, red, or white, and has the same type of breath weapon as that sort of dragon. Regardless of type, the dragon's head breathes a 50' long cone with a 10' wide



end, for 3d6 points of damage; victims may save vs. Dragon Breath for one-half damage.

Chimeras are cruel and voracious. They can speak Dragon but seldom bother to do so, except when toadying to more powerful creatures.

Cockatrice

Armor Class:	14
Hit Dice:	5**
No. of Attacks:	1 beak + special
Damage:	1d6 + petrification
Movement:	30' Fly 60' (10')
No. Appearing:	1d4, Wild 1d8, Lair 1d8
Save As:	Fighter: 5
Morale:	7
Treasure Type:	D
XP:	450

A cockatrice is a strange creature, appearing to be a chicken (hen or rooster) with a long serpentine neck and tail; the neck is topped by a more or less normal looking chicken head.

A male cockatrice has wattles and a comb, just like a rooster. Females, much rarer than males, differ only in that they have no wattles or comb. A cockatrice weighs about 25 pounds. A cockatrice is no more intelligent than any animal, but they are bad-tempered and prone to attack if disturbed.

Anyone touched by a cockatrice, or who touches one (even if gloved), must save vs. Petrification or be turned to stone.



Crab, Giant

Armor Class:	18
Hit Dice:	3
No. of Attacks:	2 pincers
Damage:	2d6/2d6
Movement:	20' Swim 20'
No. Appearing:	1d2, Wild 1d6, Lair 1d6
Save As:	Fighter: 3
Morale:	7
Treasure Type:	None
XP:	145

Giant crabs naturally resemble the ordinary variety, but are much larger, averaging 5' in diameter (not counting their legs). These creatures are often found in water-filled caves, particularly those connected to a river, lake or sea, and are tolerant of both fresh and salt water. Also, they are able to live in stagnant water, though they prefer a better environment.

Giant crabs carry their eyes on armored stalks, which means that no bonus is awarded for attacking them from behind.

Crocodile

	Normal	Large	Giant
Armor Class:	15	17	19
Hit Dice:	2	6	15 (+11)
No. of Attacks:	1 bite	1 bite	1 bite
Damage:	1d8	2d8	3d8
Movement:	30' (10') Swim 30' (10')		
No. Appearing:	Wild 1d8	Wild 1d4	Wild 1d3
Save As:	Fighter: 2	Fighter: 6	Fighter: 15
Morale:	7	8	9
Treasure Type:	None	None	None
XP:	75	500	2,850

Crocodiles are aggressive predators 11 to 12 feet long. They lie mostly submerged in rivers or marshes, with only their eyes and nostrils showing, waiting for prey to come within reach; when in their natural element, they surprise on 1-4 on 1d6.

Large Crocodiles: These huge creatures are from 12-20 feet long. Large crocodiles fight and behave like their smaller cousins.

Giant Crocodiles: These huge creatures usually live in salt water and are generally more than 20 feet long. Giant crocodiles fight and behave like their smaller cousins.

Dinosaur, Deinonychus

Armor Class:	15
Hit Dice:	3
No. of Attacks:	1 bite
Damage:	1d8
Movement:	50'
No. Appearing:	1d3, Wild 2d3, Lair 2d6
Save As:	Fighter: 3
Morale:	8
Treasure Type:	None
XP:	145

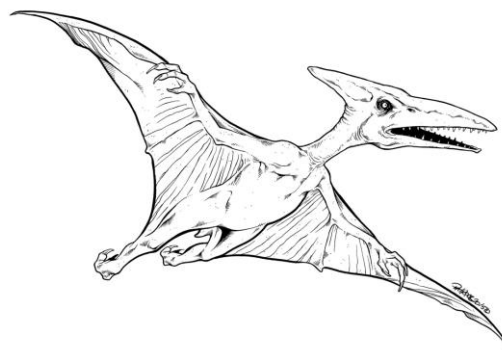
The Deinonychus (sometimes mistakenly called a "Velociraptor") is a medium-sized feathered dinosaur weighting approximately 150 pounds and reaching about 11 feet of length (tail included). It is an avid predator and a skilled pack-hunter; its warm blood, aerodynamic build and vicious maw allow it to feed on larger but more primitive dinosaurs.

Pteranodon Dinosaur, Pterodactyl (and)

	Pterodactyl	Pteranodon
Armor Class:	12	13
Hit Dice:	1	5
No. of Attacks:	1 bite	1 bite
Damage:	1d4	2d6
Movement:	Fly 60' (10')	Fly 60' (15')
No. Appearing:	Wild 2d4	Wild 1d4
Save As:	Fighter: 1	Fighter: 3
Morale:	7	8
Treasure Type:	None	None
XP:	25	360

Pterodactyls are prehistoric winged reptilian creatures, having a wingspan of around 25 to 30 inches. Though they eat mostly fish, they may attack smaller characters or scavenge unguarded packs.

Pteranodons are essentially giant-sized pterodactyls, having wingspans of 25 feet or more. They are predators, and may attack adventuring parties.



Dinosaur, Stegosaurus

Armor Class:	17
Hit Dice:	11 (+9)
No. of Attacks:	1 tail/1 bite or 1 trample
Damage:	2d8/1d6 or 2d8
Movement:	20' (15')
No. Appearing:	Wild 1d4
Save As:	Fighter: 6
Morale:	7
Treasure Type:	None
XP:	1,575

Although fearsome looking, the stegosaurus is actually a peaceable creature and will only fight in self-defense, either biting, trampling, or using its spiked tail, depending on where the opponent is standing in relation to the dinosaur. A stegosaurus can't use its tail and bite attacks against the same creature in the same round.

Dinosaur, Triceratops

Armor Class:	19
Hit Dice:	11 (+9)
No. of Attacks:	1 gore or 1 trample
Damage:	3d6 or 3d6 (special, see below)
Movement:	30' (15')
No. Appearing:	Wild 1d4
Save As:	Fighter: 7
Morale:	8
Treasure Type:	None
XP:	1,575

A triceratops is a three-horned herbivorous dinosaur. They are aggressive toward interlopers, attacking anyone who might appear to be a threat. These creatures are about 25 feet long and weigh about 20,000 pounds. A triceratops will usually attempt to trample smaller opponents. Up to two adjacent man-sized or up to four smaller opponents may be trampled simultaneously; the triceratops rolls a single attack roll which is compared to the Armor Class of each of the potential victims, and then rolls a separate damage roll for each one successfully hit. The gore attack may only be used against a single man-sized or larger creature, but may be used in the same round as the trample if the creature being gored is larger than man sized. Also note that a charging bonus may be applied to the gore attack.

Dinosaur, Tyrannosaurus Rex

Armor Class:	23
Hit Dice:	18 (+12)
No. of Attacks:	1 bite
Damage:	6d6
Movement:	40' (10')
No. Appearing:	Wild 1d4
Save As:	Fighter: 9
Morale:	11
Treasure Type:	None
XP:	4,000

The tyrannosaurus rex is a bipedal carnivorous dinosaur. Despite its enormous size and 6-ton weight, a tyrannosaurus is a swift runner. Its head is nearly 6 feet long, and its teeth are from 3 to 6 inches in length. It is slightly more than 30 feet long from nose to tail. A tyrannosaurus pursues and eats just about anything it sees. Its tactics are simple – charge in and bite.

The statistics above can also be used to represent other large bipedal carnosaurs, such as the allosaurus.



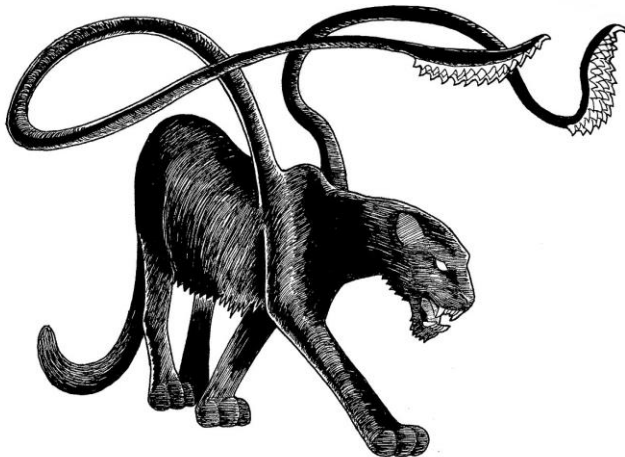
Displacer

Armor Class:	16
Hit Dice:	6*
No. of Attacks:	2 blades
Damage:	1d8/1d8
Movement:	50'
No. Appearing:	1d4, Wild 1d4
Save As:	Fighter: 6
Morale:	8
Treasure Type:	D
XP:	555

Displacers are blue-black, catlike monsters with strange bladed winglike arms extending from their shoulders. The blades are carried folded back like wings, but the Displacer swings the blades around in front to attack.

The real power and danger of the Displacer is its power of **displacement**, which causes the monster's apparent location to shift around constantly over a range of 3' from the monster's true location. This is a form of illusion, but a powerful form that cannot be seen through even by those who know the secret.

Any character fighting a Displacer for the first time will miss his or her first strike regardless of the die roll. Thereafter, all attacks against displacers will be at a penalty of -2 to the attack roll. This is not cumulative with the penalty for fighting blind. Some monsters, such as bats, do not depend on vision to fight and thus may be able to perceive the monster's true location and fight without penalty.

**Djinni***

Armor Class:	15 ±
Hit Dice:	7+1**
No. of Attacks:	1 fist or 1 whirlwind
Damage:	2d8 or 2d6
Movement:	30' Fly 80'
No. Appearing:	1
Save As:	Fighter: 12
Morale:	12 (8)
Treasure Type:	None
XP:	800

The djinn (singular djinni) are humanoid creatures from the Elemental Plane of Air. A djinni in its natural form is about 10½ feet tall and weighs about 1,000 pounds.

Djinn disdain physical combat, preferring to use their magical powers and aerial abilities against foes. A djinni overmatched in combat usually takes flight and becomes a whirlwind (see below) to harass those who



follow; the 12 morale reflects a djinni's absolute control over its own fear, but does not indicate that the creature will throw its life away easily. Use the "8" figure to determine whether an outmatched djinn decides to leave a combat.

Djinn have a number of magical powers, which can be used at will (that is, without needing magic words or gestures): **create food and drink**, creating tasty and nourishing food for up to 2d6 humans or similar creatures, once per day; become **invisible**, with unlimited uses per day; **create normal items**, creating up to 1,000 pounds of soft goods or wooden items of permanent nature or metal goods lasting at most a day, once per day; assume **gaseous form**, as the potion, up to one hour per day; and **create illusions**, as the spell **phantasmal force** but including sound as well as visual elements, three times per day.

Djinn may assume the form of a whirlwind at will, with no limit as to the number of times per day this power may be used; a djinni in whirlwind form fights as if it were an air elemental.

Due to their highly magical nature, djinn cannot be harmed by non-magical weapons. They are immune to normal cold, and suffer only half damage from magical attacks based on either cold or wind.

Dog

	Normal	Riding
Armor Class:	14	14
Hit Dice:	1+1	2
No. of Attacks:	1 bite	1 bite
Damage:	1d4 + hold	1d4+1 + hold
Movement:	50'	50'
No. Appearing:	Wild 3d4	domestic only
Save As:	Fighter: 1	Fighter: 2
Morale:	9	9
Treasure Type:	None	None
XP:	25	75

Normal dogs include most medium and large breeds, including wild dogs. After biting an opponent, a dog can hold on, doing 1d4 damage automatically every round, until killed or until the victim spends an attack breaking free (which requires a save vs. Death Ray, adjusted by the character's Strength bonus).

Riding dogs are a large breed, used primarily by Halflings for transport. They may be trained for war, and equipped with barding to improve their Armor Class. They can maintain a hold in the same way that normal dogs do. A light load for a riding dog is up to 150 pounds; a heavy load, up to 300 pounds.

Doppelganger

Armor Class:	15
Hit Dice:	4*
No. of Attacks:	1 fist
Damage:	1d12 or by weapon
Movement:	30'
No. Appearing:	1d6, Wild 1d6, Lair 1d6
Save As:	Fighter: 4
Morale:	10
Treasure Type:	E
XP:	280

Doppelgangers are strange beings that are able to take on the shapes of those they encounter; they can also read minds (as the spell, **ESP**, but with no limit of duration). In its natural form, the creature looks more or less humanoid, but slender and frail, with gangly limbs and half-formed features. The flesh is pale and hairless. Its large, bulging eyes are yellow with slitted pupils. A doppelganger is hardy, with a natural agility not in keeping with its frail appearance. In its natural form a doppelganger is about 5½ feet tall and weighs about 150 pounds.

Doppelgangers make excellent use of their natural mimicry to stage ambushes, bait traps, and infiltrate humanoid society. Although not usually evil, they are interested only in themselves and regard all others as playthings to be manipulated and deceived.

When in its natural form, a doppelganger strikes with its powerful fists. In the shape of a warrior or some other armed person, it attacks with whatever weapon is appropriate. In such cases, it uses its mind reading power to employ the same tactics and strategies as the person it is impersonating.



Dragon

Dragons are large (sometimes very large) winged reptilian monsters. Unlike wyverns, dragons have four legs as well as two wings; this is how experts distinguish "true" dragons from other large reptilian monsters. All dragons are long-lived, and they grow slowly for as long as they live. For this reason, they are described as having seven "age categories," ranging from 3 less to 3 more hit dice than the average. For convenience, a table is provided following the description of each dragon type; this table shows the variation in hit dice, damage from their various attacks, and other features peculiar to dragons.

If one dragon is encountered, it is equally likely to be a male or female ranging from -2 to +3 hit dice (1d6-3); two are a mated pair ranging from -1 to +2 hit dice (1d4-2). If three or four are encountered, they consist of a mated pair plus one or two young of -3 hit dice in size. If this is the case, the parents receive a Morale of 12 in combat since they are protecting their young.

A dragon attacks with its powerful claws and bite, its long, whiplike tail, and most famously with its breath weapon. It prefers to fight on the wing, staying out of reach until it has worn down the enemy with the breath weapon (or possibly with spells, if the dragon can cast any). Older, more intelligent dragons are adept at sizing up the opposition and eliminating the most dangerous foes first (or avoiding them while picking off weaker enemies).

Each dragon can use its breath weapon as many times per day as it has hit dice, except that dragons of the lowest age category do not yet have a breath weapon. The breath may be used no more often than every other round, and the dragon may use its claws and tail at the same time. The tail swipe attack may only be used if there are opponents behind the dragon, while the claws may be used only on those opponents in front of the creature. Due to their serpentine necks, dragons may bite in any direction, even behind them.

The breath weapon of a dragon does 1d8 points of

damage per hit die (so, a 7 hit die dragon does 7d8 points of damage with its breath). Victims may make a save vs. Dragon Breath for half damage. The breath weapon may be projected in any direction around the dragon, even behind, for the same reason that the dragon can bite those behind it.

There are three shapes (or areas of effect) which a dragon's breath weapon can cover. Each variety has a "normal" shape, which that type of dragon can use from the second age category (-2 hit dice) onward. Upon reaching the sixth age category (+2 hit dice), a dragon learns to shape its breath weapon into one of the other shapes (GM's option); at the seventh age category (+3 hit dice), the dragon is competent at producing all three shapes.

The shapes are:

Cone Shaped: The breath weapon begins at the dragon's mouth, and is about 2' wide at that point; it extends up to the maximum length (based on the dragon type and age) and is the maximum width at that point (again, as given for the dragon's type and age).

Line Shaped: The breath weapon is 5' wide and extends the given length in a straight line.

Cloud Shaped: The breath weapon covers an area up to the maximum given width (based on the dragon type and age) in both length and width (that is, the length figure given for the dragon type and age is ignored). A cloud-shaped breath weapon is, at most, 20' deep or high.

All dragons save for those of the lowest age category are able to speak Dragon. Each type has a given chance of "talking;" this is the chance that the dragon will know Common or a demi-human or humanoid language. Many who talk choose to learn Elvish. If the first roll for "talking" is successful, the GM may roll again, with each additional roll adding another language which the dragon may speak.

Some dragons learn to cast spells; the odds that a dragon can cast spells are the same as the odds that a dragon will learn to speak to lesser creatures, but each is rolled for separately.





Although goals and ideals vary among varieties, all dragons are covetous. They like to hoard wealth, collecting mounds of coins and gathering as many gems, jewels, and magic items as possible. Those with large hoards are loath to leave them for long, venturing out of their lairs only to patrol the immediate area or to get food. For dragons, there is no such thing as enough treasure. It's pleasing to look at, and they bask in its radiance. Dragons like to make beds of their hoards, shaping nooks and mounds to fit their bodies. Note that, for most monsters, the Treasure Type given is for a lair of average numbers; for dragons, the Treasure Type is for a single individual of average age. Note also that mated pairs do not share treasure! Rather than adjusting the treasure amounts for the number of monsters, adjust for the age of the dragon; a dragon of the highest age category would have about double the given amount, while one of the next to lowest age category would have perhaps a tenth that amount (hatchlings have no treasure).

Dragon, Black

Armor Class:	18
Hit Dice:	7**

No. of Attacks:	2 claws/1 bite or breath/1 tail
Damage:	1d6/1d6/2d10 or breath/1d6
Movement:	30' Fly 80' (15')
No. Appearing:	1, Wild 1, Lair 1d4
Save As:	Fighter: 7 (as Hit Dice)
Morale:	8
Treasure Type:	H
XP:	800

Black dragons prefer to ambush their targets, using their surroundings as cover. When fighting in heavily forested swamps and marshes, they try to stay in the water or on the ground; trees and leafy canopies limit their aerial maneuverability. When outmatched, a black dragon attempts to fly out of sight, so as not to leave tracks, and hide in a deep pond or bog. Black dragons are more cruel than white dragons, but are still motivated mostly by the urge to live, breed and collect valuable items.

Black dragons often choose to hide underwater, leaving only part of the head above the waterline, and leap up suddenly when prey comes within 100' (surprising on a roll of 1-4 on 1d6 in this case).

Black dragons are immune to all forms of acid. A black dragon may hold its breath up to three turns while lying in wait underwater.

Black Dragon Age Table

Age Category	1	2	3	4	5	6	7
Hit Dice	4	5	6	7	8	9	10
Attack Bonus	+4	+5	+6	+7	+8	+8	+9
Breath Weapon	Acid (Line)						
Length	-	70'	80'	90'	95'	100'	100'
Width	-	25'	30'	30'	35'	40'	45'
Chance/Talking	0%	15%	20%	25%	35%	50%	60%
Spells by Level							
Level 1	-	1	2	4	4	4	4
Level 2	-	-	-	-	1	2	3
Level 3	-	-	-	-	-	1	2
Claw	1d4	1d4	1d6	1d6	1d6	1d8	1d8
Bite	2d4	2d6	2d8	2d10	2d10	2d10	2d12
Tail	1d4	1d4	1d4	1d6	1d6	1d8	1d8

Dragon, Blue

Armor Class:	20
Hit Dice:	9** (+8)
No. of Attacks:	2 claws/1 bite or breath/1 tail
Damage:	1d8/1d8/3d8 or breath/1d8
Movement:	30' Fly 80' (15')
No. Appearing:	1, Wild 1, Lair 1d4
Save As:	Fighter: 9 (as Hit Dice)
Morale:	9
Treasure Type:	H
XP:	1,225

Blue dragons love to soar in the hot desert air, usually flying in the daytime when temperatures are highest. Some nearly match the color of the desert sky and use this coloration to their advantage. Their vibrant color makes blue dragons easy to spot in barren desert surroundings. However, they often burrow into the sand so only part of their heads are exposed, waiting until opponents come within 100 feet to spring out and attack (surprising on a roll of 1-4 on 1d6 in this case).

Blue dragons lair in vast underground caverns, where they also store their treasure. Although they collect anything that looks valuable, they are most fond of gems, especially sapphires. Blue dragons are evil monsters, though not so fierce as red dragons. They particularly enjoy tricking intelligent prey into entering their lairs or passing by their hiding places to be ambushed and killed; usually one member of a party attacked by a blue dragon will be left alive for a while, and the dragon will play with that person as a cat plays with a mouse.

Blue dragons are immune to normal lightning, and suffer only half damage from magical lightning.

Blue Dragon Age Table

Age Category	1	2	3	4	5	6	7
Hit Dice	6	7	8	9	10	11	12
Attack Bonus	+6	+7	+8	+8	+9	+9	+10
Breath Weapon	Lightning (Line)						
Length	-	80'	90'	100'	100'	110'	120'
Width	-	30'	35'	45'	50'	55'	60'
Chance/Talking	0%	15%	20%	40%	50%	60%	70%
Spells by Level							
Level 1	-	1	2	4	4	4	5
Level 2	-	-	1	2	3	4	4
Level 3	-	-	-	-	1	2	2
Level 4	-	-	-	-	-	-	1
Claw	1d4	1d4	1d6	1d8	1d8	1d8	1d10
Bite	2d6	3d6	3d8	3d8	3d8	3d8	3d10
Tail	1d4	1d6	1d6	1d8	1d8	1d8	1d8

Dragon, Gold

Armor Class:	22
Hit Dice:	11** (+9)
No. of Attacks:	2 claws/1 bite or breath/1 tail
Damage:	2d4/2d4/6d6 or breath/2d4
Movement:	30' Fly 80' (20')
No. Appearing:	1, Wild 1, Lair 1d4
Save As:	Fighter: 11 (as Hit Dice)
Morale:	10
Treasure Type:	H
XP:	1,765

Gold dragons usually parley before fighting. Those having spellcasting ability make heavy use of spells in combat. Among their favorites are **cloudkill**, **sleep**, and **slow**.

All gold dragons have the power to assume human form at will (in a manner equivalent to the spell **polymorph self**, but performed at will).

Unlike many other dragons, gold dragons are not cruel and do not seek to kill for pleasure. Many tales are told of gold dragons offering assistance to adventurers. They are, however, every bit as avaricious as any dragon; adventurers in need of gold need not bother asking for a loan.

Gold dragons are immune to all poisons, as well as normal fire. They suffer only half damage from magical fire.

Gold Dragon Age Table

Age Category	1	2	3	4	5	6	7
Hit Dice	8	9	10	11	12	13	14
Attack Bonus	+8	+8	+9	+9	+10	+11	+11
Breath Weapon	Fire or Poison Gas (Cone)						
Length	-	70'	80'	90'	95'	100'	110'
Width	-	30'	35'	45'	50'	55'	60'
Chance/Talking	0%	35%	70%	85%	90%	95%	95%
Spells by Level							
Level 1	-	1	2	3	4	5	6
Level 2	-	-	1	2	3	4	5
Level 3	-	-	-	1	2	3	4
Level 4	-	-	-	-	1	2	3
Level 5	-	-	-	-	-	1	2
Level 6	-	-	-	-	-	-	1
Claw	1d6	1d6	1d6	2d4	2d4	2d6	2d8
Bite	3d6	4d6	5d6	6d6	6d6	7d6	7d6
Tail	1d4	1d6	1d6	2d4	2d6	2d6	2d8

Dragon, Green

Armor Class:	19
Hit Dice:	8**
No. of Attacks:	2 claws/1 bite or breath/1 tail
Damage:	1d6/1d6/3d8 or breath/1d6
Movement:	30' Fly 80' (15')
No. Appearing:	1, Wild 1, Lair 1d4
Save As:	Fighter: 8 (as Hit Dice)
Morale:	8
Treasure Type:	H
XP:	1,015

Green dragons initiate fights with little or no provocation, picking on creatures of any size. If the target is intriguing or seems formidable, the dragon stalks the creature to determine the best time to strike and the most appropriate tactics to use. If the target

appears weak, the dragon makes its presence known quickly – it enjoys evoking terror.

Green dragons especially like to question adventurers to learn more about their society and abilities, what is going on in the countryside, and if there is treasure nearby. Adventurers may be allowed to live so long as they remain interesting... but woe to them when the dragon becomes bored.

Green dragons are immune to all poisons. Note that, despite their breath weapon being described as "poison gas," damage done by it is exactly the same as with other dragons. More specifically, those in the area of effect do not have to "save or die" as with ordinary poison, but rather save vs. Breath Weapon for half damage.

Green Dragon Age Table

Age Category	1	2	3	4	5	6	7
Hit Dice	5	6	7	8	9	10	11
Attack Bonus	+5	+6	+7	+8	+8	+9	+9
Breath Weapon	Poison Gas (Cloud)						
Length	-	70'	80'	90'	95'	100'	100'
Width	-	25'	30'	40'	45'	50'	55'
Chance/Talking	0%	15%	20%	30%	45%	55%	65%
Spells by Level							
Level 1	-	1	2	3	3	4	4
Level 2	-	-	1	2	3	3	4
Level 3	-	-	-	-	1	2	3
Level 4	-	-	-	-	-	-	1
Claw	1d4	1d6	1d6	1d6	1d6	1d8	1d10
Bite	2d4	3d4	3d6	3d8	3d8	3d8	3d10
Tail	1d4	1d4	1d6	1d6	1d6	1d8	1d8

Dragon, Red

Armor Class:	21
Hit Dice:	10** (+9)
No. of Attacks:	2 claws/1 bite or breath/1 tail
Damage:	1d8/1d8/4d8 or breath/1d8
Movement:	30' Fly 80' (20')
No. Appearing:	1, Wild 1, Lair 1d4
Save As:	Fighter: 10 (as Hit Dice)
Morale:	8
Treasure Type:	H
XP:	1,480

Because red dragons are so confident, they seldom pause to appraise an adversary. On spotting a target, they make a snap decision whether to attack, using one of many strategies worked out ahead of time. A red dragon lands to attack small, weak creatures with its claws and bite rather than obliterating them with its breath weapon, so as not to destroy any treasure they might be carrying.

Red dragons are cruel monsters, actively seeking to hunt, torment, kill and consume intelligent creatures. They are often said to prefer women and elves, but in truth a red dragon will attack almost any creature less powerful than itself.

Red dragons are immune to normal fire, and suffer only half damage from magical fire.

Red Dragon Age Table

Age Category	1	2	3	4	5	6	7
Hit Dice	7	8	9	10	11	12	13
Attack Bonus	+7	+8	+8	+9	+9	+10	+11
Breath Weapon	Fire (Cone)						
Length	-	70'	80'	90'	95'	100'	110'
Width	-	30'	35'	45'	50'	55'	60'
Chance/Talking	0%	15%	30%	50%	60%	70%	85%
Spells by Level							
Level 1	-	1	2	3	4	5	5
Level 2	-	-	1	2	3	4	5
Level 3	-	-	-	1	2	2	3
Level 4	-	-	-	-	1	2	2
Level 5	-	-	-	-	-	1	2
Claw	1d4	1d6	1d8	1d8	1d8	1d10	1d10
Bite	2d6	3d6	4d6	4d8	5d8	5d8	6d8
Tail	1d4	1d6	1d6	1d8	1d8	1d8	1d10

Dragon, Sea

Armor Class:	19
Hit Dice:	8**
No. of Attacks:	2 claws/1 bite or breath
Damage:	1d6/1d6/3d8 or breath
Movement:	10' Fly 60' (20') Swim 60' (15')
No. Appearing:	1, Wild 1, Lair 1d4
Save As:	Fighter: 8 (as Hit Dice)
Morale:	8
Treasure Type:	H
XP:	1,015

Though they live in the water and are somewhat adapted to it, Sea Dragons still must breathe air, similar to dolphins or whales. A Sea Dragon may hold its breath up to three turns while swimming or performing other moderate activity.

These dragons have much the same physical structure as other dragons, but their feet are webbed and their tails are short, flat and broad; these adaptations help the sea dragon swim efficiently, but severely limit their ability to walk on dry land. Unlike other dragons, sea dragons do not have a tail attack. The breath weapon of a sea dragon is a cloud of steam; they are immune to damage from non-magical steam (including the breath weapon of another sea dragon), and suffer only half damage from magical steam attacks.

Young sea dragons are light bluish-gray in color (similar to dolphins), darkening to a deep slate color in older individuals.

Sea dragons are neutral in outlook, in much the same way as white dragons. They often maintain lairs in air-filled undersea caverns.

Sea Dragon Age Table

Age Category	1	2	3	4	5	6	7
Hit Dice	5	6	7	8	9	10	11
Attack Bonus	+5	+6	+7	+8	+8	+9	+9
Breath Weapon	Steam (Cloud)						
Length	-	70'	80'	90'	95'	100'	100'
Width	-	25'	30'	40'	45'	50'	55'
Chance/Talking	0%	15%	20%	30%	45%	55%	65%
Spells by Level							
Level 1	-	1	2	3	3	4	4
Level 2	-	-	1	2	3	3	4
Level 3	-	-	-	-	-	1	2
Claw	1d4	1d6	1d6	1d6	1d6	1d8	1d10
Bite	2d4	3d4	3d6	3d8	3d8	3d8	3d10

Dragon, White

Armor Class:	17
Hit Dice:	6**
No. of Attacks:	2 claws/1 bite or breath/1 tail
Damage:	1d4/1d4/2d8 or breath/1d4
Movement:	30' Fly 80' (10')
No. Appearing:	1, Wild 1, Lair 1d4
Save As:	Fighter: 6 (as Hit Dice)
Morale:	8
Treasure Type:	H
XP:	610

White Dragons prefer to live in cold regions, whether in the highest mountains or in the cold northern lands. They are the least intelligent of dragons, though this does not mean that they are stupid by any stretch of the imagination. They are motivated completely by a drive to live, to reproduce, and (of course) to accumulate treasure; they kill to live, not for pleasure.

White dragons prefer sudden assaults, swooping down from aloft or bursting from beneath water, snow, or ice. Typically, a white dragon begins with its icy breath weapon, then tries to eliminate a single opponent with a follow-up attack.

White dragons are immune to normal cold, and take only half damage from magical cold or ice.

White Dragon Age Table

Age Category	1	2	3	4	5	6	7
Hit Dice	3	4	5	6	7	8	9
Attack Bonus	+3	+4	+5	+6	+7	+8	+8
Breath Weapon	Cold (Cone)						
Length	-	60'	70'	80'	85'	90'	95'
Width	-	25'	30'	30'	35'	40'	45'
Chance/Talking	0%	10%	15%	20%	30%	40%	50%
Spells by Level							
Level 1	-	1	2	3	3	3	3
Level 2	-	-	-	-	1	2	3
Level 3	-	-	-	-	-	-	1
Claw	1d4	1d4	1d4	1d4	1d4	1d6	1d8
Bite	2d4	2d6	2d6	2d8	2d8	2d10	2d10
Tail	1d4	1d4	1d4	1d4	1d4	1d6	1d6

Dragon Turtle

Armor Class:	22
Hit Dice:	30**
No. of Attacks:	2 claws/1 bite or breath
Damage:	2d8/2d8/10d6 or 30d8
Movement:	10' (10') Swim 30' (15')
No. Appearing:	Wild 1
Save As:	Fighter: 20 at +5
Morale:	10
Treasure Type:	H
XP:	13,650

A dragon turtle's rough, deep green shell is much the same color as the deep water the monster favors, and the silver highlights that line the shell resemble light dancing on open water. The turtle's legs, tail, and head are a lighter green, flecked with golden highlights. An adult dragon turtle can measure from 100 to 200 feet from snout to tail. They are occasionally mistaken for rocky outcroppings or even small islands.

Dragon turtles are fierce fighters and generally attack any creature that threatens their territory or looks like a potential meal. Though they are not true dragons, they do advance through the same sort of age categories as the true dragons do; however, each age category changes the dragon turtle's Hit Dice by 5.

Due to their massive size, dragon turtles are immune to virtually all poisons.

Dragon Turtle Age Table

Age Category	1	2	3	4	5	6	7
Hit Dice	15	20	25	30	35	40	45
Attack Bonus	+11	+13	+14	+15	+16	+16	+16
Breath Weapon	Steam (Cloud)						
Length	-	50'	75'	100'	125'	150'	175'
Width	-	25'	50'	75'	100'	125'	150'
Chance/Talking	0%	15%	20%	30%	45%	55%	65%
Spells by Level							
Level 1	-	-	1	2	2	3	3
Level 2	-	-	-	1	2	2	3
Claw	1d6	2d4	2d6	2d8	2d10	2d12	3d10
Bite	4d6	6d6	8d6	10d6	12d6	14d6	16d6

Dryad

Armor Class:	15
Hit Dice:	2*
No. of Attacks:	1
Damage:	1d4
Movement:	40'
No. Appearing:	Lair 1d6
Save As:	Magic-User: 4
Morale:	6
Treasure Type:	D
XP:	100

Dryads are female nature spirits; each is mystically bound to a single, enormous oak tree and must never stray more than 300 yards from it. Any who do become ill and die within 4d6 hours. A dryad's oak does not radiate magic. A dryad lives as long as her tree, and dies when the tree dies; likewise, if the dryad is killed, her tree dies also.

A dryad's delicate features are much like a female elf's, though her flesh is like bark or fine wood, and



her hair is like a canopy of leaves that changes color with the seasons. Although they are generally solitary, up to seven dryads have been encountered in one place on rare occasions.

Shy, intelligent, and resolute, dryads are as elusive as they are alluring -- they avoid physical combat and are rarely seen unless they wish to be. If threatened, or in need of an ally, a dryad can charm (as the spell **charm person**), attempting to gain control of the attacker(s) who could help the most against the rest. Any attack on her tree, however, provokes the dryad into a frenzied defense.

Eagle, Giant

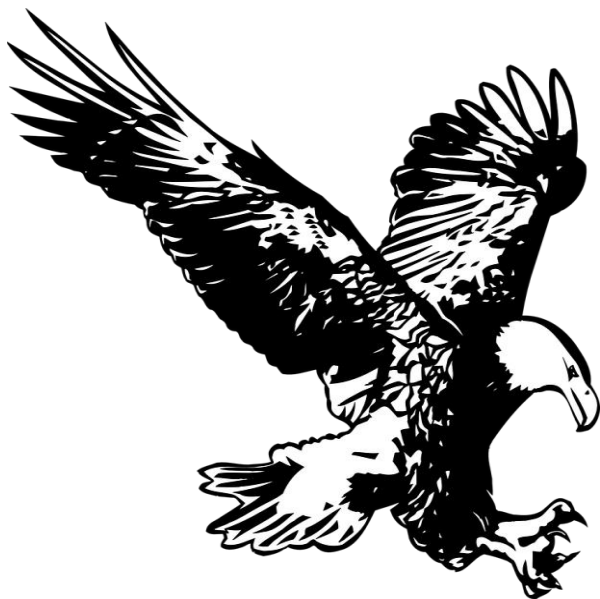
Armor Class:	15
Hit Dice:	4
No. of Attacks:	2 claws/1 bite
Damage:	1d6/1d6/1d8
Movement:	10' fly 90'
No. Appearing:	2d6
Save As:	Fighter: 4
Morale:	7
Treasure Type:	Nil
XP:	240

A typical giant eagle stands about 10 feet tall, has a wingspan of up to 20 feet, and resembles its smaller cousins in nearly every way except size. It weighs about 500 pounds. Many giant eagles are intelligent creatures and speak Common.

A giant eagle typically attacks from a great height, diving earthward at tremendous speed. When it cannot dive, it uses its powerful talons and slashing beak to strike at its target's head and eyes. A solitary giant eagle is typically hunting or patrolling in the vicinity of its nest and generally ignores creatures that do not appear threatening. A mated pair attacks in concert, making repeated diving attacks to drive away intruders, and fights to the death to defend their nest or hatchlings.

Efreeti*

Armor Class:	21 ±
Hit Dice:	10* (+9)
No. of Attacks:	1
Damage:	2d8 or special
Movement:	30' Fly 80' (10')
No. Appearing:	1
Save As:	Fighter: 15
Morale:	12 (9)
Treasure Type:	None
XP:	1,390



The efreet (singular efreeti) are humanoid creatures from the Elemental Plane of Fire. An efreeti in its natural form stands about 12 feet tall and weighs about 2,000 pounds. Efreet are malicious by nature. They love to mislead, befuddle, and confuse their foes. They do this for enjoyment as much as for tactical reasons.

Note that the 12 morale reflects an efreeti's absolute control over its own fear, but does not indicate that the creature will throw its life away easily. Use the "9" figure to determine whether an outmatched efreeti decides to leave a combat. Efreet have a number of magical powers, which can be used at will (that is, without needing magic words or gestures): become **invisible**, with unlimited uses per day; assume **gaseous form**, as the potion, up to one hour per day; **create illusions**, as the spell **phantasmal force** but including sound as well as visual elements, three times per day; **create flame**, with unlimited uses; and create a **wall of fire** (as the spell), once per day. Create flame allows the efreet to cause a flame to appear in its hand or otherwise on its person at will; it behaves as desired by the efreet, becoming as large as a torchflame or as small as a candle, and ignites flammable material just as any ordinary flame does. The flame can be thrown as a weapon with a range of up to 60', causing 1d8 points of damage on a successful hit. The efreet can create another flame, and throw it as well if desired, once per round.

Efreeti may assume the form of a column of fire at will, with no limit as to the number of times per day this power may be used; an in flame-form fights as if it were a fire elemental.





Due to their highly magical nature, efreit cannot be harmed by non-magical weapons. They are immune to normal fire, and suffer only half damage from magical fire attacks.

Elemental*

Elementals are incarnations of the elements that compose existence.

It is possible to summon an elemental by one of three means: By the use of a *staff*, or of a *device*, or by casting a *spell*. For each elemental type, separate statistics are provided for each of these three categories.

Due to their highly magical nature, elementals cannot be harmed by non-magical weapons.

Elemental, Air*

	Staff	Device	Spell
Armor Class:	18 ±	20 ±	22 ±
Hit Dice:	8*	12* (+10)	16* (+12)
No. of Attacks:	-- special --		
Damage:	1d12	2d8	3d6
Movement:	-- Fly 120' --		
No. Appearing:	-- special --		
Save As:	Fighter: 8	Fighter: 12	Fighter: 16
Morale:	-- 10 --		
Treasure Type:	-- None --		
XP:	945	1,975	3,385

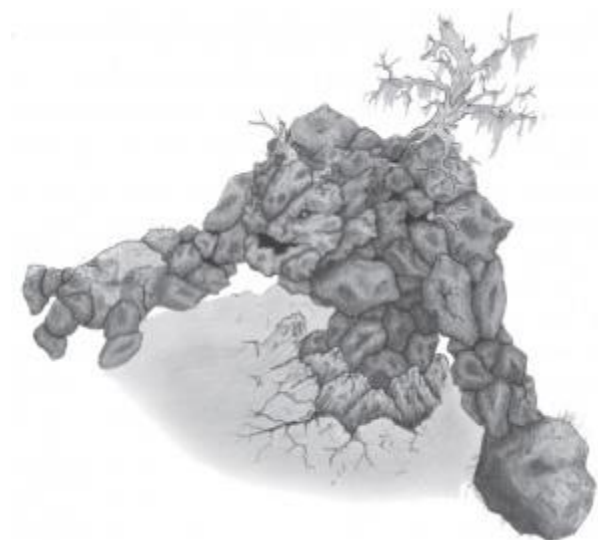
Air elementals resemble "dust devils," that is, small whirlwinds, but they are much more powerful. Air elementals take double damage when attacked by earth-based attacks (including by earth elementals). An air elemental may choose either to attack a single opponent, thus receiving one attack per round at the listed damage, or may choose to knock all opponents in a 5' radius to the ground; if the latter attack is used, all creatures of 2 hit dice or less must save vs. Death Ray or fall prone. Creatures of 3 or more levels or hit dice are not so affected. Air elementals do an additional 1d8 points of damage against creatures or vehicles which are airborne.



Elemental, Earth*

	Staff	Device	Spell
Armor Class:	18 ±	20 ±	22 ±
Hit Dice:	8*	12* (+10)	16* (+12)
No. of Attacks:	1	1	1
Damage:	1d12	2d8	3d6
Movement:	-- 20' (10') --		
No. Appearing:	-- special --		
Save As:	Fighter: 8	Fighter: 12	Fighter: 16
Morale:	-- 10 --		
Treasure Type:	-- None --		
XP:	945	1,975	3,385

Earth elementals resemble crude, headless humanoid statues, with clublike hands and feet. They cannot cross a body of water wider than their own height. Earth elementals take double damage when attacked by fire (including fire elementals). They do an additional 1d8 points of damage against creatures, vehicles, or structures which rest on the ground.

**Elemental, Fire***

	Staff	Device	Spell
Armor Class:	18 ±	20 ±	22 ±
Hit Dice:	8*	12* (+10)	16* (+12)
No. of Attacks:	1	1	1
Damage:	1d12	2d8	3d6
Movement:	-- 40' Fly 30' --		
No. Appearing:	-- special --		
Save As:	Fighter: 8	Fighter: 12	Fighter: 16
Morale:	-- 10 --		
Treasure Type:	-- None --		
XP:	945	1,975	3,385

Fire elementals are simply flames, which may appear generally humanoid for brief moments when they attack. Fire elementals take double damage when attacked by water (including water elementals). They cannot cross a body of water wider than their own diameter. They do an additional 1d8 points of damage against creatures which are cold or icy in nature.

Remember that a fire elemental is constantly burning; such a creature may easily start fires if it moves into an area containing items which burn easily, such as dry wood, paper, or oil. No specific rules are given for such fires, but the GM is directed to the rules for burning oil for an example of fire damage.

**Elemental, Water***

	Staff	Device	Spell
Armor Class:	18 ±	20 ±	22 ±
Hit Dice:	8*	12* (+10)	16* (+12)
No. of Attacks:	1	1	1
Damage:	1d12	2d8	3d6
Movement:	-- 20' (15') Swim 60' --		
No. Appearing:	-- special --		
Save As:	Fighter: 8	Fighter: 12	Fighter: 16
Morale:	-- 10 --		
Treasure Type:	-- None --		
XP:	945	1,975	3,385

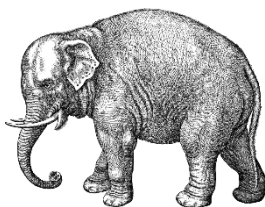
Water elementals resemble roiling waves of water, which seem to fall upon any creature attacked, only to reform the next round. They take double damage when attacked with air or wind attacks (including air elementals). A water elemental cannot move more than 60' from a body of water. They do an extra 1d8 points of damage against creatures, vehicles, or structures which are in the water.



Elephant

Armor Class:	18
Hit Dice:	9 (+8)
No. of Attacks:	2 tusks or 1 trample
Damage:	2d4/2d4 or 4d8
Movement:	40' (15')
No. Appearing:	Wild 1d20
Save As:	Fighter: 9
Morale:	8
Treasure Type:	special
XP:	1,075

Massive herbivores of tropical lands, elephants are unpredictable creatures but nevertheless are sometimes used as mounts or beasts of burden. This entry describes an African elephant. Indian elephants are slightly smaller and weaker, but more readily trained. A light load for an African elephant is 7,500 pounds; a heavy load, up to 15,000 pounds. For an Indian elephant, a light load is up to 7,000 pounds, and a heavy load up to 14,000 pounds.



An elephant has no treasure as such, but the tusks of an elephant are worth 1d8 x 100 gp.

Fish, Giant Barracuda

	Huge	Giant
Armor Class:	16	15
Hit Dice:	5	9 (+8)
No. of Attacks:	1 bite	1 bite
Damage:	2d6	2d8+1
Movement:	Swim 60'	Swim 60' (10')
No. Appearing:	Wild 2d4	Wild 1
Save As:	Fighter: 5	Fighter: 9
Morale:	8	10
Treasure Type:	None	None
XP:	360	1,075

Barracuda are predatory fish found in salt water. Huge barracudas are about 12' long, while giant specimens can exceed 20'. They have elongated bodies, pointed heads and prominent jaws. Their bodies are covered with smooth scales, typically blue, gray or silver in color. They have extremely keen eyesight and are surprised only on a 1 on 1d6. Due to the quickness of their attack, barracudas are themselves capable of surprising on 1-3 on 1d6 and gain a +2 bonus to Initiative.

Giant barracudas always appear singly and are 50% likely to break off the attack after 1d4 rounds if they haven't killed their prey. Both kinds are attracted to shiny objects.

Fish, Giant Bass

Armor Class:	13
Hit Dice:	2
No. of Attacks:	1 bite
Damage:	1d6
Movement:	Swim 40' (10')
No. Appearing:	Wild 1d6
Save As:	Fighter: 2
Morale:	8
Treasure Type:	None
XP:	75

Giant bass are generally between 10' and 25' long. Most are greenish-grey, marked with dark lateral stripes, though some are almost completely black. They are generally found in lakes or rivers, as they are not adapted for salt water.

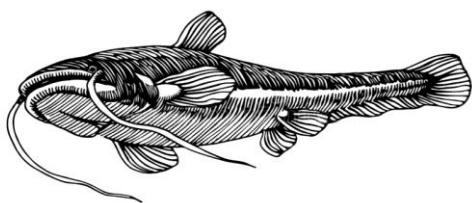
Giant bass are predatory, and on a natural attack roll of 20 a giant bass will swallow whole a dwarf-sized or smaller creature, which then takes 2d4 damage per round until it is dead. Swallowed characters can attack only with daggers or similar short weapons. Note that each giant bass can swallow at most one character, and a giant bass which has swallowed a character will attempt to retreat (having achieved its goal).

Fish, Giant Catfish

Armor Class:	16
Hit Dice:	8
No. of Attacks:	1 bite/2 fins
Damage:	2d8/1d4+poison/1d4+poison
Movement:	Swim 30' (10')
No. Appearing:	Wild 1d2
Save As:	Fighter: 8
Morale:	8
Treasure Type:	None
XP:	875

Giant catfish fins are edged with a natural poison that causes a painful burning sensation for 3d10 rounds if a save vs. Poison is failed. The pain causes the affected character or creature to suffer a -1 penalty on all attack rolls and saving throws; further poisonings will increase this penalty by -1 each, down to a maximum penalty of -5 as well as adding 6 rounds to the duration of the poison effect.

Because of its large size (15 to 20 feet long) and body design, a giant catfish cannot target more than one of its attacks on any single creature; that is, it cannot bite and fin the same opponent, nor use both fins on one victim.

**Fish, Giant Piranha**

Armor Class:	15
Hit Dice:	4
No. of Attacks:	1 bite
Damage:	1d8
Movement:	Swim 50'
No. Appearing:	Wild 2d4
Save As:	Fighter: 4
Morale:	7 (11)
Treasure Type:	None
XP:	240

Giant piranha average 5' in length at adulthood, and are aggressive carnivores. They are able to sense blood in the water just as sharks do, and once they smell or taste blood in the water, their morale rises to the parenthesized figure.

Fly, Giant

Armor Class:	14
Hit Dice:	2
No. of Attacks:	1 bite
Damage:	1d8
Movement:	30' Fly 60'
No. Appearing:	1d6, Wild 2d6
Save As:	Fighter: 2
Morale:	8
Treasure Type:	None
XP:	75

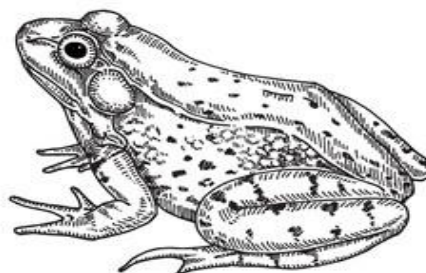
Giant flies look much like ordinary houseflies, but are about 3' long. Some are banded yellow and black, and are thus mistaken for giant bees. Giant flies are predators; after killing prey, they will sometimes lay eggs in the remains.

Frog, Giant (and Toad, Giant)

Armor Class:	13
Hit Dice:	2
No. of Attacks:	1 tongue or 1 bite
Damage:	grab or 1d4+1
Movement:	30' Swim 30'
No. Appearing:	1d4, Wild 1d4
Save As:	Fighter: 2
Morale:	6
Treasure Type:	None
XP:	75

Giant frogs are enlarged versions of the common frog; most resemble bullfrogs in appearance, but an adult giant frog is 3' long and weighs about 250 pounds. They are predators, but will normally only attack creatures smaller than themselves. Giant toads are statistically just like giant frogs; however, they are often found in "drier" areas as they do not have to maintain a wet skin surface.

A giant frog can stretch its tongue out up to 15' and drag up to dwarf-sized prey to its mouth; on every subsequent round, the victim is hit automatically. On a natural 20 attack roll, the victim is swallowed whole, taking 1d6 damage per round thereafter. Each giant frog can swallow only one such victim.



Gargoyle*

Armor Class:	15 ±
Hit Dice:	4**
No. of Attacks:	2 claws/1 bite/1 horn
Damage:	1d4/1d4/1d6/1d4
Movement:	30' Fly 50' (15')
No. Appearing:	1d6, Wild 2d4, Lair 2d4
Save As:	Fighter: 6
Morale:	11
Treasure Type:	C
XP:	320

Gargoyles are demonic-looking winged humanoid monsters with gray stone-like skin. They are often mistaken for winged stone statues, for they can remain still indefinitely without moving. Gargoyles use this disguise to ambush their foes, surprising on 1-4 on 1d6 if their foes do not otherwise suspect them. They are cruel monsters, inflicting pain on other creatures for the sole purpose of enjoyment.

Gargoyles require no food, water, or air. Due to their highly magical nature, they can only be harmed by magical weapons.

**Gelatinous Cube**

Armor Class:	12
Hit Dice:	4*
No. of Attacks:	1
Damage:	2d4 + paralysis

Movement:	20'
No. Appearing:	1
Save As:	Fighter: 2
Morale:	12
Treasure Type:	V
XP:	280

The nearly transparent gelatinous cube travels slowly along dungeon corridors and cave floors, absorbing carrion, creatures, and trash. Inorganic material remains trapped and visible inside the cube's body. A typical gelatinous cube is ten feet on a side and weighs about 15,000 pounds; however, smaller specimens have been reported.

A gelatinous cube attacks by slamming its body into its prey. It is capable of lashing out with a pseudopod, but usually engulfs foes. Any character hit by a gelatinous cube must save vs. Paralyzation or be paralyzed for 2d4 turns.

Any treasure indicated will be visible inside the creature, which must be slain if the treasure is to be recovered.

Ghast

Armor Class:	15
Hit Dice:	2**
No. of Attacks:	2 claws/1 bite
Damage:	1d4/1d4/1d4 + paralysis + stench
Movement:	30'
No. Appearing:	1d4 Wild/Lair 1d8
Save As:	Fighter: 2
Morale:	9
Treasure Type:	B
XP:	125

Although these creatures look just like their lesser kin, the ghoul, they are far more deadly and cunning. Those hit by a ghast's bite or claw attack must save vs. Paralyzation or be paralyzed for 2d8 turns. Elves are immune to this paralysis. Ghasts try to attack with surprise whenever possible, striking from behind tombstones and bursting from shallow graves; when these methods are employed, they are able to surprise opponents on 1-3 on 1d6. They are undead, and thus are immune to sleep, charm and hold magics. They may be Turned by Clerics using the same column as the ghoul. As they are superior to ghouls, in a mixed group of ghasts and ghouls the GM should apply Turning effects to the ordinary ghouls first.

Humanoids bitten by ghasts may be infected with ghast fever. Each time a humanoid is bitten, there is a 10% chance of the infection being passed. The afflicted humanoid is allowed to save vs. Death Ray; if the save is failed, the humanoid dies within a day.

An afflicted humanoid who dies of ghaſt fever riſes as a ghaſt at the next midnight. A humanoid who becomes a ghaſt in this way retains none of the knowledge or abilities he or ſhe poſſeſſed in life. The newly-riſen ghaſt is not under the control of any other ghaſts, but hungers for the fleſh of the living and behaves like any other ghaſt in all reſpects.

The ſtink of death and corruption ſurrounding theſe creatures is overwhelming. Living creatures within 10 feet muſt ſucceed on a ſave vs. Poiſon or be ſickened for 2d6 rounds (-2 to attack rolls). A creature that ſuſſeſſfully ſaves cannot be affected again by the ſame ghaſt's ſtench for 24 hours. A **neutralize poiſon** ſpell removes the effect from a ſickened creature.

Ghost*

Armor Class:	20 ±
Hit Dice:	10* (+9)
No. of Attacks:	1 touch/1 gaze
Damage:	1d8 + ſpecial
Movement:	30'
No. Appearing:	1
Save As:	Fighter: 10
Morale:	10
Treasure Type:	E, N, O
XP:	1,390

Ghaſts are the ſpectral remnants of intelligent beings who, for one reaſon or another, cannot reſt eaſily in their graves. A ghaſt normally reſembles the form it had in life, but ſometimes the ſpiritual form is altered. For inſtance, the ghaſt of ſomeone who believed he or ſhe was evil might look a bit demoniſ. Becauſe they are incorporeal, ghaſts may be hit only by magical weapons.

Seeing a ghaſt is ſo terrible that the victim muſt ſave vs. Spells or flee for 2d6 rounds. A character or creature who ſuſſeſſfully ſaves vs. a given ghaſt's **fear** attack may not be ſo affected by that ghaſt again, but of courſe may ſtill be affected by another.

A ghaſt that hits a living target with its touch attack does 1d8 points of



damage, and at the ſame time regenerates the ſame number of hit points. In addition, the victim loſes 1 Conſtitution point. Elves and dwarves (and other long-lived creatures ſuch as dragons) are allowed a ſaving throw vs. Death Ray to reſiſt this effect, which muſt be rolled on each hit. Characters who loſe Conſtitution appear to have aged. If a ghaſt is fighting a living creature which does not have a Conſtitution ſcore, the GM ſhould assign whatever ſcore he or ſhe ſees fit.

Loſt Conſtitution can be regained at a rate of one point per caſting of **reſtoration**; nothing elſe (except a **wiſh**) can reſtore Conſtitution loſt to a ghaſt. If a character's Conſtitution falls to 0, he or ſhe dies permanently and cannot be **raiſed** (but ſtill may be **reincarnated**).

Once per turn, a ghaſt can uſe **telekineſis** (as the ſpell) as if it were a 10th level Magic-User.

Inſtead of attacking, a ghaſt may attempt to poſſeſs a living creature. This ability is ſimilar to a **magic jar** ſpell (as if caſt by a 10th level Magic-User), except that it does not require a receptacle. To uſe this ability, the ghaſt muſt be able to move into the target (ſo it is poſſible to outrun it). The target can reſiſt the attack with a ſuſſeſſful ſave vs. Spells. A creature that ſuſſeſſfully ſaves is immune to being poſſeſſed by that ghaſt for 24 hours. If the ſave fails, the ghaſt enters the target's body and controls it; control may be maintained until the ghaſt chooses to leave the victim's body, or until it is driven out by means of a **remove curſe** ſpell. While it is poſſeſſing a living creature, a ghaſt may not uſe any of its ſpecial abilities.

Ghoul

Armor Class:	14
Hit Dice:	2*
No. of Attacks:	2 claws/1 bite
Damage:	1d4/1d4/1d4, all plus paralysis
Movement:	30'
No. Appearing:	1d6, Wild 2d8, Lair 2d8
Save As:	Fighter: 2
Morale:	9
Treasure Type:	B
XP:	100

Ghouls are **undead** monſters which eat the fleſh of dead humanoids to ſurvive. They are vile, diſgusting carrion-eaters, but are more than willing to kill for food. Thoſe ſlain by ghouls will generally be ſtored until they begin to rot before the ghouls will actually eat them.

Thoſe hit by a ghaſt's bite or claw attack muſt ſave vs. Paralyzation or be paralyzed for 2d8 turns. Elves are immune to this paralysis. Ghouls try to attack with ſurpriſe whenever poſſible, ſtriking from behind tombſtones and burſting from ſhallow graves; when theſe methods are employed, they are able to ſurpriſe



opponents on 1-3 on 1d6. Like all undead, they may be Turned by Clerics and are immune to **sleep**, **charm** and **hold** magics.

Humanoids bitten by ghouls may be infected with ghoul fever. Each time a humanoid is bitten, there is a 5% chance of the infection being passed. The afflicted humanoid is allowed to save vs. Death Ray; if the save is failed, the humanoid dies within a day.

An afflicted humanoid who dies of ghoul fever rises as a ghoul at the next midnight. A humanoid who becomes a ghoul in this way retains none of the knowledge or abilities he or she possessed in life. The newly-risen ghoul is not under the control of any other ghouls, but hungers for the flesh of the living and behaves like any other ghoul in all respects.

Giant, Cloud

Armor Class:	19 (13)
Hit Dice:	12+3* (+10)
No. of Attacks:	1 giant weapon or 1 thrown rock
Damage:	6d6 or 3d6
Movement:	20' Unarmored 40' (10')
No. Appearing:	1d2, Wild 1d3, Lair 1d3
Save As:	Fighter: 12
Morale:	10
Treasure Type:	E plus 1d12x1000 gp
XP:	1,975

Cloud giants' skin ranges in color from milky white to light sky blue. They have hair of silvery white or brass, and their eyes are iridescent blue. Adult males are about 18 feet tall and weigh about 5,000 pounds. Females are slightly shorter and lighter. Cloud giants can live to be 400 years old.

Cloud giants dress in the finest clothing available and wear jewelry. To many, appearance indicates station: The better the clothes and the finer the jewelry, the more important the wearer. They also appreciate music, and most can play one or more instruments (the harp is a favorite). Like most giants, they are suspicious of the smaller races, but cloud giants do not usually prey upon them, preferring instead to demand tribute from humans, demi-humans, or humanoids living nearby.

Cloud giants fight in well-organized units, using carefully developed battle plans. They prefer to fight from a position above their opponents. Cloud giants can throw large stones up to 200' for 3d6 points of damage each. Also, 5% of cloud giants have the abilities of a Magic-User of level 2 to 8 (2d4). A favorite tactic is to circle the enemies, barraging them with rocks while the giants with magical abilities confound them with spells. In battle, cloud giants wear finely crafted, intricately engraved plate mail.



Giant, Cyclops

Armor Class:	15 (13)
Hit Dice:	13* (+10)
No. of Attacks:	1 giant club or 1 rock (thrown)
Damage:	3d10 or 3d6
Movement:	20' Unarmored 30'

No. Appearing:	1, Wild 1d4, Lair 1d4
Save As:	Fighter: 13
Morale:	9
Treasure Type:	E plus 1d8x1000 gp
XP:	2,285

A cyclops is a one-eyed giant. Huge and brutish, they most resemble hill giants, and even dress in the same "style," layers of crudely prepared hides with the fur left on, unwashed and unrepaired.

They are reclusive and unfriendly to almost all of the smaller races.

A cyclops can throw a large rock up to 200' for 3d6 points of damage, but they aim poorly and thus suffer an attack penalty of -2. Once per year, a cyclops can cast the spell **bestow curse** (the reverse of the spell **remove curse**).



Giant, Fire

Armor Class:	17 (13)
Hit Dice:	11+2* (+9)
No. of Attacks:	1 giant weapon or 1 thrown rock
Damage:	5d6 or 3d6
Movement:	20' Unarmored 40' (10')
No. Appearing:	1d2, Wild 1d3, Lair 1d3
Save As:	Fighter: 11
Morale:	9
Treasure Type:	E plus 1d10x1000 gp
XP:	1,670

An adult male fire giant is 14 feet tall, has a chest that measures 9 feet around, and weighs about 3,200 pounds. Females are slightly shorter and lighter. Fire

giants can live to be 350 years old. Fire giants wear sturdy cloth or leather garments colored red, orange, yellow, or black. Warriors wear helmets and half-plate armor of blackened steel.

Fire giants are unfriendly to almost all other human, demi-human, and humanoid races, though they sometimes subjugate nearby humanoid races to act as their servants.



A fire giant can throw large stones up to 200' for 3d6 damage. Fire giants are immune to all fire-based attacks.

Giant, Frost

Armor Class:	17 (13)
Hit Dice:	10+1* (+9)
No. of Attacks:	1 giant weapon or 1 thrown rock
Damage:	4d6 or 3d6
Movement:	20' Unarmored 40' (10')
No. Appearing:	1d2, Wild 1d4, Lair 1d4
Save As:	Fighter: 10
Morale:	9
Treasure Type:	E plus 1d10x1000 gp
XP:	1,390

Frost giants have pale, almost white skin. A frost giant's hair can be light blue or dirty yellow, and its eyes usually match its hair color. Frost giants dress in skins and pelts, along with any jewelry they own. Frost giant warriors add chain shirts and metal helmets decorated with horns or feathers.

An adult male is about 15 feet tall and weighs about 2,800 pounds. Females are slightly shorter and lighter, but otherwise identical with males. Frost giants can live to be 250 years old.

Frost giants are, first and foremost, cunning. They dislike the smaller races as much as any giant, but rather than attacking outright they will try to use their advantages to convince those weaker than them to submit. If faced with a stronger force, frost giants will parley or withdraw if possible, attacking only if victory seems assured.

A frost giant can throw large stones up to 200' for 3d6 damage. Frost giants are immune to all ice or cold-based attacks.

Giant, Hill

Armor Class:	15 (13)
Hit Dice:	8
No. of Attacks:	1 giant weapon (club)



Damage:	2d8
Movement:	30' Unarmored 40'
No. Appearing:	1d4, Wild 2d4, Lair 2d4
Save As:	Fighter: 8
Morale:	8
Treasure Type:	E plus 1d8x1000 gp
XP:	875

The smallest of giants, adult hill giants stand between ten and twelve feet in height and weigh about 1,100 pounds. Hill giants can live to be 200 years old. Skin color among hill giants ranges from light tan to deep ruddy brown. They have brown or black hair and eyes the same color. They wear layers of crudely prepared hides, which they seldom wash or repair, preferring to simply add more hides as the old ones wear out.



Whether attacking with a weapon or fist, hill giants deal 2d8 damage. Hill giants are brutish and aggressive. They are sometimes found leading groups of ogres or bugbears. Hill giants often keep **dire wolves** as pets.

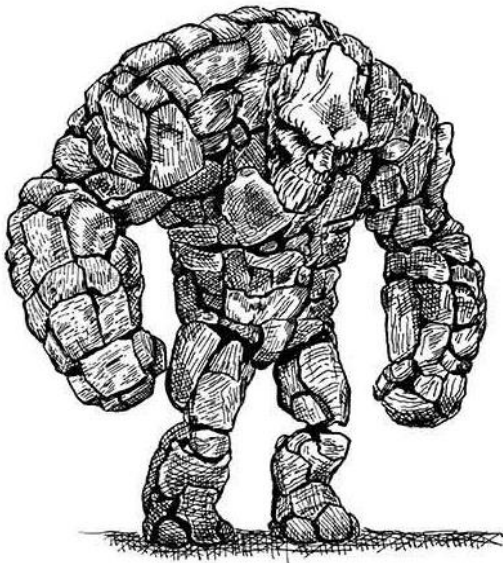
Giant, Stone

Armor Class:	17 (15)
Hit Dice:	9 (+8)
No. of Attacks:	1 stone club or 1 thrown rock
Damage:	3d6 or 3d6
Movement:	30' Unarmored 40'
No. Appearing:	1d2, Wild 1d6, Lair 1d6
Save As:	Fighter: 9
Morale:	9
Treasure Type:	E plus 1d8x1000 gp
XP:	1,075

Stone giants prefer thick leather garments, dyed in shades of brown and gray to match the stone around them. Adults are about 12 feet tall and weigh about 1,500 pounds. Stone giants can live to be 800 years old.

A stone giant can throw large stones up to 300' for 3d6 damage.

Stone giants are reclusive, but they will defend their territory (typically in rocky mountainous terrain) against any who trespass therein.



Giant, Storm

Armor Class:	19 (13)
Hit Dice:	15** (+11)
No. of Attacks:	1 giant weapon or 1 lightning bolt



Damage:	8d6 or 15d6
Movement:	30' Unarmored 50' (10')
No. Appearing:	1, Wild 1d3, Lair 1d3
Save As:	Fighter: 15
Morale:	10
Treasure Type:	E plus 1d20x1000 gp
XP:	3,100

Adult storm giants are about 21 feet tall and weigh about 12,000 pounds. They can live to be 600 years old. Most storm giants have pale skin and dark hair. Very rarely, storm giants have violet skin. Violet-skinned storm giants have deep violet or blue-black hair with silvery gray or purple eyes.

Storm giants generally dress in short, loose tunic belted at the waist, sandals or bare feet, and a headband. They wear a few pieces of simple but finely crafted jewelry, anklets (favored by barefoot giants), rings, or circlets being most common. They live quiet, reflective lives and spend their time musing about the world, composing and playing music, and tilling their land or gathering food.

Storm giants prefer to attack first with their **lightning bolts** (which work just as the spell does, and can be used once per five rounds; a save vs. Spells reduces damage to half). Also, 10% of storm giants have the abilities of a Magic-User of level 2 to 12 (2d6). In battle, they wear well-crafted and well-cared-for plate mail.

Unlike most other giants, storm giants have been known to befriend humans, elves, or dwarves.

Gnoll

Armor Class:	15 (13)
Hit Dice:	2
No. of Attacks:	1 weapon
Damage:	2d4 or by weapon +1
Movement:	30' Unarmored 40'
No. Appearing:	1d6, Wild 3d6, Lair 3d6
Save As:	Fighter: 2
Morale:	8
Treasure Type:	Q, S each; D, K in lair
XP:	75

Gnolls are hyena-headed, evil humanoids that wander in loose tribes. Most gnolls have dirty yellow or reddish-brown fur. An adult male gnoll is about 7½ feet tall and weighs 300 pounds.

Gnolls are nocturnal, and have Darkvision with a 30' range. They are cruel carnivores, preferring intelligent creatures for food because they scream more. They show little discipline when fighting unless they have a strong leader.

One out of every six gnolls will be a hardened warrior of 4 Hit Dice (240 XP) having a +1 bonus to damage due

to strength. Gnolls gain a +1 bonus to their morale if they are led by such a warrior. In lairs of 12 or greater, there will be a pack leader of 6 Hit Dice (500 XP) having a +2 bonus to damage. In the lair, gnolls never fail a morale check as long as the pack leader is alive. In addition, a lair has a chance equal to 1-2 on 1d6 of a shaman being present, and 1 on 1d6 of a witch or warlock. A shaman is equivalent to a hardened warrior statistically, and in addition has Clerical abilities at level 1d4+1. A witch or warlock is equivalent to a regular gnoll, and has Magic-User abilities of level 1d4.



Gnome

Armor Class:	15 (11)
Hit Dice:	1
No. of Attacks:	1 weapon
Damage:	1d6 or by weapon
Movement:	20' Unarmored 40'
No. Appearing:	1d8, Wild 5d8, Lair 5d8
Save As:	Fighter: 1 (with Dwarf bonuses)

Morale:	8
Treasure Type:	D
XP:	25

Gnomes stand 3 to 3½ feet tall and weigh 40 to 45 pounds. Their skin color ranges from dark tan to woody brown, their hair is fair, and their eyes can be any shade of blue. Males usually wear short, carefully trimmed beards.

Gnomes generally wear leather or earth tones, though they decorate their clothes with intricate stitching or fine jewelry. Gnomes reach adulthood at about age 40, and they live about 350 years. They have Darkvision with a 30' range. When attacked in melee by creatures larger than man-sized, gnomes gain a +1 bonus to their Armor Class. Outdoors in their preferred forest terrain, they are able to hide very effectively; so long as they remain still there is only a 20% chance they will be detected. If one or more gnomes who are successfully hiding attack from ambush, they surprise their foes on 1-4 on 1d6.

Gnomes speak their own language, Gnomish, and many know the language of the dwarves. Most gnomes who travel outside gnome lands (as traders or tinkers) know Common, while warriors in gnome settlements usually learn Goblin. Gnomes encountered in the wilderness are likely to be unfriendly, but not hostile. They tolerate dwarves but dislike most other humanoid races. When forced to interact with other races, a gnome will generally be recalcitrant, unless offered a significant amount of treasure.



Most gnomes encountered outside their home are warriors; the statistics above are for such. In the lair, for every warrior there will be an average of three civilians having 1-1 Hit Dice and Armor Class 11; such gnomes have Morale of 7. One out of every eight gnome warriors will be a sergeant having 3 Hit Dice (145 XP). Gnomes gain a +1 bonus to their morale if they are led by a sergeant. Both warriors and sergeants commonly wear chainmail. In gnomish communities, one out of every sixteen warriors will be a captain of 5 Hit Dice (360 XP) with an Armor Class of 16 (11), adding a shield. In addition, in communities of 35 or greater, there will be a king of 7 Hit Dice (670 XP), with an Armor Class of 18 (11), in plate mail and carrying a shield, having a +1 bonus damage due to strength. In their community, gnomes never fail a morale check as long as the king is alive. There is a chance equal to 1-4 on 1d6 that a community will have a Cleric of level 1d6+1, and 1-2 on 1d6 of a Magic-User of level 1d6. Gnomish Clerics and Magic-Users are equivalent to regular gnomish warriors statistically.

Goblin

Armor Class:	14 (11)
Hit Dice:	1-1
No. of Attacks:	1 weapon
Damage:	1d6 or by weapon
Movement:	20' Unarmored 30'
No. Appearing:	2d4 ,Wild 6d10, Lair 6d10
Save As:	Fighter: 1
Morale:	7 or see below
Treasure Type:	R each; C in lair
XP:	10

Goblins are small, wicked humanoids that favor ambushes, overwhelming odds, dirty tricks, and any other edge they can devise. An adult goblin stands 3 to 3½ feet tall and weigh 40 to 45 pounds. Its eyes are



usually bright and crafty-looking, varying in color from red to yellow. A goblin's skin color ranges from yellow through any shade of orange to a deep red; usually all members of a single tribe are about the same color. Goblins wear clothing of dark leather, tending toward drab, soiled-looking colors. They have Darkvision with a 30' range.

The statistics given above are for a standard Goblin in leather armor with a shield; they have a natural Movement rate of 30' and a natural Armor Class of 11.

Some goblins ride **dire wolves** into combat, and large groups of goblins will often employ them to track and attack their foes.

One out of every eight goblins will be a warrior of 3-3 Hit Dice (145 XP). Goblins gain a +1 bonus to their morale if they are led by a warrior. In a lair or other settlement, one out of every fifteen will be a chieftain of 5-5 Hit Dice (360 XP) in chainmail with an Armor Class of 15 (11) and movement of 10' that gains a +1 bonus to damage due to strength. In lairs or settlements of 30 or more goblins, there will be a goblin king of 7-7 Hit Dice (670 XP), with an Armor Class of 16 (11), wearing chainmail and carrying a shield, with a movement of 10', and having a +1 bonus to damage. Goblins have a +2 bonus to morale while their king is present (this is not cumulative with the bonus given by a warrior leader). In addition, a lair has a chance equal to 1 on 1d6 of a shaman being present (or 1-2 on 1d6 if a goblin king is present). A shaman is equivalent to a regular goblin statistically, but has Clerical abilities at level 1d4+1.

Golem*

Golems are magically created automatons of great power. Constructing one involves the employment of mighty magic and elemental forces. The animating force for a golem is an elemental spirit. The process of creating the golem binds the spirit to the artificial body and subjects it to the will of the golem's creator.

Being mindless, golems generally do nothing without orders from their creators. They follow instructions explicitly and are incapable of any strategy or tactics. A golem's creator can command it if the golem is within

60 feet and can see and hear its creator. If not actively commanded, a golem usually follows its last instruction to the best of its ability, though if attacked it returns the attack. The creator can give the golem a simple command to govern its actions in his or her absence. The golem's creator can order the golem to obey the commands of another person (who might in turn place the golem under someone else's control, and so on), but the golem's creator can always resume control over his creation by commanding the golem to obey him alone.

Golems have immunity to most magical and supernatural effects, except when otherwise noted. They can only be hit by magical weapons.

Golem, Amber*

Armor Class:	21 ±
Hit Dice:	10* (+9)
No. of Attacks:	2 claws/1 bite
Damage:	2d6/2d6/2d10
Movement:	60'
No. Appearing:	1
Save As:	Fighter: 5
Morale:	12
Treasure Type:	None
XP:	1,390

Amber golems are generally built to resemble lions or other great cats. They are able to detect invisible creatures or objects within 60', and can track with 95% accuracy through any terrain type.

A magical attack that deals electricity damage heals 1 point of damage for every 3 full points of damage the attack would otherwise deal. For example, an amber golem hit by a **lightning bolt** for 20 points of damage is instead healed up to 6 points. If the amount of healing would cause the golem to exceed its full normal hit points, the excess is ignored.

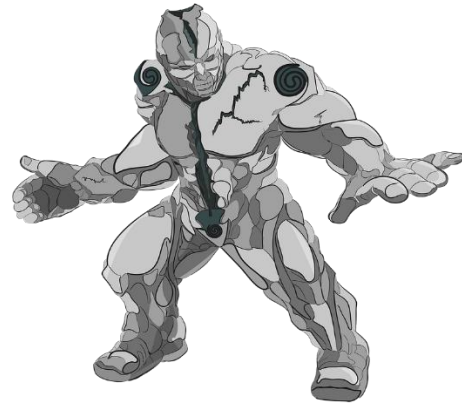
Golem, Bone*

Armor Class:	19 ±
Hit Dice:	8*
No. of Attacks:	4 weapons
Damage:	1d6/1d6/1d6/1d6 or by weapon
Movement:	40' (10')
No. Appearing:	1
Save As:	Fighter: 4
Morale:	12
Treasure Type:	None
XP:	945

Bone golems are huge four-armed monsters created from the skeletons of at least two dead humanoids. Though made of bone, they are not undead and cannot be turned.

Instead of four one-handed weapons, a bone golem can be armed with two two-handed weapons, giving 2 attacks per round and a damage figure of 1d10/1d10 or by weapon.

When a bone golem enters combat, there is a cumulative 1% chance each round that its elemental spirit breaks free and the golem goes berserk. The uncontrolled golem goes on a rampage, attacking the nearest living creature or smashing some object smaller than itself if no creature is within reach, then moving on



to spread more destruction. The golem's creator, if within 60 feet, can try to regain control by speaking firmly and persuasively to the golem; he or she must make a save vs. Spells to succeed at this, and at least 1 round of time is required for each check. It takes 1 round of inactivity by the golem to reset the golem's berserk chance to 0%.

Golem, Bronze*

Armor Class:	20 ±
Hit Dice:	20** (+13)
No. of Attacks:	1 fist + special
Damage:	3d10 + special
Movement:	80' (10')
No. Appearing:	1
Save As:	Fighter:10
Morale:	12
Treasure Type:	None
XP:	5,650

These golems resemble statues made of bronze; unlike natural bronze statues, they never turn green from verdigris. A bronze golem is 10 feet tall and weighs about 4,500 pounds. A bronze golem cannot speak or make any vocal noise, nor does it have any distinguishable odor. It moves with a ponderous but smooth gait. Each step causes the floor to tremble unless it is on a thick, solid foundation.

The interior of a bronze golem is molten metal. Creatures hit by one in combat suffer an additional 1d10 damage from the heat (unless resistant to heat or fire). If one is hit in combat, molten metal spurts out, spraying the attacker for 2d6 damage. A save vs. Death Ray is allowed to avoid the metal spray.

When a bronze golem enters combat, there is a cumulative 1% chance each round that its elemental spirit will break free. Such a golem will go on a rampage, attacking the nearest living creature or smashing some object smaller than itself if no creature is within reach, then moving on to cause more destruction. The golem's creator, if within 60 feet, can

try to regain control by speaking firmly and persuasively to the golem; he or she must make a save vs. Spells to succeed at this, and at least 1 round of time is required for each check. It takes 1 round of inactivity by the golem to reset the chance it will go berserk to 0%.

Golem, Clay*

Armor Class:	22 ±
Hit Dice:	11** (+9)
No. of Attacks:	1 fist
Damage:	3d10
Movement:	20'
No. Appearing:	1
Save As:	Fighter: 6
Morale:	12
Treasure Type:	None
XP:	1,765

This golem has a humanoid body made from clay. A clay golem wears no clothing except for a metal or stiff leather garment around its hips. A clay golem cannot speak or make any vocal noise. It walks and moves with a slow, clumsy gait. It weighs around 600 pounds.

When a clay golem enters combat, there is a cumulative 1% chance each round that its elemental spirit will break free. Such a golem will go on a

rampage, attacking the nearest living creature or smashing some object smaller than itself if no creature is within reach, then moving on to cause more destruction. Once a clay golem goes berserk, no known method can reestablish control.

The damage a clay golem deals doesn't heal naturally, and magical healing cures only 1 point per die rolled (but add all bonuses normally).

Golem, Flesh*

Armor Class:	20 ±
Hit Dice:	9** (+8)
No. of Attacks:	2 fists
Damage:	2d8/2d8
Movement:	30'
No. Appearing:	1
Save As:	Fighter: 5
Morale:	12
Treasure Type:	None
XP:	1,225

A flesh golem is a ghoulish collection of stolen humanoid body parts, stitched together into a single composite form. No natural animal willingly tracks a flesh golem. The golem wears whatever clothing its creator desires, usually just a ragged pair of trousers. It



has no possessions and no weapons. It stands 8 feet tall and weighs almost 500 pounds. A flesh golem cannot speak, although it can emit a hoarse roar of sorts. It walks and moves with a stiff-jointed gait, as if not in complete control of its body.

When a flesh golem enters combat, there is a cumulative 1% chance each round that its elemental spirit will break free. Such a golem will go on a rampage, attacking the nearest living creature or smashing some object smaller than itself if no creature is within reach, then moving on to cause more destruction. The golem's creator, if within 60 feet, can try to regain control by speaking firmly and persuasively to the golem; he or she must make a save vs. Spells to succeed at this, and at least 1 round of time is required for each check. It takes 1 round of inactivity by the golem to reset the golem's berserk chance to 0%.

A magical attack that deals cold or fire damage slows a flesh golem (as the **slow** spell) for 2d6 rounds, with no saving throw. A magical attack that deals electricity damage breaks any slow effect on the golem and heals 1 point of damage for every 3 full points of damage the attack would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, the excess is ignored. For example, a flesh golem hit by a lightning bolt heals 3 points of damage if the attack would have dealt 11 points of damage.

Golem, Iron*

Armor Class:	25 ±
Hit Dice:	17** (+12)
No. of Attacks:	1 + special
Damage:	4d10 + special
Movement:	20' (10')
No. Appearing:	1
Save As:	Fighter: 9
Morale:	12
Treasure Type:	None
XP:	3,890

This golem has a humanoid body made from iron. An iron golem can be fashioned in any manner, just like a stone golem (see below), although it almost always displays armor of some sort. Its features are much smoother than those of a stone golem. Iron golems sometimes carry a short sword in one hand. An iron golem is 12 feet tall and weighs about 5,000 pounds. An iron golem cannot speak or make any vocal noise, nor does it have any distinguishable odor. It moves with a ponderous but smooth gait. Each step causes the floor to tremble unless it is on a thick, solid foundation.

Iron golems can exhale a cloud of poisonous gas which fills a 10-foot cube and persists for 1 round. Those within the area of effect must save vs. Dragon Breath or die. This ability can be used up to 3 times per day.

A magical attack that deals electricity damage slows an iron golem (as the **slow** spell) for 3 rounds, with no saving throw. A magical attack that deals fire damage breaks any slow effect on the golem and heals 1 point of damage for each 3 full points of damage the attack would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, the excess is ignored. For example, an iron golem hit by a fireball gains back 6 hit points if the damage total is 19 points. An iron golem is affected normally by rust attacks, such as that of a rust monster, suffering 2d6 points of damage for each hit (with no saving throw normally allowed).

Golem, Stone*

Armor Class:	25 ±
Hit Dice:	14** (+11)
No. of Attacks:	1 + special
Damage:	3d8 + special
Movement:	20' (10')
No. Appearing:	1
Save As:	Fighter: 7
Morale:	12
Treasure Type:	None
XP:	2,730

This golem has a humanoid body made from stone. A stone golem is 9 feet tall and weighs around 2,000 pounds. Its body is frequently stylized to suit its creator. For example, it might look like it is wearing armor, with a particular symbol carved on the breastplate, or have designs worked into the stone of its limbs. Stone golems are formidable opponents, being physically powerful and difficult to harm. A stone golem can use a **slow** effect, as the spell, once every other round; a save vs. Spells is allowed to resist. The effect has a range of 10 feet and a duration of 2d6 rounds. A **stone to flesh** spell may be used to weaken the monster. The spell does not actually change the golem's structure, but for one full round after being affected, the golem is vulnerable to normal weapons. The stone golem is allowed a save vs. Spells to resist this effect.

Golem, Wood*

Armor Class:	13 ±
Hit Dice:	2+2*
No. of Attacks:	1 fist
Damage:	1d8
Movement:	40'
No. Appearing:	1
Save As:	Fighter: 1
Morale:	12
Treasure Type:	None
XP:	100

Wood golems are small constructs, not more than 4' in height, and are crudely made. Being made of wood makes them vulnerable to fire-based attacks; thus, wood golems suffer one extra point of damage per die from fire; any saving throws against such effects are at a penalty of -2. They move stiffly, suffering a -1 penalty to Initiative.

Gorgon

Armor Class:	19
Hit Dice:	8*
No. of Attacks:	1 gore or 1 breath
Damage:	2d6 or petrification
Movement:	40' (10')
No. Appearing:	Wild 1d4
Save As:	Fighter: 8
Morale:	8
Treasure Type:	None
XP:	945

Gorgons are magical monsters resembling bulls made of iron. Their breath can turn living creatures to stone; it covers an area 60' long by 10' wide, and can be used as many times per day as the monster has hit dice, but no more often than every other round. A save vs. Petrification is allowed to resist.

A typical gorgon stands over 6 feet tall at the shoulder, measures 8 feet from snout to tail, and weighs about 4,000 pounds. Gorgons are nothing if not aggressive. They attack intruders on sight, attempting to gore or petrify them. There is no way to calm these furious creatures, and they are impossible to domesticate.

Gray Ooze

Armor Class:	12
Hit Dice:	3*
No. of Attacks:	1 pseudopod
Damage:	2d8
Movement:	1'
No. Appearing:	1
Save As:	Fighter: 3
Morale:	12
Treasure Type:	None
XP:	175

Gray oozes are amorphous creatures that live only to eat. They inhabit underground areas, scouring caverns, ruins, and dungeons in search of organic matter, living or dead. A gray ooze can grow to a diameter of up to 10 feet and a thickness of about 6 inches. A typical specimen weighs about 700 pounds.

A gray ooze secretes a digestive acid that quickly dissolves organic material and metal, but not stone. After a successful hit, the ooze will stick to the creature attacked, dealing 2d8 damage per round automatically.

Normal (non-magical) armor or clothing dissolves and becomes useless immediately. A non-magical metal or wooden weapon that strikes a gray ooze also dissolves immediately. Magical weapons, armor, and clothing are allowed a saving throw (use the wearer's save vs. Death Ray, adding any magical "plus" value to the roll if applicable).

Green Slime*

Armor Class:	hit only by fire or cold
Hit Dice:	2**
No. of Attacks:	1 special
Damage:	special
Movement:	1'
No. Appearing:	1
Save As:	Fighter: 2
Morale:	12
Treasure Type:	None
XP:	125

Green slime devours flesh and organic materials on contact and is even capable of dissolving metal given enough time. Bright green, wet, and sticky, it clings to walls, floors, and ceilings in patches, reproducing as it consumes organic matter. It drops from walls and ceilings when it detects movement (and possible food) below. Green slime cannot grow in sunlight; even the indirect sunlight of a dense forest will stunt it and prevent it from spreading, and direct sunlight will kill green slime outright within a turn.

On the first round of contact, the slime can be scraped off a creature (most likely destroying the scraping device), but after that it must be frozen, burned, or cut away (dealing the same damage to both the victim and the slime). A **cure disease** spell will destroy a patch of green slime. It does not harm stone or enchanted metal, but can dissolve normal metal or enchanted wood in a turn and normal wood in 2d4 rounds.

If not destroyed or scraped off within 6+1d4 rounds, the victim will be completely transformed into green slime; such a character or creature cannot be retrieved by any magic short of a **wish**.

Griffon

Armor Class:	18
Hit Dice:	7
No. of Attacks:	2 claws/1 bite
Damage:	1d4/1d4/2d8
Movement:	40' (10') Fly 120' (10')
No. Appearing:	Wild 2d8, Lair 2d8
Save As:	Fighter: 7
Morale:	8
Treasure Type:	E
XP:	670

Griffons are large carnivorous creatures resembling lions with the head, foreclaws and wings of eagles. From nose to tail, an adult griffon can measure as much as 8 feet. Neither males nor females are endowed with a mane. A pair of broad, golden wings emerge from the creature's back and span 25 feet or more. An adult griffon weighs about 500 pounds.

Griffons nest on high mountaintops, soaring down to feed on horses, the beast's preferred prey. They hunt and travel in packs. A Griffon will attack a horse over anything else, diving low to swipe with their claws. They are not above retreating and coming back later, when there may be less of a defense mounted.

Griffons can be trained as mounts if raised in captivity, but even in this case they may try to attack horses if any come within about 120'. Roll a morale check in this case; if the check is failed, the griffon will try to attack immediately. A light load for a griffon is up to 400 pounds; a heavy load, up to 900 pounds.

Hangman Tree

Armor Class:	16
Hit Dice:	5
No. of Attacks:	4 limbs plus strangle
Damage:	1d6 per limb or strangle
Movement:	0
No. Appearing:	Wild 1
Save As:	Fighter: 4
Morale:	12
Treasure Type:	None
XP:	360

Hangman trees are horrible, semi-animate creatures



that fertilize themselves with dead bodies. A hangman tree has four animated limbs that can wrap around the necks of living creatures that pass beneath, strangling for 1d6 points of damage per round. These limbs are arranged evenly around the tree in most cases, and generally no more than one limb can attack any single creature at a time.

The roots of this tree are also animated; they do not attack, but they do pull dead bodies below the surface of the ground for "digestion."

Harpy

Armor Class:	13
Hit Dice:	2*
No. of Attacks:	2 claws/1 weapon + special
Damage:	1d4/1d4/1d6 or by weapon + special
Movement:	20' Fly 50' (10')
No. Appearing:	1d6, Wild 2d4, Lair 2d4
Save As:	Fighter: 2
Morale:	7
Treasure Type:	C
XP:	100

A harpy looks like a giant vulture bearing the torso and face of a human female. They are able to attack with their claws as well as with normal weapons, but their most insidious ability is their song. When a harpy sings, all creatures (other than harpies) within a 300' radius must succeed on a save vs. Spells or become **charmed**. The same harpy's song cannot affect a creature that successfully saves again for 24 hours. A



charmed victim walks toward the harpy, taking the most direct route available. If the path leads into a dangerous area (through flame, off a cliff, or the like), that creature is allowed a second saving throw to resist the charm. Charmed creatures can take no actions other than to defend themselves. A victim within reach of the harpy offers no resistance to the monster's attacks. The effect continues for as long as the harpy sings, and for one round thereafter.

Hawk

	Normal	Giant
Armor Class:	12	14
Hit Dice:	1d4 Hit Points	4
No. of Attacks:	1 claw or bite	1 claw or bite
Damage:	1d2	1d6
Movement:	Fly 160'	Fly 150' (10')
No. Appearing:	Wild 1d6, Lair 1d6	Wild 1d3, Lair 1d3
Save As:	Fighter: 1	Fighter: 4
Morale:	7	8
Treasure Type:	None	None
XP:	10	240

Hawks are similar to eagles but slightly smaller, being 1 to 2 feet long with wingspans of 6 feet or less.

Giant hawks are 4 to 6 feet long, with wingspans of 12 feet or more; they can carry off creatures of Halfling size or smaller.

Hellhound

Armor Class:	14 to 18
Hit Dice:	3** to 7**
No. of Attacks:	1 bite or 1 breath
Damage:	1d6 or 1d6 per Hit Die
Movement:	40'
No. Appearing:	2d4, Wild 2d4, Lair 2d4
Save As:	Fighter: 3 to 7 (same as Hit Dice)
Morale:	9
Treasure Type:	C
XP:	205 - 800

Hellhounds are canine creatures sheathed in hellish flame. A typical hell hound stands 4½ feet high at the shoulder and weighs 120 pounds. They are native to another plane where they hunt in packs; sometimes powerful wizards or evil priests summon them for use as watchdogs. In addition to biting, each hellhound may breathe fire a number of times per day equal to its hit dice. In combat, one-third of the time (1-2 on 1d6) a hellhound will choose to breathe fire; otherwise it will attempt to bite. Roll each round to determine which attack form will be used.

A hellhound's breath weapon is a cone of flame 10' wide at the far end which is 10' long for those with 3 or 4 hit dice, 20' long for those with 5 or 6 hit dice, and 30'



long for the largest hellhounds. This breath weapon does 1d6 points of damage per each hit die of the hellhound to all within the area of effect; a successful saving throw vs. Dragon Breath reduces damage to half normal.

Note that hellhounds vary with regard to the number of hit dice each has. If generating a group randomly, roll 1d6+1 for the hit dice of each, reading a total of 2 as 3. A hellhound has an Armor Class equal to 11 plus its hit dice.

Hippogriff

Armor Class:	15
Hit Dice:	3
No. of Attacks:	2 claws/1 bite
Damage:	1d6/1d6/1d10
Movement:	60' (10') Fly 120' (10')
No. Appearing:	Wild 2d8
Save As:	Fighter: 3
Morale:	8
Treasure Type:	None
XP:	145

Hippogriffs resemble large flying horses with the forefront of a bird of prey. A typical hippogriff is 9 feet long, has a wingspan of 20 feet, and weighs 1,000 pounds.

A hippogriff avoids the territories and civilizations of other creatures, dwelling in extreme altitudes. Griffons sometimes prey upon them, and hippogriffs will generally attack griffons on sight if they have a numerical advantage.

Hippogriffs are omnivorous, entering combat only as defense, save for those times a griffon is met. They are

prized as flying mounts since, unlike griffons, they are relatively safe around horses; note that it is still necessary to raise one in captivity in order to use it as a mount. A light load for a hippogriff is up to 400 pounds; a heavy load, up to 900 pounds.

Hobgoblin

Armor Class:	14 (11)
Hit Dice:	1
No. of Attacks:	1 weapon
Damage:	1d8 or by weapon
Movement:	30' Unarmored 40'
No. Appearing:	1d6, Wild 2d4, Lair 4d8
Save As:	Fighter: 1
Morale:	8
Treasure Type:	Q, R each; D, K in lair
XP:	25

Hobgoblins are larger cousins of goblins, being about the same size as humans. Their hair color ranges from dark reddish-brown to dark gray. They have dark orange or red-orange skin. Large males have blue or red noses. Hobgoblins' eyes are yellowish or dark brown, while their teeth are yellow. Their garments tend to be brightly colored, often blood red with black-tinted leather. Their weaponry is kept polished and in good repair. They wear toughened hides and carry wooden shields for armor. As with most goblinoids, they have Darkvision with a 30' range.

Hobgoblins are cruel and calculating warriors, always looking to exploit those weaker than themselves. They have a strong grasp of strategy and tactics and are capable of carrying out sophisticated battle plans. Under the leadership of a skilled strategist or tactician, their discipline can prove a deciding factor. Hobgoblins hate elves and attack them first in preference over other opponents.

One out of every six hobgoblins will be a warrior of 3 Hit Dice (145 XP). Regular hobgoblins gain a +1 bonus to their morale if they are led by a warrior. In hobgoblin lairs, one out of every twelve will be a chieftain of 5 Hit Dice (360 XP) in chainmail with an Armor Class of 15 (11) and a movement of 20', having a +1 bonus to damage due to strength. In lairs of 30 or greater, there will be a hobgoblin king of 7 Hit Dice (670 XP), adding a shield for an Armor Class of 16 (11) (movement is still 20') having a +2 bonus to damage. In the lair, hobgoblins never fail a morale check as long as the king is alive. In addition, a lair has a chance equal to 1-2 on 1d6 of a shaman being present (or 1-3 on 1d6 if a hobgoblin king is present), and 1 on 1d6 of a witch or warlock. A shaman is equivalent to a hobgoblin warrior statistically, but has Clerical abilities at level 1d6+1. A

witch or warlock is equivalent to a regular hobgoblin, but has Magic-User abilities of level 1d6.

Hydra

Armor Class:	16 to 23
Hit Dice:	5 to 12 (+10)
No. of Attacks:	5 to 12 bites
Damage:	1d10 per bite
Movement:	40' (10')
No. Appearing:	1, Wild 1, Lair 1
Save As:	Fighter: 5 to 12
Morale:	9
Treasure Type:	B
XP:	360 - 1,875

Hydras are reptile-like monsters with multiple heads. They are gray-brown to dark brown, with a light yellow or tan underbelly. The eyes are amber and the teeth are yellow-white. Hydras are about 20 feet long and weigh about 4,000 pounds. They are bad-tempered and territorial, but not particularly cunning.

A hydra may be slain by damage in the normal fashion; however, most who fight them choose to strike at their heads. If a character using a melee weapon chooses to strike at a particular head, and succeeds in doing 8 points of damage, that head is disabled (severed or severely damaged) and will not be able to attack anymore. Such damage also applies to the monster's total hit points, of course.

Some hydras live in the ocean; use the given movement as a swimming rate rather than walking in this case. A very few hydras can breathe fire; those that have this ability can emit a flame 10' wide and 20' long one time per head per day. This attack will be used about one time in three (1-2 on 1d6) if it is available; roll for each head which is attacking. Each such attack does 3d6 damage, with a save vs. Dragon Breath reducing the amount by half.

Hyena

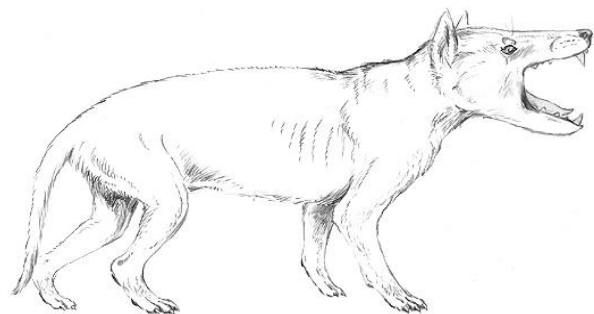
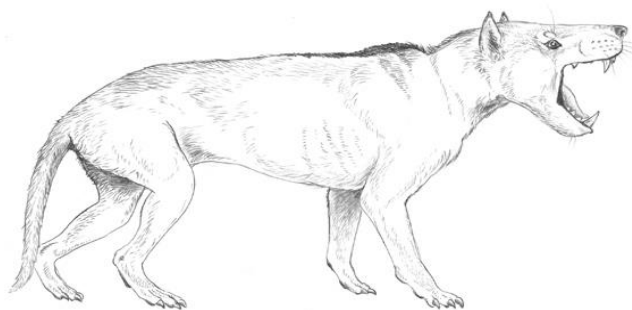
Armor Class:	13
Hit Dice:	2+1
No. of Attacks:	1 bite
Damage:	1d6
Movement:	60'
No. Appearing:	1d8
Save As:	Fighter: 2
Morale:	8
Treasure Type:	None
XP:	75

Hyenas are doglike carnivores who exhibit some of the behaviors of canines but are not related. They not only hunt but also scavenge and steal meals. A hungry hyena will chew on anything that is even remotely tainted by blood, meat or other food traces. They will mostly be found in the same savanna-like environments where lions and zebras may be found. They can live in clans of up to a hundred individuals, though smaller groups are more common. They are among the favorite pets of gnolls, who may take them into regions where they are not normally found.

Hyenodon

Armor Class:	13
Hit Dice:	3+1
No. of Attacks:	1 bite
Damage:	1d8
Movement:	40'
No. Appearing:	1d6, 1d8 Wild Lair 1d8
Save As:	Fighter: 3
Morale:	8
Treasure Type:	None
XP:	145

These ancient four legged predators are named for their tooth shape, and while they are not technically prehistoric hyenas, the statistics work for the giant prehistoric varieties of hyenas as well. Many varieties of hyenodons were smallish, sometimes no bigger than a common hyena, and the statistics for standard hyenas may be used for them. The above statistics are for the larger types of Hyenodons or giant varieties of Hyena. A notable feature is that their massively built skull



features a long jaw (similar to that of a crocodile) full of teeth, with four great fangs.

Insect Swarm

Armor Class:	Immune to normal weapons, including most magical types
Hit Dice:	2* to 4*
No. of Attacks:	1 swarm
Damage:	1d3 (double against no armor)
Movement:	10' Fly 20'
No. Appearing:	1 swarm, Wild 1d3 swarms
Save As:	N/A
Morale:	11
Treasure Type:	None
XP:	100 - 280

An insect swarm is not a single creature; rather, it is a large group of ordinary flying or crawling insects moving as a unit. In general, a swarm fills a volume equal to three 10' cubes, though it is possible for a swarm to become more compact in order to move through a small doorway or narrow corridor. If the swarm consists of crawling insects, it covers three 10' squares and the flying movement above is ignored.

Any living creature within the volume or area of the swarm suffers 1d3 points of damage each round. Damage rolls are doubled if the victim is unarmored (for creatures which do not wear armor, any creature having less than Armor Class 15 is considered unarmored).

Damage is reduced to a single point per round for three rounds if the character manages to exit the swarm. It is possible to "ward off" the insects by swinging a weapon, shield, or other similar-sized object around, and in this case also damage is reduced to 1 point per round. If a lit torch is used in this way, the swarm takes 1d4 damage per round. Weapons, even magic weapons, do not harm an insect swarm. An entire swarm can be affected by a **sleep** spell. Smoke can be used to drive a swarm away (if the swarm moves away from the victim(s) due to smoke, the damage stops immediately). Finally, a victim who dives into water will take damage for only one more round.

Invisible Stalker

Armor Class:	19
Hit Dice:	8*
No. of Attacks:	1
Damage:	4d4
Movement:	40'
No. Appearing:	1 (special)
Save As:	Fighter: 8
Morale:	12
Treasure Type:	None
XP:	945

Invisible stalkers are creatures native to the Elemental Plane of Air. They sometimes serve wizards and sorcerers, who summon them to perform specific tasks.

A summoned invisible stalker undertakes whatever task the summoner commands, even if the task sends it hundreds or thousands of miles away. The creature follows a command until the task is completed and obeys only the summoner. However, it resents protracted missions or complex tasks and seeks to pervert its instructions accordingly.

Invisible stalkers have an amorphous form. A **detect invisible** spell shows only a dim outline of a cloud. Don't forget to apply the standard penalty of -4 on the attack die when an invisible stalker is attacked by a creature which is unable to see it.

Jaguar

Armor Class:	16
Hit Dice:	4
No. of Attacks:	2 claws/1 bite
Damage:	1d4/1d4/2d4
Movement:	70' Swim 30'
No. Appearing:	1d2, Wild 1d6
Save As:	Fighter: 4
Morale:	8
Treasure Type:	None
XP:	240

These great cats are about 8 to 9 feet long (from nose to tail-tip) and weigh about 165 pounds. Unlike other great cats, they enjoy swimming and often hunt near rivers or lakes. Jaguars kill with their powerful bite, preferring to deliver a fatal wound to the skull of their prey.

Kobold



Armor Class:	13 (11)
Hit Dice:	1d4 Hit Points
No. of Attacks:	1 weapon
Damage:	1d4 or by weapon
Movement:	20' Unarmored 30'
No. Appearing:	4d4, Wild 6d10, Lair 6d10
Save As:	Normal Man
Morale:	6
Treasure Type:	P, Q each; C in lair
XP:	10

Kobolds are small, dog-faced reptilian humanoids. A kobold is 2 to 2½ feet tall and weighs 35 to 45 pounds. They prefer ranged combat, closing only when they can see that their foes have been weakened. Whenever they can, kobolds set up ambushes near trapped areas. They aim to drive enemies into the traps, where other kobolds wait to pour flaming oil over them, shoot them, or drop poisonous vermin onto them. Kobolds have Darkvision with a range of 60', and suffer a -1 penalty to attack rolls in bright sunlight or within the radius of **light** spells. Kobolds typically wear leather armor in battle.

One out of every six kobolds will be a warrior of 1 Hit Dice (25 XP). Kobolds gain a +1 bonus to their morale if they are led by a warrior. In kobold lairs, one out of every twelve will be a chieftain of 2 Hit Dice (75 XP) with an Armor Class of 14 (11) and having a +1 bonus to damage due to strength. In lairs of 30 or greater, there will be a kobold king of 3 Hit Dice (145 XP) who wears chain mail with an Armor Class of 15 (11) and a movement of 10', and who has a +1 bonus to damage. In the lair, kobolds never fail a morale check as long as the kobold king is alive. In addition, a lair has a chance equal to 1 on 1d6 of a shaman being present (or 1-2 on 1d6 if a kobold king is present). A shaman is equivalent to a regular kobold statistically, but has Clerical abilities at level 1d4 +1.

Kobolds are cunning foes. They see all larger races as enemies, and are thus likely to be hostile when encountered. However, they are naturally cowardly, and prefer to avoid combat, leading enemies into ambushes or traps rather than facing them directly. Sometimes kobold tribes build and inhabit extensive dungeon areas filled with deadly traps which only they know how to avoid.

Leech, Giant

Armor Class:	17
Hit Dice:	6
No. of Attacks:	1 bite + hold
Damage:	1d6 + 1d6/round
Movement:	30'
No. Appearing:	Wild 1d4

Save As:	Fighter: 6
Morale:	10
Treasure Type:	None
XP:	500

Giant leeches are slimy, segmented wormlike creatures which live in water. Salt or fresh, clean or stagnant, there are giant leech varieties for all wet environments. However, only a true leech expert can tell the various types apart. An average giant leech will be 4 to 6 feet long.

Once a giant leech hits in combat, it attaches to the victim and sucks blood, causing an additional 1d6 damage each round until the victim or the leech is dead. There is no way to remove the leech other than to kill it.

Lion

Armor Class:	14
Hit Dice:	5
No. of Attacks:	2 claws/1 bite
Damage:	1d6/1d6/1d10
Movement:	50'
No. Appearing:	Wild 1d8
Save As:	Fighter: 5
Morale:	9
Treasure Type:	None
XP:	360

The statistics presented here describe a male African lion, which is 5 to 8 feet long and weighs 330 to 550 pounds. Females are slightly smaller but use the same statistics.

Living Statue

Living statues are magically animated. They are true automatons, unlike golems, which are animated by elemental spirits. While this means that living statues have no chance of going "berserk," it also means that they may only perform simple programmed activities. They may not be commanded in any meaningful fashion. They make very effective guards for tombs, treasure rooms, and similar places.

Living statues can be crafted to resemble any sort of living creature, but most commonly are made to look like humans or demi-humans.

Living Statue, Crystal

Armor Class:	16
Hit Dice:	3
No. of Attacks:	2 fists
Damage:	1d6/1d6
Movement:	30'
No. Appearing:	1d6
Save As:	Fighter: 3

Morale:	12
Treasure Type:	None
XP:	145

Crystal living statues have no particular special powers, unlike those made of iron or stone.

Living Statue, Iron

Armor Class:	18
Hit Dice:	4*
No. of Attacks:	2 fists
Damage:	1d8/1d8 + special
Movement:	10'
No. Appearing:	1d4
Save As:	Fighter: 4
Morale:	12
Treasure Type:	None
XP:	280

If struck by a non-magical metal (even partially metal) weapon, the weapon may become stuck in the monster. If this happens, it cannot be removed until the statue is "killed." The wielder is allowed a save vs. Spells to avoid this.

Living Statue, Stone

Armor Class:	16
Hit Dice:	5*
No. of Attacks:	2 lava sprays
Damage:	2d6/2d6
Movement:	20'
No. Appearing:	1d6
Save As:	Fighter: 5
Morale:	12
Treasure Type:	None
XP:	405

A stone living statue attacks by spraying molten rock from its fingertips. The range of the spray is 5'.

Lizard, Giant Draco

Armor Class:	15
Hit Dice:	4+2
No. of Attacks:	1 bite
Damage:	1d10
Movement:	40' Fly 70' (20', and see below)
No. Appearing:	1d4, Wild 1d8
Save As:	Fighter: 3
Morale:	7
Treasure Type:	None
XP:	240

Giant draco lizards are able to extend their ribs and connected skin to form a sort of wing, allowing them to fly for short distances (no more than three rounds, and ascending is impossible). An average giant draco lizard

is 8' long, including its nearly 3' long tail. They are fierce predators.

Lizard, Giant Gecko

Armor Class:	15
Hit Dice:	3+1
No. of Attacks:	1 bite
Damage:	1d8
Movement:	40' (special)
No. Appearing:	1d6, Wild 1d10
Save As:	Fighter: 2
Morale:	7
Treasure Type:	None
XP:	145

Giant gecko lizards range from 4' to 6' in length, and are generally green in color, though grey or white versions can be found underground. They can climb walls and even walk across ceilings at full movement rate due to their specialized toe pads. They are carnivores, typically attacking weaker prey from above.

Lizard, Giant Horned Chameleon

Armor Class:	18
Hit Dice:	5
No. of Attacks:	1 tongue or 1 bite
Damage:	grab or 2d6
Movement:	40' (10')
No. Appearing:	1d3, Wild 1d6
Save As:	Fighter: 4
Morale:	7
Treasure Type:	None
XP:	360

Giant horned chameleons average 8' to 10' in length. They are typically green, but can change color to blend into their surroundings, allowing them to surprise prey on 1-4 on 1d6. Giant horned chameleon have very long tongues, able to spring out up to 20' forward; the sticky muscular ball on the end grabs on to the chameleon's prey, and the chameleon then drags the prey to its mouth, doing bite damage automatically on the following round (and all subsequent rounds, until the chameleon is killed or fails a morale check, or until the prey is dead).

The horns of the giant horned chameleon are used only in mating rituals, not in combat.

Lizard, Giant Tuatara

Armor Class:	16
Hit Dice:	6
No. of Attacks:	2 claws/1 bite
Damage:	1d4/1d4/2d6
Movement:	40' (10')

No. Appearing:	1d2, Wild 1d4
Save As:	Fighter: 5
Morale:	6
Treasure Type:	None
XP:	500

Giant tuataras are large, being 10' to 12' long, and heavily built. They are predators with a powerful shearing bite. Giant tuataras are more resistant to cold than most lizards, and are thus sometimes found hunting deep underground. They are also known to hibernate in cold weather.

Lizard Man

Armor Class:	15 (12)
Hit Dice:	2
No. of Attacks:	1 weapon
Damage:	1d6+1 or by weapon +1
Movement:	20' Unarmored 30' Swim 40' (not in armor)
No. Appearing:	2d4, Wild 2d4, Lair 6d6
Save As:	Fighter: 2
Morale:	11
Treasure Type:	D
XP:	75

A lizard man is usually 6 to 7 feet tall with green, gray, or brown scales. Its tail is used for balance and is 3 to 4 feet long. Adult males can weigh from 200 to 250 pounds. Due to their great Strength they always receive a +1 to damage done with melee weapons. They wear leather armor and carry shields in battle.

Lizard men are excellent swimmers and can hold their breath for an extended period of time (up to a full turn). They cannot swim while wearing armor; however, they often hide in the water even while armored, standing on the bottom with just nose and eyes exposed (similar to a crocodile). When they are able to employ this maneuver, lizard men surprise on 1-4 on 1d6.

Lizard men are largely indifferent to other races, being primarily interested in their own survival. If aroused, however, they are fearsome warriors, using simple but sound tactics.





Lycanthrope*

Lycanthropes are humans who can transform themselves into animals. In its natural form, a lycanthrope looks like any other human, though those who have been afflicted for a long time tend to acquire features reminiscent of their animal forms. In animal form, a lycanthrope resembles a powerful version of the normal animal, but on close inspection, its eyes (which often glow red in the dark) show a faint spark of unnatural intelligence.

Lycanthropy is spread like a disease. Any human who loses half or more of his or her hit points due to lycanthrope bite and/or claw attacks will subsequently contract the same form of lycanthropy in 3d6 days. For demi-humans and humanoids, contracting the disease is fatal in the same time period. A **cure disease** cast before the onset is complete will stop the progress of the disease, but once the time has elapsed, the transformation is permanent.

In animal form, lycanthropes may be hit only by silver or magical weapons.

Lycanthrope, Werebear*

Armor Class:	18 †
Hit Dice:	6*
No. of Attacks:	2 claws/1 bite + hug
Damage:	2d4/2d4/2d8 + 2d8
Movement:	40'
No. Appearing:	1d4, Wild 1d4, Lair 1d4
Save As:	Fighter: 6

Morale:	10
Treasure Type:	C
XP:	555

Werebears are humans that can transform into large bears. When in human form, they typically appear as well-muscled, imposing figures, with an abundance of thick hair. Werebears typically dwell in deep forests, far from civilization. They are distrustful of those that they do not know, but will ferociously defend those that they have befriended.

Lycanthrope, Wereboar*

Armor Class:	16 †
Hit Dice:	4*
No. of Attacks:	1 bite
Damage:	2d6
Movement:	50' Human Form 40'
No. Appearing:	1d4, Wild 2d4, Lair 2d4
Save As:	Fighter: 4
Morale:	9
Treasure Type:	C
XP:	280

Wereboars in human form tend to be a stocky, muscular individuals of average height. They dress in simple garments that are easy to remove, repair, or replace. In either form, wereboars are as aggressive and ferocious as normal boars.

Lycanthrope, Wererat*

Armor Class:	13 †
Hit Dice:	3*
No. of Attacks:	1 bite or 1 weapon
Damage:	1d4 or 1d6 or by weapon
Movement:	40'
No. Appearing:	1d8, Wild 2d8, Lair 2d8
Save As:	Fighter: 3
Morale:	8
Treasure Type:	C
XP:	175

A wererat in human form tends to be a thin, wiry individual of shorter than average height, with eyes constantly darting around. A wererat's nose and mouth may twitch if he or she is excited. Males often wear thin, ragged mustaches.



In addition to assuming the form of a giant rat, wererats can assume an intermediate form (a "ratman"). The ratman form shares the animal form's immunity to normal weapons, and can deliver an identical bite, but in this form the wererat may use a normal weapon instead of biting. Note that the wererat in ratman form cannot bite and use a weapon in the same round.

Unlike most lycanthropes, wererats prefer to inhabit civilized areas, particularly cities. They frequently lair in sewers or other underground areas, coming out by night to steal from or kill city folk.

Lycanthrope, Weretiger*

Armor Class:	17 †
Hit Dice:	5*
No. of Attacks:	2 claws/1 bite
Damage:	1d6/1d6/2d6
Movement:	50' Human Form 40'
No. Appearing:	1d4, Wild 1d4, Lair 1d4
Save As:	Fighter: 5
Morale:	9
Treasure Type:	C
XP:	405

Weretigers are humans that can transform into tigers. In human form, they tend to be tall, trim, and very agile. They tend to live and hunt close to human settlements, and are excellent trackers (5 in 6 chance to track prey in either form). Weretigers will typically only attack if provoked.

Lycanthrope, Werewolf*

Armor Class:	15 †
Hit Dice:	4*
No. of Attacks:	1 bite
Damage:	2d4
Movement:	60' Human Form 40'
No. Appearing:	1d6, Wild 2d6, Lair 2d6
Save As:	Fighter: 4
Morale:	8
Treasure Type:	C
XP:	280

Werewolves in human form have no distinguishing traits. They may be found anywhere humans are found. They are ferocious predators, equally willing to eat animal or human flesh.

Manticore

Armor Class:	18
Hit Dice:	6+1*
No. of Attacks:	2 claws/1 bite or 6 spikes (180' range)
Damage:	1d4/1d4/2d4 or 1d6 per spike
Movement:	40' Fly 60' (10')
No. Appearing:	1d2, Wild 1d4, Lair 1d4
Save As:	Fighter: 6
Morale:	9
Treasure Type:	D
XP:	555

Manticores look like an overgrown lion with thick leathery wings and an ugly humanoid face, often like that of a human or bearded dwarf. Their tail ends in an assortment of spikes, which the beast may fire as projectiles; a maximum of 24 are available, and the manticore regrows 1d6 per day. A typical manticore is about 10 feet long and weighs about 1,000 pounds.

Manticores are vicious predators, having a preference for human flesh. They will use their ranged attacks to "soften up" potential prey before closing to melee.

Mastodon

Armor Class:	18
Hit Dice:	15 *(+11)
No. of Attacks:	2 tusks or 1 trample
Damage:	2d6/2d6 or 4d8
Movement:	40' (15')
No. Appearing:	Wild 2d8
Save As:	Fighter: 15
Morale:	8
Treasure Type:	special
XP:	2,975

Mastodons (and mammoths, which can also be represented by the above statistics) are hairy relatives of the elephant found in cold "lost world" areas.

A mastodon has no treasure as such, but the tusks of a mastodon are worth 2d4 x 100 gp.

Medusa

Armor Class:	12
Hit Dice:	4**
No. of Attacks:	1 snakebite + gaze
Damage:	1d6+poison + petrification
Movement:	30'
No. Appearing:	1d3, Wild 1d4, Lair 1d4
Save As:	Fighter: 4
Morale:	8
Treasure Type:	F
XP:	320

A medusa appears to be a human female with vipers growing from her head instead of hair. The gaze of a medusa will petrify any creature who meets it unless a save vs. Petrification is made. In general, any creature surprised by the medusa will meet its gaze. Those who attempt to fight the monster while averting their eyes suffer penalties of -4 on attack rolls and -2 to AC. It is safe to view a medusa's reflection in a mirror or other reflective surface; anyone using a mirror to fight a medusa suffers a penalty of -2 to attack and no penalty to AC. If a medusa sees its own reflection, it must save vs. Petrification itself; a petrified medusa is no longer



able to petrify others, but the face of a medusa continues to possess the power to petrify even after death otherwise. Medusae instinctively avoid mirrors or other reflective surfaces, even drinking with their eyes closed, but if an attacker can manage to surprise the monster with a mirror she may see her reflection.

Further, the snakes growing from her head are poisonous (save vs. Poison or die in one turn). They attack as a group, not individually, once per round for 1d6 damage (plus the poison).

A medusa often wears garments that enhance its body while hiding its face behind a hood or veil. A typical medusa is 5 to 6 feet tall and about the same weight as a human.

Medusae are shy and reclusive, owing no doubt to the fact that, once the lair of one is found, any humans living nearby will not rest until she is slain. They are hateful creatures, however, and will seek to destroy as many humans as they can without being discovered.

Mermaid

Armor Class:	12
Hit Dice:	1*
No. of Attacks:	1 weapon
Damage:	1d6 or by weapon
Movement:	Swim 40'
No. Appearing:	Wild 1d2 or 3d6 (see below)
Save As:	Fighter: 1
Morale:	8
Treasure Type:	A
XP:	37

Mermaids have the upper bodies of women and the lower bodies of dolphins. Also called "sirens," mermaids often attempt to lure sailors or other men found near the sea. They accomplish this by means of their enchanting songs.

A mermaid's song will attract any man within 100 yards, but generally has no effect on women. Men within the area of effect must save vs. Spells to resist, or else they will move toward the mermaid with amorous intent as directly as possible. If two mermaids are singing, apply a penalty of -4 to the save; more than two gives no extra benefit. Affected men will submit to anything the mermaid desires. When she tires of him, he might be freed or slain, depending on the mermaid's temperament.

Contrary to popular belief, mermaids are not fish (nor even half fish) and do not breathe water. They can hold their breath for up to an hour of light activity, or two turns (20 minutes) of strenuous action. However, being out of water more than two turns (20 minutes) causes the mermaid 1d4 points of damage per turn.



Mermaids can hear as well as dolphins, and can produce sounds ranging from the lowest frequency a normal human woman can produce up to the highest frequency of a dolphin. This means that mermaids can learn to communicate with dolphins and whales; at least 35% of mermaids will know the language of one or the other, and 10% can communicate with any such creature.

Three-quarters of mermaid births are female. Of the quarter which are male, most have legs rather than tails. Such will either be slain or put ashore to be adopted by humans, depending on the temperament of the mother. Mermen (those born with tails) are raised to be subservient to the females. A small mermaid community (3d6 including the male) will often form around such a merman and his mother, who becomes their leader. Such a group is called a pod.

One-third of female mermaids are infertile. Other mermaids can sense this, but non-mermaids cannot tell. Infertile mermaids usually remain with a fertile sister (or more rarely a close friend) to help her ensnare men. This explains the first number appearing given; in any group of 2, one will be infertile.

A mermaid with a child will not generally be encountered, as they remain in the deeper parts of the ocean and avoid the attention of men. Pods of mermaids do likewise, and in fact any pod includes 2d4-2 children/juveniles (over and above the number rolled for Number Appearing). Men generally meet mermaids only in groups of 1 or 2.

Mermaids arm themselves with spears or daggers. They hunt fish and harvest kelp for food. Mermaids sometimes possess more than 1 hit die, and about 3% have some Clerical abilities.

Minotaur

Armor Class:	14 (12)
Hit Dice:	6
No. of Attacks:	1 gore/1 bite or 1 weapon
Damage:	1d6/1d6 or by weapon + 2
Movement:	30' Unarmored 40'
No. Appearing:	1d6, Wild 1d8, Lair 1d8
Save As:	Fighter: 6
Morale:	11
Treasure Type:	C
XP:	500

Minotaurs are huge bull-headed humanoid monsters. A minotaur stands more than 7 feet tall and weighs about 700 pounds. Most minotaurs are very aggressive, and fly into a murderous rage if provoked or hungry. Although minotaurs are not especially intelligent, they possess innate cunning and logical ability. They never become lost, and can track enemies with 85% accuracy. They gain +2 to damage when using melee weapons due to their great Strength. Minotaurs often wear toughened hides for armor.



Mountain Lion

Armor Class:	14
Hit Dice:	3+2
No. of Attacks:	2 claws/1 bite
Damage:	1d4/1d4/1d6
Movement:	50'
No. Appearing:	Wild 1d4, Lair 1d4
Save As:	Fighter: 3
Morale:	8
Treasure Type:	None
XP:	145

These great cats are about 7 feet long (from nose to tail-tip) and weigh about 140 pounds. They see well in darkness and may be found hunting day or night.

Mummy*

Armor Class:	17 \pm (see below)
Hit Dice:	5**
No. of Attacks:	1 touch + disease
Damage:	1d12 + disease
Movement:	20'
No. Appearing:	1d4, Lair 1d12
Save As:	Fighter: 5
Morale:	12
Treasure Type:	D
XP:	450

Mummies are **undead** monsters, linen-wrapped preserved corpses animated through the auspices of dark desert gods best forgotten. Most mummies are 5 to 6 feet tall and weigh about 120 pounds.

As they are undead, mummies are immune to **sleep**, **charm** and **hold** magic. They can only be injured by spells, fire, or magical weapons; furthermore, magic weapons do only half damage, while any sort of fire-based attack does double damage. Those injured by mummy attacks will contract **mummy rot**, a disease that prevents normal or magical healing; a cure disease spell must be applied to the victim before he or she may again regain hit points.

**Nixie**

Armor Class:	16
Hit Dice:	1*
No. of Attacks:	1 dagger
Damage:	1d4
Movement:	40' Swim 40'
No. Appearing:	Wild 2d20, Lair 2d20
Save As:	Fighter: 2
Morale:	6
Treasure Type:	B
XP:	37

Nixies are small water fairies. As far as anyone knows, all nixies are female. Most nixies are slim and comely, with lightly scaled, pale green skin and dark green hair. They often twine shells and pearl strings in their hair and dress in wraps woven from colorful seaweed. Nixies prefer not to leave their lakes. A nixie stands about 4 feet tall and weighs about 45 pounds.

Ten or more nixies can work together to cast a powerful charm (similar to **charm person**). The charm lasts one year (unless dispelled). A save vs. Spells is allowed to resist. Each nixie can cast **water breathing** once per day, with a duration of one day. Finally, a group of nixies will often have a school of giant bass living nearby who can be called to their aid (see **Fish, Giant Bass** for details).

Nixies are fey creatures, and thus unpredictable. However, they are rarely malicious, attacking only when they feel threatened.

Ochre Jelly*

Armor Class:	12 (only hit by fire or cold)
Hit Dice:	5*
No. of Attacks:	1 pseudopod
Damage:	2d6
Movement:	10'
No. Appearing:	1
Save As:	Fighter: 5
Morale:	12
Treasure Type:	None
XP:	405

Ochre jellies are ochre-colored amorphous monsters, similar to the gray ooze in appearance. An ochre jelly can grow to a diameter of up to 10 feet and a thickness of about 6 inches. A typical specimen weighs about 700 pounds.

Ochre jellies can only be hit (damaged) by fire or cold. Attacks with weapons or electricity/lightning cause the creature to divide into 1d4+1 smaller jellies of 2 hit dice apiece. If divided, the resulting smaller jellies do 1d6 damage with each hit.

Octopus, Giant

Armor Class:	19
Hit Dice:	8
No. of Attacks:	8 tentacles/1 bite
Damage:	1d4 per tentacle/1d6
Movement:	Swim 30'
No. Appearing:	Wild 1d2
Save As:	Fighter: 8
Morale:	7
Treasure Type:	None
XP:	875

These creatures are aggressive and territorial hunters, with arms reaching 10 feet or more in length. Their tentacles are studded with barbs and sharp-edged suckers. In order to bite a creature, the giant octopus must hit with at least two tentacles first.

If a giant octopus fails a morale check, it will squirt out a cloud of black "ink" 40' in diameter and then jet away at twice normal speed for 2d6 rounds.

Ogre

Armor Class:	15 (12)
Hit Dice:	4+1
No. of Attacks:	1 weapon
Damage:	2d6
Movement:	30' Unarmored 40'
No. Appearing:	1d6, Wild 2d6, Lair 2d6
Save As:	Fighter: 4
Morale:	10
Treasure Type:	C + 1d20x100 gp



Ogres appear as large, very ugly humans. Adult ogres stand 9 to 10 feet tall and weigh 600 to 650 pounds. Their skin color ranges from dull yellow to dull brown. Their clothing consists of poorly cured furs and hides, which add to their naturally repellent odor. Ogres are brutish and aggressive, but inherently lazy. They employ direct attacks in combat, typically using large clubs, axes, or pole arms, generally causing 2d6 damage. If normal weapons are employed, an ogre has a +3 bonus to damage due to strength. If an ogre fights bare-handed, it does 1d8 subduing damage per hit.

One out of every six ogres will be a pack leader of 6+1 Hit Dice (500 XP). Ogres gain a +1 bonus to their morale if they are led by a pack leader. In ogre lairs of 10 or greater, there will also be an ogre bully of 8+2 Hit Dice (875 XP), with an Armor Class of 17 (13) (movement 20') and having a +4 bonus to damage due to strength. Ogre bullies generally wire together pieces of chainmail to wear over their hides. Ogres gain +2 to morale so long as the ogre bully is present (and alive).

Orc

Armor Class:	14 (11)
Hit Dice:	1
No. of Attacks:	1 weapon
Damage:	1d8 or by weapon
Movement:	30' Unarmored 40'
No. Appearing:	2d4, Wild 3d6, Lair 10d6
Save As:	Fighter: 1
Morale:	8
Treasure Type:	Q, R each; D in lair
XP:	25

Orcs are grotesque humanoids bent on war and domination. They have lupine ears, reddish eyes, truncated, upturned noses, and black hair (but very little body hair). An adult male orc is a little over 6 feet tall and weighs about 210 pounds; females are slightly smaller. Orcs prefer wearing vivid colors that many humans would consider unpleasant, such as blood red, mustard yellow, yellow-green, and deep purple. They utilize all manner of weapons and armor scavenged from battlefields.

Orcs have Darkvision to a range of 60'. They suffer a -1 attack penalty in bright sunlight or within the radius of a spell causing magical light. They speak their own rough and simple language, but many also speak some common or goblin.

One out of every eight orcs will be a warrior of 2 Hit Dice (75 XP). Orcs gain a +1 bonus to their morale if they are led by a warrior. In orc lairs, one out of every twelve will be a chieftain of 4 Hit Dice (240 XP) in chainmail with an Armor Class of 15 (11), a movement 20', and having a +1 bonus to damage due to strength. In lairs of 30 or more, there will be an orc king of 6 Hit

Dice (500 XP), with an Armor Class of 16 (11), in chainmail with a shield, movement 20', and having a +2 bonus to damage. In the lair, orcs never fail a morale check as long as the orc king is alive. In addition, a lair has a chance equal to 1-2 on 1d6 of a shaman being present. A shaman is equivalent to a warrior orc statistically, but has Clerical abilities at level 1d4+1.

Owlbear

Armor Class:	15
Hit Dice:	5
No. of Attacks:	2 claws/1 bite + 1 hug
Damage:	1d8/1d8/1d8 + 2d8
Movement:	40'
No. Appearing:	1d4, Wild 1d4, Lair 1d4
Save As:	Fighter: 5
Morale:	9
Treasure Type:	C
XP:	360

Owlbears appear to be bears with owl-like faces, including a large, sharp beak. An owlbear's coat ranges in color from brown-black to yellowish brown; its beak is a dull ivory color. A full-grown male can stand as tall as 8 feet and weigh up to 1,500 pounds. Adventurers who have survived encounters with the creature often speak of the bestial madness in its red-rimmed eyes.

Owlbears fight much as do bears, but are more aggressive (as noted above). As with normal bears, an owlbear must hit with both claws in order to do the listed "hug" damage.



Pegasus

Armor Class:	15
Hit Dice:	4
No. of Attacks:	2 hooves
Damage:	1d6/1d6
Movement:	80' (10') Fly 160' (10')
No. Appearing:	Wild 1d12
Save As:	Fighter: 2
Morale:	8
Treasure Type:	None
XP:	240

The pegasus is a magnificent winged horse. Though highly prized as aerial steeds, pegasi are wild and shy creatures not easily tamed. A typical pegasus stands 6



feet high at the shoulder, weighs 1,500 pounds, and has a wingspan of 20 feet. A light load for a pegasus is up to 400 pounds; a heavy load, up to 900 pounds.

Pixie

Armor Class:	17
Hit Dice:	1*
No. of Attacks:	1 dagger
Damage:	1d4
Movement:	30' Fly 60'
No. Appearing:	2d4, Wild 10d4, Lair 10d4
Save As:	Fighter: 1 (with Elf bonuses)
Morale:	7
Treasure Type:	R, S
XP:	37

Pixies are winged fairies often found in forested areas. They wear bright clothing, often including a cap and shoes with curled and pointed toes. A pixie stands about 2-1/2 feet tall and weighs about 30 pounds.

A pixie can become invisible at will, as many times per day as it wishes, and can attack while remaining invisible. Anyone attacking an invisible pixie does so with an attack penalty of -4 unless the attacker can somehow detect invisible creatures. Pixies may ambush their foes while invisible; if they do so, they surprise on 1-5 on 1d6.

Pixies are whimsical, enjoying nothing so much as a good joke or prank, especially at the expense of a "big person" like a human or demi-human.

Pixies can only fly for 3 turns maximum before requiring rest of at least one turn, during which time the pixie may walk at normal speed but may not fly.

Purple Worm

Armor Class:	16
Hit Dice:	11* (+9) to 20* (+13)
No. of Attacks:	1 bite/1 sting
Damage:	2d8/1d8+poison
Movement:	20' (15')
No. Appearing:	1d2, Wild 1d4
Save As:	Fighter: 6 to 10 (½ of Hit Dice)
Morale:	10
Treasure Type:	None
XP:	1,670 – 5,450

Purple worms are gigantic subterranean monsters; they are rarely found above ground. The body of a mature purple worm is 5-8 feet in diameter and 60-100 feet long, weighing about 40,000 pounds.

The creature has a poisonous stinger in its tail; those injured by it must save vs. Poison or die. Note that the purple worm's movement is less than the monster's length, so that, if attacking from out of a tunnel, it might not be able to use the stinger for several rounds.

Any time a purple worm successfully bites a man-sized or smaller opponent with a natural roll of 19 or 20, the opponent has been swallowed, and will suffer 3d6 damage per round afterward due to being digested. A character who has been swallowed can only effectively attack with small cutting or stabbing weapons such as dagger or shortsword.



Rat

	Normal	Giant
Armor Class:	11	13
Hit Dice:	1 Hit Point	1d4 Hit Points
No. of Attacks:	1 bite per pack	1 bite
Damage:	1d6 + disease	1d4 + disease
Movement:	20' Swim 10'	40' Swim 20'
No. Appearing:	5d10, Wild 5d10, Lair 5d10	3d6, Wild 3d10, Lair 3d10
Save As:	Normal Man	Fighter: 1
Morale:	5	8
Treasure Type:	None	C
XP:	360*	10

These omnivorous rodents thrive almost anywhere. Normal rats attack as a swarm; each point of damage done to the swarm reduces their numbers by one animal.

Giant rats are scavengers, but will attack to defend their nests and territories. A giant rat can grow to be up to 4 feet long and weigh over 50 pounds. A single giant rat, or a small group of up to four, will generally be shy, but larger packs attack fearlessly, biting and chewing with their sharp incisors.

Any rat bite has a 5% chance of causing a disease. A character who suffers one or more rat bites where the die roll indicates disease will sicken in 3d6 hours. The infected character will lose one point of Constitution per hour; after losing each point, the character is allowed a save vs. Death Ray (adjusted by the current Constitution bonus or penalty) to break the fever and end the disease. Any character reduced to zero Constitution is dead. See **Constitution Point Losses** in the **Encounter** section for details on regaining lost Constitution.

* Note: The XP award for normal rats is for driving away or killing an entire pack of normal size. If the adventurers are forced to flee, the GM should award 3 XP per rat slain.

Rhagodessa, Giant

Armor Class:	16
Hit Dice:	4
No. of Attacks:	2 legs/1 bite
Damage:	grab/grab/2d8
Movement:	50'
No. Appearing:	1d4, Wild 1d6, Lair 1d6
Save As:	Fighter: 4
Morale:	9
Treasure Type:	U
XP:	240

The rhagodessa is related to both spiders and scorpions, though it is not properly either. Rhagodessas have "pedipalps," an elongated extra pair of legs in front that have sticky pads on them for capturing prey.

Giant rhagodessas are the size of a pony. Those found in desert terrain are generally marked in yellow, red, and brown, while those found underground may be black or white in color (those found in the deepest caverns are always white). Like spiders, they can climb walls, but they are unable to cross ceilings or otherwise climb entirely upside down.

A hit by a leg does no damage, but the victim is stuck fast, and will be drawn to the rhagodessa's mouth the next round and automatically hit for 2d8 damage. The rhagodessa will not use its bite attack against a foe it has not captured in this way, and neither will it attack more than one foe with its legs. If threatened, a rhagodessa which has captured a victim will attempt to withdraw to consume its prey in peace.

Rhinoceros

	Black	Woolly
Armor Class:	17	19
Hit Dice:	8	12 (+10)
No. of Attacks:	1 butt or 1 trample	
Damage:	2d6 or 2d8	2d8 or 2d12
Movement:	40' (15')	40' (15')
No. Appearing:	Wild 1d12	Wild 1d8
Save As:	Fighter: 6	Fighter: 8
Morale:	6	6
Treasure Type:	None	None
XP:	875	1,875

The rhinoceros is infamous for its bad temper and willingness to charge intruders.

The statistics presented here are based on the African black rhino, which is 6 to 14 feet long, 3 to 6 feet high at the shoulder, and weighs up to 6,000 pounds. These statistics can describe any herbivore of similar size and similar natural weapons (antlers, horns, tusks, or the like).

The woolly rhinoceros is a prehistoric beast with long fur, found in primitive "lost world" areas in colder territories. They behave much as the black rhino does.

Roc

	Normal	Large	Giant
Armor Class:	18	18	18
Hit Dice:	6	12 (+10)	32 (+16)
No. of Attacks:	2 claws/1 bite		
Damage:	1d6/1d6/ 2d6	1d8/1d8/ 2d10	3d6/3d6/ 6d6
Movement:	20' Fly 160' (10')		
No. Appearing:	Wild 1d12	Wild 1d8	Wild 1
Save As:	Fighter: 6	Fighter: 12	Fighter: 20 at +5
Morale:	8	9	10
Treasure Type:	I	I	I
XP:	500	1,875	14,250

Rocs are birds similar to eagles, but even a "normal" roc is huge, being about 9 feet long and having a wingspan of 24 feet. Large rocs are about 18 feet long and have wingspans of around 48 feet; giant rocs average 30 feet long and have massive wingspans of around 80 feet. A roc's plumage is either dark brown or golden from head to tail. Like most birds, the males have the brighter plumage, with females being duller in color and thus more easily hidden (if anything so large can even be hidden, that is).

A light load for a normal roc is 150 pounds, while a heavy load is 300 pounds. Obviously only the smallest characters can hope to ride upon a normal roc. For a large roc, a light load is up to 600 pounds and a heavy load up to 1200. Giant rocs can easily lift up to 3000 pounds, and are heavily loaded when carrying up to 6000 pounds. Tales of giant rocs carrying off full-grown elephants are somewhat exaggerated, but note that a young elephant would be reasonable prey for these monstrous birds.

A roc attacks from the air, swooping earthward to snatch prey in its powerful talons and carry it off for itself and its young to devour. Any successful hit with both claw (talon) attacks against a single creature results in that creature being carried off, unless of course the creature is too large for the roc to carry. While being carried, the victim will not be further attacked, so as to be as "fresh" as possible when given to the hatchlings (or consumed by the roc itself if it is solitary). A solitary roc is typically hunting and will

attack any man-sized or larger creature that appears edible. A mated pair of rocs attack in concert, fighting to the death to defend their nests or hatchlings.

Rock Baboon

Armor Class:	14
Hit Dice:	2
No. of Attacks:	1 club/1 bite
Damage:	1d6/1d4
Movement:	40'
No. Appearing:	2d6, Wild 2d6, Lair 5d6
Save As:	Fighter: 2
Morale:	8
Treasure Type:	None
XP:	75

Rock baboons are a large, particularly intelligent variety of baboon. An adult male rock baboon is 4' to 5' tall and weighs 200 to 250 pounds, with females being a bit smaller and lighter.

Rock baboons are omnivorous, but prefer meat. They are aggressive, naturally cruel creatures. They will prepare ambushes in rocky or forested terrain and attack any party they outnumber.

Rot Grub

Armor Class:	10
Hit Dice:	1 hp
No. of Attacks:	1 bite
Damage:	special
Movement:	5'
No. Appearing:	5d4
Save As:	Fighter: 1
Morale:	12
Treasure Type:	None
XP:	10

Rot grubs are 1-inch long vermin found in carrion, dung, and other such garbage and organic material. Their skin color is white or brown. When a living creature contacts an area (dung heap, offal, etc) infested with rot grubs, the grubs will attack if they can come in contact the victim's skin. A rot grub secretes an anesthetic when it bites and will burrow into the flesh. A burrowing grub can be noticed if the victim succeeds at a Wisdom check. If successful, the victim sees strange rippling beneath his skin. If failed, the creature does not notice the grubs. During the first two rounds, a burrowing rot grub can be killed by applying fire to the infested skin or by cutting open the infested skin with any slashing weapon. Either method deals 2d6 points of damage to the victim, but kills the grubs. After the second round, only a cure disease can kill the grubs as they burrow to the victim's heart and devour it in 1d3 turns.

Rust Monster*

Armor Class:	18
Hit Dice:	5*
No. of Attacks:	1 antenna
Damage:	special
Movement:	40'
No. Appearing:	1d4
Save As:	Fighter: 5
Morale:	7
Treasure Type:	None
XP:	405

The hide of these creatures varies in color from a yellowish tan underside to a rust-red upper back. A rust monster's prehensile antennae can rust metals on contact. The typical rust monster measures 5 feet long and 3 feet high, weighing 200 pounds.

A rust monster's touch transforms metal objects into rust (or verdigris, or other oxides as appropriate). Non-magical metal attacked by a rust monster, or that touches the monster (such as a sword used to attack it), is instantly ruined. A non-magical metal weapon used to attack the monster does half damage before being destroyed. Magic weapons or armor lose one "plus" each time they make contact with the rust monster; this loss is permanent.

The metal oxides created by this monster are its food; a substantial amount of metal dropped in its path may cause it to cease pursuit of metal-armored characters.

Use a morale check to determine this.



Sabre-Tooth Cat

Armor Class:	14
Hit Dice:	8
No. of Attacks:	2 claws/1 bite
Damage:	1d6/1d6/2d8
Movement:	50'
No. Appearing:	Wild 1d4, Lair 1d4
Save As:	Fighter: 8
Morale:	10
Treasure Type:	None
XP:	875

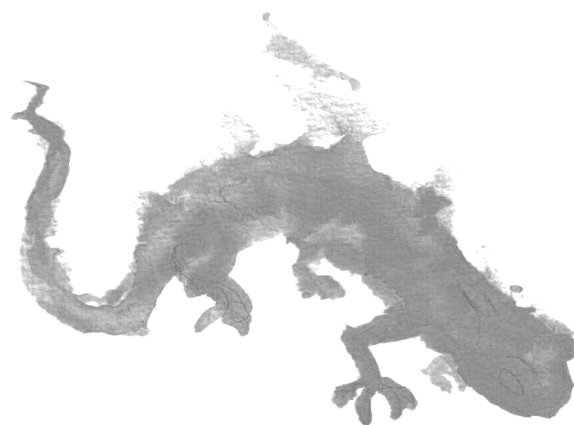
The sabre-tooth cat, or *smilodon*, is a prehistoric great cat with very large canine teeth. They behave much as do mountain lions or jaguars.

Salamander*

	Flame	Frost
Armor Class:	19 ±	21 ±
Hit Dice:	8*	12* (+10)
No. of Attacks:	2 claws/1 bite + heat	4 claws/1 bite + cold
Damage:	1d4/1d4/1d8 + 1d8/round	1d6/1d6/1d6/1d6 / 2d6 + 1d8/round
Movement:	40'	40'
No. Appearing:	1d4+1, Wild 2d4, Lair 2d4	1d3, Wild 1d3, Lair 1d3
Save As:	Fighter: 8	Fighter: 12
Morale:	8	9
Treasure Type:	F	E
XP:	945	1,975

Salamanders are large, lizard-like creatures from the elemental planes. They are sometimes found on the material plane; they can arrive through naturally-occurring dimensional rifts, or they may be summoned by high-level Magic-Users. Due to their highly magical nature, they cannot be harmed by non-magical weapons.

Flame salamanders come from the Elemental Plane of Fire. They look like giant snakes, more than 12' long, with dragonlike heads and lizard forelimbs. Their scales are all the colors of flame, red and orange and yellow. A flame salamander is flaming hot, and all non-fire-resistant creatures within 20' of the monster suffer 1d8 points of damage per round from the heat. They are immune to damage from any fire or heat attack. Flame salamanders are intelligent; they speak the language of the Plane of Fire, and many will also know Elvish, Common, and/or Dragon.



Frost salamanders come from the Elemental Plane of Water. They look like giant lizards with six legs. Their scales are the colors of ice, white, pale gray and pale blue. Frost salamanders are very cold, and all non-cold-resistant creatures within 20' suffer 1d8 points of damage per round from the cold. Frost salamanders are completely immune to all types of cold-based attacks. They are quite intelligent; all speak the language of the Plane of Water, and many also speak Common, Elvish, and/or Dragon.

Flame and frost salamanders hate each other, and each type will attack the other on sight, in preference over any other foe. If summoned by a Magic-User, a salamander is often assigned to protect a location, doorway, or treasure hoard; in such a case, the salamander will attack anyone attempting to gain unauthorized access to the protected area. Those which arrive through natural rifts may have any goals or motivations the GM wishes, and thus may choose to parley, fight, or even ignore adventurers.

Scorpion, Giant

Armor Class:	15
Hit Dice:	4*
No. of Attacks:	2 claws/1 stinger
Damage:	1d10/1d10/1d6 + poison
Movement:	50' (10')
No. Appearing:	1d6, Wild 1d6
Save As:	Fighter: 2
Morale:	11
Treasure Type:	None
XP:	280

Giant scorpions are quite large, sometimes as large as a donkey. They are aggressive predators and generally attack on sight. If a claw attack hits, the giant scorpion receives a +2 attack bonus with its stinger (but two claw hits do not give a double bonus). Those hit by the stinger must save vs. Poison or die. Giant scorpions are most commonly found in desert areas or caverns.

Sea Serpent

Armor Class:	17
Hit Dice:	6
No. of Attacks:	1 bite
Damage:	2d6
Movement:	Swim 50' (10')
No. Appearing:	Wild 2d6
Save As:	Fighter: 6
Morale:	8
Treasure Type:	None
XP:	500

Sea serpents are, obviously, serpentine monsters which live in the sea. They range from 20' to 40' long. A sea serpent can choose to wrap around a ship and constrict; in this case, roll 2d10 for damage.

Shadow*

Armor Class:	13 \pm
Hit Dice:	2*
No. of Attacks:	1 touch
Damage:	1d4 + 1 point Strength loss
Movement:	30'
No. Appearing:	1d10, Wild 1d10, Lair 1d10
Save As:	Fighter: 2
Morale:	12
Treasure Type:	F
XP:	100

A shadow can be difficult to see in dark or gloomy areas but stands out starkly in brightly illuminated places. They lurk in dark places, waiting for living prey to happen by. A shadow is 5 to 6 feet tall and is weightless. Shadows cannot speak intelligibly. Despite their strange nature and appearance, shadows are not



undead monsters, and thus cannot be Turned by a Cleric.

A shadow's attack does 1d4 damage (from cold) and drains 1 point of Strength from the victim. Victims reduced to 2 or fewer points of Strength collapse and become unable to move; those reduced to 0 Strength die and rise as shadows a day later (at nightfall). Otherwise, Strength points lost to shadows are recovered at a rate of 1 point per turn.

Due to their incorporeal nature, shadows cannot be harmed by non-magical weapons.

Shark, Bull

Armor Class:	13
Hit Dice:	2
No. of Attacks:	1 bite
Damage:	2d4
Movement:	Swim 60' (10')
No. Appearing:	Wild 3d6
Save As:	Fighter: 2
Morale:	7
Treasure Type:	None
XP:	75

Bull sharks are so named because of their stocky, broad build. Male bull sharks can grow up to 7' long and weigh around 200 pounds, while females have been known to be up to 12' long, weighing up to 500 pounds.

Bull sharks are able to tolerate fresh water, and often travel up rivers in search of prey.

Shark, Great White

Armor Class:	19
Hit Dice:	8
No. of Attacks:	1 bite
Damage:	2d10
Movement:	Swim 60' (10')
No. Appearing:	Wild 1d4
Save As:	Fighter: 8
Morale:	8
Treasure Type:	None
XP:	875

Great white sharks range from 12' to 15' in length on the average, though specimens ranging up to 30' in length have been reported. They are apex predators. Great white sharks have the ability to sense the electromagnetic fields of living creatures, allowing them to find prey even when light or water clarity are poor, and are able to smell blood at great distances.

Shark, Mako

Armor Class:	15
Hit Dice:	4
No. of Attacks:	1 bite
Damage:	2d6
Movement:	Swim 80'
No. Appearing:	Wild 2d6
Save As:	Fighter: 4
Morale:	7
Treasure Type:	None
XP:	240

Mako sharks are fast-moving predators found in temperate and tropical seas. They average 9' to 13' in length and weigh up to 1,750 pounds. Mako sharks are known for their ability to leap out of the water; they are able to leap up to 20' in the air.

Shrew, Giant

Armor Class:	16
Hit Dice:	1*
No. of Attacks:	2 bites
Damage:	1d6/1d6
Movement:	60'
No. Appearing:	1d4, Wild 1d8, Lair 1d8
Save As:	Fighter: 2
Morale:	10
Treasure Type:	None
XP:	37

Giant shrews resemble giant rats, but are larger, being up to 6' long, and darker in color. They have a very fast metabolic rate and must eat almost constantly. Giant shrews are omnivorous, and aggressively defend their nests and the immediate territory around them.

Giant shrews move so swiftly that they are able to bite twice per round, and they may attack two different adjacent opponents in this way.

A few giant shrew species (generally no more than 5% of those encountered) are venomous. The bite of such a giant shrew will kill the victim unless a save vs. Poison is made. A victim bitten twice in a round need only save once for that round, but of course will have to save again in subsequent rounds if bitten again. Venomous giant shrews are considered 1* with respect to hit dice.

Shrieker

Armor Class:	13
Hit Dice:	3
No. of Attacks:	Special
Damage:	None

Movement:	5'
No. Appearing:	1d8
Save As:	Fighter: 1
Morale:	12
Treasure Type:	None
XP:	145

A shrieker is a large (3' to 5' tall and about the same size across), semi-mobile fungus that emits a loud noise as a defense mechanism when disturbed. Shriekers live in dark, subterranean places. They come in several shades of purple.

A shrieker has no means of attack. Instead, it lures monsters to its vicinity by emitting a loud noise. Movement or a light source within 10 feet of a shrieker causes the fungus to emit a piercing sound that lasts for 1d3 rounds. The sound attracts nearby creatures that are disposed to investigate it. Some creatures that live near shriekers learn that the fungus' noise means there is food nearby. In game terms, the GM should roll a wandering monster check each round that a shrieker shrieks.

**Skeleton**

Armor Class:	13 (see below)
Hit Dice:	1
No. of Attacks:	1 weapon
Damage:	1d6 or by weapon
Movement:	40'
No. Appearing:	3d6, Wild 3d10
Save As:	Fighter: 1
Morale:	12
Treasure Type:	None
XP:	25

Skeletons are mindless **undead** created by an evil Magic-User or Cleric, generally to guard a tomb or treasure hoard, or to act as guards for their creator. They take only $\frac{1}{2}$ damage from edged weapons, and only a single point from arrows, bolts or sling stones (plus any magical bonus). As with all undead, they can be **Turned** by a Cleric, and are immune to **sleep**, **charm** or **hold** magic. As they are mindless, no form of mind reading is of any use against them. Skeletons never fail morale, and thus always fight until destroyed.



Snake, Giant Rattlesnake

Armor Class:	15
Hit Dice:	2*
No. of Attacks:	1 bite
Damage:	1d8 + poison
Movement:	40'
No. Appearing:	1d2, Wild 1d2, Lair 1d2
Save As:	Fighter: 2
Morale:	8
Treasure Type:	None
XP:	100

Giant rattlesnakes are simply much enlarged versions of the normal rattlesnake (see **pit vipers**, below, for details). They average 14' to 20' in length at adulthood.

Snake, Pit Viper

Armor Class:	14
Hit Dice:	1*
No. of Attacks:	1 bite
Damage:	1d4 + poison
Movement:	30'
No. Appearing:	1d4, Wild 1d4, Lair 1d4
Save As:	Fighter: 1
Morale:	7
Treasure Type:	None
XP:	37

Pit vipers are highly venomous snakes. There are many varieties ranging in size from 2' to 12' at adulthood; the statistics above are for an "average" variety which reaches about 9' in length.

Those bitten by a pit viper must save vs. Poison or die.



Pit vipers are named for the thermally sensitive "pits" between their eyes and nostrils. These are used to detect birds, mammals, and lizards, the natural prey of these snakes. Note that, even though lizards are cold-blooded, pit vipers can still sense them because their temperature will often be slightly higher or lower than their surroundings.

Rattlesnakes are a variety of pit viper; in addition to the details given above, a rattlesnake has a rattle (from which it gets its name) at the end of its tail. The rattle is used to warn away larger creatures.

Snake, Python

Armor Class:	14
Hit Dice:	5*
No. of Attacks:	1 bite/1 constrict
Damage:	1d4/2d4
Movement:	30'
No. Appearing:	1d3, Wild 1d3, Lair 1d3
Save As:	Fighter: 5
Morale:	8
Treasure Type:	None
XP:	405

After a successful bite attack, a python will wrap itself around the victim (in the same round), constricting for 2d4 damage plus an additional 2d4 per round thereafter. The hold may be broken on a roll of 1 on 1d6 (add the victim's Strength bonus to the range, so a

Strength of 16 would result in a range of 1-3 on 1d6); breaking the hold takes a full round.

Snake, Sea

Armor Class:	14
Hit Dice:	3*
No. of Attacks:	1 bite
Damage:	1 + poison
Movement:	10' Swim 30'
No. Appearing:	Wild 1d8
Save As:	Fighter: 3
Morale:	7
Treasure Type:	None
XP:	175

Sea snakes are relatively small; the largest varieties rarely exceed 6' in length. They have relatively small heads, and are very stealthy in the water. Their bite does so little damage that the creature bitten has only a 50% chance to notice the attack, but their poison is terribly strong, such that any creature bitten must save vs. Poison at a penalty of -4 or die.

Fortunately, sea snakes rarely attack; only if molested (grabbed, stepped on, etc.) will they do so. They are very clumsy when out of the water.

Snake, Spitting Cobra

Armor Class:	13
Hit Dice:	1*
No. of Attacks:	1 bite or 1 spit
Damage:	1d4 + poison or blindness
Movement:	30'
No. Appearing:	1d6, Wild 1d6, Lair 1d6
Save As:	Fighter: 1
Morale:	7
Treasure Type:	None
XP:	37

Spitting cobras average about 7' in length at adulthood. They use their spreading hood to warn other creatures not to bother them, and generally refrain from attacking if possible to allow larger creatures time to retreat. Failure to retreat from the spitting cobra will likely result in the cobra spitting venom;

the cobra can project its venom up to 5', and any creature hit must roll a save vs. Poison or be blinded permanently (though the **cure blindness** spell can be used to heal this injury). If the cobra cannot deter a creature by spitting, it will attack using its bite. In this case, those successfully hit must save vs. Poison or die.



Spectre*

Armor Class:	17 ±
Hit Dice:	6**
No. of Attacks:	1 touch
Damage:	Energy drain 2 levels/touch
Movement:	Fly 100'
No. Appearing:	1d4, Lair 1d8
Save As:	Fighter: 6
Morale:	11
Treasure Type:	E
XP:	610

A spectre looks much as it did in life and can be easily recognized by those who knew the individual or have seen the individual's face in a painting or a drawing. In many cases, the evidence of a violent death is visible on its body. A spectre is roughly human-sized and is weightless.

Like all undead, they may be Turned by Clerics and are immune to **sleep**, **charm** and **hold** magics. Due to their incorporeal nature, they cannot be harmed by non-magical weapons.

Spider, Giant Black Widow

Armor Class:	14
Hit Dice:	3*
No. of Attacks:	1 bite
Damage:	2d6 + poison
Movement:	20' Web 40'
No. Appearing:	1d3, Wild 1d3, Lair 1d3
Save As:	Fighter: 3
Morale:	8
Treasure Type:	None
XP:	175

The giant black widow spider is a much enlarged version of the ordinary black widow; a full-grown male has a leg-span of 2 feet, while an adult female will be 3' or more across. Despite the size difference, both genders are statistically equal. Both genders are marked with an orange "hourglass" on the abdomen.

The venom of the giant black widow is strong, such that those bitten must save vs. Poison at a penalty of -2 or die. Giant black widow spiders spin strong, sticky, nearly invisible webs, usually across passageways or cave entrances, or sometimes between trees in the wilderness; those who stumble into these webs become stuck, and must roll to escape just as if opening a door. Any character stuck in such a web cannot effectively cast spells or use a weapon.

Spider, Giant Crab

Armor Class:	13
Hit Dice:	2*

No. of Attacks:	1 bite
Damage:	1d8 + poison
Movement:	40'
No. Appearing:	1d4, Wild 1d4, Lair 1d4
Save As:	Fighter: 2
Morale:	7
Treasure Type:	None
XP:	100

Crab spiders are ambush predators, hiding using various forms of camouflage and leaping out to bite their surprised prey. Giant crab spiders are horribly enlarged, being around 3' in length. They can change color slowly (over the course of a few days), taking on the overall coloration of their preferred lair or ambush location. After this change is complete, the spider is able to surprise potential prey on 1-4 on 1d6 when in that preferred location. Anyone bitten by a giant crab spider must save vs. Poison or die.

Spider, Giant Tarantula

Armor Class:	15
Hit Dice:	4*
No. of Attacks:	1 bite
Damage:	1d8 + poison
Movement:	50'
No. Appearing:	1d3, Wild 1d3, Lair 1d3
Save As:	Fighter: 4
Morale:	8
Treasure Type:	None
XP:	280

Giant tarantulas are huge, hairy spiders, about the size of a pony. They run down their prey much as wolves do. The bite of the giant tarantula is poisonous; those bitten must save vs. Poison or be forced to dance wildly. The dance lasts 2d10 rounds, during which time the victim has a -4 penalty on attack and saving throw rolls. If the victim is a Thief, he or she cannot use any Thief abilities while dancing. Onlookers must save vs. Spells or begin dancing themselves; such "secondary" victims suffer the same penalties as above, but they will only dance for 2d4 rounds.

Each round the original victim dances, he or she must save vs. Poison again or take 1d4 points of damage. Secondary victims do not suffer this effect.

Neutralize poison will cure the original victim, and **dispel magic** will stop the dance for all victims in the area of effect, whether they are original or secondary.

Sprite

Armor Class:	15
Hit Dice:	1d4 Hit Points *
No. of Attacks:	1 dagger or 1 spell

Damage:	1d4 or by spell
Movement:	20' Fly 60'
No. Appearing:	3d6, Wild 3d6, Lair 5d8
Save As:	Magic-User: 4 (with Elf bonuses)
Morale:	7
Treasure Type:	S
XP:	13

Sprites are reclusive fey creatures, looking like tiny elves just a foot tall with dragonfly-like wings. They go out of their way to fight evil and ugliness and to protect their homelands. Sprites fight their opponents with spell-like abilities and pint-sized weaponry. They prefer ambushes and other trickery over direct confrontation.

Five sprites acting together can cast **remove curse**, or its reversed form **bestow curse**, once per day. The latter spell is often used as an attack.

Squid, Giant

Armor Class:	17
Hit Dice:	6
No. of Attacks:	8 tentacles/1 bite
Damage:	1d4 per tentacle/1d10
Movement:	Swim 40'
No. Appearing:	Wild 1d4
Save As:	Fighter: 6
Morale:	8
Treasure Type:	None
XP:	500

These voracious creatures can have bodies more than 20 feet long and attack almost anything they meet. Their tentacles are studded with barbs and sharp-edged suckers. In order to bite a creature, the giant squid must hit with at least two tentacles first.

If a giant squid fails a morale check, it will squirt out a cloud of black "ink" 30' in diameter and then jet away at twice normal speed for 3d8 rounds.

Stirge

Armor Class:	13
Hit Dice:	1*
No. of Attacks:	1 bite
Damage:	1d4 + 1d4/round blood drain
Movement:	10' Fly 60'
No. Appearing:	1d10, Wild 3d12, Lair 3d12
Save As:	Fighter: 1
Morale:	9
Treasure Type:	D
XP:	37

A stirge's coloration ranges from rust-red to reddish-brown, with a dirty yellow underside. The proboscis is pink at the tip, fading to gray at its base. A stirge's body

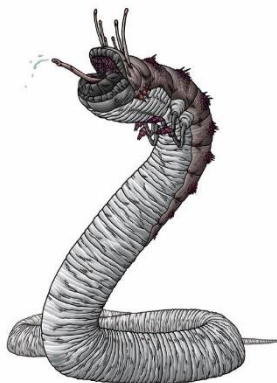
is about 1 foot long, with a wingspan of about 2 feet. It weighs about 1 pound.



If a stirge hits a creature, it attaches and drains blood equal to 1d4 damage per round (on its Initiative). The creature can only be removed by killing it; any attack on the creature receives an attack bonus of +2, but any attack that misses hits the victim instead.

Tentacle Worm

Armor Class:	13
Hit Dice:	3*
No. of Attacks:	6 tentacles
Damage:	paralysis
Movement:	40'
No. Appearing:	1d3, Lair 1d3
Save As:	Fighter: 3
Morale:	9
Treasure Type:	B
XP:	175



Tentacle worms appear to be giant worms of some sort, averaging 6 to 8 feet long. Their heads are pasty white or grey, but their bodies vary from livid pink or purple to deep green in color. Their tentacles splay out from around the creature's "neck." Some sages believe they are the larval form of some other monster, but this has never been proven.

A tentacle worm can attack as many as three adjacent opponents. Those hit must save vs. Paralysis or be paralyzed 2d4 turns. No matter how many of a tentacle

worm's attacks hit an opponent in a given round, only one saving throw is required in each such round.

If all opponents of a tentacle worm are rendered paralyzed, it will begin to feed upon the paralyzed victims, doing 1 point of damage every 1d8 rounds until the victim is dead; if other paralyzed victims are still alive, the worm is 50% likely to move on immediately to another still-living victim. Otherwise, it continues to eat the corpse of the slain victim for 1d4 turns.

Tiger

Armor Class:	14
Hit Dice:	6
No. of Attacks:	2 claws/1 bite
Damage:	1d6/1d6/2d6
Movement:	50'
No. Appearing:	Wild 1d3, Lair 1d3
Save As:	Fighter: 6
Morale:	9
Treasure Type:	None
XP:	500



These great cats stand more than 3 feet tall at the shoulder and are about 9 feet long. They weigh from 400 to 600 pounds.

Titanotheres

Armor Class:	15
Hit Dice:	12 (+10)
No. of Attacks:	1 butt or 1 trample
Damage:	2d6 or 3d8
Movement:	40' (10')
No. Appearing:	Wild 1d6
Save As:	Fighter: 8
Morale:	7
Treasure Type:	None
XP:	1,875

A titanotheres is a huge prehistoric animal that resembles the rhinoceros; adults average 10' tall and 13' long. They have large, forked horns rather than the pointed horns of rhinos. Like rhinos, they are herd animals, and males aggressively defend the herd; females only enter combat if the male(s) are defeated or the attackers are very numerous. If a single titanotheres is encountered, it will be a rogue male; they are bad tempered and prone to attacking smaller creatures that enter their territory.

Treant

Armor Class:	19
Hit Dice:	8*
No. of Attacks:	2 fists
Damage:	2d6/2d6
Movement:	20'
No. Appearing:	Wild 1d8, Lair 1d8
Save As:	Fighter: 8
Morale:	9
Treasure Type:	C
XP:	945

A treant is a large, roughly humanoid tree-man. Treants have leaves of deep green in the spring and summer. In the fall and winter the leaves change to yellow, orange, or red, but they rarely fall out. A treant's legs fit together when closed to look like the trunk of a tree, and a motionless treant is nearly indistinguishable from a tree. A treant is about 30 feet tall, with a "trunk" about 2 feet in diameter. It weighs about 4,500 pounds.

Treants speak their own language, plus Common and Elvish. Most also can manage a smattering of just about all other humanoid tongues, at least enough to say "Get away from my trees!" Treants prefer to watch potential foes carefully before attacking. They often charge suddenly from cover to trample the despoilers of forests. If sorely pressed, they animate trees as reinforcements.

A treant can animate trees within 180' at will, controlling up to two trees at a time. It takes one round for a normal tree to uproot itself. Thereafter it moves at a

speed of 10' and fights as a treant in all respects. Such trees lose their ability to move if the treant that animated them is incapacitated or moves out of range.

Troglodyte

Armor Class:	15
Hit Dice:	2
No. of Attacks:	2 claws/1 bite
Damage:	1d4/1d4/1d4
Movement:	40'
No. Appearing:	1d8, Lair 5d8
Save As:	Fighter: 2
Morale:	9
Treasure Type:	A
XP:	75

Troglodytes are very intelligent lizardlike humanoid creatures. They have large red eyes and spiny "combs" on their legs, head, and arms. They normally stand 5 to 6 feet tall. They can change color at will, and 50% of the time a group can blend into the environment well enough to surprise on a roll of 1-5 on 1d6. Furthermore, they gain a +2 attack bonus during any surprise round due to their excellent ambush skills.

Troglodytes secrete a smelly oil that keeps their scaly skin supple. All mammals (including, of course, all the standard character races) find the scent repulsive, and those within 10 feet of the Troglodyte must make a saving throw versus poison. Those failing the save suffer a -2 penalty to attack rolls while they remain within range of the Troglodyte. Getting out of range negates the penalty, but renewed exposure reinstates the penalty. The results of the original save last a full 24 hours, after which a new save must be rolled. Troglodytes are very hostile, attacking equal or weaker non-troglodyte groups on sight. They prefer to attack with surprise, depending on their color-changing ability for this.

One out of every eight troglodytes will be a warrior of 4 Hit Dice (240 XP) that gains a +1 bonus to damage due to Strength.

Troglodytes gain a +1 bonus to their morale if they are led by a warrior. In lairs of 24 or more, there will be a troglodyte leader of 6 Hit Dice (500 XP) with an Armor Class of 17 and having a +2



bonus to damage due to Strength. In the lair, troglodytes never fail a morale check as long as the leader is alive.

Troll



Armor Class:	16
Hit Dice:	6*
No. of Attacks:	2 claws/1 bite
Damage:	1d6/1d6/1d10
Movement:	40'
No. Appearing:	1d8, Wild 1d8, Lair 1d8
Save As:	Fighter: 6
Morale:	10 (8)
Treasure Type:	D
XP:	555

A typical adult troll stands 9 feet tall and weighs 500 pounds. A troll's rubbery hide is moss green, mottled green and gray, or putrid gray. The hair is usually greenish black or iron gray. They appear sexless if examined, and their method of reproduction is a mystery. Trolls walk upright but hunched forward with

sagging shoulders. Their gait is uneven, and when they run, their arms dangle and drag along the ground. For all this seeming awkwardness, trolls are very agile.

Trolls have the power of regeneration; they heal 1 hit point of damage each round after being injured. A troll reduced to 0 hit points is not dead, but only disabled for 2d6 rounds, at which point it will regain 1 hit point. Note that the troll may "play dead" until it has regenerated further. Damage from fire and acid cannot be regenerated, and must heal at the normal rate; a troll can only be killed by this sort of damage. The lower morale rating (in parentheses) is used when the troll faces attackers armed with fire or acid. If a troll loses a limb or body part, the lost portion regrows in one turn; or, the creature can reattach the severed member instantly by holding it to the stump.

Trolls are hateful creatures, reveling in combat and bloodshed. Though trolls could easily use a variety of weapons, they much prefer the sensation of flesh being rent by their teeth and claws.

Unicorn (and Alicorn)

	Unicorn	Alicorn
Armor Class:	19	19
Hit Dice:	4*	4*
No. of Attacks:	2 hooves/1 horn (+3 attack bonus)	2 hooves/1 horn
Damage:	1d8/1d8/1d6+3	2d4/2d4/2d6
Movement:	80'	70'
No. Appearing:	Wild 1d6	Wild 1d8
Save As:	Fighter: 8	Fighter: 6
Morale:	7	9
Treasure Type:	None	None
XP:	280	280

Unicorns are horselike creatures having a single spirally-twisted horn in the middle of the forehead. A typical adult unicorn grows to 8 feet in length, stands 5 feet high at the shoulder, and weighs 1,200 pounds. Females are slightly smaller and slimmer than males. A unicorn has deep sea-blue, violet, brown, or fiery gold eyes. Males sport a white beard.

Unicorns normally attack only when defending themselves or their forests. They either charge, impaling foes with their horns like lances, or strike with their hooves. The horn is a +3 magic weapon, though its power fades if removed from the unicorn.

Three times per day a unicorn can cast **cure light wounds** by a touch of its horn. Once per day a unicorn can transport itself 360' (as the spell **dimension door**), and can carry a full load (possibly including a rider) while doing so. A light load for a unicorn is up to 300 pounds; a heavy load, up to 550 pounds.

An Alicorn resembles a unicorn in all details, save that they always have yellow, orange or red eyes, and (if one gets close enough to see) pronounced, sharp canine teeth. Alicorns are as evil as unicorns are good, using their razor-sharp horns and clawlike hooves as weapons. They attack any weaker creatures for the sheer pleasure of killing, but will try to avoid stronger parties.

Alicorns cannot heal or transport themselves by magic as unicorns do. However, alicorns may become invisible at will, exactly as if wearing a **ring of invisibility**.



Urgoblin

Armor Class:	14 (11)
Hit Dice:	2*
No. of Attacks:	1 weapon
Damage:	1d8 or by weapon
Movement:	30' Unarmored 40'
No. Appearing:	Special
Save As:	Fighter: 2
Morale:	9
Treasure Type:	Q, R, S each; special in lair
XP:	100

These creatures appear to be normal **hobgoblins**, but urgoblins are actually a mutant subspecies. Urgoblins are able to regenerate much as do **trolls** (with the same limitations). All urgoblins are male; if an urgoblin mates with a female hobgoblin, any offspring will also be male,

but only one in four such offspring will share their father's gifts. Like hobgoblins, urgoblins wear toughened hides and carry wooden shields into battle, blending in perfectly.

Some hobgoblin tribes consider urgoblins an abomination, and kill them whenever they can be identified. Other hobgoblin tribes employ them as

bodyguards for the chieftain, and accord them great honor. There are even rumors of a tribe entirely made up of urgoblins, with kidnapped hobgoblin females as their mates; reportedly they slit the throats of all infants born to their mates, so that only those who have the power of regeneration survive.

Vampire*

Armor Class:	18 to 20 ±
Hit Dice:	7** to 9** (+8)
No. of Attacks:	1 weapon or special
Damage:	1d8 or by weapon or special
Movement:	40' Fly 60'
No. Appearing:	1d6, Wild 1d6, Lair 1d6
Save As:	Fighter: 7 to 9 (as Hit Dice)
Morale:	11
Treasure Type:	F
XP:	800 - 1,225

Vampires appear just as they did in life, although their features are often hardened and feral, with the predatory look of wolves. They often embrace finery and decadence and may assume the guise of nobility. Despite their human appearance, vampires can be easily recognized, for they cast no shadows and throw no reflections in mirrors. They speak any languages they knew in life.

A vampire can charm anyone who meets its gaze; a save vs. Spells is allowed to resist, but at a penalty of -2 due to the power of the charm. This charm is so powerful that the victim will not resist being bitten by the vampire.

The bite inflicts 1d3 damage, then each round thereafter one energy level is drained from the victim. The vampire regenerates a 1d6 hit points (if needed) for each energy level drained. If the victim dies from the energy drain, he or she will arise as a vampire at the next sunset (but not less than 12 hours later). Vampires spawned in this way are under the permanent control of the vampire who created them.

If using the bite attack, the vampire suffers a penalty of -5 to Armor Class due to the vulnerable position it must assume. For this reason, the bite is rarely used in combat. Vampires have great Strength, gaining a bonus of +3 to damage when using melee weapons, and a vampire will generally choose to use a melee weapon (or even its bare hands) in combat rather than attempting to bite.

Vampires are unharmed by non-magical weapons, and like all undead are immune to **sleep**, **charm** and **hold** spells. If reduced to 0 hit points in combat, the vampire is not destroyed, though it may appear to be. The vampire will begin to regenerate 1d8 hours later,

recovering 1 hit point per turn, and resuming normal activity as soon as the first point is restored.

Vampires command the lesser creatures of the night and once per day can call forth 10d10 rats, 5d4 giant rats, 10d10 bats, 3d6 giant bats, or a pack of 3d6 wolves (assuming any such creatures are nearby). These creatures arrive in 2d6 rounds and serve the vampire for up to 1 hour.

A vampire can assume the form of a **giant bat** or a **dire wolf** at will, requiring one round to complete the transformation. The flying movement listed is for the giant bat form. In animal form, the vampire can use the normal attacks for that form. It can't use its other powers while in animal form, except that creatures summoned are still controlled, and charms already in effect continue in effect.

For all their power, vampires have a number of weaknesses:

Repelling a Vampire: Vampires cannot tolerate the strong odor of garlic and will not enter an area laced with it. Similarly, they recoil from a mirror or a strongly presented holy symbol. These things don't harm the vampire – they merely keep it at bay. A recoiling vampire must stay at least 5 feet away from a creature holding the mirror or holy symbol and cannot touch or make melee attacks against the creature holding the item for the rest of the encounter.

Vampires are also unable to cross running water, although they can be carried over it while resting in their coffins or aboard a ship. They are utterly unable to enter a home or other building unless invited in by someone with the authority to do so. They may freely enter public places, since these are by definition open to all.

Slaying a Vampire: Reducing a vampire's hit points to 0 or lower incapacitates it but doesn't always destroy it, as described above. However, certain attacks can slay vampires. Exposing any vampire to direct sunlight disorients it: It can act for only one round and is destroyed utterly in the next round if it cannot escape. Similarly, immersing a vampire in running water robs it of one-third of its hit points each round until it is destroyed at the end of the third round of immersion. Driving a wooden stake through a vampire's heart instantly slays the monster. However, it returns to life if the stake is removed, unless the body is destroyed, by water or sunlight as described above, or by burning it completely in a funeral pyre.



Water Termite, Giant

Armor Class:	13
Hit Dice:	1 to 4
No. of Attacks:	1 spray
Damage:	Stun
Movement:	Swim 30'
No. Appearing:	Wild 1d4
Save As:	Fighter: 1 to 4 (as Hit Dice)
Morale:	10
Treasure Type:	None
XP:	25 - 240

Giant water termites vary from 1' to 5' in length. They attack using a noxious spray with a range of 5' which stuns the target for a full turn on a hit; a save vs. Poison is allowed to avoid the effect. A stunned character can neither move nor take action for the remainder of the current round and all of the next one.

However, the primary concern regarding these monsters is the damage they can do to boats and ships. Each creature can do 2d4 points of damage to a ship's hull per round (no roll required) for a number of rounds equal to 1d4 plus the creature's hit dice total; after this time, the monster is full. They eat noisily.

These creatures are found in fresh and salt water as well as in swamps. The freshwater variety tend to be smaller, 1-2 hit dice, the saltwater variety 3-4 hit dice, and those found in swamps range from 2-3 hit dice.

Weasel, Giant (or Ferret, Giant)

Armor Class:	17
Hit Dice:	5
No. of Attacks:	1 bite + hold
Damage:	2d4 + 2d4 per round
Movement:	50'
No. Appearing:	1d4, Wild 1d6, Lair 1d6
Save As:	Fighter: 5
Morale:	8
Treasure Type:	V
XP:	360

Giant weasels resemble their more normally sized cousins, having long bodies, short legs, and pointed, toothy snouts. They are predatory animals, hunting those creatures smaller than themselves.

Weasels of all sorts are cunning, crafty hunters, and surprise their prey on 1-3 on 1d6. Once a giant weasel bites a living creature, it hangs on, rending with its teeth each round until the victim or the weasel is dead, or until the weasel fails a morale check (rolled normally) in which case it will let go of its victim and flee.

There are many varieties of normal-sized weasel, including several which are called ferrets; in some territories, the giant weasel is thus called a giant ferret. The only distinction is that those which are tamed are always called ferrets, though not all giant ferrets are tame. Various humanoid races as well as some fairy creatures are known to tame giant ferrets for use as guards or war-animals.

Whale, Killer

Armor Class:	17
Hit Dice:	6
No. of Attacks:	1 bite
Damage:	2d10
Movement:	Swim 80' (10')
No. Appearing:	Wild 1d6
Save As:	Fighter: 6
Morale:	10
Treasure Type:	None
XP:	500

These ferocious creatures are about 30 feet long. Killer whales, also called "orca" (both singular and plural), are strikingly marked in black and white, with prominent white patches that resemble eyes. Their real eyes are much smaller and located away from the fake eye-spots.

Killer whales eat fish, squid, seals, and other whales, but are not above consuming a meal of human or demi-human fare.

Whale, Narwhal

Armor Class:	19
Hit Dice:	12 (+10)
No. of Attacks:	1 horn
Damage:	2d6
Movement:	Swim 60'
No. Appearing:	Wild 1d4
Save As:	Fighter: 6
Morale:	8
Treasure Type:	Special
XP:	1,875

Narwhals are aquatic mammals resembling large dolphins with a single (or rarely, double) tusk protruding straight forward from the mouth. The tusk is helical in shape, and they are sometimes cut short and sold as "unicorn horns." However, they have no particular magical value. Narwhals are found in cold northern seas. They are not particularly aggressive.

Whale, Sperm

Armor Class:	22
Hit Dice:	36* (+16)
No. of Attacks:	1 bite or special
Damage:	3d20
Movement:	Swim 60' (20')
No. Appearing:	Wild 1d3
Save As:	Fighter: 8
Morale:	7
Treasure Type:	None
XP:	17,850

These creatures can be up to 60 feet long. They prey on giant squid. Sperm whales can emit an invisible focused beam of sound 5' wide up to a 50' range underwater. This blast of sound disorients target creatures, leaving them effectively stunned for 1d4 rounds. A stunned character can neither move nor take action for the indicated duration. No attack roll is required, but a save vs. Death Ray is allowed to resist. A sperm whale can emit as many such blasts of sound as it desires, once per round, instead of biting.

Wight*

Armor Class:	15 †
Hit Dice:	3*
No. of Attacks:	1 touch
Damage:	Energy drain (1 level)
Movement:	30'
No. Appearing:	1d6, Wild 1d8, Lair 1d8
Save As:	Fighter: 3
Morale:	12
Treasure Type:	B
XP:	175

A wight's appearance is a weird and twisted reflection of the form it had in life. A wight is about the height and weight of a human. Wights do not possess any of the abilities they had in life.

If a wight touches (or is touched by) a living creature, that living creature suffers one level of **energy drain** (as described in the **Encounter** section). No saving throw is allowed. Striking a wight with a weapon does not count as "touching" it.

Any humanoid slain by a wight becomes a wight by the next sunset (but not less than 12 hours later). Wight spawn are under the command of the wight that created them and remain enslaved until its death.

Like all undead, wights may be Turned by Clerics and are immune to **sleep**, **charm** and **hold** magics. Wights are harmed only by silver or magical weapons, and take only half damage from burning oil.

Wolf

	Normal	Dire
Armor Class:	13	14
Hit Dice:	2	4
No. of Attacks:	1 bite	1 bite
Damage:	1d6	2d4
Movement:	60'	50'
No. Appearing:	2d6, Wild 3d6, Lair 3d6	1d4, Wild 2d4, Lair 2d4
Save As:	Fighter: 2	Fighter: 4
Morale:	8	9
Treasure Type:	None	None
XP:	75	240

Wolves are pack hunters known for their persistence and cunning. They prefer to surround and flank a foe when they can.

Dire wolves are efficient pack hunters that will kill anything they can catch. Dire wolves are generally mottled gray or black, about 9 feet long and weighing some 800 pounds.

Wraith*

Armor Class:	15 ±
Hit Dice:	4**
No. of Attacks:	1 touch
Damage:	1d6 + energy drain (1 level)
Movement:	Fly 80'
No. Appearing:	1d4, Lair 1d6
Save As:	Fighter: 4
Morale:	12
Treasure Type:	E
XP:	320

Wraiths are incorporeal creatures born of evil and darkness. In some cases, the grim silhouette of a wraith might appear armored or outfitted with weapons. This appearance does not affect the creature's AC or combat abilities but only reflects the shape it had in life.

Like all undead, they may be Turned by Clerics and are immune to **sleep**, **charm** and **hold** magics. Due to their incorporeal nature, they cannot be harmed by non-magical weapons.



Wyvern

Armor Class:	18
Hit Dice:	7*
No. of Attacks:	1 bite/1 stinger or 2 talons/1 stinger
Damage:	2d8/1d6 + poison or 1d10/1d10/1d6 + poison
Movement:	30' (10') Fly 80' (15')
No. Appearing:	Wild 1d6, Lair 1d6
Save As:	Fighter: 7
Morale:	9
Treasure Type:	E
XP:	735

A distant cousin to the true dragons, the wyvern is a huge flying lizard with a poisonous stinger in its tail.

A wyvern's body is 15 feet long, and dark brown to gray; half that length is tail. Its wingspan is about 20 feet. A wyvern weighs about one ton. They are built more like bats than lizards, having two legs and two wings; contrast this with true dragons, which have four legs and two wings. Wyverns are of animal intelligence, but are excellent predators with good hunting abilities. When attacking they will make a loud hiss, or sometimes a deep-throated growl much like that of a bull alligator.

Wyverns attack nearly anything that isn't obviously more powerful than themselves. A wyvern dives from the air, clawing at its opponent with its talons and stinging it to death. Any living creature hit by the wyvern's stinger must save vs. Poison or die. A wyvern can slash with its talons only when making a flyby attack or when landing. If a wyvern hits with both its talons, it may attempt to carry off its victim; only victims weighing 300 pounds or less can be carried off, and the wyvern can only carry a victim for at most 6 rounds. While flying with a victim, the wyvern cannot make any further attacks against it, but of course if the victim makes a nuisance of itself (such as by injuring the wyvern), it may be dropped.

Yellow Mold

Armor Class:	Can always be hit
Hit Dice:	2*
No. of Attacks:	Special
Damage:	See below
Movement:	0
No. Appearing:	1d8
Save As:	Normal Man
Morale:	N/A
Treasure Type:	None
XP:	100

If disturbed, a patch of this mold bursts forth with a cloud of poisonous spores. Each patch covers from 10 to 25 square feet; several patches may grow adjacent to each other, and will appear to be a single patch in this case. Each patch can emit a cloud of spores once per day. All within 10 feet of the mold will be affected by the spores and must save vs. Death Ray or take 1d8 points of damage per round for 6 rounds. Sunlight renders yellow mold dormant.

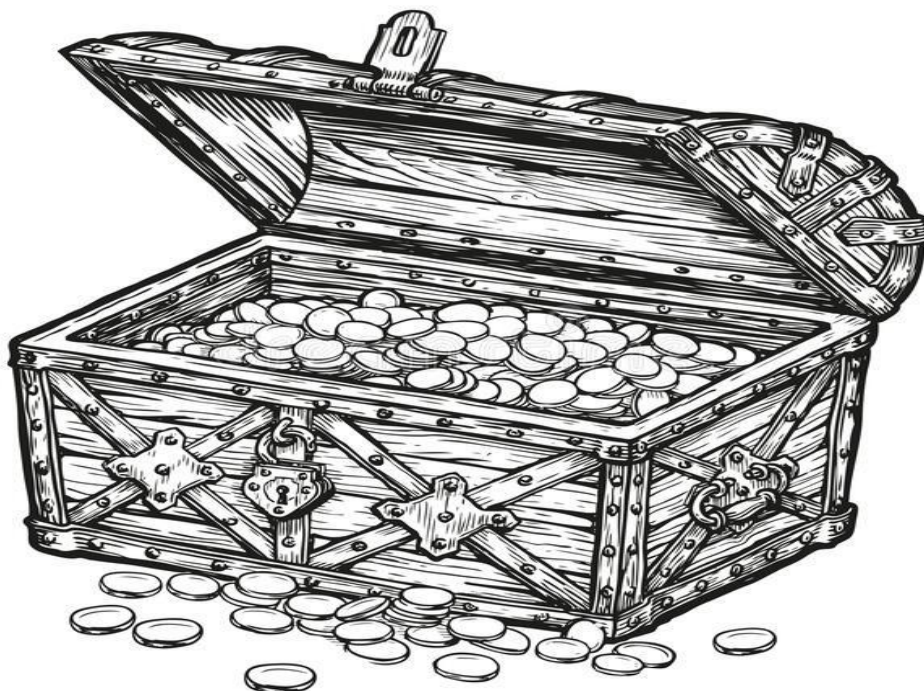
Zombie

Armor Class:	12 (see below)
Hit Dice:	2
No. of Attacks:	1 weapon
Damage:	1d8 or by weapon
Movement:	20'
No. Appearing:	2d4, Wild 4d6
Save As:	Fighter: 2
Morale:	12
Treasure Type:	None
XP:	75

Zombies are the **undead** corpses of humanoid creatures. They are deathly slow, but they move silently, are very strong and must be literally hacked to pieces to "kill" them. They take only half damage from blunt weapons, and only a single point from arrows, bolts or sling stones (plus any magical bonus). A zombie never has Initiative and always acts last in any given round. Like all undead, they may be Turned by Clerics and are immune to **sleep**, **charm** and **hold** magics. As they are mindless, no form of mind reading is of any use against them. Zombies never fail morale checks, and thus always fight until destroyed.



PART 7: TREASURE



Distribution of Treasure

Some adventurers choose to adventure to battle evil, while others seek to attain glory or power... but others go in search of treasure, gold and jewels and magical items. Below is the information the Game Master will need to satisfy the greedy.

Random Treasure Generation

The tables below describe the various treasure types assigned to monsters, as well as unguarded treasures appropriate to various dungeon levels. To generate a random treasure, find the indicated treasure type and read across; where a percentage chance is given, roll percentile dice to see if that sort of treasure is found. If so, roll the indicated dice to determine how much.

Tables for the random generation of gems, jewelry (and bejeweled art pieces), and magic items are provided after the main treasure tables.

Placed Treasures

The Game Master is never required to roll for treasure; rather, treasure may be placed, or random treasures

amended, as desired or needed for the purposes of the adventure. Special treasures are always placed; for example, a special magic item needed to complete an adventure.

Adjusting Treasure Awards

There will be many cases where random treasure generation is not the best method to employ. For instance, a larger than average treasure assigned to a smaller than average lair of monsters might need to be reduced. It is up to the Game Master to decide how much treasure he or she wishes to allow into the campaign. Too much gold (or other treasure which can be converted to gold) may make things too easy for the player characters. Similarly, too many magic items may also make things too easy.

If you are a novice Game Master, remember that you can always give more treasure, but it can be difficult to drain treasure from the party without angering the players... particularly if you use heavy-handed methods. Start small, and work up as you gain experience.

Lair Treasures

	100's of Type Copper	100's of Silver	100's of Electrum	100's of Gold	100's of Platinum	Gems and Jewelry	Magic Items
A	50% 5d6	60% 5d6	40% 5d4	70% 10d6	50% 1d10	50% 6d6 50% 6d6	30% any 3
B	75% 5d10	50% 5d6	50% 5d4	50% 3d6	None	25% 1d6 25% 1d6	10% 1 weapon or armor
C	60% 6d6	60% 5d4	30% 2d6	None	None	25% 1d4 25% 1d4	15% any 1d2
D	30% 4d6	45% 6d6	None	90% 5d8	None	30% 1d8 30% 1d8	20% any 1d2 + 1 potion
E	30% 2d8	60% 6d10	50% 3d8	50% 4d10	None	10% 1d10 10% 1d10	30% any 1d4 + 1 scroll
F	None	40% 3d8	50% 4d8	85% 6d10	70% 2d8	20% 2d12 10% 1d12	35% any 1d4 except weapons + 1 potion + 1 scroll
G	None	None	None	90% 4d6x10	75% 5d8	25% 3d6 25% 1d10	50% any 1d4 + 1 scroll
H	75% 8d10	75% 6d10x10	75% 3d10x10	75% 5d8x10	75% 9d8	50% 1d100 50% 10d4	20% any 1d4 + 1 potion + 1 scroll
I	None	None	None	None	80% 3d10	50% 2d6 50% 2d6	15% any 1
J	45% 3d8	45% 1d8	None	None	None	None None	None
K	None	90% 2d10	35% 1d8	None	None	None None	None
L	None	None	None	None	None	50% 1d4 None	None
M	None	None	None	90% 4d10	90% 2d8x10	55% 5d4 45% 2d6	None
N	None	None	None	None	None	None None	40% 2d4 potions
O	None	None	None	None	None	None None	50% 1d4 scrolls

Individual Treasures

	Pieces of Type Copper	Pieces of Silver	Pieces of Electrum	Pieces of Gold	Pieces of Platinum	Gems and Jewelry	Magic Items
P	3d8	None	None	None	None	None None	None
Q	None	3d6	None	None	None	None None	None
R	None	None	2d6	None	None	None None	None
S	None	None	None	2d4	None	None None	None
T	None	None	None	None	1d6	None None	None
U	50% 1d20	50% 1d20	None	25% 1d20	None	5% 1d4 5% 1d4	2% Any 1

V	None	25% 1d20	25% 1d20	50% 1d20	25% 1d20	10% 1d4 10% 1d4	5% Any 1
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Unguarded Treasures

Level	100's of Copper	100's of Silver	100's of Electrum	100's of Gold	100's of Platinum	Gems and Jewelry	Magic Items
1	75% 1d8	50% 1d6	25% 1d4	7% 1d4	1% 1d4	7% 1d4 3% 1d4	2% Any 1
2	50% 1d10	50% 1d8	25% 1d6	20% 1d6	2% 1d4	10% 1d6 7% 1d4	5% Any 1
3	30% 2d6	50% 1d10	25% 1d8	50% 1d6	4% 1d4	15% 1d6 7% 1d6	8% Any 1
4-5	20% 3d6	50% 2d6	25% 1d10	50% 2d6	8% 1d4	20% 1d8 10% 1d6	12% Any 1
6-7	15% 4d6	50% 3d6	25% 1d12	70% 2d8	15% 1d4	30% 1d8 15% 1d6	16% Any 1
8+	10% 5d6	50% 5d6	25% 2d8	75% 4d6	30% 1d4	40% 1d8 30% 1d8	20% Any 1

Note: Unguarded treasures should be rare; see the Game Master section, below, for advice on placement of unguarded treasure.

Gems and Jewelry

Use the tables below to determine the base value and number found when gems are indicated in a treasure hoard. If the number generated in the main table above is small, roll for each gem; but if the number is large (10 or more, at the GM's option), after each roll for Type and Base Value, roll the indicated die to see how many such gems are in the hoard.

d%	Type	Base Value in Gold Pieces	Number Found
01-20	Ornamental	10	1d10
21-45	Semiprecious	50	1d8
46-75	Fancy	100	1d6
76-95	Precious	500	1d4
96-00	Gem	1000	1d2
	Jewel	5000	1

The values of gems vary from the above for reasons of quality, size, etc. The GM may use the table below to adjust the values of the gems in the hoard, at his or her option. This is why there is no die result given in the table above for Jewel; on a roll of 12 on the table below, a Gem can become a Jewel.

2d6	Value Adjustment
2	Next Lower Value Row
3	1/2
4	3/4
5-9	Normal Value
10	1.5 Times
11	2 Times
12	Next Higher Value Row

d%	Gem Type	d%	Gem Type
01-10	Greenstone	66-70	Topaz
11-20	Malachite	71-75	Bloodstone
21-28	Aventurine	76-79	Sapphire
29-38	Phenaloque	80-89	Diamond
39-45	Amethyst	90-94	Fire Opal
46-54	Fluorospars	95-97	Ruby
55-60	Garnet	98-00	Emerald
61-65	Alexandrite		

Standard items of jewelry are valued at 2d8x100 gp value. The table below can be used to generate descriptions of the items themselves.

d%	Type	d%	Type
01-06	Anklet	56-62	Earring
07-12	Belt	63-65	Flagon
13-14	Bowl	66-68	Goblet
15-21	Bracelet	69-73	Knife
22-27	Brooch	74-77	Letter Opener
28-32	Buckle	78-80	Locket
33-37	Chain	81-82	Medal
38-40	Choker	83-89	Necklace
41-42	Circlet	90	Plate
43-47	Clasp	91-95	Pin
48-51	Comb	96	Sceptre
52	Crown	97-99	Statuette
53-55	Cup	00	Tiara

Determine the sort of item found by rolling on the following table:

Any	Weapon or Armor	Any Exc. Weapons	Type of Item
01-25	01-70		Weapon
26-35	71-00	01-12	Armor
36-55		13-40	Potion
56-85		41-79	Scroll
86-90		80-86	Ring
91-95		87-93	Wand, Staff, or Rod
96-00		94-00	Miscellaneous Magic

Magic Weapons

First, roll d% on the following table to determine the weapon type:

d%	Weapon Type
01-02	Great Axe
03-09	Battle Axe
10-11	Hand Axe
12-19	Shortbow
20-27	Shortbow Arrow
28-31	Longbow
32-35	Longbow Arrow
36-43	Light Quarrel
44-47	Heavy Quarrel
48-59	Dagger
60-65	Shortsword
66-79	Longsword
80-81	Scimitar
82-83	Two-Handed Sword
84-86	Warhammer
87-94	Mace
95	Maul
96	Pole Arm
97	Sling Bullet
98-00	Spear

Next, roll on the Weapon Bonus tables. Follow the directions given if a roll on the Special Enemy or

Special Ability tables are indicated; generally multiple rolls on the Special Ability table should be ignored when rolled.

d% Roll		Weapon Bonus
Melee	Missile	Bonus
01-40	01-46	+1
41-50	47-58	+2
51-55	59-64	+3
56-57		+4
58		+5
59-75	65-82	+1, +2 vs. Special Enemy
76-85	83-94	+1, +3 vs. Special Enemy
86-95		Roll Again + Special Ability
96-98	95-98	Cursed, -1*
99-00	99-00	Cursed, -2*

* If cursed weapons are rolled along with special abilities, ignore the special ability roll.

1d6	Special Enemy	1d6	Special Enemy
1	Dragons	4	Regenerators
2	Enchanted	5	Spell Users
3	Lycanthropes	6	Undead
1d20	Special Ability		
01-09	Casts Light on Command		
10-11	Charm Person		
12	Drains Energy		
13-16	Flames on Command		
17-19	Locate Objects		
20	Wishes		

Magic Armor

Generate the type and bonus of each item of magic armor on the tables below.

d%	Armor Type	d%	Armor Bonus
01-09	Leather Armor	01-50	+1
10-28	Chain Mail	51-80	+2
29-43	Plate Mail	81-90	+3
44-00	Shield	91-95	Cursed *
		96-00	Cursed, AC 11 **

* If Cursed armor is rolled, roll again and reverse the bonus (e.g., -1 instead of +1).

** This armor has AC 11 but appears to be +1 when tested.



Potions

d%	Type	d%	Type	d%	Type
01-03	Clairaudience	26-32	Delusion	64-68	Heroism
04-06	Clairvoyance	33-35	Diminution	69-72	Invisibility
07-08	Cold Resistance	36-39	ESP	73-76	Invulnerability
09-11	Control Animal	40-43	Fire Resistance	77-80	Levitation
12-13	Control Dragon	44-47	Flying	81-84	Longevity
14-16	Control Giant	48-51	Gaseous Form	85-86	Poison
17-19	Control Human	52-55	Giant Strength	87-89	Polymorph Self
20-22	Control Plant	56-59	Growth	90-97	Speed
23-25	Control Undead	60-63	Healing	98-00	Treasure Finding

Scrolls

d%	General Type
01-03	Cleric Spell Scroll (1 Spell)
04-06	Cleric Spell Scroll (2 Spells)
07-08	Cleric Spell Scroll (3 Spells)
09	Cleric Spell Scroll (4 Spells)
10-15	Magic-User Spell Scroll (1 Spell)
16-20	Magic-User Spell Scroll (2 Spells)
21-25	Magic-User Spell Scroll (3 Spells)
26-29	Magic-User Spell Scroll (4 Spells)
30-32	Magic-User Spell Scroll (5 Spells)
33-34	Magic-User Spell Scroll (6 Spells)
35	Magic-User Spell Scroll (7 Spells)
36-40	Cursed Scroll
41-46	Protection from Elementals
47-56	Protection from Lycanthropes
57-61	Protection from Magic
62-75	Protection from Undead
76-85	Map to Treasure Type A
86-89	Map to Treasure Type E
90-92	Map to Treasure Type G
93-00	Map to 1d4 Magic Items

Rings

d%	Type
01-06	Control Animal
07-12	Control Human
13-19	Control Plant
20-30	Delusion
31-33	Djinni Summoning
34-44	Fire Resistance
45-57	Invisibility
58-66	Protection +1
67-70	Protection +2

71	Protection +3
72-73	Regeneration
74-75	Spell Storing
76-81	Spell Turning
82-83	Telekinesis
84-90	Water Walking
91-97	Weakness
98	Wishes
99-00	X-Ray Vision

Wands, Staves and Rods

d%	Type
01-08	Rod of Cancellation
09-13	Snake Staff
14-17	Staff of Commanding
18-28	Staff of Healing
29-30	Staff of Power
31-34	Staff of Striking
35	Staff of Wizardry
36-40	Wand of Cold
41-45	Wand of Enemy Detection
46-50	Wand of Fear
51-55	Wand of Fireballs
56-60	Wand of Illusion
61-65	Wand of Lightning Bolts
66-73	Wand of Magic Detection
74-79	Wand of Paralyzation
80-84	Wand of Polymorph
85-92	Wand of Secret Door Detection
93-00	Wand of Trap Detection



Miscellaneous Magic Items

d%	Type
01-04	Amulet of Proof against Detection and Location
05-06	Bag of Devouring
07-12	Bag of Holding
13-17	Boots of Levitation
18-22	Boots of Speed
23-27	Boots of Traveling and Leaping
28	Bowl Commanding Water Elementals
29	Brazier Commanding Fire Elementals
30-35	Broom of Flying
36	Censer Commanding Air Elementals
37-39	Cloak of Displacement
40-43	Crystal Ball
44-45	Crystal Ball with Clairaudience
46	Drums of Panic
47	Efreeti Bottle
48-54	Elven Boots
55-61	Elven Cloak
62-63	Flying Carpet
64-70	Gauntlets of Ogre Power
71-72	Girdle of Giant Strength
73-78	Helm of Reading Languages and Magic
79	Helm of Telepathy
80	Helm of Teleportation
81	Horn of Blasting
82	Horn of Doom
83-91	Medallion of ESP
92	Mirror of Life Trapping
93-97	Rope of Climbing
98-99	Scarab of Protection
00	Stone Commanding Earth Elementals

Using Magic Items

To use a magic item, it must be activated, although sometimes activation simply means putting a ring on your finger. Some items, once donned, function constantly.

Many items are activated just by using them. For instance, a character has to drink a potion, swing a sword, interpose a shield to deflect a blow in combat, wear a ring, or don a cloak. Activation of these items is generally straightforward and self-explanatory. This doesn't mean that if you use such an item, you automatically know what it can do. You must know (or at least guess) what the item can do and then use the item in order to activate it, unless the benefit of the item comes automatically, such as from drinking a potion or swinging a sword.

If no activation method is suggested either in the magic item description or by the nature of the item, assume that a command word is needed to activate it. Command word activation means that a character speaks the word and the item activates. No other special knowledge is needed.

A command word can be a real word, but when this is the case, the holder of the item runs the risk of activating the item accidentally by speaking the word in normal conversation. More often, the command word is some seemingly nonsensical word, or a word or phrase from an ancient language no longer in common use. Note that many magic items must be held in the hand (or otherwise specially handled or worn) to be used; the risk of accidental activation is less significant for such items.

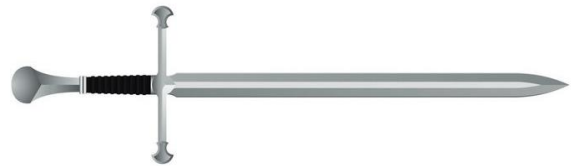
Learning the command word for an item may be easy (sometimes the word is actually inscribed on the item) or it may be difficult, requiring the services of a powerful wizard or sage, or some other means of discovery.

Only the character holding or wearing a magic item may activate it. A character who has been gagged or silenced may not activate a magic item which requires a command word.

When an article of magic armor, clothing or jewelry (including a ring) is discovered, size is not usually an issue. Such items magically adjust themselves for wearers from as small as Halflings to as large as Humans. This effect is called **accommodation**. The GM may create "primitive" items lacking this power if he or she wishes.

Generally only one magical item of a given type may be worn at the same time. For example, a character can normally only wear one suit of armor, wear one necklace and carry one shield at a time. In the case of

rings, a character may wear one magical ring per hand. If a character wears more items of a given type than would normally be practical, the items will usually fail to function due to interference with one another; for instance, wearing two rings on the same hand normally results in both rings failing to operate. **Note, however**, that this limitation cannot be used to disable cursed magic items. For example, wearing a cursed ring would prevent another magic ring from being worn and used on that hand, but the curse would not be lifted by donning a second magic ring.



Magic Weapons

Magic weapons are created with a variety of powers and will usually aid the wielder in combat. A magical weapon's bonus is applied to all attack and damage rolls made with the weapon.

Casts Light on Command: By drawing the weapon and uttering a command word, the wielder may cause it to glow; it will then shed light with the same radius as a **light** spell. Sheathing or laying down the weapon, or speaking the command word again, dispels the effect. This power may be used as often as desired.

Charm Person: This power allows the wielder to cast **charm person** once per day, as if by an 8th level Magic-User, by brandishing the weapon, speaking a command word and gazing at the target creature. (The wielder's gaze does not have to be met for the spell to be cast.) The target creature is allowed saving throws just as described in the spell description.

Drains Energy: A weapon with this power drains one life energy level on a hit, as described under **Energy Drain** in the **Encounter** section; up to 2d4 levels can be drained by a weapon with this power, after which time the weapon loses this power but retains any other magical effects or bonuses.

Flames on Command: Upon command, the weapon will be sheathed in fire. The fire does not harm the wielder. The effect remains until the command is given again, or until the weapon is dropped or sheathed. While it flames, all damage done by the weapon is treated as fire damage, and an additional +1 bonus (in addition to the weapon's normal bonus) is added to damage when fighting trolls, treants, and other creatures especially vulnerable to fire. It casts light and burns just as if it were a torch.

Locate Objects: This power allows the wielder to cast the spell **locate object** once per day, as if by an 8th level Magic-User.

Special Enemy: These weapons are created to combat a specific sort of creature, as rolled on the Special Ability table. When used against that specific enemy, the second listed bonus applies instead of the first; so a sword +1, +3 vs. Undead would provide +1 attack and damage against giant rats, but +3 attack and damage rolls against zombies.

Wishes: Weapons with this power have the ability to grant 1d4 wishes. The GM must adjudicate all wishes, and instructions are given in the **Game Master** section regarding this. After these wishes have been made, the weapon loses this power, but retains any other bonuses and powers.

Cursed Weapons inflict a penalty to the wielder's attack rolls, as rolled on the Weapon Bonus table. The curse causes the afflicted character to be unable to get rid of the weapon. There are two possible forms the curse may take: Obsession and Affliction. The GM may decide which to use at his or her option.

Obsession: Regardless of how severe the penalty is, the character wielding the weapon will believe it is a bonus and refuse to use any other weapon in combat. A **remove curse** spell is the only way to rid a character of such a weapon; but as he or she will believe the weapon is the best magical weapon ever, the character receives a saving throw vs. Spells to resist.

Affliction: The character knows the weapon is cursed as soon as he or she uses it in combat; however, any attempt to throw it away fails, as the weapon magically appears back in the character's hand whenever he or she tries to draw any other weapon. In this case, the **remove curse** spell needed to rid the character of the weapon will be unopposed (i.e. no saving throw).

Magic Armor

Magic armor (including shields) offers improved, magical protection to the wearer. In general, magic armor grants the normal Armor Class for its type, plus the magical armor bonus, as rolled on the Magic Armor table; for example, Plate Mail +2 provides an Armor Class of 19.

There are two varieties of **cursed armor**: Cursed Armor -1 and Cursed Armor AC 11. The first variety's AC is reduced by the rolled penalty; for example, Plate Mail -1 grants Armor Class 16. The second type is much worse, for regardless of the type, it only provides Armor Class 11. Dexterity and shield bonuses still apply.

Cursed armor cannot be removed from the wearer once the curse is proven, that is, once the wearer is hit in

combat. Once the curse has taken effect, only a **remove curse** spell, or some more powerful magic (such as a wish), will enable the wearer to remove it. The armor will detect as magical, like any other magic armor; the curse cannot be detected by any means other than wearing the armor in combat.

Potions

A potion is an elixir concocted with a spell-like effect that affects only the drinker. Unless otherwise noted, a potion grants its benefits for 1d6+6 turns (even if the duration of an associated spell is longer or shorter).

Clairaudience: This potion enables the drinker to hear sounds in another area through the ears of a living creature in that area, up to a maximum 60' away. This effect otherwise functions just as the spell **clairvoyance**.

Clairvoyance: This potion grants the imbiber the effect of the **clairvoyance** spell.

Cold Resistance: This potion grants the imbiber the power of the spell **resist cold**.

Control Animal: This potion functions like a **control human** potion, but affects only normal, non-magical animals.

Control Dragon: This potion functions like a **control human** potion, but affects only dragons.

Control Giant: This potion functions like a **control human** potion, but affects only giants.

Control Human: This potion allows the drinker to charm a human, demi-human, or humanoid by gazing at them. The effect functions like the **charm person** spell. If the charm is resisted, the drinker can attempt to charm up to two more targets before the potion's benefit is exhausted.

Control Plant: This potion grants the drinker control over one or more plants or plant creatures within a 10' square area up to 50' away. Normal plants become animated, having a movement rate of 10', and obey the drinker's commands. If ordered to attack, only the largest plants can do any real harm, attacking with a +0 attack bonus and inflicting 1d4 points of damage per hit. Affected plant creatures (who fail to save vs. Spells) can understand the drinker, and behave as if under a **charm monster** spell.

Control Undead: This potion grants the drinker command of 3d6 hit dice of undead monsters. A save vs. Spells is allowed to resist the effect. Mindless undead follow the drinker's commands exactly; free-willed undead act as if under a **charm person** spell.

Delusion: This cursed potion will appear, if tested or analyzed, to be one of the other potions (other than

poison). When imbibed, the drinker will briefly believe he has received the benefits of the "other" potion, but the illusion will be swiftly exposed...

Diminution: This potion reduces the drinker and all items worn or carried to one-twelfth of his or her original height (so that a 6' tall character becomes 6" tall). The drinker's weight is divided by 1,728; this makes an armed warrior weigh less than 2.5 ounces. The affected creature cannot make an effective attack against any creature bigger than a house cat, but may be able to slip under doors or into cracks and has a 90% chance of moving about undetected (both in terms of sound and vision).

ESP: This potion grants the power of the spell of the same name.

Fire Resistance: This potion grants the imbiber the power of the spell **resist fire**.

Flying: This spell grants the power of the spell **fly**.

Gaseous Form: The drinker and all of his or her gear become insubstantial, misty, and translucent. He or she becomes immune to non-magical weapons, and has an Armor Class of 22 vs. magical weapons. The imbiber can't attack or cast spells while in gaseous form. The drinker also loses supernatural abilities while in gaseous form. A gaseous creature can fly at a speed of 10', and can pass through small holes or narrow openings, even mere cracks, as long as the potion persists. The gaseous creature is subject to the effects of wind, and can't enter water or other liquid. Objects cannot be manipulated in this form, even those brought along when the potion was imbibed. The drinker cannot resume material form at will, but must wait for the potion to expire; however, the potion may be quaffed in thirds, in which case each drink lasts 1d4+1 turns.

Giant Strength: This potion grants the imbiber the Strength of a giant. For the duration, the drinker gains a bonus of +5 on attack and damage rolls with melee or thrown weapons, and can throw large stones just as a stone giant can.

Growth: The drinker of this potion (with all equipment worn or carried) becomes twice normal height and eight times normal weight. The enlarged character is treated as having the Strength of a Stone Giant (but without the rock-throwing ability), gaining +5 on attack and damage rolls.

Healing: The imbiber of this potion receives 1d6+1 hit points of healing (as the spell **cure light wounds**).

Heroism: This potion improves the fighting ability of the drinker. Fighters of less than 3rd level gain +3 to attack bonus as well as gaining 3 hit dice. Fighters of 4th to 5th level gain +2 to attack bonus and 2 hit dice. Fighters of 6th or 7th level gain +1 to attack bonus and 1

hit die. Fighters of 8th level or higher, as well as non-Fighter class characters, gain no hit dice, but still receive +1 to attack bonus. Hit dice gained are only temporary, and damage received is deducted from those hit dice first; any that remain when the potion expires are simply lost.

Invisibility: This potion makes the imbiber invisible (as the spell). This potion may be quaffed in thirds, in which case each drink lasts 1d4+1 turns.

Invulnerability: This potion grants a bonus of +2 to Armor Class.

Levitation: This potion grants the power of the spell **levitate**.

Longevity: The drinker of this potion becomes younger by 1d10 years.

Poison: This isn't a potion at all, it's a trap. The drinker must save vs. Poison or die, even if only a sip was imbibed.

Polymorph Self: This potion grants the power of the spell of the same name.

Speed: This potion gives the drinker the benefits of the spell **haste**.

Treasure Finding: The imbiber of this potion will immediately know the direction and approximate distance to the largest treasure hoard in a 300' spherical radius. This potion specifically detects platinum, gold, electrum, silver, and copper; gemstones and magic items are not detected.

Scrolls

Most scrolls contain some sort of magic which is activated when read, and which may only be used once; the characters burn away as the words are read.

Spell Scrolls are enchanted with one or more Cleric or Magic-User spells (never both sorts on the same scroll). Each spell can be used just once, though of course the same spell may appear multiple times on a single scroll. Use the table below to determine the spell level of each spell on a scroll. Only a Cleric can use a Clerical scroll, and only a Magic-User can use a Magic-User scroll.

Magic-Users must cast **read magic** on a spell scroll before being able to use it; each scroll needs to be treated in this way just once, and the effect lasts indefinitely thereafter. If a Magic-User attempts to cast a spell from a scroll, and he or she does not know that spell, there is a 10% chance the spell will fail. If a spell on a scroll is of higher level than the highest level spell the Magic-User can cast, for each spell level of difference, add 10% to the chance of failure. For example, Aura the 3rd level Magic-User attempts to cast **polymorph self** from a scroll. Aura is able to cast, at

most, 2nd level spells. **Polymorph self** is a 4th level spell, so Aura has a chance of failure of 10% (she doesn't know the spell) plus 20% (2nd level maximum vs. 4th level spell), for a total of 30%.

Clerical scrolls are written in a normal language (being just specially enchanted prayers), so the Cleric merely needs to know the language in which the scroll is written in order to use it. Clerics suffer the same chance of failure as do Magic-Users, save that the 10% penalty assigned for not knowing the spell does not apply.

Spell Scrolls: Spell Level

d%	Level of Spell
01-30	1st
31-55	2nd
56-75	3rd
76-88	4th
89-97	5th
98-00	6th

A **Cursed Scroll** inflicts some curse upon whoever reads it. It need not be read completely; in fact, merely glancing at the text is enough to inflict the curse. A saving throw may or may not be allowed, as determined by the GM (though a save vs. Spells should usually be allowed). The GM is encouraged to be creative when creating curses; the spell **bestow curse** (the reverse of **remove curse**) can be used for inspiration, but cursed scrolls can contain more powerful or inventive curses at the GM's discretion.

Protection Scrolls can be read by any character class, assuming the character can read the language the scroll is written in (see the notes under **Language** in the **Character** section for details). When read, a protection scroll creates a 10' radius protective circle around the reader; preventing the warded creatures from entering. The circle moves with the reader. Any creature other than the sort the scroll wards may enter, including of course the allies of the scroll-reader, who are themselves protected so long as they remain entirely within the circle. If any creature within the circle performs a melee attack against any of the warded creatures, the circle is broken and the warded creatures may freely attack. Normal protection scrolls last for 2 turns after being read.



Protection from Magic scrolls are special, as they protect against magic spells and items rather than creatures. No magical effect can cross the 10' circle of protection in either direction for 1d4 turns. As with the other protection scrolls, the circle created by this scroll moves with the reader.

Treasure Maps are generally non-magical. They must be created by the GM, although he or she may delay creating the map until the characters can actually use it. The treasure indicated on the map will normally be guarded by some sort of monster, determined by the GM as desired.

Rings

A ring is a circular metal band worn on the finger (no more than one ring per hand) that has a spell-like power (often a constant effect that affects the wearer).

Control Animal: The wearer of this ring can charm up to 6 hit dice of animals. The effect works much like a **charm person** spell, but only affects animals (including giant-sized animals, but excluding fantastic creatures as well as anything more intelligent than a dog or cat). The wearer can activate the power at will, targeting any animal within 60' that he or she can see. The wearer may choose to end the effect for one or more controlled creatures at any time, in order to "free" enough hit dice to control a new target.

Control Human: The wearer of this ring may cast the spell **charm person** at any target he or she can see within 60'. The wearer can use this power once per round, at will, but cannot control more than 6 hit dice of creatures at a time; however, the wearer may choose to end the effect for one or more controlled creatures at any time, in order to "free" enough hit dice to control a new target.

Control Plant: The wearer of this ring may create an effect equivalent to a **potion of plant control** at will, affecting plants or plant creatures within 60' that he or she can see. The effect lasts as long as the wearer remains within 60' of the plants or plant creatures. A saving throw is allowed just as for the potion.

Delusion: This ring appears to be some other sort of ring (roll again on the rings table to determine what sort). Whoever wears it believes it is working, and behaves thus (so a character who believes he is wearing a **ring of invisibility** will believe himself to actually be invisible). Unlike the potion of the same name, the ring's effect is not dispelled by the wearer taking damage; in fact, the only way to rid a character of this cursed item is with the spell **remove curse**.

Djinni Summoning: This ring serves as a special gate by means of which a specific djinni can be called from the Elemental Plane of Air. When the ring is rubbed,

the djinni appears on the next round. The djinni faithfully obeys and serves the wearer of the ring, but never for more than 1 hour per day. If the djinni of the ring is ever killed, the ring becomes non-magical and worthless.

Fire Resistance: The wearer of this ring receives protection as the spell **resist fire**, but the protection works continually.

Invisibility: By activating this simple silver ring, the wearer can benefit from **invisibility**, as the spell. If the invisibility is dispelled (as described for the spell), the ring may not be reactivated for one full turn. The invisibility effect otherwise lasts for 24 hours.

Protection: This ring offers continual magical protection in the form of a bonus to the Armor Class of the wearer (varying from +1 to +3 as shown on the table). This bonus is also applied to the wearer's saving throw die rolls.

Regeneration: This ring grants the wearer the power of regeneration, exactly as described in the description of the troll, including the weakness with respect to acid and fire damage. However, only damage taken while wearing the ring is regenerated.

Spell Storing: A ring of spell storing contains a number of Magic-User spells that the wearer can cast. Each spell has a caster level equal to the minimum level needed to cast that spell. Any class may wear and use this ring, but it can only be recharged by a Magic-User casting the appropriate spell into it. A table is provided below to determine how many spells, and what levels they are. A ring of spell storing must be recharged with the same spells that were placed into it when it was made; so a ring of two spell storing containing **fireball** and **fly** can only be recharged with those two spells. The ring magically imparts to the wearer the names of all spells stored within it. A ring found in a treasure hoard may be completely charged, or discharged, or partially charged, at the GM's option.

d%	# of Spells	d%	Level of Spell
01-24	1	01-30	1st
25-48	2	31-55	2nd
49-67	3	56-75	3rd
68-81	4	76-85	4th
82-91	5	86-97	5th
92-96	6	98-00	6th
97-00	7		

Spell Turning: This ring reflects spells cast directly at the wearer, but not area effect spells, back at the caster; so a **hold person** spell would be reflected, but not a **fireball**. It will reflect up to 2d6 spells before its power is exhausted.

Telekinesis: The wearer of this ring can use the power of the spell **telekinesis**, as if cast by a 12th level Magic-User. The effect may be used as many times per day as the wearer wishes, but lasts only as long as the wearer concentrates on it.

Water Walking: This ring allows the wearer to walk on any liquid as if it were firm ground. Mud, oil, snow, quicksand, running water, ice, and even lava can be traversed easily, since the wearer's feet hover an inch or two above the surface. Molten lava will still cause the wearer damage from the heat since he or she is still near it. The wearer can walk, run, or otherwise move across the surface as if it were normal ground.

Weakness: Whoever puts this ring on is cursed; his or her Strength score is reduced immediately to 3. The ring can only be removed with **remove curse**.

Wishes: A ring of wishes contains the power to grant wishes to the wearer. 1d4 wishes will remain within the ring when it is found. The GM must adjudicate all wishes, and instructions are given in the **Game Master** section regarding this.

X-Ray Vision: On command, this ring gives its possessor the ability to see into and through solid matter. Vision range is 20 feet, with the viewer seeing as if he were looking at something in normal light even if there is no illumination. X-ray vision can penetrate 1 foot of stone, 1 inch of common metal, or up to 3 feet of wood or dirt. Thicker substances or a thin sheet of lead or gold blocks the vision. The ring may be used three times per day, and each use lasts at most one turn (or until the wearer ceases to concentrate upon it).

Wands, Staves and Rods

A wand is a short stick, generally 12 to 18 inches long, imbued with the power to cast a specific spell or spell-like effect. A newly created wand has 20 charges, and each use of the wand depletes one of those charges; a wand found in a treasure hoard will have 2d10 charges remaining. If a wand generates an effect equivalent to a spell, assume the spell functions as if cast by a 6th level caster, or the lowest level caster who could cast that spell (whichever is higher), unless otherwise noted. Wands are generally usable only by Magic-Users. Saving throws are rolled as normal, but on the Magic Wands column rather than the Spells column.

A staff has a number of different (but often related) spell effects. A newly created staff has 30 charges, and each use of the staff depletes one or more of those charges. A staff found in a treasure hoard will have 3d10 charges remaining. Spell effects generated by a staff operate at 8th level, or the lowest caster level the spell could be cast by, whichever is higher, unless otherwise stated. Staves are usable only by Magic-Users, except where

noted. Saving throws against magic from a staff are rolled on the Spells column.

A rod is a scepter-like item with a special power unlike that of any known spell. Rods are normally usable by any class.

Rod of Cancellation: This dreaded rod is a bane to magic items, for its touch drains an item of all magical properties. If the item is held by a creature, an attack roll is needed to touch it. Upon draining an item, the rod itself becomes brittle and cannot be used again. Drained items are only restorable by a **wish**.

Snake Staff: This item is a walking staff +1. When used by a Cleric, the user may command the staff to transform into a constrictor snake (instead of causing damage) on a successful hit. The snake will wrap around a target up to man sized and hold him or her fast for 1d4 turns, unless a save vs. Spells is made. The snake does not attack in any other way, nor cause any damage. The snake may be recalled by the user at any point, in which case it returns to his or her hand and returns to staff form. It also returns in this way when the duration expires, or if the save is made. The snake has Armor Class 15, moves 20' per round and has 20 hit points; any hit points of damage taken are healed completely when the snake returns to staff form; if killed in snake form, the magic is destroyed and it turns into a broken stick. The staff may be used any number of times per day, and neither has nor uses charges.

Staff of Commanding: This staff can cast **charm person** and **charm monster** spells, and can grant a power equivalent to a **potion of plant control**. Each function uses one charge.

Staff of Healing: This staff can heal 1d6+1 hit points per charge expended, as the spell **cure light wounds**. Alternately, with an expenditure of two charges, the staff can cast **cure disease**. This staff is only usable by a Cleric.

Staff of Power: This is a very potent magic item, with offensive and defensive abilities. It is usually topped with a glistening gem, its shaft straight and smooth. It has the following powers costing one charge per use: **lightning bolt** (6d6 damage), **fireball** (6d6 damage), **cone of cold** (as the wand, for 6d6 damage), **continual light**, and **telekinesis** (as the ring, lasting at most 1d6 turns). The staff is also a +2 walking staff, and can be used exactly as a **staff of striking**. A staff of power can be used for a retributive strike, requiring it to be broken by its wielder. All charges currently in the staff are instantly released in a 30' radius, doing 1d6 damage per charge remaining (save vs. Spells for half damage). All within the area, including the wielder, are affected by this.

After all charges are used up from the staff, it remains a +2 walking staff. Once empty of charges, it cannot be used for a retributive strike.

Staff of Striking: This staff has no attack bonus, but is treated as a +1 weapon with respect to what sorts of monsters it can hit (and is usable by any class in that mode). This staff's primary power may only be used if wielded by a Cleric: By uttering a command word, the Cleric may create an effect similar to the spell **striking**. Expenditure of one charge adds 1d6 damage to the weapon's next strike; expenditure of two charges adds 2d6, and expenditure of three charges adds 3d6 damage. If the weapon is not successfully used after the command word has been spoken, the effect dissipates after one turn.

Staff of Wizardry: This staff is equivalent to the **staff of power**, above, and has the following powers as well: **invisibility**, **passwall**, **web**, and **conjure elementals** (as the spell, but conjuring staff elementals as described in the **Monsters** section). These powers each use one charge when activated.

Wand of Cold: This wand generates a conical blast of cold doing 6d8 damage (save vs. Magic Wands for half damage). The cone spreads from the tip of the wand to a width of 30' at a distance of 40' away.

Wand of Enemy Detection: The effect of this wand is to make all enemies of the user within 60' glow with a greenish white light for one round. Even hidden or invisible enemies glow in this way, revealing them, but enemies completely out of sight (such as behind a wall) may not be seen by the user. An "enemy" is any creature which is thinking of or otherwise intending to harm the user; also, all undead monsters and animated constructs within range will glow in this way regardless of intent or thoughts (or lack thereof).

Wand of Fear: This wand generates the effect of the spell **cause fear** (the reverse of the spell **remove fear**).

Wand of Fireballs: This wand generates **fireballs**, exactly as the spell, doing 6d6 damage.

Wand of Illusion: This wand allows the user to create illusions equivalent to the spell **phantasmal force**.

Wand of Lightning Bolts: This wand generates **lightning bolts**, exactly as the spell, doing 6d6 damage.

Wand of Magic Detection: This wand grants the user a power equivalent to the spell **detect magic**.

Wand of Paralyzation: This wand creates the effect of the spell **hold person**.

Wand of Polymorph: This wand can be used to cast either **polymorph self** or **polymorph other**.

Wand of Secret Door Detection: This wand grants the user a power similar to the spell **find traps**, but which reveals secret doors rather than traps.

Wand of Trap Detection: This wand grants the user a power equivalent to the spell **find traps**.

Miscellaneous Magic Items

Amulet of Proof against Detection and Location: The wearer of this item is immune to all forms of scrying (including crystal balls, clairvoyance, clairsentience, and any other means of location or spying at a distance) as well as any form of mind reading (such as the spell **ESP**). Other characters who remain within 30' of the wearer are also immune to scrying, but not to mind reading.

Bag of Devouring: This bag appears to be an ordinary sack. Detection for magical properties makes it seem as if it were a **bag of holding**, and in fact it performs exactly like one when first used. However, all items placed within disappear forever 1d6+6 turns later. The bag continues to weigh whatever it did after the items were placed within it (that is, one-tenth the total weight of the items), until it is again opened and discovered to be empty.

Bag of Holding: This appears to be a common cloth sack about 2 feet by 4 feet in size. The bag of holding opens into an extradimensional space, and is able to hold more than should be possible: up to 500 pounds of weight, and up to 70 cubic feet of volume. A bag of holding weighs one-tenth as much as the total of the objects held within. Any object to be stored in a bag of holding must fit through the opening, which has a circumference of 4 feet.

If the bag is overloaded, or if sharp objects pierce it (from inside or outside), the bag ruptures and is ruined. All contents are lost forever. If a bag of holding is turned inside out, its contents spill out, unharmed, but the bag must be put right before it can be used again. If living creatures are placed within the bag, they can survive for up to one turn, after which time they suffocate. Retrieving a specific item from a bag of holding takes a full round during which no movement may be made.

Boots of Levitation: On command, these leather boots allow the wearer to **levitate** as if by the spell of the same name.

Boots of Speed: The wearer of these boots can click his or her boot heels together, thus activating a **haste** spell effect for up to 10 rounds each day. The duration of the **haste** effect need not be consecutive rounds; the boots can be turned off and on as desired.

Boots of Traveling and Leaping: These boots increase the wearer's base land speed by an additional

10' per round. In addition to this traveling ability, these boots allow the wearer to make great leaps, jumping up to 10' high and/or 30' across.

Bowl Commanding Water Elementals: This large container is usually fashioned from blue or green semiprecious stone. It is about 1 foot in diameter, half that deep, and relatively fragile. When the bowl is filled with fresh water, and certain words are spoken, a water elemental appears and follows the commands of the summoner (as described for the Elemental monster entry). The summoning words require 1 full round to speak. Only one such elemental can be called per day.

Brazier Commanding Fire Elementals: This device appears to be a normal container for holding burning coals. When a fire is lit in the brazier and the proper summoning words are spoken, a fire elemental appears and follows the commands of the summoner (as described for the Elemental monster entry). The summoning words require 1 full round to speak. Only one such elemental can be called per day.

Broom of Flying: This broom is able to fly through the air for up to 9 hours per day (split up as its owner desires). The broom can carry 200 pounds and fly at a speed of 40 feet, or up to 400 pounds at a speed of 30 feet. In addition, the broom can travel alone to any destination named by the owner as long as he or she has a good idea of the location and layout of that destination. It comes to its owner from as far away as 300 yards when the command word is spoken.

Censer Commanding Air Elementals: This 6-inch-wide, 1-inch-high perforated golden vessel resembles a thurible found in a place of worship. If it is filled with incense and lit, summoning words spoken over it summon forth an air elemental which follows the commands of the summoner (as described for the Elemental monster entry). The summoning words require 1 full round to speak. Only one such elemental can be called per day.

Cloak of Displacement: This item appears to be a normal cloak, but when worn by a character its magical properties distort and warp light waves, causing the wearer's apparent location to shift around constantly over a range of 3' from his or her true location. The first melee or missile attack by any creature against the wearer will miss, and all further attacks by that attacker are made with an attack penalty of -2. This is not cumulative with the penalty for fighting blind.

Crystal Ball: This is the most common form of scrying device, a crystal sphere about 6 inches in diameter. They may only be used by Magic-Users, who can use the device to see over virtually any distance. A crystal ball can be used three times per day, for up to a turn each time.

The chance of success when using a crystal ball is as shown below. Total chances equal to or greater than 100% do not require a roll.

Knowledge and Connection	Chance
Secondhand Knowledge (heard of)	25%
Firsthand Knowledge (seen briefly)	55%
Familiar (known well)	95%
Possession or garment	+25%
Body part, lock of hair, bit of nail, etc.	+50%

The user of the crystal ball is the only one who will see the image. No sound will be heard normally. **Detect magic, detect evil**, and **ESP** have a 3% chance per level of the caster of operating correctly if used with a crystal ball.

Crystal Ball with Clairaudience: This item works exactly like the standard crystal ball, above, but also allows the user to hear any sounds in the location viewed as if he or she were there.

Drums of Panic: These drums are kettle drums (hemispheres about 1-1/2 feet in diameter on stands). They come in pairs and are unremarkable in appearance. If both of the pair are sounded, all creatures of less than 6 hit dice within 120' (with the exception of those within a 20' radius safe zone around the drums) must save vs. Spells or flee in fear. The drums can be used once per day.

Efreeti Bottle: This item is typically fashioned of brass or bronze, with a lead stopper bearing special seals; or, it may be a lamp made of brass. A thin stream of smoke is often seen issuing from it. The bottle can be opened once per day. When opened, the efreeti imprisoned within issues from the bottle instantly. There is a 10% chance (01–10 on d%) that the efreeti is insane and attacks immediately upon being released. There is also a 10% chance (91–100) that the efreeti of the bottle grants three wishes. In either case, the efreeti afterward disappears forever. The other 80% of the time (11–90), the inhabitant of the bottle loyally serves the character for up to an hour per day for 101 days (or until the efreeti's death), doing as he or she commands. After 101 days have passed, the efreeti is freed from service and may return to its extradimensional home. Roll only the first time the bottle is opened (or the GM may choose which sort of bottle is found as he or she desires).

Elven Boots: These soft boots enable the wearer to move quietly in virtually any surroundings, granting a 90% chance of success when moving silently (as the Thief ability of the same name).

Elven Cloak: This cloak of neutral gray cloth is indistinguishable from an ordinary cloak of the same color. However, when worn with the hood drawn up around the head, the wearer becomes nearly invisible,

granting an 80% chance that the wearer can move about unnoticed. If detected by onlookers, the wearer can be attacked without significant penalty.

Flying Carpet: This rug is able to fly through the air on command. A flying carpet is typically 5' x 8' in size and can carry up to 500 pounds at a movement rate of 100' per round, or up to 1000 pounds (its maximum capacity) at a rate of 50' per round. A flying carpet can fly at any speed up to its maximum, and can hover on command.

Gauntlets of Ogre Power: These gauntlets are made of tough leather with iron studs running across the back of the hands and fingers. They grant the wearer a Strength bonus of +4 (instead of his or her own Strength bonus). Both gauntlets must be worn for the magic to be effective.

Girdle of Giant Strength: This item grants the wearer the Strength of a giant. For so long as it is worn, the wearer gains a Strength bonus of +5 (instead of his or her own Strength bonus), and can throw large stones just as a stone giant does.

Helm of Reading Languages and Magic: Appearing as a normal helmet, this helm grants its wearer the ability to understand the spoken words of any creature and to read text in any language and any magical writing. Note that the limitations described under the spell **read languages** apply to this device also. Understanding a magical text does not necessarily imply spell use.

Helm of Telepathy: The wearer can read the surface thoughts of a target creature within 90' as if using the spell **ESP**. Furthermore, he or she can send a telepathic message to anyone whose surface thoughts are thus being read (allowing two-way communication). This helm may be used up to three times per day.

Helm of Teleportation: A character wearing this device may **teleport** three times per day, exactly as if he or she had cast the spell of the same name.

Horn of Blasting: This horn appears to be a normal trumpet. It can be sounded as a normal horn, but if the command word is spoken and the instrument is then played, it deals 2d6 points of damage to creatures within a cone 40' long and 40' wide at the far end, and causes them to be deafened for 2d6 rounds. Affected creatures may save vs. Death Ray, taking half damage and avoiding deafness if the save is made. Crystalline creatures take double damage. Nonliving creatures are generally immune to deafness, but still suffer damage as described.

If a horn of blasting is used magically more than once in a given day, there is a 10% cumulative chance with each extra use that it explodes and deals 3d6 points of damage to the person sounding it.

The horn can also be used to damage or destroy buildings, fortifications, etc. Double the damage listed above when a **horn of blasting** is used against a structure. The **Stronghold** rules in the **Game Master** section contains further guidance on this.

Horn of Doom: When blown, this horn will create animated skeletons or zombies as if by the spell **animate dead**. Up to 3d6 hit dice of undead monsters will be so created from remains within a 60' radius of the character who blew the horn. If both skeletal and fleshy remains are available in the area of effect, skeletons will be animated in preference over zombies. If the user is a magic-user or cleric, the created undead may be controlled so long as that character retains the horn. If blown by a fighter or thief, the undead created will be uncontrolled. Uncontrolled undead monsters will attack any living creatures nearby. The horn may be used once per day, but no more than 18 hit dice of undead created by the horn may exist at any one time.

Medallion of ESP: This appears to be a normal pendant disk hung from a neck chain. Usually fashioned from bronze, copper, or nickel-silver, the medallion allows the wearer to read the thoughts of others, as with the spell **ESP**. It can be used as many times per day as desired, but each such usage requires a minimum of 1 round of full concentration to activate, and the wearer must continue to concentrate to maintain the effect.

Mirror of Life Trapping: This crystal device is usually about 4 feet square and framed in metal or wood. It can be hung or placed on a surface and then activated by giving a command word. Only a Magic-User can properly control this device. The same command word deactivates the mirror. The character who activates the device is immune to it. The mirror has twenty extradimensional cells within it; any creature coming within 30' of the device and looking at its own reflection must make a save vs. Spells or be trapped within the mirror in one of the cells.

When a creature is trapped, it is taken bodily into the mirror. Size is not a factor, but constructs and undead are not trapped. A victim's equipment (including clothing and anything being carried) is taken also. The mirror's owner can call the reflection of any creature trapped within to its surface and engage the powerless prisoner in conversation. He or she can also free any trapped creature by verbal command.

If the mirror's capacity is exceeded, one victim (determined randomly) is set free in order to accommodate the latest one. If the mirror is broken, all victims currently trapped in it are freed.

Rope of Climbing: This 50' long rope is no thicker than a wand, but it is strong enough to support 3,000 pounds. Upon command, the rope snakes forward, upward, downward, or in any other direction at 10' per

round, attaching itself securely wherever its owner desires. It can unfasten itself and return in the same manner. The rope must have something to tie itself to in order to support weight other than its own. One end of the rope must be held by the user when its magic is invoked.

Scarab of Protection: This device appears to be a silver medallion in the shape of a beetle. The scarab absorbs energy-draining attacks, death effects, and curses. Upon absorbing 2d6 such attacks, the scarab crumbles to dust and is destroyed.

Stone Commanding Earth Elementals: A stone of this nature is typically an oddly shaped piece of roughly polished rock. The possessor of such a stone need but utter a few words of summoning, and a Huge earth elemental comes to the summoner and follows the commands of the summoner (as described for the Elemental monster entry). The summoning words require 1 full round to speak. Only one such elemental can be called per day.



PART 8: GAME MASTER INFORMATION



Dungeon Encounters

Besides “placed” monsters, dungeons usually contain wandering monsters. The Game Master may create special wandering monster tables for specific dungeons, or the general wandering monster tables (below) may be used.

In an average dungeon, a wandering monster encounter will occur on a roll of 1 on 1d6; the Game Master should check once every 3 turns. The circumstances of a specific dungeon may call for higher odds or more frequent (or possibly less frequent) wandering monster checks.

Die Roll	Level 1	Level 2	Level 3
1	Bee, Giant	Beetle, Giant Bombardier	Ant, Giant
2	Goblin	Fly, Giant	Ape, Carnivorous
3	Green Slime*	Ghoul	Beetle, Giant Tiger
4	Kobold	Gnoll	Bugbear
5	NPC Party: Adventurer	Gray Ooze	Doppleganger
6	NPC Party: Bandit	Hobgoblin	Gargoyle*
7	Orc	Lizard Man	Gelatinous Cube
8	Skeleton	NPC Party: Adventurer	Lycanthrope, Wererat*
9	Snake, Cobra	Snake, Pit Viper	Ogre
10	Spider, Giant Crab	Spider, Giant Black Widow	Shadow*
11	Stirge	Troglodyte	Tentacle Worm
12	Wolf	Zombie	Wight*

Die Roll	Level 4-5	Level 6-7	Level 8+
1	Bear, Cave	Basilisk	Black Pudding
2	Caecilia, Giant	Black Pudding	Chimera
3	Cockatrice	Caecilia, Giant	Giant, Hill
4	Doppleganger	Displacer	Giant, Stone
5	Gray Ooze	Hydra	Hydra
6	Hellhound	Lycanthrope, Weretiger*	Lycanthrope, Wereboar*
7	Lycanthrope, Werewolf*	Mummy*	Purple Worm
8	Minotaur	Owlbear	Salamander, Flame*
9	Ochre Jelly*	Rust Monster*	Salamander, Frost*
10	Owlbear	Scorpion, Giant	Vampire*
11	Rust Monster*	Spectre*	
12	Wraith*	Troll	

Wilderness Encounters

The Game Master should check for random encounters in the wilderness about every four hours of game time; this translates nicely to three night checks and three daytime checks. If your players choose to stand three night watches, you simply check for each watch; in the daytime, check morning, afternoon, and evening.

To check for a wilderness encounter, roll 1d6; on a roll of 1, an encounter occurs. If a wilderness encounter is indicated, roll 2d8 on the appropriate table below. The Game Master should think carefully about how the encounter happens; check for surprise in advance, and if the monster is not surprised, it may be considered to have had time to set up an ambush (at the GM's option).

Die Roll	Desert or Barren	Grassland	Inhabited Territories
2	Dragon, Blue	Dragon, Green	Dragon, Gold
3	Hellhound	Troll	Ghoul
4	Giant, Fire	Fly, Giant	Bugbear
5	Purple Worm	Scorpion, Giant	Goblin
6	Fly, Giant	NPC Party: Bandit	Centaur
7	Scorpion, Giant	Lion	NPC Party: Bandit
8	Camel	Boar, Wild	NPC Party: Merchant
9	Spider, Giant Tarantula	NPC Party: Merchant	NPC Party: Pilgrim
10	NPC Party: Merchant	Wolf	NPC Party: Noble
11	Hawk	Bee, Giant	Dog
12	NPC Party: Bandit	Gnoll	Gargoyle*
13	Ogre	Goblin	Gnoll
14	Griffon	Blink Dog	Ogre
15	Gnoll	Wolf, Dire	Minotaur
16	Dragon, Red	Giant, Hill	Vampire*
Die Roll	Jungle	Mountains or Hills	Ocean
2	Dragon, Green	Dragon, White	Dragon, Sea
3	NPC Party: Bandit	Roc (1d6: 1-3 Large 4-5 Huge, 6 Giant)	Hydra
4	Goblin	Displacer	Whale, Sperm
5	Hobgoblin	Lycanthrope, Werewolf*	Crocodile, Giant
6	Centipede, Giant	Mountain Lion	Crab, Giant
7	Snake, Giant Python	Wolf	Whale, Killer
8	Elephant	Spider, Giant Crab	Octopus, Giant
9	Antelope	Hawk	Shark, Mako
10	Jaguar	Orc	NPC Party: Merchant
11	Stirge	Bat, Giant	NPC Party: Buccaneer (Pirate)
12	Beetle, Giant Tiger	Hawk, Giant	Shark, Bull
13	Caecilia, Giant	Giant, Hill	Roc (1d8: 1-5 Huge, 6-8 Giant)
14	Shadow*	Chimera	Shark, Great White
15	NPC Party: Merchant	Wolf, Dire	Mermaid
16	Lycanthrope, Weretiger*	Dragon, Red	Sea Serpent
Die Roll	River or Riverside	Swamp	Woods or Forest
2	Dragon, Black	Dragon, Black	Dragon, Green
3	Fish, Giant Piranha	Shadow*	Alicorn (see Unicorn)
4	Stirge	Troll	Treant
5	Fish, Giant Bass	Lizard, Giant Draco	Orc
6	NPC Party: Merchant	Centipede, Giant	Boar, Wild
7	Lizardman	Leech, Giant	Bear, Black
8	Crocodile	Lizardman	Hawk, Giant

Die Roll	River or Riverside	Swamp	Woods or Forest
9	Frog, Giant	Crocodile	Antelope
10	Fish, Giant Catfish	Stirge	Wolf
11	NPC Party: Buccaneer	Orc	Ogre
12	Troll	Toad, Giant (see Frog, Giant)	Bear, Grizzly
13	Jaguar	Troglodyte	Wolf, Dire
14	Nixie	Blood Rose	Giant, Hill
15	Water Termite, Giant	Hangman Tree	Owlbear
16	Dragon, Green	Basilisk	Unicorn

City, Town or Village Encounters

It's important for the Game Master to remember that, unlike dungeon or wilderness environments, cities, towns and villages are busy places. During the day, most towns will have people on the streets more or less all the time; the absence of people on the streets is often an indication of something interesting. By night, much of the town will be dark and quiet, and encounters will be mostly Thieves or other unsavory types; but near popular eating (or drinking) establishments, people of all sorts are still likely to be encountered. The GM must make sure that his or her descriptions of the town environment make this clear; of course, this will also make it harder for the players to identify "real" encounters.

The GM is encouraged to create his or her own encounter tables for use in each city, town or village created (or assign encounters by other means if desired); however, a set of "generic" encounter tables are provided below for those times when such preparation has not been completed. Roll 2d6 on the table below to determine what sort of encounter occurs; a description of each type of encounter appears below the table.

Die Roll	Day Encounter	Night Encounter
2	Doppelganger	Doppelganger
3	Noble	Shadow*
4	Thief	Press Gang
5	Bully	Beggar
6	City Watch	Thief
7	Merchant	Bully
8	Beggar	Merchant
9	Priest	Giant Rat
10	Mercenary	City Watch
11	Wizard	Wizard
12	Lycanthrope, Wererat*	Lycanthrope, Wererat*



Beggar encounters will often begin with a single beggar approaching the party, but there will generally be 2d4 beggars in the area, and if any party member gives anything to the first beggar, the others will descend on the party like flies. Each beggar is 90% likely to be a normal man, and 10% likely to be a 1st level Thief, possibly scouting for the Thieves Guild or a local gang.

Bully encounters will be with 2d4 young toughs; each is 70% likely to be a normal man, 30% likely to be a 1st level Fighter. Bullies generally appear unarmed, depending on their brawling ability in a fight (but keeping a dagger or shortsword hidden, to be used in case the fight is going against them). Bullies can be a bit unpredictable, such that the GM may want to use a reaction roll to determine the leader's mood.

City Watch encounters will be with 2d6 watchmen, all 1st level Fighters save for the squad leader, who will be from 2nd through 4th level. They will confront "suspicious-looking" characters, but generally will need a good reason before they attempt to arrest or otherwise interfere with player characters.

Doppelganger encounters will, of course, appear to be some other type of encounter; the GM should roll again to determine what the doppelganger is masquerading as. 1d6 doppelgangers will be encountered; any extra group members will be humans who do not know they are traveling in the company of shapeshifting monsters. If the party is "interesting" to the doppelgangers, one or more of the monsters will attempt to follow them and replace a party member (as described in the monster description). In many cases, player character parties will not discover the true nature of the encounter until much later.

Giant Rat encounters will generally involve alleys, the docks, or other "low" places. Rats are generally not dangerous unless provoked, but if surprised they may attack. See the monster description for details of this encounter type.

Lycanthrope, Wererat encounters will appear to be some other type of encounter, either another sort of "normal" encounter or a giant rat encounter (depending on the circumstances). Wererats are cowardly and will not attack a party of equal or larger size.

Mercenary encounters will involve 2d6 members of a mercenary company, going about some business or other. A mercenary leader may offer a position to Fighter-classed player characters if they have any reputation at all.

Merchants are a common feature of towns, and may be encountered performing any sort of business. As with

mercenary encounters, merchants may offer jobs to interesting player characters, particularly those with good reputations. See **Creating an NPC Party**, below, for details on this type of encounter. (A merchant in a town may not have a full entourage as described below; the GM should use his or her discretion in creating the encounter.)

Nobles encountered may also offer positions to player characters, or possibly offer a reward for some dangerous task. Player characters with bad reputations may be confronted, ordered to leave town, or even arrested if the noble is able to call for the city watch. (See **Creating an NPC Party**, below, for details on this type of encounter.) A noble in a town may not have a full entourage as described below; the GM should use his or her discretion in creating the encounter.

Press Gangs will consist of 2d6 Fighters, all 1st level except for one or two leaders of 2nd through 5th level. They will be armed with blunt weapons or possibly will fight with their bare hands, since their goal is to capture rather than kill player characters; however, it is likely that at least some members of a press gang will have daggers or swords on their persons in case a serious fight breaks out. A press gang will not confront a party of equal or greater size unless the party is obviously weakened, drunk, etc. If the party loses, they will awaken aboard a ship at sea or in a military camp (depending on whether sailors or soldiers captured them), unarmed and at the mercy of their captors.

Priest encounters will usually be similar to a group of pilgrims (see **Creating an NPC Party**, below, for details), though the group encountered will not be as large as would be encountered in the wilderness. Generally, a single priest of 1st through 4th level will be encountered, accompanied by 1d4 of the faithful.

Shadow encounters in a town will be much like the same encounter underground; see the monster description for details.

Thief encounters will be with a group of 1d6 Thieves, generally disguised as ordinary townsmen or sometimes as beggars. One Thief in the group will be from 2nd to 4th level, with the others being 1st level only. They will seek to steal from the party, of course, unless watched very carefully.

Wizard encounters will involve a Magic-User of 4th through 7th level, accompanied by 1d4-1 apprentices of 1st level. The GM must decide on the temperament and mood of the wizard.

Creating An NPC Party

Adventurers

A party of NPC adventurers will usually consist of 4-8 characters, as follows: 1d3 Fighters, 1d2 Thieves, 1d2 Clerics, and 1d2-1 Magic-Users. Usually the characters will all be of similar levels; after deciding what average level the party should be, you may wish to make a few of the characters lower levels (to reflect the usual "replacements" brought in when some characters die).



The Game Master must choose the race(s) of the NPC adventurers to suit the region they are found in (or come from). Probably 80% or more of adventurers are Human, 10% are Dwarves, 6% are Halfling and the remaining 4% Elvish. If the NPC adventurer party is evil, the GM may choose to replace some party members with humanoid monsters such as orcs, hobgoblins, or gnolls.

The party may be rivals with the player characters, vying for the same treasures, or they may actually be enemies, evil marauders that the player characters must defeat. It is, of course, possible that the NPC adventurers are allied or otherwise friendly with the player characters, but this may make things too easy for the players.

Bandits, Brigands, and Highwaymen

A party of bandits will generally consist of 2d12 1st level Fighters and 1d6 1st level Thieves, led by a Fighter or Thief of 2nd to 5th level (1d4+1) or by one of each class (if there are 11 or more 1st level members total). In the wilderness, bandits will generally have horses or other steeds appropriate to the terrain (stolen, of course) as well as light armor, swords and bows or crossbows. Determine magic items as given below for the leaders

only; rank-and-file members will not normally have magic items.

In their lair or hideout, a party of bandits will generally have type A treasure (with magic items omitted since they will have already been generated using the rules below).

Buccaneers and Pirates

The difference between buccaneers and pirates is largely a question of what they wish to be called; whatever you call them, they are waterborne equivalents of bandits, attacking other ships or raiding coastal towns for plunder.



A buccaneer party will consist of 3d8 1st level Fighters, led by a Fighter of 3rd to 6th level (1d4+2) and 1d3 Fighters of 2nd to 5th level. All will be experienced at handling ships, of course. They will be unarmored or armored only in leather, and

will be armed with swords and bows or crossbows.

Seagoing pirates may appear in larger numbers, but the number of leader-types will be similar to that given above. Generate magic items for leaders only as described below. A shipload of pirates or buccaneers will have a type A treasure, with magic items omitted (since magic items will already have been rolled for the NPCs); the treasure may not be aboard the ship, however, as pirates often prefer to bury their treasures on islands. In such a case, the Captain or one of his mates will have a treasure map leading to the location of the treasure.

Merchants

Merchants must often transport their wares through wilderness areas. Roughly half of the time (50%), a land-bound merchant party will be led by a single wealthy merchant; other merchant parties will consist of 1d4+1 less wealthy merchants who have banded together for their own safety. There will be 2d4 wagons (but at least one per merchant) drawn by horses or mules. Each wagon is driven by a teamster who is a normal man, usually unarmored and armed with a dagger or shortsword. The caravan will employ 1d4+2 first-level Fighters and 1d4 second-level Fighters as guards. If encountered at sea, a merchant party will generally consist of a single ship owned or rented by a single merchant. The ship will have a crew of 2d8+8 regular crewmen, who are normal men, unarmored and armed with clubs, daggers or shortswords; the Captain, First Mate, and other officers are taken from this

number. Large ships may require larger crews. 1d4+2 first-level Fighters and 1d4 second-level Fighters will be aboard as guards, just as with a caravan.

Besides the valuable but undoubtedly bulky trade goods transported by the merchant caravan or ship, such a party will also have a type A treasure, with magic items omitted; it may be in one chest, or spread out among the wagons.

Nobles

A noble party will consist of a noble (of course), possibly accompanied by a spouse (also a noble, of course) and/or one or more children. Each adult noble will have at least one attendant (assistant, lady-in-waiting, etc.).

Lower-ranking nobles (such as barons) will have a single wagon or carriage, drawn by fine horses; higher-ranking nobles will have two or more wagons. The noble may be mounted on a warhorse, though he or she may choose to ride in a carriage part of the time. Each carriage or wagon will have a teamster, who in this case will be a 1st level Fighter in chainmail with a longsword. At least two mounted Fighters of 1st through 4th level will be with the noble as guards; again, higher ranking nobles will have more guards. Guards will generally be armed with longswords and possibly lances, armored in platemail, and their warhorses will usually be barded with chainmail. Determining the exact number of guards is left to the GM in this case. The normal chances for magic items apply, of course.

A noble will usually be traveling with a little spending money; a type A treasure should be rolled to represent this. In this case, do not omit the magic items, as nobles will generally be more wealthy than the average party of men.

Nobles are usually (70%) normal men; otherwise, roll 1d10: 1-6 indicates a Fighter, 7-8 indicates a Magic-User, 9 indicates a Cleric, and 10 indicates a Thief. (Clerical "nobles" are bishops, archbishops, and the like.) Roll 2d4-1 for the level of each "classed" noble.

Pilgrims

A party of pilgrims is on its way to (or from) a major religious locale or activity. Such a party will be led by a 1d4 Clerics of level 1-4 (roll for each).

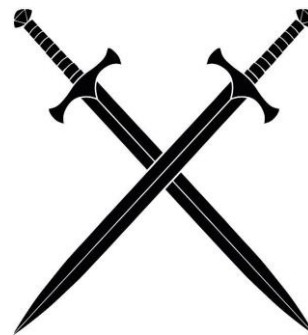
The remainder of the party is rather random in nature; most pilgrim groups include 3d6 normal men (or women if the religion allows women to go on pilgrimages), 1d6 Fighters of level 1-4 (roll for each) with chainmail and longsword, and 1d4 Thieves of level 1-4 (each of whom may be a genuine devout person, or possibly just on the lam). There is also a 50% chance of a single Magic-User of level 1-4 being with the party.

Pilgrims usually travel light, carrying a single bag each and walking or riding mules or horses. The pilgrim party will most likely be bringing offerings of some sort to their destination; generate a type A treasure for this purpose. If magic items are indicated, they will most likely not be used by any of the NPCs as they have already been dedicated to the god or pantheon.

Magic Items for NPCs

NPCs will generally have magic items in proportion to their class and level; assume a 5% chance per level that any given Fighter, Thief or Cleric NPC will have a magic weapon or magic armor (roll for weapon and armor separately for each NPC). Regardless of level, a roll of 96-00 should be considered a failure. Magic-Users will have a Ring of Protection (roll the bonus as usual for the item) on a roll of 4% per level, and a magic dagger or walking staff on a roll of 3% per level.

In addition, assume a 2% per level chance that any given character will have a potion, and 3% per level that a Cleric or Magic-User will have a scroll of some sort. Finally, add up the levels of all members of the party, and use this number as a percentage chance that a Miscellaneous Magic item will be found among them. If the roll is made, divide the number by two and roll again; if the second roll is made, two such items are found. If the party has more than 3 members, you might wish to divide the number in half again and roll for a third such item. Assign the Miscellaneous Magic item or items to whichever party members seem most appropriate, or roll randomly if you can't decide.



Demi-Human Parties

It is assumed above that NPC parties will be Human, or predominantly so; but the Game Master may choose to present parties of Elves, Dwarves, or Halflings from time to time. In general, a party of demi-humans will be homogeneous.... an Elf party would consist of all Elves, for instance. If encountered in the territory of another race, the demi-human party might include a guide hired to lead them to their destination. For example, the Elf party mentioned above might hire a Human guide to help them when traveling through a Human country. The Game Master may simply use the figures given above when generating such parties. One thing that the GM must decide is whether or not the "normal men" rules apply to demi-humans... are there "normal elves" for instance? This decision is left to the GM. If there are such characters, they will have the same racial abilities as others of their race, but will fight with an Attack

Bonus of +0 just as normal men do. If there are no such characters in the campaign world, then simply substitute 1st level Fighters for the normal men listed above.



Dealing with Players

Character Creation Options

The standard character creation rules call for rolling 3d6 for each Ability Score in order. Players may complain that they can't create the sort of characters they want to play. Here are several options you may choose from if you wish to make things easier for your players. Note that the players must not be allowed to demand these options; it's purely the decision of the Game Master.

Point Swapping: Allow the player to "move" points from one Ability Score to another, at a rate of -2 to one score for each +1 added to the other. The maximum score is still 18 (or the racial maximum if lower), and the player should not be allowed to lower any score below 9.

Score Swapping: Let the player exchange any two Ability Scores, once per character.

The Full Shuffle: Let the player arrange the six Ability Score values as he or she wishes. This allows the most customization for the player, but on the other hand you may find that all player characters in your campaign begin to look very much alike. It's not uncommon for players to "dump" the lowest statistic in Charisma, for instance.

Sometimes a player will look at the six scores rolled, and declare the character "hopeless." The Game Master should always allow the player to scrap a character with less than 9 in the first four scores (since all four classes would be unavailable to that character). However, you as the Game Master might choose to allow the player to reroll a character with scores that are overall below average even if the character isn't as "hopeless" as this.

Here's a suggestion: Sum up the Ability Score bonuses or penalties that apply to the character. If the total is negative, consider the character below average, and allow the player to scratch the entire set of scores and reroll. If the total is zero, the character is "average," and the player probably should go ahead and play the character as rolled. Obviously, if the total is greater than zero, the character should be played as rolled.

As an alternative, a player who rolls a set of ability scores where the total of all the bonuses and penalties is negative may be allowed to "flip" the scores by subtracting all the scores (not just the "bad" ones) from 21. This makes a 3 into an 18, for example, and will result in a total of bonuses and penalties that is positive if the total was previously negative.

Acquisition of Spells

Clerics have an obvious advantage over Magic-Users, in that, in theory, they have access to any spell of any level which they can cast. However, note that Clerics are limited in their spell selection based on their deity, faith or ethos; for instance, a Cleric of the goddess of healing should not be surprised that his or her deity refuses to grant reversed healing spells. If a Cleric prays for a spell that is not allowed, the Game Master may choose to grant the character a different spell, or optionally (if the deity is angered) no spell at all for that "slot."

Magic-Users begin play knowing two spells, **read magic** plus one other (unless the GM grants more starting spells). Each time the character gains a level, he or she gains the ability to cast more spells; in addition, every other level the Magic-User gains access to the next higher level spells (until all levels are available). However, gaining the ability to cast these spells does not necessarily mean the Magic-User instantly learns new spells.

Magic-Users may learn spells by being taught by another Magic-User, or by studying another Magic-User's spellbook. If being taught, a spell can be learned in a single day; researching another Magic-User's spellbook takes one day per spell level. In either case, the spell learned must be transcribed into the Magic-User's own spellbook, at a cost of 500 gp per spell level transcribed.

A Magic-User may add a new spell of any level he or she may cast at any point; however, spells of higher levels may not be learned or added to the Magic-User's spellbook. The Magic-User must find a teacher or acquire a reference work (such as another Magic-User's spellbook) in order to learn new spells, and the cost of such is in addition to the costs given above. Often a Magic-User will maintain a relationship with his or her original master, who will teach the character new spells either for free or in return for services. Sometimes two Magic-Users will agree to exchange known spells. In many cases the only option available to a Magic-User will be to pay another Magic-User (often an NPC) anywhere from 100 gp to 1000 gp per spell level in return for such training.

Magic-Users may also create entirely new spells (or alter existing spells); see the Magic Research rules, below, for details.

Several races and classes have weapon and/or armor restrictions applied to them. What happens when a player declares that his or her character is going to use a prohibited weapon or wear prohibited armor?

Clerics: The prohibition against edged weapons is a matter of faith for Clerics. Therefore, if a Cleric uses a prohibited weapon, he or she immediately loses access to his or her spells as well as the power to Turn the Undead. A higher-level NPC Cleric of the same faith must assign some quest to the miscreant which must be completed in order for the fallen Cleric to atone and regain his or her powers. If unrepentant, the character is changed permanently from a Cleric to a Fighter. Refigure the character's level, applying the current XP total to the Fighter table to determine this. Hit points and attack bonus remain the same; change the attack bonus only after a new level is gained as a Fighter, and roll Fighter hit dice as normal when levels are gained.

Magic-Users: These characters are simply untrained in any weapon other than those normally allowed to them, and should suffer a -5 attack penalty when using any prohibited weapon. A Magic-User in armor can't cast spells at all; any such attempt fails, and the spell is lost.

Thieves: Wearing armor heavier, more restrictive and/or noisier than leather armor prevents the use of any Thief ability, including the Sneak Attack ability. Thieves may choose to wear such armor, but this only makes them a poor excuse for a Fighter.

Dwarves and Halflings: These characters are prohibited from using large weapons, mainly due to their small stature and relatively low weight. It's hard to swing a weapon when the weapon is trying to swing you. If such a character tries to use a prohibited weapon, the Game Master may either apply a -5 attack penalty based on the difficulty of using the weapon, or alternately declare the attempt unsuccessful, at his or her option.



The rules state that, at zero hit points, the character is dead. If this is too harsh for you, here are several approaches to changing the situation:

Raise Dead: The first approach doesn't change the rules a bit. Arrange matters so that characters killed in an adventure can be easily **raised** (but at a substantial cost). This not only "deals" with the mortality issue, it also soaks up excess treasure, preventing the player characters from becoming too rich to be interested in adventuring. It also tends to reward the cautious (since they get to keep their gold more often).

What if the characters don't have enough money when they die to afford to be **raised**? Allow the local religious

Wishes are one of the most potentially unbalancing things in the game. With a carefully worded wish, a player character can make sweeping, dramatic changes in the game world, possibly even rewriting history. Before allowing the player characters in your game access to even one wish, think about how you will deal with it.

Wishes are granted by a variety of beings. Even when a wish comes from a device (a ring or a sword, for instance), some extradimensional being, god or devil or whatever, has placed that wish in the device. A wish will tend to further the goals of the granting being; if the granter is an evil efreeti, for instance, it will attempt to twist the meaning or intent of the wish so that it does not really accomplish what the player character wants. On the other hand, if the granter is one of the good powers, it will grant the wish as intended so long as the player character isn't being greedy or spiteful.

Game balance is the main issue that must be considered. Using a wish to heal the entire party, teleport everyone without error to a distant location, or to avoid or redo a catastrophic battle, is reasonable. A wish that a character be restored to life and health is reasonable, but a wish that not only restores but also improves the character is not.

In general, a wish is granted with at least literal accuracy... the words of the wish must be fulfilled. The exception is wishes that are unreasonable for game balance purposes; they are still at least literally interpreted, but may be only partially granted. In the last example above, for instance, the granting power would likely restore the character to life and health but ignore the "improvements" wished for.

establishment to **raise** dead adventurers in return for their indenture... that is, the adventurers, upon being restored to life, owe the church or temple the money it would have cost to be **raised**, or an *equivalent service*. Thus, the local religious leaders would have a ready pool of adventurers to undertake dangerous missions for them.

But the adventurer(s) are dead... how can they agree to the indenture? There are two options: the priests can use **speak with dead** to attain agreement, or the adventurers can sign an agreement with the church before leaving on the potentially dangerous adventure. The latter might even be considered a standard procedure in some places.

Save vs. Death: The first actual rule alteration is to allow characters reduced to zero hit points to save vs. **Death Ray** to avoid death. If the save is failed, the

character is immediately dead, just as in the normal rules. If the save is made, the character remains alive for 2d10 rounds; if the character's wounds are bound (or he or she receives healing magic) within this time frame, death is averted. The character remains unconscious for the full 2d10 rounds rolled, either dying if left untreated or awakening if his or her wounds are bound.

Binding the wounds of the dying character stabilizes him or her at zero hit points. Non-magical healing will require a full week to restore the first hit point; after this, healing proceeds at the normal rate.

Magical healing will restore the character to whatever total is rolled on the healing die roll (up to the usual maximum of course).

Note that any spellcaster reduced to zero hit points who subsequently survives loses all remaining prepared spells.

This rule might be combined with the suggestions under Raise Dead, above.

Negative Hit Points: Instead of stopping at zero hit points, keep track of the current negative figure. At the end of each round after he or she falls, the character loses an additional hit point. If a total of -10 is reached, the character is dead. Before this point is reached, the character may have his or her wounds bound and/or receive magical healing, which will stabilize the character. The injured character may not move more than a few feet without help, nor fight, nor cast spells, until his or her hit points are again greater than zero. This rule should *not* be combined with the Save vs. Death option.

Just as with the **Save vs. Death** rule, spellcasters who survive being reduced to zero or negative hit points lose all currently prepared spells.

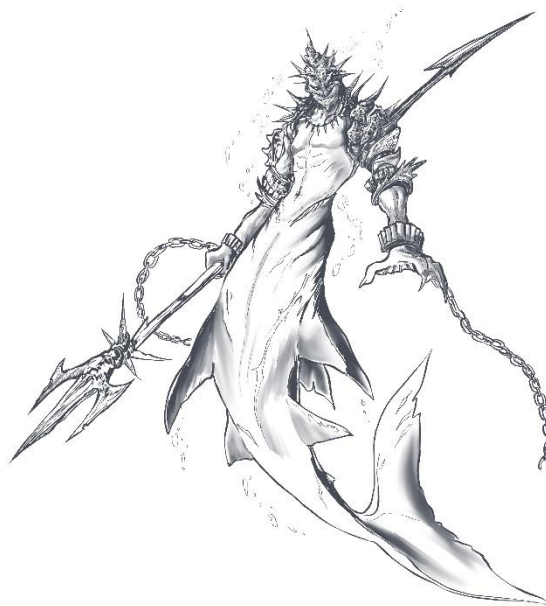
As a further option, the GM may choose to use a negative number equal to the character's Constitution score rather than a straight -10.



Poisons, as described in the Encounter and Monster sections, kill characters instantly. Game Masters may find this makes the mortality rate of player characters a bit too high. On the other hand, poisons **should** be scary. Here's an optional rule which may make things a bit easier without entirely removing the fear from poison:

Where a "save or die" poison is indicated, the victim must make a save vs. Poison or suffer 1d6 damage per round for 6 rounds, starting the round following the

exposure to the poison; this is an average of 21 points of damage, but even a first level character might survive with a combination of luck and healing magic. The GM may create poisons which vary from these figures, of course. If the **Negative Hit Points** optional rule is being used, it is suggested to increase the poison duration to 10 rounds (an average 35 points).



The Game Master may also assign experience points for treasure gained, at a rate of 1 GP = 1 XP. This is optional; GMs wishing to advance their players to higher levels more quickly may choose to do this, while those preferring a more leisurely pace should omit it. If experience is awarded for treasure, it should be awarded only for treasure acquired and returned to a place of safety. Alternately, the GM may require treasure to be spent on training in order to count it for experience. This is a highly effective way to remove excess treasure from the campaign.

There will be times when a player character tries to do something in the game that seems to have no rule covering it. In some of those cases, the only attribute the PC has that seems appropriate may be an Ability Score. Here is a suggested method for making rolls against Ability Scores that still gives better odds to higher level characters:

The player rolls 1d20 and adds his or her Ability Bonus for the score the GM thinks is most appropriate, as well as any situational bonus or penalty the GM assigns. Consult the following table. If the total rolled is equal to

or higher than the given Target number, the roll is a success.

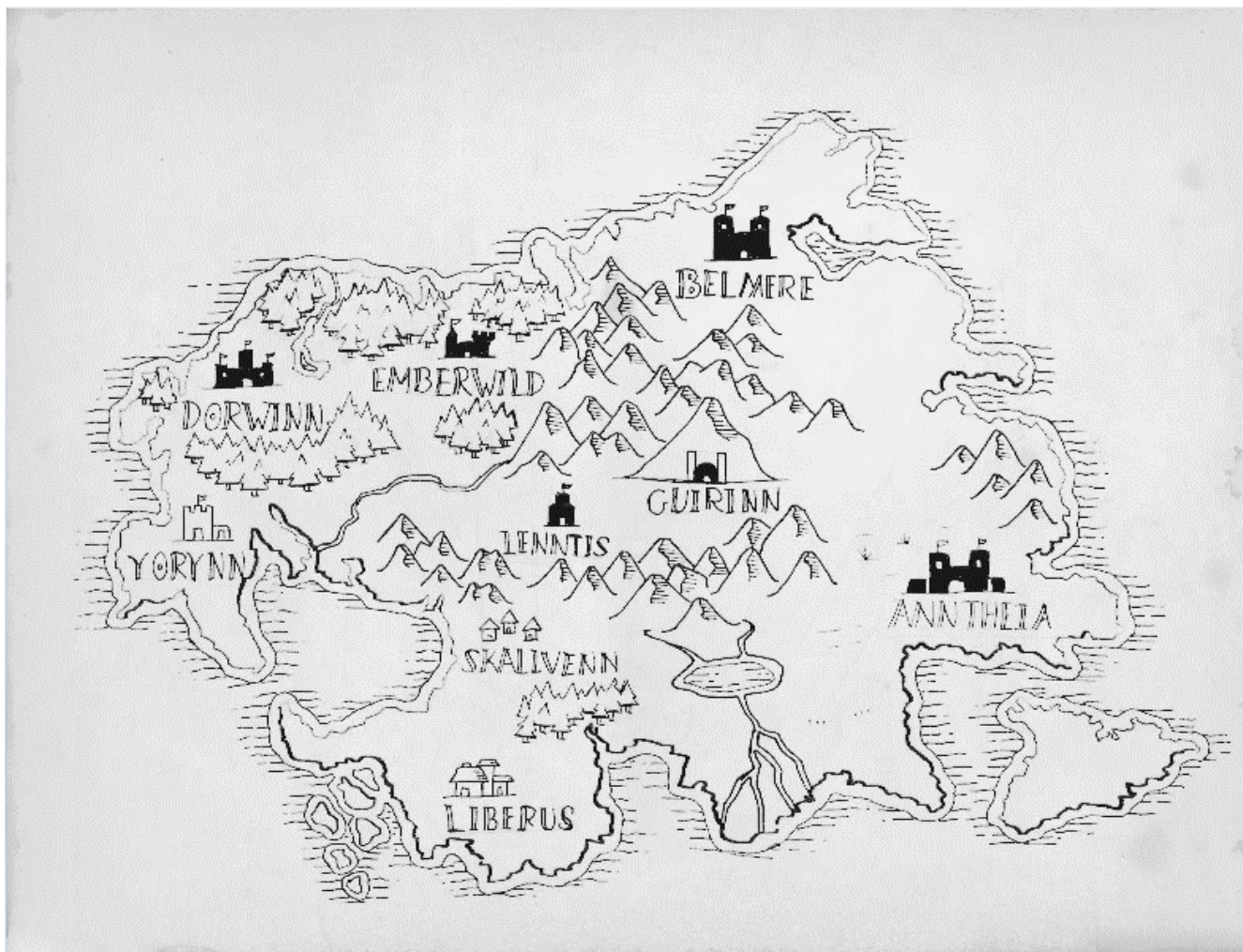
Level	Target
NM or 1	17
2-3	16
4-5	15
6-7	14
8-9	13
10-11	12
12-13	11
14-15	10
16-17	9
18-19	8
20	7

Sometimes a Magic-User will want to prepare spells, but his or her spellbook may be unavailable; this includes when the book has been destroyed or stolen as well as times when the Magic-User has been captured or trapped.

as described above, with the spell level as a penalty on the die roll.

Failure exhausts the spell slot being prepared, just as if it had been successfully prepared and then cast; so if a 5th level Magic-User attempts to prepare **fireball** from memory, and fails, he or she will have no 3rd level spells for the day.

Some players of Thieves may wish to have more control over their Thief abilities. If you study the Thief Abilities table, you'll discover its secret: from levels 2-9, the Thief improves 30 percentiles (total) each level; from levels 10-15, 20 percentiles; and from level 16 on, 10 percentiles. If you wish to allow Thief customization, simply let the player allocate these points as he or she wishes rather than following the table. Allow no more than 10 percentiles to be added to any single Thief ability per level gain. Note also that no Thief ability may be raised above 99 percent.



Magical Research

General Rules for Research

At some point a Magic-User or Cleric may wish to start creating magic items or inventing spells. This is termed magical research. For any research, Magic-User must have a tower or laboratory, while a Cleric requires a properly consecrated temple or church of his or her faith. In addition, there will be a cost for the creation of each item, a minimum time required to create it, and a given chance of success. If the roll fails, generally the time and money are wasted and the procedure must be started again from the beginning; however, consult the detailed rules below for exceptions.

In almost all cases, the Game Master should make this roll in secret. There are many situations where the character (or the player) should not know whether the roll has actually failed, or whether the GM has decided the research is impossible for the character. The GM may decide to tell the player that the research is impossible if the roll succeeds; if the roll is a failure, that is all the player should be told.

In general, Clerics may only create magic items reproducing the effects of Clerical spells; Clerics may also make enchanted weapons and armor, even those sorts which they may not use themselves (since they may be creating weapons or armor for other followers of their faith). Magic-Users may create any sort of magic item except for those reproducing Clerical spells for which no equivalent Magic-User spell exists.

Time spent doing magical research must be eight-hour workdays with interruptions lasting no more than two days. Longer interruptions result in automatic failure of the project.

The GM may, if he or she so desires, grant Experience Points to characters who successfully complete magical research. It is suggested that the rate of such awards be 1 XP per 10 gp spent on the research. This award may be granted for all research, or only for creation of magic items, or not at all if the GM prefers to emphasize adventuring for advancement purposes.

Spell Research

Researching new spells is the most common type of magical research. A Magic-User may research a standard spell, removing the need for a teacher or reference; alternately, a Cleric or Magic-User may research an entirely new spell. Of course, no character may invent or research a spell of a level higher than he or she can cast.

If the character is inventing a spell outright, the GM must determine the spell's level and judge whether or not the spell is possible "as is." The GM does not have

to tell the player whether the spell is possible, and in fact this may be preferable.

The cost to research a spell is 1,000 gp per spell level for "standard" spells, or 2,000 gp per spell level for newly invented spells; in either case, one week is required per spell level to complete the research. The chance of success is 25%, plus 5% per level of the character, minus 10% per level of the spell; the maximum chance of success is 95%.

If the research roll is successful, the character may add the spell to his or her spellbook (if a Magic-User) or may subsequently pray for the spell (if a Cleric). On a failure, the money and time are spent to no avail. Clerics of the same deity, faith or ethos may teach each other the prayers required to access new spells; this takes one hour per spell level. The procedure to exchange spells with other Magic-Users has already been explained (under Acquisition of Spells, above).

As mentioned above, the GM may decide that a proposed new spell is not "correct" for his or her campaign; too powerful, too low in level, etc. Rather than tell the player this, there are two strategies that may be used.

First, the Game Master may decide to revise the spell. If the roll is a success, the GM then presents the player with a revised writeup of the spell, adjusted however the GM feels necessary for game balance purposes.

The alternative, more appropriate when the GM believes the spell should be higher level than the player character can cast, is to make the roll anyway. If the roll fails, that is all the player needs to know; but if it succeeds, the GM should then show the player the revised version of the spell and explain that the character may try again when he or she attains a high enough level to cast it. In this case, the GM may allow the character to reduce either the time or the cost by half when the research is attempted again at the higher level.

Magic Item Research

Any character who wishes to create magical items must know all (if any) spells to be imbued in the item. Items that produce effects not matching any known spell may require additional research (to devise the unknown spell) if the GM so desires.

Some magic items require one or more special components that cannot usually be bought. Special components can only be used once on such a project. For example, the GM might require the skin of a displacer to create a **cloak of displacement**, or red dragon saliva to create a **wand of fireballs**. Note that there are specific rules for components under Other Magic Items, below. Special component requirements are entirely at the option of the Game Master, and are usually employed to slow the creation of powerful magic items that might tend to unbalance the campaign. It's also a good way to lead the spellcaster (and his party) into dangerous adventures.

Chance of Success

Unless given differently below, the base chance of success creating a magic item is 15% plus 5% per level of the spellcaster, plus the spellcaster's full Intelligence (if a Magic-User) or Wisdom (if a Cleric). Thus, a 9th level spellcaster with a 15 Prime Requisite has a base chance of 75%.

Spell Scrolls

A spellcaster may create a scroll containing any spell he or she has access to (for a Magic-User, spells in his or her spellbook; for a Cleric, any spell the character might successfully pray for). The cost is 500 gp per spell level, and the time required is 1 day per spell level.

Reduce the chance of success based on the level of the spell being inscribed, at a rate of -10% per level.

If the roll fails, the enchantment of the scroll has failed; however, if the caster tries again to inscribe the same spell, either the cost or the time is reduced by half (at the character's option).

Other Single-Use Items

Scrolls (other than spell scrolls), potions, and a few other items (such as the **rod of cancellation**) are single-use items. These items may be created by Magic-Users or Clerics of the 7th level or higher.

The chance of success is as given for scrolls, above, when the item being created reproduces a known spell (or when the GM decides a spell must be created, as described above). For other types of items, the GM should assign a spell level as he or she sees fit, and the cost and time required is doubled (making up for the spell research or knowledge required for spell-reproducing items). The time required is one week plus one day per spell level (or equivalent), and the cost to enchant the item is 50 gp per spell level, per day.

Potions are a special case; the character creating a potion may create a large batch, consisting of several doses, which may be bottled in separate vials or

combined in a larger flask. For each additional dose created at the same time, reduce the chance of success by 5% and increase the time required by one day. Note that increasing the time required will directly increase the cost. If the roll to create the item fails, the entire batch is spoiled.

Permanent Magic Items

Creating permanent magic items (rings, weapons, wands, staves, and most miscellaneous magic items) requires a Magic-User or Cleric of the 9th level or higher. When enchanting an item with multiple abilities, each ability of the item requires a separate roll for success; the first failed roll ends the enchantment process. Such an item will still perform the powers or effects already successfully enchanted into it, but no further enchantment is possible. Permanent magic items, including weapons (described in detail below), must be created from high-quality items. The cost of such items will generally be ten times the normal cost for such an item.

Enchanting Weapons

The base cost of enchanting a weapon or armor is 1,000 gp per point of bonus. For weapons with two bonuses, divide the larger bonus in half (don't round) and add the smaller bonus; thus, a **sword +1, +3 vs. dragons** would cost 2,500 gp to enchant. Enchanting a weapon takes one week plus two days per point of bonus; thus, the sword described would require twelve days to enchant.

Reduce the chance of success by 10% times the bonus; so, a **sword +1** would reduce the base chance 10%, while the **sword +1, +3 vs. dragons** described above would reduce the base chance 25%. Further, the chance of success may be increased 25% by doubling the cost and time required (this decision must be announced before the roll is made). For weapons having additional powers, combine the rules above with the rules for creating permanent items. All enchantments must be applied in a single enchantment "session."

Other Magic Items

Magic items can have several **features**. Each feature added to a magic item increases the cost and the time required, and decreases the chance of success. The features are as follows:

Creates a spell or spell-like effect: This is the basic feature of all non-weapon magic items. The base cost of this enchantment is 500 gp per spell level; time required is five days plus two days per level. If the magic item has multiple spell or spell-like effects, add

the cost and time figures together. The chance of success is reduced 5% per spell level.

Has multiple charges: This includes, of course, wands and staffs, but several other magic items would also have charges. Each spell or spell-like effect normally has a separate pool of charges (but see next). The table below shows the various maximum charge levels and the associated cost, time and chance adjustments:

Charge Level	Cost per Charge	Charges per Day	Chance
2-3	+150 gp	1	- 5%
4-7	+125 gp	2	- 10%
8-20	+100 gp	3	- 20%
21-30	+75 gp	4	- 30%

When using the table above, don't count the first charge for cost or time purposes. Note that each separate pool of charges in the item must be figured separately.

Item can be recharged: Figure the additional cost and time, and the penalty to the chance of success, for rechargeable items as being exactly twice the figures from the table above; so, creating a rechargeable item with 3 charges costs 600 gp more rather than 300 gp more, and takes two days per charge (or four extra days); the chance of success is lowered 10% rather than 5%.

Item recharges itself: Creating a self-recharging item is expensive; apply the following adjustments to the charge cost, time and chance for items that recharge automatically. Note that self-recharging items are never "rechargeable" in that they may not be recharged other than by themselves.

Charging Rate	Cost	Time	Chance
1 per day	x 3	x 2	- 10%
All per day	x 5	x 3	- 30%
All per week	x 4	x 2	- 20%

Charges are generic: This means that all the effects of the item draw power from the same pool of charges; most Magic-User staffs are in this category. Items with generic charges are automatically rechargeable; don't apply the normal adjustments for this feature. Instead, combine the normal costs for the charge pools of each effect (which must all have the same number of charges), and then divide the charge cost, time and chance adjustments by two. Thus, two effects sharing one pool costs the same as a single effect with a single pool.

Item may be used by any class: By default, magic items may only be used by the class that created them; so a **wand of fireballs** is normally usable only by Magic-Users, or a **staff of healing** only by Clerics. This

feature allows the item to be used by any class of character, and involves assigning simple command words and gestures to the item. Adding this feature costs 1,000 gp per effect. Note that all the item's effects do not have to be covered; it is possible to create an item where some effects may be used by any class, but other effects may only be used by the creator's class.



Item operates continuously or automatically: This feature supersedes both the charges and item use features. The item works whenever properly worn, or activates automatically when required. A **ring of fire resistance** is a good example; also, the **ring of invisibility** is in this category. Adding this feature multiplies the final cost and time figures by five and applies a 40% penalty to the chance of success. Each feature above applied to a magic item will require a valuable, rare and/or magical material to support the enchantment. For example, a wand of fireballs has a spell effect that is powered by charges; these are two relatively ordinary features, so the Magic-User creating the item proposes a rare wood for the shaft and a 1,000 gp value ruby for the tip. The GM may, of course, require something more rare or valuable if the magic item is particularly powerful.

The base cost of a spell effect feature can be reduced by 25% by applying limits to the ability. For example, a **ring of charm dryad** is an example of limited **charm person** spell effect, which would qualify for the deduction. This does not affect the chance of success or the time required. Weapons which are to be enchanted with additional powers other than the normal bonus require combining the standard weapon enchantment rules with the rules given above. Perform the weapon enchantment first; if it is successful, then the character enchanting the weapon must immediately (within two days, as previously explained) begin the spell or spell-like power enchantment process. Failure of the second procedure does not spoil the weapon enchantment.

Cursed Items

Some cursed items, such as cursed scrolls, are created that way specifically by the spellcaster. The difficulty of creating such an item is roughly the same as the difficulty of creating a spell scroll of **bestow curse**. Other cursed magic items may be the result of a failed attempt to create a useful item. The GM must decide whether or not a failed research project will actually create a cursed item.

Creating a Dungeon Adventure

1. Think About Why

When creating a dungeon, the first question you must answer is: Why will your player characters risk going into this dangerous dungeon full of monsters and traps?

Here are some possible scenarios:

To Explore the Unknown: This is common in pulp fiction. One or more of the player characters has heard of some ancient site, and wishes to explore purely for knowledge. Possibly some of the other player characters are involved for other reasons.

To Battle An Evil Incursion: Goblins are raiding farms in the area, and the Baron has offered a reward for stopping the raids; the player characters are happy to help.

To Rescue A Kidnapped Victim: Some friend of the player characters has been kidnapped, and they must sneak into or storm the villain's tower/cave/dungeon to rescue the victim. Or, perhaps, the victim is the son or daughter of the local Baron or a wealthy merchant who offers a reward for the safe return of his or her offspring.

To Fulfill A Quest: The local church, to whom the player characters owe a favor, would like an ancient relic recovered from a lost mountain fortress, and the High Priest asks them to look into it; or some similar task might be assigned, depending on who the player characters owe a favor.

To Get Loot: This is a surprisingly common scenario (well, perhaps not so surprising). The dungeon is rumored to contain a hidden treasure of great value, and the first characters to find it will be rich! Of course, the treasure might not be *that* huge, and might be guarded by any number of horrific monsters...

To Escape Confinement: The player characters have been captured by an enemy, and find themselves incarcerated without their weapons, armor, or equipment. This scenario must be used with care, as the GM must not be seen to be "railroading" the characters into the adventure.

There are many other possible scenarios, and each has many variations. Knowing the answer to this question will make the next questions easier to answer.

2. What Kind Of Setting Is It?

Is the dungeon beneath a ruined fortress, or an ancient wizard's tower? Or perhaps it's a natural cave, which has been expanded by kobolds... or the tomb of an ancient barbarian warlord, guarded by undead monsters... there are many possibilities.

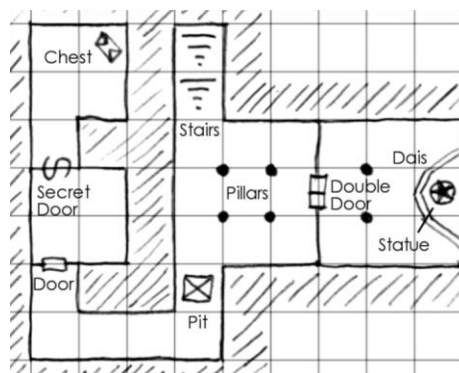
3. Choose Special Monsters

Now you know why the player characters want to go there (or why they will, when they learn of the dungeon), and you know what sort of place it is. Next, decide what special monsters you will place within. For instance, the natural cave expanded by kobolds contains kobolds, obviously, while the warlord's tomb contains some undead, zombies and skeletons perhaps.

4. Draw The Dungeon Map

Dungeon maps can be drawn on graph paper in pencil, or created on the computer with any of a broad variety of dungeon-drawing programs. When creating a dungeon for personal use, there is certainly no good reason not to use pencil and paper. Below is an example of a hand-drawn dungeon map, with the various symbols noted:

5. Stock The Dungeon



"Stocking" the dungeon refers to assigning contents to each room. There are several possibilities; a room might contain a monster (which might or might not have treasure), a trap (which might guard a treasure, or might not), an "unguarded" treasure, a "special" (something other than a monster, trap, or treasure; often a puzzle of some sort), or be "empty."

The GM may choose the contents of any room, or may roll on the table below:

d%	Contents
01-16	Empty
17-20	Unguarded Treasure
21-60	Monster
61-84	Monster with Treasure
85-88	Special
89-96	Trap
97-00	Trap with Treasure

An **unguarded treasure** will generally be hidden (such as in a secret room, inside an unusual container, etc.) or protected by a trap (a poison needle in the lock of a chest, or a poison gas canister that explodes if the container is opened, or something similar); such a treasure might even be hidden **and** trapped! Again, some sort of saving throw should be allowed if a trap is used. It's not a bad idea to hide a treasure so well that the player characters are unlikely to find it; don't be concerned if they don't. If you give away the location of all your unguarded treasures, your players will not appreciate it properly when they manage to find one by cleverness or luck.

A **monster** might be selected by the GM or rolled on the random encounter tables. It's traditional that the first level (below ground) contains monsters of 1 hit die or less, the second level contains monsters of around 2 hit dice, and so on, but the GM may choose to arrange his or her dungeon in any way desired.

A **monster with treasure** might indicate a lair, or it might be a group of monsters carrying loot, possibly camping for some reason before moving on.

A **trap** is, obviously, some sort of device intended to harm the player characters, including such things as pendulum blades, hidden pits, spear-chucking devices, and so forth. A **trap with treasure** is such a trap protecting a treasure, which might be in the room beyond the trap or actually within it (such as in a pit). See the Traps section, below, for more information.

A **special** might be a puzzle of some sort, such as a door that can only be opened by a combination (hidden elsewhere in the dungeon); or perhaps an oracle that answers questions about the dungeon (but possibly it

lies). The classic "magic fountain" that randomly changes the ability scores of the drinker is another possibility; if this is done, some sort of limit should be imposed (such as, the device only affects a given creature once, or the device causes harm more often than it gives aid) to prevent abuse. In general, a "special" room is any room containing something that either interests or obstructs the player characters but is not a monster, trap, or unguarded treasure.

Empty rooms contain no monsters, traps, unguarded treasures, or specials. This does not mean that they are truly "empty;" a room might contain a fireplace, upholstered chairs, side tables, torch sconces, and curtains, and still be considered empty. Hide a treasure in a secret drawer in a side table, and it becomes an unguarded treasure room; in other words, to be empty there has to be basically nothing of serious interest to the player characters in the room.

6. Finishing Touches

The GM may wish to create one or more custom wandering monster tables for the dungeon; monster patrols, if any, may need to be described; and possibly some locations may have unusual sounds, smells, graffiti, etc. which need to be noted. Don't spend too much time on this, though.

Remember, if you only detail the "interesting" things, your players will begin to guess what might be in a room. Some extra description will help make things uncertain for the players. For instance, a room with an unguarded treasure:

Game Master: *This room contains a chest, centered against the far wall.*

Player 1: *We look for monsters, and if we don't see any, the thief will check the chest for traps.*

Kind of boring, right? This might be better:

Game Master: *In this room you see a comfortable-looking upholstered chair, a side table and a foot stool. Two burned-out torches are held by sconces on each wall.*

Player 1: *If we don't see any monsters, the thief will check the table and the footstool for traps and see if anything is hidden inside them, while the rest of us check for secret doors... one of those sconces might open one.* A little extra detail can add a lot to the adventure.

Traps

Some suggestions of typical traps are listed below, to assist the GM. Deadlier traps can be created by combining simple traps, by making their effects harder to avoid, or by making them capable of dealing more damage.

Traps are not necessarily reliable; the GM may choose to make a roll of some sort for each potential victim until the trap is sprung (say, 1-2 on 1d6). Or, a trap door might not open until a given weight is placed on it, so that a lightly loaded thief might cross without difficulty, only to see his heavily armored warrior ally fall victim to it.

Alarm: Everyone within a 30' radius must save vs Spells or be deafened for 1d8 turns by the loud noise. The GM should check immediately for wandering monsters, which, if indicated, will arrive in 2d10 rounds.

Arrow Trap: A hidden, mounted crossbow attacks at AB +1, doing 1d6+1 points of damage on a successful hit.

Chute: These are usually covered with a hidden trap door. The triggering character must save vs. Death Ray (with Dexterity bonus added) or tumble down to lower level of the dungeon. Chutes usually do little or no damage to the victim.

Falling stones or bricks: Rocks fall from the ceiling. The triggering character must save vs. Paralysis or Petrify (with Dexterity bonus added) or take 1d10 points of damage.

Flashing Light: With a loud snap, a bright light goes off in the face of the character that triggered the trap. That character, and anyone else looking directly at it, must save vs. Spells or be blinded for 1d8 turns.

Monster-Attracting Spray: A strong-smelling but harmless liquid is sprayed on the triggering character. The smell attracts predatory creatures, doubling the chances of wandering monsters for 1d6 hours or until washed off.

Oil Slick: Oil is sprayed onto the floor of the room. Anyone trying to walk through the oil must save vs Death Ray (with Dexterity bonus added) or fall prone. Oil is highly flammable and may be ignited by torches or

other flame sources held by characters who slip and fall into it.

Pit Trap: Usually hidden with a breakable cover, trap door, or illusion. The victim must save vs Death Ray (with Dexterity bonus added) or fall into the pit, taking damage according to the distance fallen (see "Falling Damage"). A pit trap can be made deadlier by placing spikes, acid, or dangerous creatures at the bottom, or partly filling it with water to represent a drowning hazard.

Poison Dart Trap: A spring-loaded dart launcher attacks at AB +1 for 1d4 points of damage, and the victim must save vs. Poison or die.

Poison Gas: Gas emerges from vents to fill the room. All within the affected area must save vs. Poison or die. Poison gases are sometimes highly flammable and may be ignited by torches or other flame sources, doing perhaps 1d6 points of damage to each character in the area of effect (with a save vs. Dragon Breath allowed to avoid the damage).

Poison Needle Trap: A tiny, spring-loaded needle pops out of a keyhole or other small aperture and injects poison into the finger of the character who triggered the trap (most likely, a Thief trying to pick the lock), who must save vs. Poison or die.

Portcullis: A falling gate blocks the passage. The character who triggered the trap must save vs Death Ray or take 3d6 points of damage.

Rolling Boulder Trap: A spherical or cylindrical rock rolls down a slanting corridor. Anyone in its path must save vs. Death Ray (with Dexterity bonus added) or take 2d6 points of damage. Alternately, if the corridor has no other place for the character to escape to (that is, no room for the character to step out of the path of the rock), it may be necessary to outrun the rock to avoid the damage.

Blade Trap: A blade or spear drops down from the ceiling or pops out of the wall and attacks at AB +1 for 1d8 points of damage. Particularly large blades might attack everyone along a 10' or 20' line.

Triggered Spell: When activated, a spell of the GM's choice is cast, targeting or centered on the character who triggered it. Popular choices include curses, illusions, or a **wall of fire**.

Designing a Wilderness Adventure

1. Think About Why

This is much the same task as was described above. The player characters may enter a particular area looking for a town to resupply from, a church or temple to provide healing services, or for many other reasons. Once in the area, the Game Master can make the player characters aware of adventuring opportunities in the area, by means of rumors, posted bounties (such as for raiding humanoids), quests offered by local clergy, and so forth.

2. What Kind Of Setting Is It?

Decide whether the area is deep in the wilderness, or in more inhabited territories, what sort of climate will be found there, how many towns, and of what size, are present, and so on.

You may choose to design a new territory based on the goals of the player characters in your campaign. For example, if the player characters decide to seek their fortunes in the richest city in the world, you could decide where this is and begin to describe it by providing rumors of its wealth and splendor told by far-wandering merchants. If these descriptions intrigue the characters and they travel toward the city, you will have time to decide what terrain – and dangers – lie in their path.

On the other hand, your setting should make sense, which will help players make meaningful choices when traveling. For example, areas under human control will be settled, with signs of civilization such as cleared land for agriculture, roads, strongholds, etc. Areas dominated by humanoid monsters, or which are being raided by wandering humanoids, will be battle-scarred and will not have food or other goods available. A valley that was settled many years ago but abandoned after a dragon attacked could contain ruined buildings, their walls likely still bearing the marks of flame and claw, and fields grown high with saplings.

3. Draw An Area Map

Now it's time to draw the area map. Some Game Masters prefer to draw maps freehand, while others like to use hex or graph paper; of course, programs are available to create maps on a computer as well. It is a good idea to provide a **scale** for the map, which can be whatever best fits the map and the area you want to depict. A scale of 18 miles per square or hex is a good

choice for a large-scale map, as this is the distance that a group of humans can cover in a day in clear terrain (see **Wilderness Movement Rates**), which makes it easy to determine travel times.

Rivers and coastline, hills and mountains, forests and plains must be clear on the map. All of these areas should have an appropriate climate: for example, the windward side of a mountain range will usually receive a great deal of rain, while the other side will be dry. You may choose to create an area with abnormal weather for its location, such as a sandy desert in the midst of a rain forest, but this should be unusual, a tip to observant players that strange magic is involved.

Go ahead and place any interesting sites such as towns, ruins, and significant monster lairs. Remember, in most cases your party of adventurers will need some base of operations, be it a city, town, village, or border fortress.

4. Detail Interesting Sites And People

Describe at least the base town, and the dungeon you expect the party to visit first. Also detail any set or placed encounters you laid out in the step above. There is lots of room for creativity here: a distant, unfamiliar town may have different laws, traditions, or currency. You should also describe key NPCs and their connections to each other. NPCs have their own goals and plans, which may or may not involve the PCs, and the actions of player characters toward one person will often influence how others treat them. Don't go overboard trying to detail every single place on the map... leave some room for expansion later, after you have a feel for your players and their characters.

5. Create Encounter Tables

When designing a wilderness area, one touch that will really set it apart is a custom encounter table. Choose those monsters that seem most appropriate to the area, using the standard encounter tables as a guide. If you have placed humanoid lairs or encampments, you may wish to include their patrols on the custom table.

Another alternative is to roll six or eight or ten random encounters using the "generic" encounter table for the relevant terrain type, and use that list as your random encounter table for the area. When doing this, you probably should re-roll duplicates.

Many player characters, upon reaching higher levels, choose to settle down and build a **stronghold**. Generally this is allowed when a character reaches 9th level or higher. The player character must obtain land on which to build; in some lands, frontier territory may be made available to any freeman (or freewoman) who can tame it; in others, land may be available for someone with enough gold; while in other cases the character will need to petition the local Count, Duke or King for a land grant.

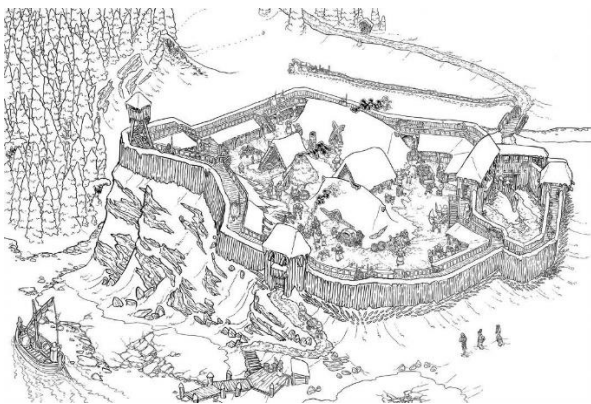
Usually, Fighters build **castles**, Magic-Users build **towers**, Clerics build **temples** and Thieves build **guildhouses**, but this is not always so. Any character who builds a stronghold suitable to his or her class will attract 1st level followers of the same class as follows:

Class	Number of Followers
Fighter	3d6
Magic-User	1d8
Cleric	2d8
Thief	2d6

These followers will assist the character, but will not go on adventures away from the stronghold in most cases (especially dangerous dungeon adventures). They live from the income generated by the stronghold. The primary sources of this income are taxes on peasants for castles, fees for magical services and students' tuition for towers, tithing from the faithful for temples, and criminal activities for guildhouses. A stronghold must have 200 square feet of living space for each follower, as well as quarters for guests, stables for horses, and so on.

A player who wants to build a stronghold should draw its floor plan. Each story is usually 10' tall. The construction costs for the stronghold are determined by the square footage of its walls, floors and roofs, the materials used, and the thickness of the walls.

Make sure not to double-count corners on walls that are 5' thick or thicker – count the length of only one face.



When determining wall length for round walls and towers, approximate π by 3, since the inner face of the wall has a shorter circumference. The table below gives costs in gp for each 10' square section of wall. The number by the material is its *hardness*, which is deducted from damage to the wall.

Wall material	1' thick	5' thick	10' thick	15' thick
Maximum height	40'	60'	80'	100'
Wood (H 6)	10 gp	n/a	n/a	n/a
Brick (H 8)	20 gp	50 gp	n/a	n/a
Soft stone (H 12)	30 gp	70 gp	200 gp	n/a
Hard stone (H 16)	40 gp	90 gp	260 gp	350 gp

A 1' thick wall is made of solid pieces of material held with mortar (or pegs and ropes for wooden walls); such walls may be at most 40' tall. A 5' thick wall consists of two 1' thick walls sandwiching 3' of earth and rubble; such a wall may be at most 60' tall. A 10' thick wall consists of a 4' thick outer wall and a 2' thick inner wall sandwiching 4' of earth and rubble, and may be built up to 80' tall. A 15' thick wall consists of a 6' thick outer wall and a 2' thick inner wall sandwiching 7' of earth and rubble; these walls may be built up to 100' tall. To attain the maximum height, thinner walls can be used on upper stories. For example, an 80 ft. tower must have at least 20' of 10' thick walls at the base, but more could be used.

The character will have to pay engineering costs for designing the stronghold, and tall structures are more difficult to design and to build. For each portion of the stronghold (wall, tower, and so on), each 10' of height adds 10% to the costs in both time and money. The GM should feel free to add a multiplier to reflect the difficulties of building in a remote area, obtaining materials, etc. In particular, if materials need to be transported, they require 1 ton of cargo space per 5 gp of wood or stone construction. (The increased weight of stone compensates for its compactness compared to wood.)

A building over 40' high must have a solid foundation, and if over 60' high, it must rest on bedrock.

A stronghold requires one worker-day of construction labor for every gp it costs to build. Adding more workers reduces construction time, but the time cannot be reduced below the square root of the time for one worker to build the stronghold. Assume that there are 140 working days per year (seven months of 20 working days each) in temperate climates.

Floors and thatched roofs cost as much and take as long to build as it would take to build the square footage of their bases of 1' thick wood walls. Wood-shingled

roofs cost twice this amount and take twice as long to build, while slate-shingled roofs cost four times as much and take four times as long. (You don't need to calculate the greater surface area of a pitched roof, since the increased height increases construction costs enough to cover this.)

These costs include normal features of construction such as stairs, doors and windows. Interior walls are not included; they are usually 1' thick. **Parapets**, which provide cover for defenders atop castle walls and towers, are usually 1' thick and 5' high (so they are half-cost).

Note that guildhouses are almost always built in cities and thus are usually built with 1' thick exterior walls, but they cost twice as much to build due to the traps and secret passageways that are designed into them. A Magic-User's tower costs three times as much to build, due to the need for ancient books, alchemical equipment, and other supplies for conducting research.

For example, Sir Percy, a 9th-level Fighter, desires to build a 60' tall square keep (50' walls with a 10' peaked slate-shingled roof) that is 50' square. The keep will have four stories and an attic, and the first story, which will contain the great hall, will be 20' high. Sir Percy wishes his keep to be strongly built, so he tells his architect to build with hard stone and use 10' thick walls for the first two stories and 5' thick walls for the rest. The first and second floors will thus be 30' square or 900 square feet, and the third and fourth floors will be 40' square or 1,600 square feet. With a total floor area of 5,000 square feet, Sir Percy's keep will house him and up to 24 other people (or animals such as horses, which during an attack may be stabled in the great hall!) in acceptable comfort. Its floor plans are shown on the next page.

The first floor has 30 (= 5 [for 50' length] x 2 [for 20' height] x 4 walls, minus 8 sections double-counted at the corners and 2 sections for the entrance) 10' square sections of 10' thick hard stone walls, which cost 7,800 gp, and 9 10' square sections of floor, which cost 90 gp, for a total cost of 7,890 gp. The second floor is the same as the first, except that the walls are 10' high and there is no deduction for an entrance, giving a cost of 4,250 gp. The third and fourth floors each require 18 sections of 5' thick hard stone walls, costing 1,620 gp, and 16 sections of floor, costing 160 gp, for a total of 1,780 gp per floor. The 50' square roof costs 4 x 25 x 10 = 1,000 gp, and the 40' square attic floor adds 160 gp. The design calls for a total of 770' of 1' thick interior walls and doors, which would cost 30,800 gp if made of hard stone; Sir Percy uses wood, which costs only 7,700 gp. These costs total 24,560 gp, but since the keep is 60' high, its cost is increased by 60% to 39,296 gp. The keep will require 39,296 worker-days. Sir Percy

may employ up to 198 workers to build the keep, in which case it will take 198 working days to build, or a year and three months' time. Keep in mind what might happen in this time, given that the area is dangerous enough to warrant building a castle.

Dungeons: A stronghold may also have a dungeon excavated under it. A dungeon is an excellent place to store perishable supplies, a good shelter if the castle is overrun, and often incorporates an escape route if all is lost for the castle's defenders or a secret way out for raids is desired. Magic-Users sometimes encourage monsters to take up residence in their dungeons, as they provide a convenient source of supplies for magical research and help keep away unwanted guests. Use the following figures for skilled workers, such as dwarves or goblins, to create dungeons; double the times for less skilled miners.

Material	Time for one worker to excavate a 5' cube
Earth	5 days (supports are required)
Soft stone	10 days
Hard stone	20 days

Structural strength and breaches: A section of stronghold wall has as many hit points as its base cost in gp (for example, a section of 10' thick soft stone wall has 200 hit points). Stone and brick walls only take damage from crushing blows, while wood walls are also affected by fire and chopping attacks. If a given section of wall loses all of its hit points, it is breached, allowing attackers to pass through. If a breach occurs on a lower course of wall, there is a 40% chance that the 10' section above it will be breached by collapse, and a 20% chance that the section below it will be breached. These secondary breaches have the same chances of affecting the next 10' section above or below them, and so on until the top or bottom course of wall is reached. If a breach occurs on a right or acute corner (90 degrees or less), the chances of breaches double in each direction.

Attacking a Castle: Siege engines are difficult to aim, but as castles don't dodge around, each successive shot by a given siege engine with a given crew has an increasing chance of hitting. To reflect this, the first attack on a castle's walls is made against Armor Class 20; each subsequent attack by that weapon, fired by that crew, at that same point in the wall, is made against an Armor Class one lower than the previous shot, to a minimum AC of 11.

Attacks on a castle's defenders are at -4 on the attack roll if they are standing on the parapets, and at -10 if they are behind arrow slits. Since characters defending the castle do move around, the odds of hitting them with a siege engine do not improve from shot to shot. There is an additional -2 on the attack roll for missile attacks if

the defenders are more than 20' higher than the attackers; this is not specifically due to altitude, but rather because the defenders can use more of the wall for cover. The defenders can take advantage of their height by dropping objects on attackers near the castle's base; these missiles do 2d10 points of damage, but they have a -2 attack penalty if dropped from a height of 30' or more.

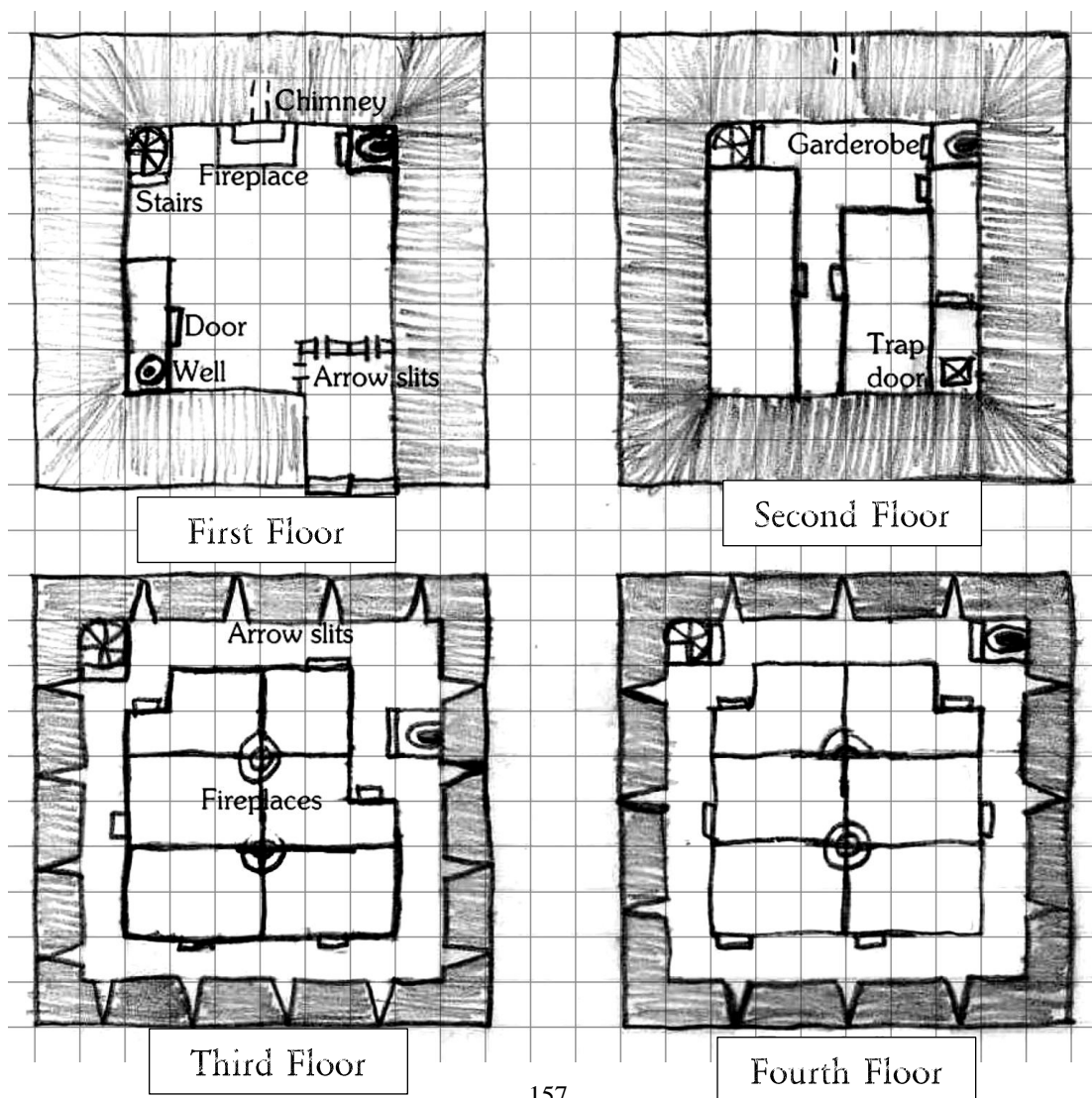
Siege engines can damage several adjacent characters; roll damage separately for each character in the 10' square hit by the missile. Of course, the attack roll must be high enough to damage each one; a roll of 19 against characters having Armor Classes of 18 and 20 would hit the former but not the latter.

A castle may also be attacked by **mining**. This method of attack involves tunneling under the castle wall, then

setting fire to the supports of the tunnel to cause the wall to collapse. It is also slow, and if the castle has a moat, the tunnel must avoid it, which requires that it be dug deeper, requiring twice the time. A mine is dug like a dungeon, and once its supports are fired, the wall above is breached; if the mine is only 5' wide, there is only a 50% chance of causing a breach.

Finally, a **screw** may be used to attack a stronghold. This device, which costs 200 gp, is used to bore through castle walls. A crew of at least eight is required to operate it. It is only used at the base of a wall, and it is usually operated under a **sow**, or portable roof, as it is slow. (A sow typically costs about 100 gp.) The device does 1d8 points of damage per turn, but it ignores hardness. A breach caused by a screw is small, so it has only half the usual chance of spreading to the next course of wall, unless widened by miners.

Rooms - Scale 1 Square =



Name: _____ Player: _____
 Race: _____ Sex: _____ Age: _____
 Class: _____ Level: _____ XP: _____

Strength:	_____	AC:	_____	Movement:	_____
Intelligence:	_____				
Wisdom:	_____	HP:	_____	Money:	_____
Dexterity:	_____				_____
Constitution:	_____	AB:	_____		_____
Charisma:	_____				_____

Spells/Abilities:

Saving Throws:

Death Ray or Poison:

Magic Wands:

Paralysis or Turn to Stone:

Dragon Breath:

Rods, Staves, and Spells:

Weapon: **AB:** **Damage:** **Range:**

Equipment:

Notes:

Name: _____

Player: _____

Race: _____ Sex: _____

Age: _____

Class: _____ Level: _____

XP:

Strength:

AC:

Movement:

Intelligence:

Wisdom: _____

HP:

Money:

Dexterity:

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AB:

Charisma:

Spells/Abilities:

Saving Throws:

Death Ray or Poison:

Magic Wands:

Paralysis or Turn to Stone:

Dragon Breath:

Rods, Staves, and Spells:

Weapon: **AB:** **Damage:** **Range:**

Equipment:

Notes:

Game Master Scoring Sheet

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Game Master Scoring Sheet

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Game Master "PLAYERS" Scoring Sheet

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Game Master "PLAYERS" Scoring Sheet

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Journey to Timberhelm

Introduction

The year is 205 AG and 124 years after the First War of Magic where magic has returned to Annmar. Lord Illrunn Trial has put forth a quest to find the Stone of Grimmore, a powerful Magic Stone used by Gennir, the God of Magic. Whoever finds this Stone will be able to exert control over magic users in their vicinity. It has been lost since the War of the Gods and there have been many rumors surrounding its location. But a clue has emerged that it can be found in the hidden Temple at Timberhelm. It must be found in returned to the Great Hall of Magic at Lenntis. A band of Warriors will travel to Timberhelm to find the stone, but along the way they will face many forms of peril including Khronne's from a secret organization in the Kingdom of Anntheia led by an evil warlock that goes by the name Zadicus Nox. The characters will have a secret meeting at the Broad Wolf Tavernn in the town of Benndalrock which is located at the edge of The Emberwild. This is where the characters will start their journey.

The Story

The story begins 124 years since the First War of Magic in 205 AG with many folks seeking a magical artifacts that were created and used by the gods the past 124 years. In 151 AG, a truce was made among all Kingdoms in Annmar that no one Kingdom would be able to possess or use magical artifacts that were created by the gods. It is called *The King's Truce* and they all agreed that any magical artifact that could be used for war or dominion over another would be kept at a neutral site and only used if an enemy was so great that only magical artifacts could defeat that great power. But magical artifacts would not be kept in just one place, they would be kept at neutral places, usually shrines that were built for the gods or the Great Hall of Magic at Lenntis. Lord Illrunn Tyriall, a highborn Elf from Dorwinn who first proposed the truce after being instrumental during the First War of Magic took it upon himself to put together different quests in order to find

powerful magical artifacts. He had spent years looking for artifacts and commissioning noble warriors to find them. While all kingdoms agree to the truce in public, most secretly want to find these artifacts for themselves to control the balance of power in Annmar. None more so than the Kings of Anntheia who will hire warlocks or sorcerers that are not loyal to any Kingdom, but only gold itself to find certain magical artifacts

One of the most sought-after artifacts was the stone of Grimmore. It was an ancient artifact created Gennir by the God of Magic. It is one of the most powerful magical artifacts ever created for its true power was the ability to control magic users and have full use of their power. If one were to have this stone and were close enough to a magic user they would be able to control them. For to control an army of magic users would create the ultimate power and surely win any war. So great was the power of the Stone of Grimmore that Gennir hid the stone during the War of the Five Gods. No one has known its true location, but there have been rumors of where it might have been hidden. King Harlys Kesterinn of Anntheia has hired the devious Warlock Zadicus Nox to find the stone and bring it back to Anntheia. Lord Illrunn has caught wind of his plan and has commissioned a quest of his own to intercept the stone and have it returned to Lenntis. He has found strong evidence in the Elven Library that the stone may be located at the great Hall of Timberhelm. It is an ancient place where the Gods would meet with the various races of Annmar to help solve their problems and keep peace throughout the land. But the Great Hall had many secret rooms and after over 200 years nobody knows where Timberhelm is truly located, but there are clues hidden in a map that will lead the way to Timberhelm. Our Quest begins with Lord Illrunn hiring a group of strangers to find the stone and return it to Lenntis before the kingdom of Anntheia has it in its possession.



Introduction

Since this is your first time playing the Annmar Role Playing Game, all characters should start at level 1 and play the Journey to Timberhelm Campaign to gain experience points and eventually level up your character. Enemies should start out at Level 1, but the ultimate enemy or big boss should be a level 2 or 3. Characters from other fantasy world are not transferrable. You must create your own unique character in the world of Annmar and start their journey in the Annmar Chronicles. It is recommended that characters stay within their respective timeline like for example the characters you play for the Journey to Timberhelm Campaign are living on the second century of the 1st Age, but it is not required. This is a fantasy role playing game, so you make the rules within the parameters of the mechanics described in this book. The GM can decide if characters can play at different levels on this campaign and other campaign.

Part 1

Meeting at the Broad Wolf Tavernn

After the characters meet and are given instructions on where to go in search of the Stone of Grimmore, the warriors walk outside the tavern and are immediately attacked by Khronnes. It's an ambush. Somebody has talked and let the enemy know about the secret meeting. The characters must fight their way free to start the first part of their journey. The Khronnes will have a lot of strength, three times the average man. They can also have magical powers as well as use different weapons. This will be a tough battle, but the Khronnes must be defeated for the characters to move on. It will be helpful if one of the playable characters has magical abilities and can create a portal to escape.

Part 2

Travel the Dwarves Road

Option 1

The characters will start out on the Dwarves Road, which extends from the Kingdom of Giurinn to the edge of The Emberwild through the mountains that

separate the two kingdoms. There is one main road that will take travelers safely through the mountains, but there are a lot of perils along the way. The travelers will meet a faction of the Rogues of Hamlinn, a mercenary group that can fight for other kingdoms but are also thieves and cutthroats who would just as easily kill any travelers for the weapons and the money they have on them. In most cases the small factions can be easily bribed. A roll of the dice will determine if this transaction is successful and if the travelers are allowed to go on their way in peace. If it does not work, then they will have to fight and kill the faction. There may be multiple encounters on the Dwarves Road from having to face mercenaries robbing merchants and another band of Khronnes searching travelers for the party that escaped the Broad Wolf Tavernn.

Option 2

If the playable characters used a portal to escape in the first round, they will appear on a mountain ridge right above a camp of Khronne's who are waiting alongside the Dwarves Road waiting to flank the travelers if they should happen to escape the other party of Khronnes who were supposed to kill them at the Broad Wolf Tavernn. The characters cannot go around to escape, they will have to scale the ridge down into the camp and stealthily try to kill the Khronne's in order to escape and get back on the right path to continue their journey.

Part 3

The Spotted Dove Inn

The characters must go to the Spotted Dove Inn. There they will meet with Suminna Adra. She is the contact they must meet in order to obtain a map that will lead them to Timberhelm. The characters can try and buy the map if the price is right. They can try and persuade her using force, or as a last option, they can kill her and find the map. Although, she hides valuable things well and usually a series of clues are necessary to find a hiding place. But while the characters are dealing with Suminna, there are Assassins waiting for the travelers who will try to stealthy kill them in a variety of ways including poison. The characters must get the map and also defeat the assassins. The characters can kill the assassins or escape again through a portal, but the

assassins will come back later in the campaign and the characters will not know where they end up through the portal.

Part 4

The Bridge of Minnsdovik

Option 1

If the characters are able to escape and have defeated the assassins, the map will take them to the Minnsdovik Bridge that connects two of the mountains. They must get across if they are going to find Timberhelm, but getting across the bridge will not be that easy. Cutthroats and mercenaries guard the bridge looking for unsuspecting travelers to rob, but the characters will not run into any of them. They will face Zadicus Nox for the first time. At this part in the campaign, the characters will not be able to defeat him. He is there trying to burn the bridge so they will not be able to find Timberhelm. The aim of the characters is to knock him off the ridge and into the gully below. As a Warlock, he will be able to survive, but it will also allow the characters to get across the bridge. He will use magical weapons to burn the bridge. Non-magical characters can use arrows to distract him while other characters use swords or hammers or axes to knock him off the ridge. The characters will also have to escape a partially burning bridge since Zadicus will light part of it on fire.

Option 2

If the characters choose to use a portal to escape the assassins, the characters will end up in a Dwarven cave contains many natural things that can kill the characters. They will have to find a way to escape in order to continue their Journey. There's many different things that can kill the characters so this part of the campaign is about escaping just like a prison or dungeon campaign. The cave is near to the Minnsdovik Bridge and still along the way to Timberhelm.

Part 5

The Tower of Timberhelm

The characters have finally reached Timberhelm. It is a fortress-like tower built into a Mountainside. It is three levels and each level will contain a challenge that if solved will allow the characters to proceed or

kill them. The puzzles and riddles will have to be completed in order to get to the stone. But before the characters even get into the tower, they will have to solve a riddle. *"Neither friend or foe, only those who give you all you need can enter."* The first challenge, the characters must travel across a hallway by stepping on the right stones or the floor will crumble beneath them into a pit of spikes. There are symbols on each of the stones in the hallway and the characters must put the symbols in order and walk the right path in order to get to the other side where the staircase is located that will take them to the second level. The Second Challenge is a room where the ceiling filled with spikes will come down once the characters step onto the main floor. The characters must find a way to stop the ceiling long enough to find a secret entrance that will take them to the staircase that leads to the third level. The Third Challenge is known as the Wheel of Fire. Once the characters enter the room and use the torch to light the small trough of oil that will create fire and light up the room. this will also light up the fire pit below that the must get across. But in order to get across this room, they must use a balancing wheel. It will take all the characters to place themselves at the right spot on the balancing wheel and move in the right direction that will allow them to escape to the other side. One wrong move and they will fall off into a pit of fire. The entrance on the other side will lead the characters to the main room or they will find the Stone of Grimmore being guarded by Paladins. It will not be easy to retrieve the stone and there are ancient Paladins who guard the stone. The characters may have to fight the paladins to get the stone after they complete all the other levels, once they convince them that the stone is in danger and must be brought to Lenntis.

Part 6

The Innenfaire Road

Now that the characters have the Stone of Grimmore, they must begin their Journey to Lenntis. There are numerous ways they can travel and this will be decided by the GM. The most common way is the Innenfair Road in the kingdom of Guirinn that will take the characters to Lenntis, but it is known to be heavily populated with Barbarians looking to rob travelers of gold as they make a pilgrimage to the great Citadel-Monastery of Lenntis. The characters can try to blend in with pilgrims on their way to the

holy site, but it is all but guaranteed that they will end up having to fight barbarians along the way and help protect pilgrims. There is no telling how many enemies they will meet along the way if they take this Innenfaire including Khronnes and assassins. If the characters did not kill the Assassins earlier in the campaign, then they will meet them again along the Innenfair Road.

Part 7

Battle of Gannrith Ridge

The characters will have to defeat Zadicus Nox. He is the only thing that stands in their way of returning the stone to Lenntis. The characters will face him on the Gannrith Ridge. While he will not have his full strength since their first encounter, he will be hard to

defeat oh, but defeated he must be. He will also have an army of Khronnes. The easiest way to defeat him is to use the stone which will control all magic users oh, but the character who wields it will have to be close to Magic users including the Khronnes, which also means the character could lose their health more quickly or possibly die therefore giving up the stone to the enemy. It is a high risk for a greater reward. The best strategy will be to use weapons from a distance like bows and arrows, but Zadicus is a warlock and will be using magical abilities. At least one of the characters must survive and defeat All Enemies for as long as the stone is returned to Lenntis then the campaign will be a success.



FOR THE GAME MASTER

Introduction

GAME NOTES: The Campaign is played with 4 to 8 Players. Characters can start out at any level, but lower-level characters will have a tougher time surviving. Magic Users are welcome, but for the purpose of the campaign, a playable character should not be a Khronne unless okayed by the GM and in that case, it should be a reformed Khronne Since this is the first Campaign Khronnes are considered evil since they are Dark Elves, but if they are a reformed character, they can be a playable character. Khronnes are magic users and has the ability to cast spells just like the Warlock, Zadicus Nox. Khronnes also have a lot of strength and can throw heavy objects including other race at least 10 meters. Orcs cannot be thrown as far. They also have stealth capabilities too. Khronnes need to be at least a level 1 magic user, with 200 Ex. Points, and 1d4 Hit Dice. Zadicus Nox is a level 3 magic user, with 5,000 Ex. Points, and 3d4 Hit Dice. Assassins, Mercenaries, and Paladins will be level 1 In there various classes (Levels, Ex. Points, and Hit Dice will be revealed in the parts of the campaigns they show up in). Attack Bonus will be 1 Point for each weapon and spell to give the characters more of a challenge unless the GM decides that A.B. will be assessed for each weapon. Reference Weapons and Equipment on Page 10 in this book for extra A.B. and individual Hit Dice for each weapon. The GM has the freedom to be creative as possible with each part of the campaign when it comes to the challenges and how the battles are fought. Creativity is encouraged to make the campaign more fun. For the purpose of the Campaign when it comes to the use of spells, reference the section on spells starting on Page 15. There will not be any additional modifiers unless determined by the GM. Medicines and food can be used to restore health (hit points) Reference the Appendix for a list of medicines, pg. 198.

Part 1

GAME NOTES: This is a battle against superior beings. The Khronnes are level 3 magic users and can have high hit points so it will take many fighting rounds to defeat, but they must be defeated to move on. One of the playable characters can use magic to

create a portal that will take the characters to an unknown location in order to escape if the Khronnes cannot be defeated, but it will deviate from the path the characters are supposed to take in order to get to Timberhelm. However, there are many paths the characters can take to reach their destination with different types of obstacles.

Khronnes

Level: 1 (Magic User)
Ex. Points: 200
Hit Dice: 1d4
Armor Class: 7
Dexterity: 12
Intelligence: 10 +1
Strength: 18 +1
Movement: 20
Spell Resistance: 6
A.B.: +1
Hit Points: 6

Part 2

GAME NOTES: In Option 1 There will be anywhere from 10 to 20 of these mercenaries depending on how many playable characters are in this campaign. The number of mercenaries should at least be double or more compared to the playable characters to give them a challenge. Players can choose to fight instead of trying to bribe them depending on their health. In option 2, just because the characters get away from Khronnes doesn't mean they will not have to fight more. If option 2 is chosen, the characters will have to fight and defeat the Khronnes to continue their journey.

Mercenaries & Rogues

Level: 1 (Fighters)
Ex. Points: 100
Hit Dice: 1d8
Armor Class: 8
Dexterity: 10
Wisdom: 9 +1
Strength: 8+1
Movement: 20
Spell Resistance: 6
A.B.: +1
Hit Points: 7

Khronnes

Level: 1 (Magic User)
Ex. Points: 200
Hit Dice: 1d4
Armor Class: 7
Dexterity: 12
Intelligence: 10 +1
Strength: 18 +1
Movement: 20
Spell Resistance: 6
A.B.: +1
Hit Points: 6

Part 3

GAME NOTES: This part of the campaign is a simple transaction for a map that can turn violent.

Characters must be aware of anything that might kill them from poison in their food and their drink to characters sneaking up behind them using a variety of weapons such as daggers, small swords, poison arrows and small axes or cleavers. Assassins can also use homemade blow darts. The GM will throw surprises to see if the characters can survive and escape the assassins even extra rogues to fight.

Assassins

Level: 1 (Fighters)
Ex. Points: 200
Hit Dice: 1d8
Armor Class: 11
Dexterity: 12
Wisdom: 15+1
Strength: 10+1
Movement: 20
Spell Resistance: 9
A.B.: +1
Hit Points: 7

Mercenaries & Rogues

Level: 1 (Fighters)
Ex. Points: 100
Hit Dice: 1d8
Armor Class: 8
Dexterity: 10
Wisdom: 9 +1
Strength: 8+1
Movement: 20
Spell Resistance: 6
A.B.: +1
Hit Points: 7

Part 4

GAME NOTES: Zadicus Nox can be wounded at this point in the campaign, but should not die. The GM can also decide to have a few Khronnes with him as well. When he loses no more than half of his health that is when he will be knocked off the bridge and the characters can escape. If the characters are close to dying then a portal can be used to escape. If the characters end up in the cave then the GM can make up a variety of dangers that the characters have to face in order to escape. This part of the campaign is meant to create a huge challenge before getting to Timberhelm and to drain Zadicus Nox's health so he is easier to kill later in the campaign. But the GM can devise a way for him to regain his strength.

Zadicus Nox

Level: 3 (Magic User)
Ex. Points: 5,000
Hit Dice: 3d4
Armor Class: 13
Dexterity: 12
Intelligence: 17 +1
Strength: 9+1
Movement: 30
Spell Resistance: 12
A.B.: +1
Hit Points: 40

Khronnes

Level: 1 (Magic User)
Ex. Points: 200
Hit Dice: 1d4
Armor Class: 7
Dexterity: 12
Intelligence: 10 +1
Strength: 18 +1
Movement: 20
Spell Resistance: 6
A.B.: +1
Hit Points: 6

Part 5

GAME NOTES: Timberhelm is where the GM can get creative. This part of the campaign is supposed to be difficult when it comes to puzzles and challenges to get to the top level. The GM can create all of the challenges, or use the ones described in the story. there's no set way of doing things. But we offer three basic challenges, one for each level for the GM to use. However, the riddle to get into the tower should remain what is written in the description. The answer is "Ceannaii" The purpose of this part of the campaign is to make it hard for the characters to retrieve the stone. The players should offer their own unique solutions to solve the challenges. The GM can offer suggestions, but Paladins are in the tower to guard the stone since Paladins in Annmar are guardians for those who use magic and magical artifacts. Paladins are expert swordsmen and will also have small swords and daggers as part of their arsenal. They generally have 3 weapons and a shield. The GM can choose for the characters to fight them or to persuade them to help them in their cause to take the stone to a safe location and out of the hands of those who would use it for evil. Timberhelm can be treated like a dungeon campaign and should draw the three levels on paper like a dungeon campaign. The GM can also add Goblins and have them attack as the characters are trying to get through each level.

Goblins

Level: 1 (Fighter Class)
Ex. Points: 50
Hit Dice: 1d8
Armor Class: 5
Dexterity: 10
Wisdom: 7 +1
Strength: 10 +1
Movement: 20
Spell Resistance: 5
A.B.: +1
Hit Points: 4

Paladins

Level: 1 (Paladins / Fighter Class)
Ex. Points: 200
Hit Dice: 1d8
Armor Class: 13
Dexterity: 11
Wisdom: 14 +1
Strength: 12 +1
Movement: 20
Spell Resistance: 10
A.B.: +1
Hit Points: 8

Part 6

GAME NOTES: This part of the campaign can be a long travel and it is up to the GM to determine how many times they will have to fight in what perils they will face traveling Innenfair road. The GM can decide to go around which in which the characters to still run into small Barbarian armies, assassins, or Khronnes. Whatever the GM decides this part of the

campaign is meant to be a long road to Lenntis where the characters face many challenges. For a good campaign the character should face a lot of challenges while also helping to save pilgrims along the road. The characters will be able to get food which can restore their health and they can get points to restore their health if they save pilgrims from the many enemies they will face. The GM has the power to create an interesting story with many challenges and fights in this part of the campaign because it is supposed to be the most dangerous part of the campaign despite all that the characters have faced. This is the penultimate round of the campaign so therefore it is the most dangerous.

Barbarians

Level: 1 (Barbarian Fighter Class)
Ex. Points: 100
Hit Dice: 1d10
Armor Class: 5
Dexterity: 13
Wisdom: 8 +1
Strength: 14 +1
Movement: 20
Spell Resistance: 5
A.B.: +1
Hit Points: 4

Khronnes

Level: 1 (Magic User)
Ex. Points: 200
Hit Dice: 1d4
Armor Class: 7
Dexterity: 12
Intelligence: 10 +1
Strength: 18 +1
Movement: 20
Spell Resistance: 6
A.B.: +1
Hit Points: 6

strategies to defeat the enemy. The number of Khronnes should be double the amount of playable characters and these Khronnes are part of the Warlock's Guard so they will be one level higher than the Khronnes they have faced before making it more of a challenge to win the battle. The enemy's numbers will be determined by the GM. If the characters are defeated, you can reset the final battle by having a magic user create a portal where the characters could be resurrected and an escape, then start the battle over. This will also be up to the GM's discretion.

Zadicus Nox

Level: 3 (Magic User)
Ex. Points: 5,000
Hit Dice: 3d4
Armor Class: 13
Dexterity: 12
Intelligence: 17 +1
Strength: 9+1
Movement: 30
Spell Resistance: 12
A.B.: +1
Hit Points: 40

Khronnes

Level: 1 (Magic User)
Ex. Points: 200
Hit Dice: 1d4
Armor Class: 7
Dexterity: 12
Intelligence: 10 +1
Strength: 18 +1
Movement: 20
Spell Resistance: 6
A.B.: +1
Hit Points: 6

Part 7

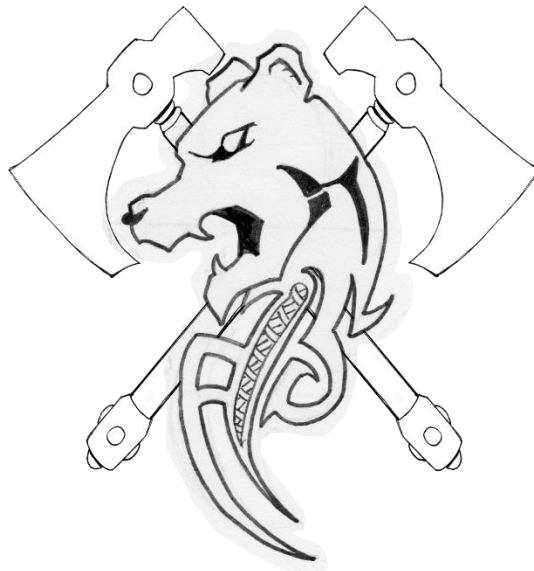
GAME NOTES: The final battle will be fought on a ridge giving strategic value to both the characters and the enemy. Characters can use the cover of big rocks or trees to help take down the enemy. Both the characters and the enemy can be shielded by things on the ridge making it harder to kill each other. The final part of the campaign is meant to be a long and dangerous battle with many rolls of the dice to determine the outcome. Characters can change their strategy during the battle. The GM can put forth different challenges making the battle more difficult depending on how creative the GM would like to be. It will be much easier to defeat Zadicus if one of the playable characters is a magic user, but one of the characters should wield the stone and somehow flank and come up behind the enemy to control them while another character comes up and kills Zadicus. There's many ways to fight this battle and many challenges that can be created by the GM, but this should not be a simple battle and characters should use a variety of



APPENDIX



Kingdoms



Belmere

“By the blood of the old gods, we defend
what is ours and fight for those who cannot.”

Belmere is the northernmost kingdom in Annmar. It resides in the northeast part of Annmar and has the coldest climate in Annmar. The kingdom is made up of Humans, although some Dwarves do reside in Belmere. Belmere has seven minor kingdoms made up of 7 royal houses. Belmere also has the second-largest army in Annmar. The citizens of Belmere are fierce and stern, made tough by the climate they live in. It is mostly cold, but Belmere can get hot in the summer months. Belmere is made up of mountains, forests, and hard flatlands. There are parts that are very beautiful and some that are very harsh. Belmere is known for being fiercely independent as a kingdom. Soldiers are known to be the toughest in Annmar, especially the soldiers from House Fensenn. The one thing that Belmere is truly known for is their Blacksmithing skills, especially swords.

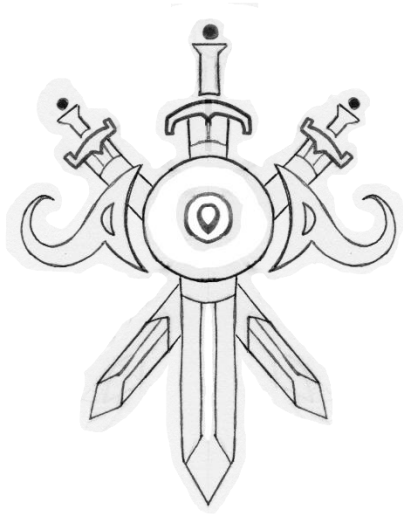
Belmere is generally known for making the best swords in Annmar because of the minerals and ore found in the mountains of Belmere. The Bellmora Mountains have the best minerals and ore. Belmere does sell swords throughout Annmar, even to Kingdoms such as Anntheia. It is their number one commodity. The kingdom of Belmere has some uneasy truces with the Elven kingdom of Dorwinn and the Dwarven kingdom of Guirinn. Belmere's biggest enemy is the kingdom of Anntheia where tensions are often high since they share a border. The kingdom of Belmere may not be liked in some parts of Annmar, but they are respected for their honor and being true to their word.

One royal house is usually in control of Belmere and the senior male, first in line of that royal house becomes King of Belmere. When there is not a natural heir, the Lords of Belmere will vote and select a new king from one of the royal houses of Belmere. Wars have been fought because of this rule of law. The last time someone challenged for the throne was in 90 AG and it started a civil war. But Belmere survived and it is ruled by one king with 7 royal houses who still pledge their loyalty to the throne. No one has ever successfully invaded Belmere, invaders have been pushed back every time because Belmere has the toughest army when they are fighting together. And only Belmeriens know how to fight on the terrain in their country.

Royal Houses of Belmere

House Barrenn
House Fensenn
House Carstonne
House Annsier
House Mackwinn
House Hamsenn
House Searnonn

***** Surnames are based on the House a person belongs to. Those with different surnames are not of noble birth and some are usually bastard offspring with one of 5 surnames, Carac, Lamburnn, Ricon, Simonn, and Adkinn.**



Anntheia

“We are the light that shines
through the darkness of Anmmar.”

Annthemia is the largest kingdom in Annmar. It is located in the Southeastern part of the world. Annthemia has multiple climates from warm and tropical in the very Southern regions with cold and winter-like conditions in the northern part, close to the border it shares with Belmere. It also has a variety of Landscapes from flat grassy plains to mountain ranges. Part of the kingdom contains thick dense forests and lush meadows like the elven kingdom of Dorwinn. With Annthemia being the largest Kingdom in Annmar, it also has the largest ports for trade thus making the kingdom have the largest economy in Annmar. The kingdom is divided by eight providences with each of those Providence is being controlled by a royal house. There are eight royal houses in Annthemia. The kingdom is seen as a symbol of elegance, especially its largest cities such as the capital, Wimbornn.

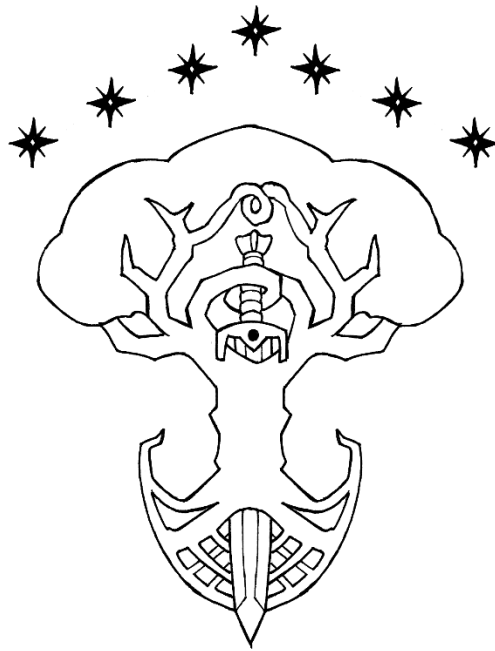
Annthemia also has the largest army in Annmar. The kingdom has 8 different Legions that take their name from the Providence from which they reside, with each Legion containing at least 50,000 soldiers. There was also the capital region, which guards the capital city and is made up of men from every Legion. The armies of Annthemia are well-trained and are considered the most professional of armies from fierce infantry units to heavy cavalry and larger, more devastating weapons such as ballista. Annthemia may not have the fiercest warriors in the world of Annmar, but the armies are usually considered the most well-trained throughout the land.

What was once a small kingdom has quadrupled in size within a hundred years since the fall of the gods and they are always seeking to increase the size of their kingdom. They do this through having small outposts in different parts of Annmar through treaties with other kingdoms or simply taking over other parts of the world and creating new borders. They are constantly at odds with the kingdom of Belmere. Annthemia is primarily known for having the richest economy, the largest army, and shipbuilding. All of the best-made ships are constructed in Annthemia. The kingdom also has the largest navy. The kingdom is viewed as the epitome of civilization and enlightenment. Annthemia wants to make the rest of the world in the very image of Annthemia.

Royal Houses of Annthemia

House Kesterinn
House Fairimier
House Hollowenn
House Duramonnt
House Alinnac
House Galliot
House Wynnwell
House Robintonn

*** Surnames are based on the House a person belongs to. Those with different surnames are not of noble birth, some are usually bastard offspring with one of 5 surnames, Edonn, Sadonn, Bloodshout, Gregorinn, and Fulkspear.



Dorwinn

“Wisdom is the essence to living a long life.”

Dorwinn is the Elven Kingdom in Annmar. It is located in the Northwest part of the world. A land with a mixture of climates from comfortably warm to mildly cold. It is considered the most beautiful part of Annmar with its rich green meadows, beautiful waterfalls, mountains, and lush landscapes. Some say the sun shines extra bright over Dorwinn. The Elves live long lives. Some say well over hundreds of years. They are considered the most intelligent of all beings in Annmar and their knowledge is considered unparalleled to all other races. They even have some of the largest libraries in the world that would even rival the great Citadel-Monastery of Lenntis who is known as the largest record keeper in the world. Elves speak their own language (Elven language), but also speak in the common tongue.

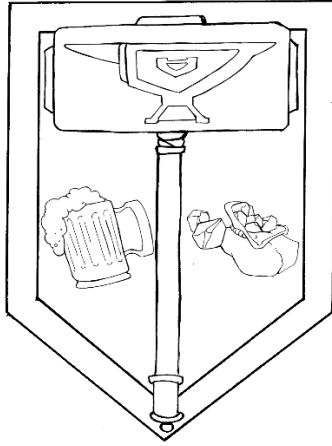
The kingdom of Dorwinn is made up of 6 royal houses. The Elves do not have a king but are governed by an Elven Council made up by the Lords of each royal house. The great capital city of Dorwinn is located in Taranonn. The Elves for the most part are considered a private race and do not often share their secrets outside of their Kingdom. They are more in tune with nature and can wield the metaphysical elements of nature. While it is not considered magic, it is deemed as power. For Elves have the ability to conjure natural elements for the use of medicine and weapons. It is these abilities that allow them to make powerful steel. Elven steel is considered sacred and as some of the most powerful Steel in the world, only rivaling the kingdom of Belmere. But the secrets and how they create their powerful steel are not shared, whereas steel from Belmere is traded throughout all of Annmar.

The Elves are also excellent warriors. Fierce and brave, they are known as the best archers in the world. But because of their skills with steel and making swords, they are also great Swordsmen. Fast and nimble, their armies have always been hard to defeat. But elves have also been known for their Naval skills. Their great ships, their ship-building skills rivaling that of Anntheia. While elves are not prone to war since they look for more peaceful solutions, make no mistake, elves can be one of the greatest enemies in war or the best ally because of their speed when it comes to their sword and archery skills. Dorwinn does not often align with other kingdoms as it keeps to itself, but when they do become an ally as in the case of Belmere, it is often in perpetuity unless the treaty specifies otherwise. Elves are known to be a wise and gentle folk with long life, but deadly and violent if need be when it comes to war.

Royal Houses of Dorwinn

House Mirarel
House Tyriall
House Anfalenn
House Volwinn
House Rhistell
House Thallann

***** Surnames are based on the House an Elf belongs to. All Elves belong to a Noble House. Half Elves will not have a noble name. The most common surnames for Half Elves are Ralnnor, Jassinn, Alred, and Devdann.**



Guirinn

“Pride and anger are the jewels that make a kingdom.”

Guirinn is the kingdom of Dwarves. The kingdom is located in the middle of Annmar within the Kerrodeenn mountains and borders three kingdoms, Belmere, Anntheia, and SKallvynn. The kingdom is a mixture of homes within the mountains and small villages. Guirinn has five royal houses with one of the royal houses being the ruling House of the Kingdom. The king or queen will always come from one of the royal houses until their line is distinguished and a new royal house becomes the ruler of the Kingdom. The capital city of Guirinn is Thoridunn and each royal house has their own capital city. Dwarves can be half or two-thirds in height compared to a human being. They may be short in stature, but they are also strong and capable Warriors.

Dwarves are known as the finest miners and tradesmen in the world. Their blacksmithing skills are impeccable, rivaling that of Belmere. However, it is their mining and stonework for which Dwarves are truly known for in the world. Within the mountain ranges where the kingdom resides are some of the finest jewels and gold found in Annmar. This makes them one of the richest kingdoms. The finest jewels in all of Annmar usually come from Guirinn. The most prestigious hilts and pommels for swords are made in Guirinn because of the jewels that are placed in them. Also, because of their skill in stonework Dwarves are usually commissioned to help build castles in other kingdoms. Dwarves can always find work in Annmar

Dwarves do not naturally gravitate towards war. They believe in hiring out their trade and building commerce with other kingdoms. Because of this they for the most part remain neutral and whatever war they take part of is usually amongst their own kind. If they were to have an alliance it would probably be with Anntheia because that is where most of their business takes place. They have an uneasy truce with the kingdom of Dorwinn and Belmere. When dwarves fight, their weapon of choice is usually an ax, a long hammer, or club. Dwarves are known to be stubborn folk, but they are very loyal to their allies and to a cause if they take it up. Dwarves can be boisterous in their celebration. That may have something to do with brewing some of the best ale in Annmar. The most common ale served in taverns throughout the world is brewed in Guirinn.

Royal Houses of Guirinn

House Morgor
House Thornnmer
House Snoddrik
House Grookheim
House Ellric

***** Surnames are based on the House a person belongs to. Those with different surnames are not of noble birth and some are usually bastard offspring with one of 3 surnames, Ghof, Dhimm, and Starnn.**



Skallvenn

“A sword, ax, pike, or hammer
can make anyone honest.”

Skallvenn is the kingdom of Barbarians (Example: Vikings). They are a violent and warring race that worship not only the god Anion, but many gods as well. Skallvenn has many terrains from the flatlands and forests to rivers and mountains. It resides in the Southwestern part of Annmar. Barbarians are divided into twelve clans instead of small kingdoms. They do not have castles, but each clan has a capital city and has a large building or Great Hall that is their seat of government. Skallvenn does have a King and Queen. The king is selected by signs from the gods they worship or trial by combat if someone would challenge for the throne. The king may choose someone to fight in his place for trial by combat. The capital of Skallvenn is the town of Horvarkk. The largest building in Skallvenn is the Great Hall of Horvarkk, which serves as its seat of government.

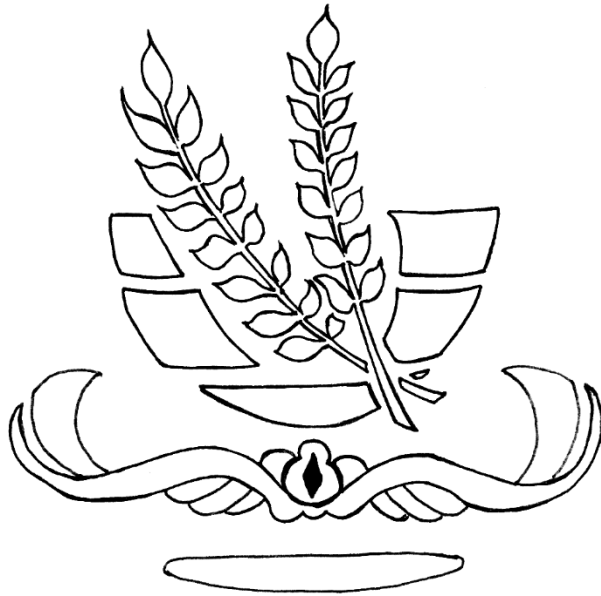
Each clan is ruled by a Chieftain. Barbarians do not have royal houses. Chieftains or “the Chief” are chosen by the clan they rule over through a vote or trial by combat. Clan names are based on the animals and creatures in Skallvenn. Barbarians are only really known for war and the unusual sharp weapons they make. While Barbarians do know how to farm and have blacksmithing skills, they get most of their things through plunder. Barbarians will raid and pillage parts of their kingdoms. Barbarians have an incurable thirst for blood and gold.

Skallvenn is not a rich kingdom, but Barbarians can easily make a living beyond plundering other kingdoms by hiring out as soldiers. Because of their penchant for war, Barbarians make for great mercenaries. The king and lords of Anntheia hire Barbarians a great deal for their secret wars and for the uglier jobs in war. The clans of Skallvenn do war with each other as it is a rite of passage. They do not always get along, but will unite under a king’s command. Barbarians do not have much use for politics, their politics is that of war. The most unique thing about Barbarians is each clan has their own language, but most Barbarians speak the common tongue.

Clans of Skallvenn

**Ravennbeak
Crowthornn
Stormhounnd
Bearcrusher
Eagleclaw
Deerhornn
Wolfclaw
Badgerpikes
Snakehornns
Toadraiders
Ironntusk
Shadowrams**

***** Surnames are based on what clan they are from. Barbarians are a part of clans, but can also have nicknames like “the black,” “the executioner,” or “the hunter.”**



Yorynn

“No journey is complete without a good smoke,
a good ale, and the company of friends.”

Yorynn is the kingdom of Halflings and Gnomes, sometimes referred to as the kingdom of Half-Folk. Gnomes, or the forgotten folk as they were sometimes known. They are small humanoids known for their eccentric sense of humor, inquisitiveness, and engineering prowess. Halflings are clever, capable opportunists. Depending on the clan, Halflings might be reliable, hard-working citizens, or they might be thieves just waiting for the opportunity to make a big score and disappear in the dead of night. Halflings adventurers are typically looking for a way to use their skills to gain wealth or status. Gnomes are more craftsmen and love building and making things, whether it's out of wood or farming. Both groups do co-exist together, but not necessarily in the same village. Yorynn does not have small kingdoms or castles. They do not have royal houses or lords. Yorynn is made up of villages with their own unique name, but the kingdom does have a capital city, called Dermwist where the elected King of Yorynn rules. He is chosen from one of the magistrates who rule over a village.

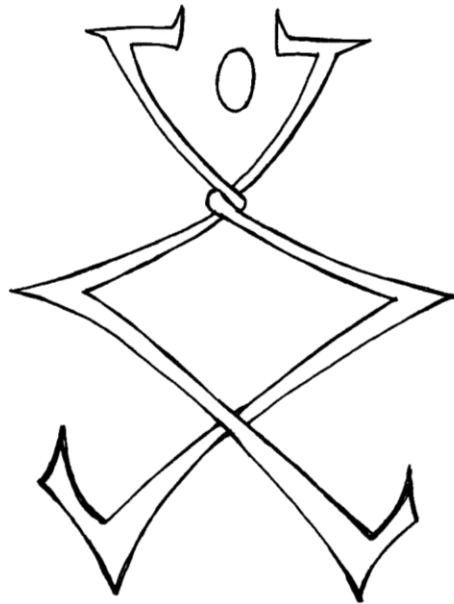
Gnomes and Halflings do not have much to do with the outside world as they mainly keep to themselves. Halflings deal more with the outside world through trade and commerce, but also because they are opportunists, some engage in criminal activities as well. Halflings make the best burglars and can be pretty crafty thieves, but mostly they deal in trade. Most Gnomes and Halflings from Yorynn are peaceful. They are mostly farmers and craftsmen. Gnomes are great crafters of musical instruments. The finest in Annmar. Halflings are great tailors and make the finest silks in Annmar. The one thing that Yorynn is truly known for is tobacco farming. The finest herb and tobacco is grown in Yorynn. That is their main commodity. Gnomes and Halflings do not involve themselves too much in the affairs of the world unless it's through trade and commerce. Most do not venture outside of Yorynn unless they are the adventurous type or take part in trade and commerce as well as criminal activities.

Yorynn generally gets along with all other kingdoms and has good relationships with them because of trade and commerce. Because of this, Gnomes and Halflings generally do not take part in wars, but because some halflings can resort to criminality, they can be used for stealth activities such as being spies or even assassins. They can get in out of without being noticed and because they are folk who are largely ignored by other races. Halflings have been employed as spies by other kingdoms, mostly Anntheia. But mostly the inhabitants of Yorynn want to be left in peace. The land is some of the most beautiful and all of Annmar. Because it shares a border with Dorwinn, it has some of the same beautiful landscapes from rolling green meadows to enchanted forests. And just like Dorwinn the climate is not too hot or cold. The temperature is almost perfect. Yorynn strives to be a peaceful place and that is why its citizens work hard to maintain the trade of tobacco, its main commodity, instead of seeking war.

Clans of Yorynn

Hallbim
Gimdinn
Tukmier
Wegrinn
Frimzock
Klingrest
Wolvroot
Baknnecks
Rabnnooks

*** Surnames are based on the village they are from. The village names are their surnames.



The Emberwild

“Magic lies within the secrets we keep, for only those who are worthy will know our true heart.”

The Emberwild is the most secretive place in Annmar. It is the kingdom of the Fae or Faerûn (fairies). They are mystical creatures that live in the thick forest known as The Foxxwood. The Emberwild is located between the kingdoms of Dorwinn and Belmere. The forest area between the kingdoms is the Emberwild. Not much is known about the Faerûn, they remain mysterious on purpose. The Emberwild is a natural defense from the outside world and the Fae's villages reside deep in the forests and high up in the trees, making them hard to find. Fae can live on the ground and in the trees. In fact, there are cities in the trees, including a hidden city called The Cohnnwood reserved for Fae, Elves, Gnomes, and Halflings. The outside world rarely ventures into the Emberwild and Fae mainly keep to themselves, while being very suspicious of other kingdoms.

This just leads to their mystique in Annmar.

Fae can be as tall as a human being or small as a tenth of their size. But all Fae have beautiful luminescent wings, which allows them to fly. They are the only race in Annmar that can fly. No one knows what godly power gave the Fae that ability. It is another one of their mysteries. Faerûn are capable warriors. They are fast, which makes them good swordsmen, but their true strength lies in their archery skills and because they can fly it makes them deadly especially from long distances. Fae do not fight in the wars of other races. Their wars are among themselves. Fae do not have royal houses. The Emberwild is made up of ten villages along with the secret city. But the Emberwild does have a capital city called Bramblemoon where the king resides. There is a king or a queen that rules over the Fae, chosen through prophecy by the oracles in the Faerûn kingdom. They choose who will best serve the Fae at that time and place.

The climate of the Emberwild varies from warm to cold. There are great snowfalls that come to the Emberwild since it borders Belmere. But the Fae are in tune with the weather as they are with all living things in their kingdom. The Fae are the one race more in tune with nature, even more so than the Elves. Since Faerûn are for the most part a mystery to the rest of Annmar, they are however, known for one thing. It is the one commodity they trade with other kingdoms. Wood. The Emberwild has the strongest wood in Annmar. The strongest bridges, buildings, and cities in the trees are built with wood from the Emberwild, especially wood from the Foxxwood forest. And while many do not venture into the Emberwild, there is one city that is the center for most of their trade. It is Roseloch, which is located on a lake along the Marassonn River that separates the kingdoms of Dorwinn, the Emberwild, and Yorynn from the rest of Annmar. Roseloch is a vibrant trade center for mostly wood and other goods, and its main entry point into the Emberwild and the world of the Fae.

Clans of The Emberwild

Mosswick
Littlestone
Fernnspark
Brightmeadow
Lemonhornn
Firegust
Silkglade
Shimmerthistle
Greennpuff
Quickriver

*** *Faerûn* (Fairy) don't have Surnames, they have first names and say where they're from.

Example: "Willow of Firegust." But Fae also have common surnames like, Plumgloss, Sunstarr, and Woodglenn. These are Fae that do not belong to a village.

Liberus

Liberus is a trader's town that is not under the rule of any kingdom. It is the largest market center and port in the western part of Annmar. It also happens to be the second largest port in Annmar next to the Ship's Haven port of Anntheia. Liberus started out as a smuggler's port even before the fall of the gods. There are many places along the western coast that smugglers still bring in their goods to avoid port taxes by other kingdoms. The town was created in 40 AG by a smuggler's consortium who wanted to build some rule of law instead of seeing ships get robbed all the time. It was built with the idea that all could take advantage of the profits of bringing in goods to Annmar instead of paying high taxes and a percentage of the sale in other ports like Anntheia. The man who started it all was a merchant, but also more of a pirate than anything else. His name was Odinnel Ymbertt. A governing council was created with a Magistrate at the head of the council.

Liberus has always been a source of contention for other kingdoms as all of them would like to control the trade that goes through Liberus. But the town brings a lot of goods into Annmar and every kingdom does business with Liberus. Some refer to it as a necessary evil. Even when the town has been attacked and burned to the ground, it has always been rebuilt and trade has continued through Liberus. The town has also tripled in size over 60 years since it was created. All are welcome to trade in Liberus and it does not require port taxes, just 10% of the value of their cargo that the merchant intends to trade, which is still cheaper than a port that will charge port taxes and 20% of the value of cargo passing through the port such as in Anntheia.

Smugglers still try to bring in their goods bypassing even Liberus by using some of the hidden ports around the town and that is why Liberus have Rangers who patrol the area. Liberus does business with all kingdoms and does not seek to have enemies even though some kingdoms view Liberus as an enemy. In order to maintain peace with other kingdoms, Liberus will trade all goods with all kingdoms. Those who trade in Liberus do so on good faith that they will get a fair deal and have their cargo protected from thieves and pirates. And more importantly, that they have the freedom to prosper as merchants. That is the philosophy of Liberus. In fact, the name of the town is a word for freedom. Liberus is also known for the special alcohol drink they distill, called Ruminn, from a sugarcane molasses that is only found in that part of Annmar. It's the number one commodity that comes from Liberus and is heavily traded throughout Annmar.

Lenntis

Lenntis is the oldest Citadel-Monastery in Annmar. It has the largest library in Annmar as well. Lenntis contains all the recorded history of Annmar and has been around for over 1,000 years. It is located in the center of the world, high in the mountains between the kingdoms of Guirinn, Skallvenn, and the Emberwild. A Citadel- Monastery is a fortress that protects a huge library and a place of worship. The Monks that live there worship the 5 gods and maintain their secrets especially secrets of their power. Because they are also record keepers and keep the history of Annmar, Monks also keep the written history and stories about the 5 gods so that none in Ammar will forget them and who created the world.

A Monk's sole purpose is to record the history of Annmar, but more importantly to record the deeds of lords and kings. The actions of lords and kings effect history more than anything. Lenntis is a neutral site in Annmar. Lenntis takes no part in wars. Lenntis takes no sides so part of the Monk's job is to record the deeds of all races in Annmar in order to have an accurate account of their actions in history. And because Lenntis is neutral, all treaties and alliances are signed there; at a place called Kingwatch. Even secret alliances because there must be a record of everything. The Monks at Lenntis keep meticulous records from history to prophecies and even legends. Now, while some history from the war of the five gods has been lost, Lenntis has the most accurate records of what happened about the fall of the gods and the beginning of the first age since the fall.

Monks are not just recordkeepers, they are also warriors, although they rarely fight. Their fighting skill is a form of what is known as martial arts along with exceptional skills in archery and swordsmanship. They become Warriors to protect the history of Annmar. The Monks of Lenntis rarely leave the Citadel- Monastery, but sometimes they travel to complete special tasks that are essential to preserving the history of Annmar. Lenntis is also known for one more thing besides recording the history of Annmar. The monks also make a special kind of wine that is traded throughout Annmar. While other kingdoms ferment their own wine. The monks at Lenntis make a special blend that is in much demand and can be expensive. It is how they earn money for the upkeep of the citadel-monastery. The wine is called Allistarr Wine, named for the brightest star that shines over Lenntis.

Providences, Towns, Capitals, and Shrines

Belmere

TOWN	DESCRIPTION
Blackburnn	Capital of Belmere
Craydonn Rock	Seat of House Barrenn
Bannburgh	Seat of House Fensenn
Dornnwich	Seat of House Carstonne
Runnswick	Seat of House Mackwinn
Sliverkeep	Seat of House Annsier
Reddwater	Seat of House Hamsennd
Hullhornn	Seat of House Searnonn

Dorwinn

TOWN	DESCRIPTION
Taranonn	Capital of Dorwinn
Galaronn	Seat of House Mirarel
Elnnaril	Seat of House Tyriall
Kullerinn	Seat of House Anfalenn
Yesanith	Seat of House Volwinn
Halifarinn	Seat of House Rhistell
Nelldor	Seat of House Thallann

Anntheia

PROVIDENCES	DESCRIPTION
Irraginn	Location of House Kesterinn
Accuriann	Location of House Fairimier
Burkharm	Location of House Hollowenn
Exertinn	Location of House Duramonnt
Gillamornn	Location of House Alinnac
Miramurnn	Location of House Galliot
Oldihann	Location of House Wynnwell
Redonnia	Location of House Robintonn

TOWN	DESCRIPTION
Wimbornn	Capital of Anntheia
Draycorninn	Seat of House Kesterinn
Jongvale	Seat of House Fairimier
Eldiham	Seat of House Hollowenn
Accritonnus	Seat of House Duramonnt
Fohmskirk	Seat of House Alinnac
Killtharnn	Seat of House Galliot
Miristonne	Seat of House Wynnwell
Grimmsbynn	Seat of House Robintonn

Anntheia's legions are names after the providence from where they come from.
Anntheia has 8 legions of soldiers.

Yorynn

VILLAGES	DESCRIPTION
Dermwist	The Great Hall and Capital of Yorynn
Hallbim	Village with a Greal Hall of Law
Gimdinn	Village with a Greal Hall of Law
Tukmier	Village with a Greal Hall of Law
Wegrinn	Village with a Greal Hall of Law
Frimzock	Village with a Greal Hall of Law
Klingrest	Village with a Greal Hall of Law
Wolvroot	Village with a Greal Hall of Law
Baknnecks	Village with a Greal Hall of Law
Rabnooks	Village with a Greal Hall of Law

Guirinn

TOWN	DESCRIPTION
Thoridunn	Capital of Guirinn
Klogholm	Seat of House Morgor
Nozmore	Seat of House Thornnmer
Jokorinn	Seat of House Snoddrik
Dormholl	Seat of House Grookheim
Uminndike	Seat of House Ellric

Skallvenn

CLANS	DESCRIPTION
Horvarkk	Capital of Skallvynn
Ravennbeak	Village with a Great Hall of Clan Law
Crowthornn	Village with a Great Hall of Clan Law
Stormhounnd	Village with a Great Hall of Clan Law
Bearcrusher	Village with a Great Hall of Clan Law
Eagleclaw	Village with a Great Hall of Clan Law
Deerhornn	Village with a Great Hall of Clan Law
Wolfclaw	Village with a Great Hall of Clan Law
Badgerpikes	Village with a Great Hall of Clan Law
Snakehornns	Village with a Great Hall of Clan Law
Toadraiders	Village with a Great Hall of Clan Law
Ironntusk	Village with a Great Hall of Clan Law
Shadowrams	Village with a Great Hall of Clan Law

The Emberwild

VILLAGES	DESCRIPTION
Bramblemoon	Capital of The Emberwild
Mosswick	Village with a Great Hall of Law
Littlestone	Village with a Great Hall of Law
Fernnspark	Village with a Great Hall of Law
Brightmeadow	Village with a Great Hall of Law
Lemonhornn	Village with a Great Hall of Law
Firegust	Village with a Great Hall of Law
Silkglade	Village with a Great Hall of Law
Shimmerthistle	Village with a Great Hall of Law
Greennpuff	Village with a Great Hall of Law
Quickriver	Village with a Great Hall of Law

Neutral Cities

Liberus

Trader's Town not under the control of a kingdom. Second Largest Trading Port in Annmar.

Cohnnwood

Secret city in the trees for Elves, Half-Elves, Fairies & Halflings. Located in the Foxxwood Forest.

Dragonnshead

Neutral city for Sellswords and banished Barbarianns. Located in the west off the coast north of Liberus. The town sits off the coast of The Gleaming Gulf and has a small port.

Island of Oakheart

Home for the Rogues of Hamlinn. The island is located north of Belmere. The Rogues of Hamlinn are a group of or small army that hires out to the highest bidder. They are mercenaries.

Rosefall

Religious City where all faiths are welcome. Rosefall is near Lenntis. It is located north at the edge of the mountains between Guirin, The Emberwild, and Belmere.

Shainnleia

Temple where Shadowguards train. Shadowguards are a Secret Order that protect magic users and magical secrets.

Shrines & Temples

Shrine of Nydar

The place where Eras died and the power of the gods disappeared. It is the place where magic will return.

Shrine of Ellisar

The place where the gods first arrived. It also the birthplace of magic and the power of the gods. It is where life was created. Ellisar is A Citadel - Monastery for Magical History and is taken care of by the Druids.

Kingswatch

The neutral site where king's meet. The alter is located at Lenntis at the top of the mountain where Lenntis is located.

Temple of Folwimm

A sacred temple of the gods. It is the Temple for the God Eras

Temple of Vulmmer

A sacred temple of the gods. It is the Temple for the God Dresda

Temple of Simimarr

A sacred temple of the gods. It is the Temple for the God Cimis

Temple of Darthoridann

A sacred temple of the gods. It is the Temple for the God Anion

Temple of Thailia

A sacred temple of the gods. It is the Temple for the God Gennier

Medicines and Poisons

Medicine

Yadrinn: Health elixir, the most common in Annmar. Can heal most wounds. Comes from the Yadriss plant, the most common herb and healing plant in Annmar.

Asidosynn: a pain reliever and can also slow the spread of poison. Its like Morphine and can add a state of euphoria.

Coristroll: Strengthens magical ability when it has been weakened. Usually comes in the form of a potion made by a magic user, but also plant form since part of the ingredients is the Strollis plant.

Palonnifon: Reduces fever and can make all races sleep for a day if given the right dose. Created by the Elves from the Palofinn flower found in Dorwinn and Yorynn






















Travoco: A form of tobacco from the Travocus plant. Usually crunches up and smoked. It relaxes anyone who smokes it, but also used a pain reliever. Too much of it can cause magic users to see visions.

Poison

Obrimm: A deadly Poison that can kill anyone in a matter of minutes. The most common poison used to assassinate people. It comes from the saliva of certain reptiles that are known to be poisonous. It has a very distinct smell.

Nilariss: A poison that causes paralysis. A small drop will cause any race to lose all muscle function. Usually comes in the form of a potion. The main ingredient is the fluid from the gills of the Nilali fish, found in southern waters. The fish is very valuable.

Military Ranks

Annmar Military Ranks	Military Rank Equivalent	Insignia
Field Marshum	5 Star General	
Sea Marshum	Admirant of the Fleet	
Admirann	Admiral (Navy)	
1 st Genneral	4 Star General	
2 nd Genneral	3 Star General	
3 rd Genneral	2 Star General	
4 th Genneral	1 Star General	
Capitaunn	Sea Captain (Navy)	
Commander	Colonel	
Commander	Naval Commander	
Magerus	Major (Army)	
Magerus	Lt. Commander (Navy)	
Captainn	Captain (Army Only)	
Cennturius	1 st Lieutenant	
Master Sargenn	(Master Sgt. & Sgt. Major)	
Sargenn	Sergeant	
Corpus	Corporal	
Privamenn	Private	
Legionnaire	Member of A Legion	
Guardian	Bodyguard	
Sentinel	Regular Guard	

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