

The Olde Dungeoneer's Almanack 2008

(Release 1)

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Credits

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TABLE OF CONTENTS

PART 1: INTRODUCTION.....1	OPEN GAME LICENSE.....
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PART 1: INTRODUCTION

What is this?

Welcome to the first volume of the Olde Dungeoneer's Almanack. This work compiles in a single volume all the completed supplements to the Basic Fantasy Role-Playing Game, as of Spring, 2008.

If you are unfamiliar with the Basic Fantasy RPG, please, visit the website (basicfantasy.org) and download a copy. The materials in this tome will not be terribly useful without a copy of the core rules.

How to use this book

First, it is important to understand what is “official.” The rules presented here are, in no way, official. They are presented entirely as options for the Game Master. If you are a player, feel free to point out what you like here to your Game Master... but don't expect your GM to allow something just because you like it. What rules are included, or excluded, from a particular Game Master's game is entirely his or her decision.

On the other hand, it's also important to understand that the “official” rules (the contents of the Core Rules book) are also subject to change by the Game Master. This is part of what **old school** gaming is about.

CHARACTER RACES

Gnome

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 gruff 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 (see **Combination Classes**, below). 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 than six-sided dice (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).

Special Abilities: All Gnomes have Darkvision with a 30' range.

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

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. However, 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 to their saving throw rolls.

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.

Combination Classes

Gnomes are allowed to combine the classes of Magic-User and Thief, in much the same way that Elves may combine Magic-User and Fighter. A Magic-User/Thief may wear cast spells while wearing leather armor, and may use any

weapon. A Magic-User/Thief must gain experience equal to the combined requirements of both base classes. These characters roll four-sided dice (d4) for hit points.

The GM may wish to allow Elves to become Magic-User/Thieves. Also, if the Illusionist subclass is used in the campaign, Gnomes should certainly be allowed to become Illusionist/Thieves in this manner.

CHARACTER CLASSES

Assassin

There are men and women in the world who deal death from the shadows for hire. These people are called assassins. Most are trained by secret guilds or societies; civilized lands generally forbid and destroy such organizations.

Assassins advance using the same table as Thieves, and they must abide by the same weapon and armor restrictions as members of that class. A prospective Assassin must have a minimum Dexterity and Intelligence of 9 each. Only Humans may become Assassins, and Assassins do not receive the usual 10% XP bonus awarded to Human characters.

Assassins have the same skills as Thieves, but at a penalty of two levels (that is, a 3rd level Assassin has the skills of a 1st level Thief). For Assassins of 1st and 2nd levels, use the following table for their skills:

Level	OL	RT	PP	MS	CW	HD	LS
1	15	10	20	15	70	-	20
2	20	15	25	20	75	5	25

Assassins have several additional abilities:

Disguise: An Assassin can disguise himself or herself to appear to be a specific sort of character, that is, a noble, a priest, a commoner, etc. This ability operates at the same percent chance as the Thief's Pick Pockets ability (without the given two level deduction described above). An Assassin may attempt to disguise himself or herself as a specific person, but the chance of success is reduced by at least half in this case (or even more if the Assassin attempts to appear to be someone of a different race or sex).

Poison: Assassins learn the art of making lethal poisons. An Assassin can manufacture a lethal poison at the same percent chance as the Thief's Open Lock ability (without the two level deduction). Poisons are often quite expensive to make; it is not uncommon for a single application of contact poison to cost 500 gp or more. The GM is advised to take care that poison does not become too much of an easy solution for the Assassin.

Shadowing: An Assassin may attempt to follow or track a character in an urban or indoor environment. The Assassin must be able to see the character being shadowed, though not necessarily in a continuous fashion. The chance of success is the same as the Thief's ability to Hide in Shadows (without the two level deduction). If the roll fails, the GM must decide if the character being followed has been lost, or if he or she has detected the

Assassin; further, the Assassin who loses the trail does not know if he or she has been detected (unless, of course, the character being tracked chooses to confront the Assassin).

Waylay: An Assassin can attempt to knock out an opponent in a single strike. This is performed in much the same way as a Thief's Sneak Attack ability, but the Assassin must be using a weapon that does subduing damage normally. The attack is rolled at a +4 attack bonus; if the Assassin hits, the victim must make a saving throw vs. Death Ray or be knocked unconscious. If this roll is made, the victim still suffers double the weapon's normal damage (which is, of course, subduing damage).

Note that bounty hunters are often "reformed" Assassins, who use the Waylay ability in the course of their (more or less) lawful activities.

Assassinate: This is the Assassin's primary special ability. Like the Waylay attack, it requires the Assassin to be in position to perform a Sneak Attack. The attack must be carried out with a one-handed piercing weapon, such as a dagger or sword. The attack is rolled at the usual +4 attack bonus, and if the attack hits, the victim must roll a saving throw vs. Death Ray or be instantly killed. If this saving throw is a success, the victim still suffers double normal weapon damage. At the GM's option, characters two or more levels lower than the Assassin may be denied a saving throw.

Fighter Subclasses

All of these classes use the fighter experience point progression, attack bonus, and saving throws. Hit dice are specified below. However, since these classes are highly specialized, and a character must be Human to belong to one of these classes, the usual 10% bonus to XP for being Human is not granted to characters of these listed classes.

Barbarian (Fighter Subclass)

Barbarians are the rough warriors that hail from the unsettled lands far from civilization. Their combat prowess comes from tenacity and instinct rather than the training and discipline of the regular fighter.

Requirements: In order to qualify to be a barbarian, one must have rolled a Strength of 13 or higher, a Dexterity of 9 or higher, and a Constitution of 13 or higher. Barbarians use d8 for hit dice, but double their CON bonus, as they possess almost inhuman fortitude. Barbarians cannot use armor heavier than chain mail, but may use shields. They may wield any weapons desired. The natural combat ability of this class shines when not wearing armor, however. When not burdened by armor,

the Barbarian doubles his or her STR bonus to attack and damage with melee weapons. Barbarians also benefit from enhanced protection when unarmored, as follows:

Level	Armor Class
1	12
2	13
3	14
4	16
5	17
6	18
7+	20

Ranger (Fighter Subclass)

Rangers are specialized warriors who roam the borderlands, where their mission is to keep the beasts and monsters of the untamed lands at bay, away from the civilized realms. They operate alone or in small groups, and rely on stealth and surprise to meet their objectives, as opposed to the straight-on warfare of the standard Fighter.

Requirements: To become a ranger, one must have rolled a Strength of 13 or higher, a Wisdom of 9 or higher, and a Dexterity of 13 or higher. While rangers use d8 for HD, they roll an extra die of hit points at first level, as they have been toughened by self-sufficiency and isolation from the supplies and comforts of civilized lands. They can wear any armor, but the Ranger's special talents and abilities are unavailable when wearing heavier than leather armor.

Ranger Abilities: The ranger can **move silently** and **hide** as a Thief of equal level when in a dungeon or city setting. However, in natural outdoor terrain, these two abilities are calculated at 3 levels higher (a 1st level Ranger hides as a 4th level Thief when in the wilderness.) Rangers double their DEX bonus "to hit" when using longbow, due to extensive training with that weapon. The ranger can also track movement in the wilderness, at a base chance of 40% with 5% additional per level over 2nd. Note the GM may also apply certain penalties or bonuses for conditions that might hinder or help the tracking attempt. If in the wilderness, the ranger can locate herbs and plants that could heal wounds; 1d12 turns must be spent gathering the necessary ingredients, and the poultice thus created heals 1d4 HP.

Regardless of the armor worn, a Ranger also adds his or her level in damage against humanoid opponents.

Paladin (Fighter Subclass)

The paladin is a warrior that has received special talents from faith and belief, in order to right injustices that may have befallen those that are not strong enough to stand up for themselves.

Requirements: Paladins are very rare, as one must roll STR 13, WIS 13, CHA 13. They use d8 for HD, and can wear any armor, or use any shields or weapons without hindrance to their abilities. Because of their passionate faith, they gain some talents of the cleric and some other supernatural related abilities. Once per day, per level, the paladin can "Lay on Hands" to any wounded character and heal 2 hit points +1 HP per point of CHA bonus. At will, they may detect evil as the spell. They are able to turn undead at 4th level as a cleric of 3 levels lower, (a 4th level paladin turns undead as a 1st level cleric.) Paladins that show great piety and have advanced to 9th level are able to cast spells as a cleric of 7 levels lower, (a 9th level paladin casts spells as a 2nd level cleric.) The paladin must obey a code of honor, and will try to perform his duties to protect the innocent, and bring justice to the unjust as best as mortally possible. Should they fall from grace, they will no longer gain experience points. They essentially remain a fighter forever more. The greatest drawback however is the loss of all the listed abilities, unless the fallen paladin atones for his transgression (as determined by the GM.)

CHARACTERS

Magic-Users

The following table adds 7th level spells to the Magic-User class.

Level	Exp. Points	Hit Dice	Spells						
			1	2	3	4	5	6	7
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	1
14	1,050,000	9d4+5	4	4	4	3	3	2	1
15	1,200,000	9d4+6	5	4	4	3	3	2	1
16	1,350,000	9d4+7	5	5	4	3	3	2	2
17	1,500,000	9d4+8	5	5	4	4	3	3	2
18	1,650,000	9d4+9	6	5	4	4	3	3	2
19	1,800,000	9d4+10	6	5	5	4	3	3	2
20	1,950,000	9d4+11	6	5	5	4	4	3	3

Sorcerers

The Sorcerer, like the Wizard, is a specialist in magic use, but unlike the Magic-User, the Sorcerer draws his or her magic from the surroundings. A Sorcerer need not prepare spells in advance, but rather may cast any spell known at any time, provided that sufficient spell point slots are available to cast the spell.

The Sorcerer uses the Magic-User class table for experience point requirements and hit dice. The Prime Requisite of a Sorcerer is Charisma; a character must have a Charisma of 13 or higher to become a Sorcerer. Sorcerers are not adept at fighting, as they spend hours studying the forces of magic and nature rather than learning to use lesser items such as weapons. Thus, the only weapon allowed to a Sorcerer is the dagger. A Sorcerer may not wear armor of any sort, nor use a shield, as such things interfere with spellcasting.

A first level Sorcerer begins play knowing one first level spell. 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.

OLDE DUNGEONEER'S ALMANACK

A Sorcerer may learn up to his or her Charisma bonus in new spells each time a new level is attained (i.e. a Charisma bonus of +3 means that up to 3 new spells may be learned). However, only spells that the Sorcerer has witnessed being cast may be learned (as this is the only way a Sorcerer learns to cast spells). Further, the Sorcerer may only learn spells which he or she may cast (thus, only Magic-User spells may be so learned, and the Sorcerer must be able to cast spells of the given Magic-User spell level). For example, a first level Sorcerer may not learn a 6th level spell. If the Sorcerer has not witnessed any previously unknown spells of appropriate type and level being cast, he or she does not gain any new spells.

Since Sorcerers gather their magic from the world around them and do not use spellbooks, they can only cast a few spells each day before becoming exhausted. At first level a Sorcerer has only one spell point, which is equal to one spell level, so if the Sorcerer casts Magic Missile, he or she has just used one spell point. The table below shows both the number of spell points a Sorcerer has available at each level, as well as the maximum spell level the character may learn (and thus cast).

Level	Spell Points	Max Spell Level
1	1	1
2	2	1
3	3	1
4	4	2
5	5	2
6	7	2
7	8	3
8	10	3
9	11	3
10	14	4
11	16	4
12	18	4
13	19	4
14	20	5
15	21	5
16	22	5
17	24	5
18	25	6
19	26	6
20	27	6

Jester

Absurd pranksters and nuisances, Jesters are known for telling wild tales, hurling insults or pulling practical jokes at the expense of others. Their abilities and attitude can make them useful, though aggravating, adventuring companions. Only gnomes, halflings or humans may become Jesters, as dwarves lack the quick wit and elves would never reduce themselves to such vulgarity.

The Jester uses the Cleric class table for experience point requirements and uses a d4 for Hit Dice. The Jester uses the Cleric column on the Attack Bonus Table, but the Thief table is used for Saving Throws. The Prime Requisite of a Jester is Charisma; a character must have a Charisma of 13 or higher to become a Jester.

Jesters may only wear leather armour although they can employ shields in combat. Jesters are not experts at fighting, and only allowed to wield clubs, daggers, scimitars, slings, maces and swords (short, long, or broad).

As Jesters progress in level they also have the ability to use a restricted number of spells. They do not use spellbooks, instead casting only a few spells each day before becoming exhausted. The table below shows both the number of spell points a Jester has available at each level.

Jester Abilities: The Jester can **climb walls** and **pick pockets** as a Thief. They can also catch grenade-like objects, daggers or darts that are thrown anywhere within 10' of their location. This **catch object** ability is also shown on the table below.

Because of their distracting ways, ludicrous attire and sharp wits, Jesters gain a +1 on initiative die rolls in combat situations. Their opponents are usually too dumbfounded, surprised or shocked to react quickly to a Jester's antics.

Given their instinct for comical antics and buffoonery, Jesters are able to affect the morale of their allies and their enemies. By continuing to bombard their foes with insults, taunts and cruel jests Jesters are able to improve the morale of any friends by +1 and reduce the morale of their opponents by -1 provided they can understand to some degree by those involved in combat. This effect has a

range of 60' and allows for no saving throw. As long as the Jester can move and speak freely this ability can be used.

Since a Jester's mind is always a little cracked, and because the mind of a jester was never really designed for storing spells, there is a 1% chance per spell level of a spell that it will fail and have no effect when cast. They do not need to learn spells as wizards do, and indeed cannot even begin to understand a magic-user's spellbook.

Jester Ability Advancement

Level	Spell Points	Max Spell Level	Climb Walls	Pick Pockets	Catch Objects	Hit Dice
1	-	-	75%	20%	81%	1d4
2	-	-	77%	25%	82%	2d4
3	1	1	79%	30%	83%	3d4
4	2	1	81%	35%	84%	4d4
5	3	1	83%	40%	85%	5d4
6	4	2	85%	45%	86%	6d4
7	5	2	87%	50%	87%	7d4
8	6	2	89%	55%	88%	8d4
9	7	2	91%	60%	89%	9d4
10	8	3	93%	65%	90%	9d4+2
11	9	3	95%	70%	91%	9d4+4
12	10	3	97%	75%	92%	9d4+6
13	11	4	99%	80%	93%	9d4+8
14	12	4	99%	85%	94%	9d4+10
15	13	4	99%	90%	95%	9d4+12
16	14	4	99%	95%	96%	9d4+14
17	15	5	99%	99%	97%	9d4+16
18	16	5	99%	99%	98%	9d4+18
19	17	5	99%	99%	99%	9d4+20
20	18	5	99%	99%	99%	9d4+22

SECONDARY SKILLS

Any additional skills from a character's background are considered secondary skills. These are skills that the character has from before their adventuring lives or skills that could be considered part of their character class. It is a method to flesh out a character and make them more unique.

The Skill Check Mechanic

All of the character's skills start at level 1 and use the target number on the ability roll chart. When the player performs a skill action they roll the d20 modified by the ability score of the skill. The roll must be greater than or equal to the target number on the Ability Rolls chart in the Optional Rules section. Every level after 1st, the character gets 3 skill level points that he can apply to any skill or skills he sees fit, so long as the skill level does not exceed his character level.

If the character has a background or additional knowledge in a skill (like the son of a blacksmith) then award that character a +1 bonus on skills that deal with the addition knowledge. The player and the game master should consider this option together.

All skills on another class list are considered non-skilled and have a target number of 20. These skills can not be raised through the use of skill level points. Using a non-skilled skill from the general list or your character's class list has a target number of 17.

Skills List and Descriptions

Characters may select skills from the general skills and their class skills sections.

General Skills

Appraise – INT

You can appraise common or well-known objects with an Appraise check. Failure means that you estimate the value at 50% to 150% (2d6+3 times 10%,) of its actual value.

Appraising a rare or exotic item requires a successful check against a Target Number of 17 or higher. If the check is successful, you estimate the value correctly; failure means you cannot estimate the item's value.

Craft (a single type of craft, e.g., armorer, bowyer, glass blower, leather-worker, potter, shipbuilder, silver-smith, wheelwright, weaver) – INT

A Craft skill is specifically focused on creating and/or repairing something. If nothing is created by the endeavor, it probably falls under the heading of a Profession skill rather than Craft.

The character would be considered a "Master Craftsmen" with this skill. Time and proper materials are required to be present to succeed.

Diplomacy – CHA

You can change the attitudes of others with a successful Diplomacy check. In negotiations, the game master adds the number of skill points in the character's diplomacy skill to the Reaction roll on the Reaction Roll table. More than one roll may be required for checks to resolve situations when two advocates or diplomats plead opposite cases in a hearing before a third party.

Handle Animal – CHA

This task involves commanding an animal to perform a task or trick that it knows. If the animal is wounded or frightened, the target number increases by 2. If your check succeeds, the animal performs the task or trick.

"Push" an Animal

To push an animal means to get it to perform a task or trick that it doesn't know but is physically capable of performing. This category also covers making an animal perform a forced march or forcing it to hustle for more than 1 hour between sleep cycles. If the animal is wounded, the target number increases by 2 levels. If your check succeeds, the animal performs the task or trick on its next action.

Teach an Animal a Trick

You can teach an animal a specific trick with one week of work and a successful Handle Animal check. An animal can learn a maximum of six tricks. Possible tricks include, but are not necessarily limited to, the following.

Attack: The animal attacks apparent enemies.

Come: The animal comes to you, even if it normally would not do so.

Defend: The animal defends you (or is ready to defend you if no threat is present), even without any command

being given. Alternatively, you can command the animal to defend a specific other character.

Down: The animal breaks off from combat or otherwise backs down. An animal that doesn't know this trick continues to fight until it must flee or its opponent is defeated.

Fetch: The animal goes and gets something. If you do not point out a specific item, the animal fetches some random object.

Guard: The animal stays in place and prevents others from approaching.

Heel: The animal follows you closely, even to places where it normally wouldn't go.

Perform: The animal performs a variety of simple tricks, such as sitting up, rolling over, barking, and so on.

Seek: The animal moves into an area and looks around for anything that is obviously alive or animate.

Stay: The animal stays in place, waiting for you to return. It does not challenge other creatures that come by, though it still defends itself if it needs to.

Track: The animal tracks the scent presented to it.

Work: The animal pulls or pushes a medium or heavy load.

Jump – STR

Long Jump: A long jump is a horizontal jump, made across a gap like a chasm or stream. At the midpoint of the jump, you attain a vertical height equal to one-quarter of the horizontal distance. The target number for the jump is equal to the distance jumped in feet.

High Jump: A high jump is a vertical leap made to reach a ledge high above or to grasp something overhead. The target number is equal to 4 times the distance to be cleared.

Labor (type of manual labor, e.g., brick layer, carpenter, farmer, miner, sailor)

The character is very accomplished at a particular type of manual labor. These are the types of labor that do not require large amounts of skill but do require some training.

Knowledge
(alchemy/arcana/engineering/history/religion/tactics) – INT

The character has understanding of one of these fields of study:

Alchemy (chemistry and the elements of nature)

Arcana (ancient mysteries, magic traditions, arcane symbols, cryptic phrases, constructs, dragons, magical beasts)

Engineering (buildings, aqueducts, bridges, fortifications, etc.)

History (royalty, wars, colonies, migrations, founding of cities)

Religion (gods and goddesses, mythic history, holy symbols, undead)

Tactics (troop movements, sieges, naval maneuvers)

Perform – CHA

The character is proficient in one of the following: Act (comedy, drama, mime), Comedy (buffoonery, limericks, joke-telling), Dance (ballet, waltz, jig), Musical instruments (one of bells, chimes, drums, fiddle, flute, gong, harp, harpsichord, lute, mandolin, pan pipes, piano, pipe organ, recorder, trumpet), Oratory (epic, ode, storytelling), Vocals (ballad, chant, melody)

Profession (type of non-labor profession, e.g., estate management, cartography, cooking, lawyer, laymen clergy) – WIS

You can practice your trade and make a decent living. You know how to use the tools of your trade, how to perform the profession's daily tasks, how to supervise helpers, and how to handle common problems.

Ride – DEX

The character is knowledgeable in the means of riding one type of mount. They can saddle, mount, ride, and dismount without a problem if not rushed but special actions while mounted require a skill check (e.g., guide your mount with knees, stay in saddle to avoid falling when your

CHARACTERS

mount rears or bolts, get your mount to leap obstacles, attempt to control a mount not trained for combat while riding in battle).

Sense Motive – WIS

This use of the skill involves making an assessment of the situation. You can get the feeling from another's behavior that something is wrong, such as when you're talking to an impostor. Alternatively, you can get the feeling that someone is trustworthy.

Spot – WIS

The Spot skill is used primarily to detect characters or creatures who are hiding or to detect someone in disguise, and to read lips when you can't hear or understand what someone is saying.

Survival – WIS

You can keep yourself and others safe and fed in the wild or to follow tracks in the wilderness.

Swim – STR

Make a Swim check once per round while you are in the water. Success means you may swim at up to one-half your speed. Swimming in armor is often impossible.

Cleric Class Skills

Ceremony (specific deity) – WIS

The character is proficient in the ceremonies of a single deity (usually their own deity). They have a deep understanding of the meanings of every action taken in the ceremonies.

Heal – WIS

The character understands how to give first-aid to save the dying. When a character falls below zero hit points, but not below -10, another character with the heal skill and attempt first-aid to save the life of the dying character. A heal skill check, if successful, will stabilize the dying character. The character must spend one week in bed rest to restore the first hit point; after this, healing proceeds that the normal rate.

Spellcraft – INT

You can identify spells and magic effects.

OLDE DUNGEONEER'S ALMANACK

Fighter Class Skills

Endurance – CON

The character has the ability to perform tiring tasks for long periods of time. Each successful check allows the character to perform the task for one hour. Another check must be made every hour with a -1 cumulative penalty to the roll. When the character has completed the task or fails the check, they collapse and must rest for three times the amount of time used performing the task.

Intimidate – CHA

You can change another's behavior. If you make your skill check result, you may treat the target as very favorable, but only for the purpose of actions taken while it remains intimidated. That is, the target retains its normal attitude, but will chat, advise, offer limited help, or advocate on your behalf while intimidated. The effect lasts as long as the target remains in your presence, and for 1d6×10 rounds afterward. After this time, the target's default attitude toward you shifts to unfavorable (or, if normally unfavorable, to immediate attack).

Leadership – CHA

A successful Leadership skill check will add +1 to the Retainer's Loyalty score. It can also be used to convince non-retainer NPCs to follow an order, but in this case, the NPCs will not follow the order if there is a good reason to not do so. The use of the Leadership skill upon an NPC does not shift their attitude to unfavorable afterward.

Magic-User Class Skills

Decipher Script – INT

You can decipher writing in an unfamiliar language or a message written in an incomplete or archaic form. This includes intricate, exotic, or very old writing.

If the check succeeds, you understand the general content of a piece of writing about one page long (or the equivalent). If the check fails, another check should be made to see if you avoid drawing a false conclusion about the text. (Success means that you do not draw a false conclusion; failure means that you do.)

Spellcraft – INT

You can identify spells and magic effects.

Thief Class Skills

Balance – DEX

You can walk on a precarious surface. A successful check lets you move at half your speed along the surface for 1 round. A failure by 4 or less means you can't move for 1 round. A failure by 5 or more means you fall.

Bluff – CHA

A successful Bluff check indicates that the target reacts as you wish, at least for a short time (usually 1 round or less) or believes something that you want it to believe. A bluff requires interaction between you and the target. Creatures unaware of you cannot be bluffed.

Decipher Script – INT

You can decipher writing in an unfamiliar language or a message written in an incomplete or archaic form. This includes intricate, exotic, or very old writing.

If the check succeeds, you understand the general content of a piece of writing about one page long (or the equivalent). If the check fails, another check should be made to see if you avoid drawing a false conclusion about the text. (Success means that you do not draw a false conclusion; failure means that you do.)

Disguise – CHA

This is the ability to change your character's appearance or impersonate another character. Your Disguise check result determines how good the disguise is. The target number of the check is determined by the situation the character is going to use the disguise. If you don't draw any attention to yourself, the GM may grant up to a +5 to the checks. If you come to the attention of people who are suspicious (such as a guard who is watching commoners walking through a city gate), a -5 may be appropriate to apply to the check.

Escape Artist – DEX

The character with the Escape Artist skill has the uncanny ability to get loose from ropes when tied up.

Forgery – INT

Forgery requires writing materials appropriate to the document being forged, enough light or sufficient visual acuity to see the details of what

you're writing, wax for seals (if appropriate), and some time. To forge a document on which the handwriting is not specific to a person (military orders, a government decree, a business ledger, or the like), you need only to have seen a similar document before, and you gain a +4 bonus on your check. To forge a signature, you need an autograph of that person to copy, and you gain a +2 bonus on the check. To forge a longer document written in the hand of some particular person, a large sample of that person's handwriting is needed.

The Forgery check is made secretly by the GM, so that you're not sure how good your forgery is.

A document that contradicts procedure, orders, or previous knowledge, or one that requires sacrifice on the part of the person checking the document can increase that character's suspicion (and thus create favorable circumstances for the checker's opposing Forgery check).

Knowledge (rumors around town) – INT

The character is knowledgeable of events in their home town or city. An evening's time, a few gold pieces for buying drinks and making new friends, and a Knowledge (rumors around town) check get you a general idea of a city's major news items, assuming there are no obvious reasons why the information would be withheld. The higher your check result, the better the information.

Tumble – DEX

You can land softly when you fall. You can also tumble to entertain an audience (as though using the Perform skill). Treat a fall as if it were 10 feet shorter than it really is when determining damage upon a successful skill check.

Optional Skill Rules

A character may take a skill not normally allowed to his or her class; however, the cost of the skill is three skill points. For example, a 1st level fighter takes the escape artist skill. It costs 3 skill level points and the character may not select another skill until he or she reaches second level. The target number is still 17 for these skills.

Skill points per level are equal to the character's Charisma bonus with a minimum of one point per level.

SPELLS

Jester Spells

Below are listed spells available to the Jester class. These spells are all found in the Basic Fantasy RPG core rules book, and are not described here.

First Level Jester Spells

1	Charm Person
2	Ventriloquism
3	Sleep

Second Level Jester Spells

1	Charm Animal
2	Find Traps
3	Invisibility

Third Level Jester Spells

1	Cause Fear
2	Hold Person
3	Invisibility 10' Radius

Fourth Level Jester Spells

1	Bestow Curse
2	Charm Monster
3	Confusion

Fifth Level Jester Spells

1	Feeblemind
2	Hold Monster
3	Projected Image

Magic-User Spells

As explained in the Character Classes section, Magic-Users now receive access to spells of the seventh level. These spells are described, along with many others, on the following pages.

Seventh Level Magic-User Spells

1	Delayed Blast Fireball
2	Invisibility, Mass
3	Phase Door
4	Power Word Stun
5	Sword
6	Teleport, Greater

DESCRIPTIONS OF ADDITIONAL SPELLS

A number of new spells, for Clerics as well as Magic-Users, are described below. With the exception of the 7th level spells, no table is provided for randomly selecting these new spells.

The new, "unlisted" Magic-User spells can be learned from NPCs as determined by the Game Master, or developed by means of magical research, or found in (possibly fragmentary) spell books in special treasure hoards.

The Game Master must decide how the new Clerical spells will be made available. Some Clerics might simply be allowed to pray for any of the new spells; or, the GM may decide that only certain deities can provide specific spells. It is even possible that special prayers must be discovered in ancient religious texts in order to acquire some of them.

Aura of Fire Magic-User 3

Range: touch
Duration: 1 turn

Casting this spell allows the caster to create a ring of fire around the recipient's body that moves as he or she does. This fire does not harm the target or any possessions carried, but will do 1d6 points of damage to anyone in contact with it. Anyone hit with melee weapons by the recipient of this spell will take this damage in addition to any damage done by the attack.

Aura of Frost Magic-User 3

Range: touch
Duration: 1 turn

Casting this spell allows the caster to create a ring of icy blue flames around the recipient's body that moves as he or she does. These flames do not harm the target or any possessions carried, but will do 1d6 points of damage to anyone in contact with it. Anyone hit with melee weapons by the recipient of this spell will take this damage in addition to any damage done by the attack.

Chant of the Holy Defender

Cleric 4 Range: special
Duration: special

This spell is a rhythmic chant taken up by the cleric. The caster may affect 1 friendly living creature per 4 levels of the caster which is within 60' at the time of the casting. Each creature affected by the spell gains the following benefits:

Morale (or loyalty) is increased by 2, to a maximum of 11.

Each creature affected gains 1d6+6 phantom hit points. Any damage taken is subtracted from these points first.

Each affected creature gains a +1 bonus to hit.

The benefits of this spell end for a creature if it leaves the 60' radius of the chanting cleric. The spell ends when the cleric stops chanting. This spell may be combined with the Bless spell.

Chill

Magic-User 1 Range: 10'
Duration: 2 rounds

This spell does 1d4 points of damage to one creature within range. Furthermore, the creature must save vs paralysis or suffer -1 to melee hit and damage rolls for 1d6 rounds. A large heat source nearby gives a +2 to save. The caster may use this spell on one target up to 2 rounds after casting.

Command

Cleric 1 Range: 10'
Duration: 1 round

The caster can give another being a single-word command which will be obeyed. The command must be given in a language the recipient understands. The recipient will do its best to obey, as long as the command is a clear, imperative verb. "Suicide" isn't a verb. "Die" would cause the recipient to fake death for the duration of the spell (believing it was dead). Typical commands are back, halt, flee, run, stop, fall, fly, go, leave, surrender, sleep, rest, etc.

Undead are not affected. Creatures with Intelligence of 13 or more, and creatures with 6 or more hit dice may save vs. Spells to resist.

Delayed Blast Fireball

Magic-User 7 Range: 100'+10'/level
Duration: special

This spell functions like fireball, except that it is more powerful, dealing 1d6+1 points of fire damage per caster level. Furthermore, the glowing bead created by delayed blast fireball can detonate immediately if the caster desires, or the caster can choose to delay the burst for as many as 10 rounds. The amount of delay is decided upon casting the spell, and that time cannot change once it has been set unless someone touches the bead (see below). If a delay is chosen, the glowing bead sits at its destination until it detonates. A creature can pick up and hurl the bead as a thrown weapon (range as a dagger). If a creature handles and moves the bead within 1 round of its detonation, there is a 25% chance that the bead detonates while being handled.

SPELLS

OLDE DUNGEONEER'S ALMANACK

Drainblade Range: touch
Magic-User 4 Duration: 1 round / level

This spell imbues an edged weapon with the ability to drain blood with each successful strike made against a living creature. When a living creature is hit by a Drainbladed weapon the target suffers an additional point of damage. If the wielder of the weapon is injured, the extra point of damage is transferred to him as healing energy. In no way can this healing energy grant more hit points than the wielder's normal maximum.

Against nonliving creatures, such as undead, golems, living statues, etc, this spell has no effect.

Dream Range: special
Level 5 Duration: special

This allows the caster to visit and communicate with another creature through the victim's dream. The caster must have met the creature, and must name the creature, but the spell is otherwise unlimited by distance. This spell does not cause the victim to fall asleep: if the victim is not sleeping the spell fails. If the victim knows the dream is spell induced and does not wish to have the dream, he can make a save vs spells to wake up. Within the dream the caster may visit the victim, communicate with the victim, or even attempt to attack the victim in the dream. However nothing in the dream has any real effect, and the victim wakes up if killed in the dream.

Invisibility, Mass Range: 240'
Magic-User 7 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.

Magic Mirror Range: 10'
Magic-User 4 Duration: 1 round per level

Turns a reflective surface within range into a magic mirror through which the caster can view other creatures or areas. The caster must name the area or creature. The caster and any other creatures viewing the mirror will be able to see the images, but only the caster will hear sound from the viewing. Detection and vision spells can be cast into it, allowing the caster to detect magic, see invisible, etc in the area he is viewing.

Major Spell Immunity Range: self
Magic-User 6 Duration: 1 round/level

This spell creates a 1-inch thick green translucent shell around the caster that protects him from the effects of low level spells, whether they are harmful or beneficial in nature. The caster is immune to the effects of all 1st-2nd level spells and reduces by half (round in favor of the protected creature) the effects of 3rd and 4th level spells, both clerical and magical. The caster's own spells are unaffected by the shell and he can at will lower the protection of the shell for 1 round at a time to receive spells from others (like magical healing). At the end of the round, the shell automatically springs back up again.

Minor Spell Immunity Range: self
Level: 4 (Magic-user) Duration: 1 round / level

This spell creates a 1-inch thick green translucent shell around the caster that protects him from the effects of low level spells, whether they are harmful or beneficial in nature. The caster is immune to the effects of all 1st level spells and reduces by half (round in favour of the protected creature) the effects of 2nd and 3rd level spells, both clerical and magical. The caster's own spells are unaffected by the shell and he can at will lower the protection of the shell for 1 round at a time to receive spells from others (like magical healing). At the end of the round, the shell automatically springs back up again.

Minor Warding Range: touch
Magic-User 2 Duration: special

This spell cloaks an object of less than 10 cubic feet with an invisible aura of harmful energy. Thereafter, the first living creature touching the object sets off the ward, receiving 3d6 points of damage. No saving throw is allowed to avoid the damage. The object is unaffected by the discharge of the minor ward.

Non-living creatures, such as undead or golems, will not set off a minor ward. The caster is free to handle the object at will. The maximum duration of the spell is 1 hour per level of the caster.

Pacifism Range: touch
Magic-User 5 Duration: special

This spell misleads a creature with an intelligence lower than 14 to have a change in heart. They are lead to believe that the fight is useless and could be resolved peacefully. They put there arms down and roll morale for all the creatures in the encounter and if the creatures pass morale they continue fighting, if they fail they follow the

creature that was targeted. This will last for 1d6 rounds. Every 3 Levels after 5 add 1d6 to the number of rounds the effect lasts.

Phase Door Range: Touch
 Magic-User 7 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 some triggering condition for the door. Such conditions can be as simple or elaborate as desired. They 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.

Power Word Stun Range: 120'
 Magic-User 7 Duration: variable

The caster utters a single word of power that instantly causes one creature of his or her choice to become stunned, whether the creature can hear the word or not. The duration of the spell depends on the target's current hit point total. Any creature that currently has 71 or more hit points is unaffected by power word stun. If the target has between 36 and 70 hit points the duration is 1d6 rounds. If the target has 35 hit points or less the duration is 2d6 turns.

Refresh Range: touch
 Cleric 1 Duration: 1 hour

This spell will refresh a creature who is hungry, thirsty, and/or tired. They will be able to act, think, and fight with complete ability for the duration of the spell.

Restore Health Range: Touch
 Cleric 2 Duration: Instantaneous

This spell removes unnatural weakness, mental or physical debilitation or exhaustion from the touched individual. This spell is useful for restoring temporary ability score draining, such as the strength-draining touch of a shadow. The caster chooses which ability score the spell will restore when casting. It has no effect on permanent ability score loss or energy drain.

Ring of Greater Healing*
 Cleric 7 Range: 15 ft. radius
 Duration: Instantaneous

This spell allows the caster to cure serious wounds on multiple creatures within 15 ft. Ring of Greater Healing cures 3d6+3 points of damage on the caster plus one living creature per 3 levels of the caster. If more creatures are within the area of effect than the caster may heal, then the caster decides which creatures receive the healing. Against undead this spell inflicts damage instead of healing; such creatures may save vs. Spells for no damage.

The reverse of this spell, Ring of Greater Infliction, allows the caster to inflict serious wounds on multiple creatures within 15 ft. Ring of Lesser Infliction causes 3d6+3 points of damage to one living creature per 3 levels of the caster. If more creatures are within the area of effect than the caster may damage, then the caster decides which creatures are affected. Target creatures may save vs. Spells for no damage. Against Undead this spell heals damage instead of harming.

Ring of Lesser Healing* Range: 15 ft.
 radius
 Cleric 5 Duration: instantaneous

This spell allows the caster to cure light wounds on multiple creatures within 15-ft of him. Ring of Lesser Healing cures 1d6+1 points of damage on himself plus one living creature per 3 levels of the caster. If more creatures are within the area of effect than the caster may heal, then the caster decides which creatures receive the healing. Against undead, this spell inflicts damage instead of healing; such creatures may save vs. Spells for no damage.

The reverse of this spell, Ring of Lesser Infliction, allows the caster to inflict light wounds on multiple creatures within 15 ft. of him. Ring of Lesser Infliction causes 1d6+1 points of damage to one living creature per 3 levels of the caster. If more creatures are within the area of effect than the caster may damage, then the caster decides

SPELLS

which creatures are affected. Target creatures may save vs. Spells for no damage. Against undead, the Ring of Lesser Infliction actually heals damage.

Sacrifice* Range: touch
Cleric 3 Duration: permanent

This spell allows the cleric to transfer any desired number of hit points from himself to the target. The reverse of this spell, **drain life**, allows the caster to drain 1d6+1 hp from a creature, with a successful attack roll. The hit points are transferred to the cleric through healing.

Sanctuary Range: Self
Cleric 1 Duration: 2 rounds + 1/level

This spell forces all opponents to make a save vs Spells in order to attack the caster. If the save isn't made, the attacker will ignore the caster. The effect does not prevent effects of area attacks (fireball, ice storm, etc.). While under protection from the spell, the caster can't perform offensive acts (GM's discretion), but may take any other action.

Starlight Blade Range: touch
Magic-User 6, Cleric 5 Duration: 1 round/level

When cast upon a weapon, Starlight Blade enhances its abilities against undead creatures of all types. The weapon immediately begins to glow with a silvery radiance and with each stroke leaves a trail of white sparkles, like stars in the night sky. Any undead creature struck suffers an additional 1d6+1 points of damage. In addition, the wielder of the weapon may roll to Turn the creature as if a 6th level Cleric.

Contrary to this spell's name, Starlight Blade works equally well on any type of weapon.

Stoneskin Range: 0
Magic-User 1 Duration: 1 turn

Protects the caster. The caster's skin becomes hard and stone-like, giving the caster a +2 bonus to AC vs. melee and hand thrown attacks, and a +4 bonus to AC vs. normal sized fired missiles.

Sword Range: 30'
Magic-User 7 Duration: 1 round/level

This spell brings into being a shimmering, swordlike plane of force. The sword strikes at any opponent within its range, as desired, starting in the round that the spell is cast.

OLDE DUNGEONEER'S ALMANACK

The sword attacks its designated target once each round on the caster's turn. It attacks as a fighter of the same level of the caster and the attack roll is modified by the caster's Intelligence bonus. The sword can hit even creatures immune to non-magical weapons and it inflicts 3d4 hit points of damage per hit. On a natural roll of 19 or 20, it will automatically hit its target, no matter the armor class. The sword can only be destroyed with a dispel magic.

Teleport, Greater Range: Self
Magic-User 7 Duration: Instantaneous

This spell functions like teleport, except that there is no range limit and there is no chance of arriving off target. In addition, the caster needs not have seen the destination, but in that case he or she must have at least a reliable description of the teleport destination. If the caster attempts to teleport with insufficient information (or with misleading information), he or she disappears and simply reappears in the original location. Interplanar travel is not possible.

Wychlamp Aura Range: self
Magic-User 7 Duration: 1 round/level

The caster of this spell receives the effect of an Anti-Magic Shell (as the spell). In addition, any magic cast upon or including the caster in its area of effect is affected in the following ways:

Aimed spells targeted at the caster (like Magic Missile) will be deflected. Roll 1d6; on 1-2, the magic is reflected back at the offending caster. Otherwise, it is deflected at a random target.

Area effect magic (like Fireball) is altered as follows (roll 1d10):

1-2	Area of effect is doubled and damage is halved (if applicable).
3-4	Target point of the spell may be redetermined by the protected magic-user.
5	Complete nullification of the incoming spell.
6	The incoming spell is unaffected.
7-8	Spell is randomly targeted as a grenade like missile using the target point as the centre.
9-10	Area of effect is halved and damage is doubled (if applicable).

Magical attacks delivered by touch are always reflected back on the attacker.

THE ENCOUNTER

Weapon Specialization

Under this rule, the player of a Fighter (**not** including Fighter Subclasses, such as Barbarians or Paladins) may choose a weapon in which the character is especially skilled. At first level, the player applies one **rank** of specialization to the chosen weapon. This choice must be quite specific; for instance, a specialization in the longsword will give no bonuses when using a shortsword.

Every third level after first (that is, 4th, 7th, 10th, etc.) the player applies another rank of specialization. Each new rank may be applied to an existing specialization, or to a new specialization.

For instance, at first level Darion's player assigns a rank to longsword. Darion gains a bonus of +1 on attack rolls when using a longsword. At 4th level, the player may assign the new rank to longsword, giving a bonus of +1 on attack rolls and +1 on damage; or, the rank may be applied to a new weapon, such as the longbow, in which case both weapons have +1 on attack rolls but no bonus to damage.

Combat Bonuses		
Rank	(Attack / 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

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.

Critical Hits

A natural 20 on the attack die roll results in a **threat**. Roll again -- if the player hits on the second roll (a normal hit, not just another natural 20), a **critical hit** is scored and

double damage is done. However, if the only way the character can hit is to roll a natural 20, critical hits are not scored.

Fumbles

A natural 1 on the attack die roll may result in a **fumble**; if this occurs, the player must roll a save vs. Death Ray with Dexterity applied. If the save is failed, the character has fumbled.

The effects of a fumble vary based on the type of weapon. For hand-held weapons, the weapon is dropped; use the grenade-like weapons table, to determine where, considering the wielder as if he or she were the "target" in the table. If the character binds his weapon to his hand (so he cannot drop it), then the fumble leads to the character suffering damage equal to the weapon's normal attack die (without Strength, magic, or other bonuses). For bows, a broken bowstring is the usual result; for crossbows, a fumble leads to a jammed mechanism.

The GM is encouraged to make up alternate fumble results when appropriate to the circumstances, using these suggestions as a guideline.

Two-Weapon Combat

This rule allows a character to use a weapon in each hand. The weapon in the primary hand suffers a penalty of -2 to hit, while the weapon in the off-hand is used at a -5 penalty normally. Subtract from this penalty the character's Dexterity bonus, with a minimum penalty of +0 (so a character with 18 Dexterity does not get a +1 bonus to hit this way). The primary weapon must, obviously, be one-handed, and the secondary must be a dagger, handaxe, or similar very small weapon.

The off-handed weapon normally does not get multiple attacks, even if allowed by specialization. Like a monster using an attack routine (claw-claw-bite) the off-handed weapon attacks at the same time as the primary weapon.

Note: Off-handed weapon attacks (with no primary hand attack) are at -3 penalty, with the Dexterity bonus subtracted as above.

As an option, a character using two-weapon combat may choose to use the off-handed weapon as a defensive item similar to a shield. This must be declared at the start of the round. In this case, no special penalty is applied to the primary weapon, and the off-handed weapon adds +1 to the wielder's AC value against a single melee attacker per

ENCOUNTER

round. If the weapon has a magic weapon bonus, it may be applied, but only the base bonus for those weapons with multiple values.

Defending

The application of Armor Class assumes that the character tries to avoid each incoming attack, while still making attacks himself. However, there will be occasions when the character just wants to avoid being hit. The player

OLDE DUNGEONEER'S ALMANACK

must declare that the character is **defending**. This can be done regardless of Initiative, and is therefore a good choice when fighting unarmored and the Initiative is lost.

The defending character applies a bonus of +4 to AC. If the character is holding/using a specialized weapon, he or she may add the specialization "to hit" bonus to AC to reflect the additional parrying skill. Also, magic weapons usually confer the bonus to the AC of the defending character (as described under Two-Weapon Combat, above).

MONSTERS

Ankheg

Armor Class:	18
Hit Dice:	5*
No. of Attacks:	1 bite + special
Damage:	2d6 + special
Movement:	30' Burrow 20'
No. Appearing:	2d8 Wild 2d8 Lair 1
Save As:	Fighter: 5
Morale:	7
Treasure Type:	None
XP:	405

The ankheg is a burrowing monster with a taste for fresh meat. An ankheg has six legs, and some specimens are yellow rather than brown. It is about 10 feet long and weighs about 800 pounds.

An ankheg burrows with legs and mandibles. A burrowing ankheg usually does not make a usable tunnel, but can construct a tunnel; it burrows at half speed when it does so. It often digs a winding tunnel up to 40 feet below the surface in the rich soil of forests or farmlands. The tunnel is 5 feet tall and wide, and from 60 to 150 feet long ([1d10 + 5] × 10).

An ankheg usually lies 5 to 10 feet below the surface until its antennae detect the approach of prey. It then burrows up to attack. Clusters of ankhegs share the same territory but do not cooperate.

If an ankheg hits with its bite attack, it has grabbed its prey and will retreat down its tunnel at its burrow speed, dragging the victim with it. If the ankheg is damaged after grabbing its prey, it will retreat backward down its tunnel at its land speed (not its burrow speed), dragging the victim with it.

An ankheg can spit a 30-ft. line of acid but it does not use this ability unless it is desperate or frustrated. It most often spits acid when reduced to fewer than half its hit points or when it has not successfully grabbed an opponent. One such attack depletes the ankheg's acid supply for 6 hours. It cannot spit acid or deal acid damage during this time.

Aranea

Armor Class:	13
Hit Dice:	4**
No. of Attacks:	1 bite or 1 web or spells
Damage:	1d6+poison or web or spells
Movement:	50' Climb 30'
No. Appearing:	1d6 Wild/Lair 1d6
Save As:	Magic-User: 4
Morale:	7
Treasure Type:	D
XP:	320

An aranea is an intelligent, shapechanging spider with sorcerous powers. In its natural form, an aranea resembles a big spider, with a humpbacked body a little bigger than a human torso. It has fanged mandibles like a normal spider. Two small arms, each about 2 feet long, lie below the mandibles. Each arm has a hand with four many-jointed fingers and a double-jointed thumb.

An aranea has darkvision to 60 ft. and weighs about 150 pounds. The hump on its back houses its brain. Araneas speak Common and Elven.

An aranea avoids physical combat and uses its webs and spells when it can. In a battle, it tries to immobilize or distract the most aggressive opponents first. Araneas often subdue opponents for ransom. The bite attack of an aranea is poisonous. The victim of a bite must save vs. poison or die.

An aranea casts spells as a 3rd-level magic-user. It prefers illusions and avoids fire spells.

In spider or hybrid form (see below), an aranea can throw a web up to six times per day. This is similar to a web spell but has a maximum range of 50 feet, and is effective against targets of up to Large size.

An aranea's natural form is that of a human-sized spider. It can assume two other forms. The first is a unique humanoid of halfling to human-size; an aranea in its humanoid form always assumes the same appearance and traits. In humanoid form, an aranea cannot use its bite attack, webs, or poison.

The second form is a spider-humanoid hybrid. In hybrid form, an aranea looks like a humanoid at first glance, but a second look reveals the creature's fangs and spinnerets. The aranea retains its bite attack, webs, and poison in this form, and can also wield weapons or wear armor. When in hybrid form, an aranea's speed is 30 ft..

MONSTERS

An aranea remains in one form until it chooses to assume a new one. A change in form cannot be dispelled, nor does an aranea revert to its natural form when killed. A true seeing spell, however, reveals its natural form if it is in humanoid or hybrid form.

Assassin Vine

Armor Class:	15
Hit Dice:	6
No. of Attacks:	1 + special
Damage:	1d6 + special
Movement:	5'
No. Appearing:	2d2
Save As:	Fighter: 6
Morale:	12
Treasure Type:	U
XP:	555

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.

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.

An assassin vine can move about, albeit very slowly, but usually stays put unless it needs to seek prey in a new vicinity. They have no visual organs but can ascertain all foes within 30 feet using sound and vibration.

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.

An assassin vine uses simple tactics: It lies still until prey comes within reach, then attacks. It uses its entangle ability both to catch prey and to deter counterattacks. An assassin vine deals 1d6+7 points of damage with a successful hit upon which it entangles the victim and does 1d6+7 points of damage each round thereafter.

OLDE DUNGEONEER'S ALMANACK

Behir

Armor Class:	20
Hit Dice:	11** (+9)
No. of Attacks:	1 bite/6 claws or breath
Damage:	2d10/1d6 x 6 or breath
Movement:	40'
No. Appearing:	1d2
Save As:	Fighter: 11
Morale:	9
Treasure Type:	L
XP:	1,765

The behir is a serpentine monster that can slither like a snake or use its dozen legs to move with considerable speed. A behir is about 40 feet long and weighs about 4,000 pounds. It can fold its limbs close to its long, narrow body and slither in snake fashion if it desires. The coloration of behirs ranges from ultramarine to deep blue with bands of gray-brown. The belly is pale blue. The two large horns curving back over the head look dangerous but are actually used for preening the creature's scales, not for fighting. Behirs are found in warm hilly areas and speak Common.

A behir usually bites and grabs its prey first, then either swallows or constricts the opponent. It can employ its claws only against foes caught in its coils. If beset by a large number of foes, it uses its breath weapon. A behir's breath weapon is a 20' long, 5' wide line that it can use once every 10 rounds for 7d6 of electricity damage; a successful save vs. Dragon Breath reduces damage by half. A behir can deal 1d8 points of constriction damage on the following round with a successful hit with the bite attack or it may swallow the victim whole. A swallowed creature takes 1d8 points of damage per round from the behir's gizzard. However, a swallowed creature may cut its way out by using a small edged weapon to deal 25 points of damage to the gizzard (AC 15). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out.

Bulette

Armor Class:	22
Hit Dice:	19** (+12)
No. of Attacks:	1 bite/2 claws or 4 claws
Damage:	2d8/2d6/2d6 or 2d6/2d6/2d6/2d6
Movement:	40' Burrow 10'
No. Appearing:	1d2
Save As:	Fighter: 19
Morale:	12
Treasure Type:	None
XP:	4,675

Also known as the landshark, the bulette is a terrifying predator that lives only to eat. A bulette attacks anything it regards as edible, choosing the easiest or closest prey first. The only creatures it refuses to eat are elves (and it dislikes the taste of dwarves). These creatures are found in temperate hill regions.

A landshark can sense vibrations of the movement of prey up to 60 ft. away. When it senses something edible (that is, senses movement), it breaks to the surface, crest first, and begins its attack. A bulette can jump into the air during combat. This allows it to make four claw attacks instead of two, but it cannot bite.

Bulettes have Darkvision 60 ft.

Cloaker

Armor Class:	19
Hit Dice:	10** (+9)
No. of Attacks:	1 tail + special
Damage:	1d6 + special
Movement:	10' Fly 40'
No. Appearing:	1d3
Save As:	Fighter: 10
Morale:	7
Treasure Type:	C
XP:	1,390

When resting or lying in wait, these creatures are almost impossible to distinguish from common black cloaks (the cloaker's ivory claws look very much like bone clasps). Only when it unfurls does the horrific nature of the creature become apparent. A cloaker has a wingspan of about 8 feet. It weighs about 100 pounds.

Cloakers usually lie still, watching and listening for prey. If facing a single opponent, a cloaker tries to engulf it's prey. If it hits with it's bite attack, it engulfs victim. Each round thereafter, the cloaker causes 1d4 points of damage plus the target's AC subtracted from 20 (e.g., 1d4+(20-target's

AC)). It can still use its whiplike tail to strike at other targets. Attacks that hit an engulfing cloaker deal half their damage to the monster and half to the trapped victim.

Against multiple foes, it lashes with its tail in concert with its moan to reduce the opposition's numbers, then engulfs a survivor. Multiple cloakers usually split up, leaving one or two behind to use special abilities while the rest make melee attacks.

A cloaker can emit a dangerous subsonic moan as an attack. By changing the frequency, the cloaker can cause one of four effects. Cloakers are immune to these sonic, mind-affecting attacks. Unless otherwise specified, a creature that successfully saves against one of these effects cannot be affected by the same moan effect from the same cloaker for 24 hours. If a Cloaker moans, it can not use it's bite attack in the same round.

Unnerve: Anyone within a 60-foot spread automatically takes a -2 penalty on attack and damage rolls. There is no save against this attack

Fear: Anyone within a 30-foot spread must succeed on a save vs. spells or become panicked for 2 rounds.

Nausea: Anyone in a 30-foot cone must succeed on a save vs. poison or be overcome by nausea and weakness. Affected characters fall prone and become nauseated for 1d4+1 rounds.

Stupor: A single creature within 30 feet of the cloaker must succeed on a save vs. spells or be affected as a hold person spell for 5 rounds. Even after a successful save, the creature must repeat the save if the cloaker uses this effect again.

Couatl

Armor Class:	21
Hit Dice:	13**** (+10)
No. of Attacks:	1 bite + special
Damage:	1d3+poison, 2d8
Movement:	20' Fly 60'
No. Appearing:	1d2 Wild/Lair 1d6
Save As:	Fighter: 13
Morale:	12
Treasure Type:	B, I
XP:	2,615

A couatl is about 12 feet long, with a wingspan of about 15 feet. It weighs about 1,800 pounds and can be found in warm forests. They can speak the Common tongue, however, it can communicate telepathically with any creature within 90 feet that has an Intelligence score. The creature can respond to the couatl if it wishes—no common language is needed. They have darkvision to 60 ft.

MONSTERS

A couatl uses its ESP ability on any creature that arouses its suspicions. Since it is highly intelligent, a couatl usually casts spells from a distance before closing. If more than one couatl is involved, they discuss their strategy before a battle. A couatl deals 2d8 points of constriction damage with a successful hit with its bite attack. The bite injects a deadly poison and the victim must save vs. poison or die.

A couatl has these spell-like abilities and may use them at will: **detect evil**, **ESP**, and **invisibility**. A couatl casts spells as a 9th-level wizard and may choose its spells from the Cleric and Magic-User list. The Cleric spells are considered Magic-User spells for a couatl, meaning that the creature does not need a deity to cast them.

At will, a couatl can polymorph itself into any small or medium humanoid as well as become intangible. When intangible, the couatl is invisible, insubstantial, and capable of moving in any direction, even up or down, albeit at half normal speed. As an intangible creature, it can move through solid objects, including living creatures. It can see and hear on the Material Plane, but everything looks gray and ephemeral. Sight and hearing onto the Material Plane are limited to 60 feet.

Ettin

Armor Class:	18
Hit Dice:	13 (+10)
No. of Attacks:	2 weapons
Damage:	2d6 or by weapon type
Movement:	30'
No. Appearing:	1d4
Save As:	Fighter: 13
Morale:	7
Treasure Type:	J (Y in lair)
XP:	2,175

Ettins, or two-headed giants, are vicious and unpredictable hunters that stalk the night. An ettin never bathes if it can help it, which usually leaves it so grimy and dirty its skin resembles thick, gray hide. Adult ettins are about 13 feet tall and weigh 5,200 pounds. They live about 75 years.

Ettins have no language of their own but speak a pidgin of Orc, Goblin, and Giant. Creatures that can speak any of these languages must succeed on an Intelligence check to communicate with an ettin.

Though ettins aren't very intelligent, they are cunning fighters. They prefer to ambush their victims rather than charge into a straight fight, but once the battle has started, an ettin usually fights furiously until all enemies are dead. An ettin fights with a huge morningstar or giant-sized javelin in each hand. Because each of its two heads controls an arm, the ettin does not take a penalty on attack or damage rolls for attacking with two weapons.

OLDE DUNGEONEER'S ALMANACK

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. Like all undead, they may be Turned by Clerics as a ghoul and are immune to sleep, charm and hold magics.

Humanoids bitten by ghasts may be infected with ghoul 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 ghoul fever rises as a ghast at the next midnight. A humanoid who becomes a ghast in this way retains none of the abilities it possessed in life. It is not under the control of any other ghouls, but it hungers for the flesh of the living and behaves like a normal 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 successfully 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:	1d6 + special
Movement:	30'
No. Appearing:	1
Save As:	Fighter: 10
Morale:	10
Treasure Type:	E, N, O
XP:	5,500

Ghosts are the spectral remnants of intelligent beings who, for one reason or another, cannot rest easily in their graves. A ghost greatly resembles its corporeal form in life, but in some cases the spiritual form is somewhat altered. Because they are incorporeal, ghosts may be hit only by magical weapons.

Encountering a ghost is so terrible that the creature will age 10 years and must save vs. spells or flee for 2d6 rounds. A ghost can blast living beings with a glance, at a range of up to 30 feet. Creatures that meet the ghost's gaze must succeed on a save vs. spells or be paralyzed for 2d4 rounds. A ghost that hits a living target with its touch attack deals 1d6 points of damage and ages the victim 1d4x10 years while healing itself of 5 points of damage. Elves can ignore the first 200 years of aging; dwarves the first 50 and halflings the first 20. Otherwise, each 10 years of aging will cause the character to permanently lose 1 point of Constitution. 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 ghost. If a character's Constitution falls to 0, he or she dies permanently and can not be **raised** (but still may be **reincarnated**).

Once per round, a ghost can merge its body with that of another creature. This ability is similar to a magic jar spell (caster level 10th), except that it does not require a receptacle. To use this ability, the ghost must move into the target's space, however, the target can resist the attack with a successful save vs. spells. A creature that successfully saves is immune to that same ghost's magic jar attack for 24 hours, and the ghost cannot enter the target's space. If the save fails, the ghost controls the target's body and vanishes into it.

A ghost can use **telekinesis** (as per the 5th level Magic-User spell) as if a 10th level Magic-User. When a ghost uses this power, it must wait 1d4 rounds before using it again.

A ghost can be turned as a Vampire but with a -4 turn resistance modifier to the roll.

Gump

Armor Class:	14
Hit Dice:	4*
No. of Attacks:	1 weapon
Damage:	1d8+3 or by weapon +3
Movement:	30'
No. Appearing:	1
Save As:	Fighter: 4
Morale:	10
Treasure Type:	C
XP:	280

Large and blubbery humanoids standing just over a head taller than a man with an overly broad jagged toothed grin which somehow doesn't detract from a pair of small deepset eyes in an otherwise featureless face. Meeting the gaze of gump is dangerous indeed.

Should one meet the gaze of a Gump they must save vs paralysis at +2 or suffer the effects of a Hold Person Spell for 2-5 rounds. In general, any creature surprised by the gump will meet its gaze will be held (as per the Hold Person spell). 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 gump's reflection in a mirror or other reflective surface; anyone using a mirror to fight a gump suffers a penalty of -2 to attack and no penalty to AC.

The Gump is very aware of how to use its gaze and is able to squint in an odd manner which keeps it from holding an ally. Gumps often gleefully murder those held by their gaze but are also known to beat such victims until they are "softer" and bag them to consume later.

Gumps communicate with an odd jibbering and slobbery voice that is difficult to understand and somewhat disturbing to some who find the almost child like giggling of these creatures off-putting. They lack a language of their own but frequently communicate in the language of goblins.

Gumps are almost always hungry or would seemingly be the case and can be easily (if only briefly) bribed with offers of food.

MONSTERS

OLDE DUNGEONEER'S ALMANACK

Leper Zombie

Armor Class:	13
Hit Dice:	1*
No. of Attacks:	2 claws/1 bite
Damage:	1d3/1d3/1d3 + disease
Movement:	30'
No. Appearing:	1d12
Save As:	Fighter: 1
Morale:	9
Treasure Type:	None
XP:	100

Leper zombies come shuffling toward their prey with grim purpose and hatred of the living. More agile than other types of zombies, and far more deadly as they clearly carry a horrible disease that resembles leprosy.

Leper zombies try to attack all living humanoids with intense ferocity. They do not seek to consume but to slay living folk. They may be Turned by Clerics as Ghouls and are immune to sleep, charm and hold magics.

Humanoids bitten by leper zombies may be infected with **zombie leprosy**. Each time a humanoid is bitten or clawed, there is a 10% (cumulative per bite and blow) chance of the infection being passed. The afflicted humanoid is allowed to save vs. Death Ray; if the save is failed, the humanoid dies in 3 days.

An afflicted humanoid who dies of zombie leprosy rises as a leper zombie at the next midnight. A humanoid who becomes a leper zombie in this way retains none of the abilities it possessed in life. It is not under the control of any other leper zombies, but it hungers for the flesh of the living and behaves like a normal leper zombie in all respects.

Any humanoid slain by a leper zombie have a 75% chance of animating as a leper zombie within 1d6 rounds.

Carrying equipment, arms and armor of one slain by a leper zombie or used to destroy a leper zombie carries a 5% chance of contracting the disease each day.

The infection can be removed from gear by washing in holy water, cleansing by fire or one casting of **bless** per item.

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:	16

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.

Sea Hag

Armor Class:	14
Hit Dice:	4+1
No. of Attacks:	2 daggers
Damage:	1d4+4/1d4+4
Movement:	30' Swim 40'
No. Appearing:	1
Save As:	Fighter: 4
Morale:	8
Treasure Type:	F
XP:	480

Sea Hags are horrible creatures that do evil for the simple love of it. This love of evil is only equaled by their hideous appearance. Many use their dark magics and knowledge of the fell things to serve a more powerful being, but they are seldom faithful. They may turn on their master if they see a chance to seize power for themselves.

The sea hag is found in the water of seas or overgrown lakes and appear as old crones whose bent shapes belie their fierce power and swiftness.

Sea hags are not subtle and prefer a direct approach to combat. They usually remain in hiding until they can affect as many foes as possible with their horrific appearance. The sight of a sea hag is so revolting that anyone (other than another hag) who sets eyes upon one must succeed on a save vs spells or instantly be weakened, taking 2d6 points of Strength damage. This damage cannot reduce a victim's Strength score below 0, but anyone reduced to Strength 0 is falls to the ground helpless. Creatures that are affected by this power or that successfully save against it cannot be affected again by the same hag's horrific appearance for 24 hours. The Strength damage is temporary and lasts for 1d6 turns.

Three times per day, a sea hag can cast its evil eye gaze upon any single creature within 30 feet. The target must succeed on a save vs poison or be paralyzed for three days (75%) or die (25%). A remove curse or dispel evil can restore sanity sooner. Creatures with immunity to fear effects are not affected by the sea hag's evil eye.

A sea hag will attack with two daggers in melee combat, but only when they have the advantage of numbers. They gain +4 to damage due to their ogre-like strength.

Stalag

Armor Class:	17
Hit Dice:	1 to 4
No. of Attacks:	1
Damage:	1d6 to 4d6 (1d6 per hit die)
Movement:	10'
No. Appearing:	3d6
Save As:	Fighter: 1
Morale:	12
Treasure Type:	None
XP:	1 HD 25 2 HD 75 3 HD 145 4 HD 240

The stalag looks like a stalactite, hanging from the ceiling of a natural cave. It senses the sounds and warmth of living creatures, and attacks from above by simply dropping on the victim. Due to their camouflage and their stealthy form of attack, they surprise on 1-5 on 1d6.

Thulid

Armor Class:	15
Hit Dice:	1* to 8* (1** to 8** if a Magic-User)
No. of Attacks:	1
Damage:	by weapon or special
Movement:	40'
No. Appearing:	1d4
Save As:	Magic-User: 1 to 8
Morale:	7
Treasure Type:	F
XP:	1 HD 37 (49) 2 HD 100 (125) 3 HD 175 (205) 4 HD 280 (320) 5 HD 405 (450) 6 HD 555 (610) 7 HD 735 (800) 8 HD 945 (1015)

A thulid is a highly intelligent manlike creature with a head shaped like an octopus, having four to eight tentacles surrounding its beak-like mouth. Though omnivorous, thulids prefer the brains of sentient creatures as food. They can read minds (as the ESP spell) and communicate with each other telepathically. They also have a primitive spoken language which is used mostly to command slaves.

A thulid uses its tentacles to extract the brain from a foe. It takes one to four turns for the tentacles to reach the brain, killing the victim. Obviously this is quite a long time, and thus brain extraction is not used as an actual attack form in combat. In fact, most thulids are disinterested in physical combat, preferring to use their mental blast (see below) or magic to attack, or (even better) using slave creatures for this purpose. 25% of thulids are magic-users; roll 2d6 for level, but the magic-user level will never be higher than the monster's hit dice. (Obviously, a magic-using thulid is worth more experience points than one not so gifted.) A thulid will flee if an encounter is going against it.

The thulid's mental blast is a cone of mental force with a 60' range and a diameter of 50' at the far end. The mental blast can be used at most one time per day, per hit die (so a full-grown thulid can use the mental blast eight times per day). A thulid can choose to either stun or kill those within the affected area. If the thulid chooses to stun, those in the area of effect must save vs. Spells or be rendered unconscious (as if by a sleep spell) for 2d6 rounds. A killing blast allows a save vs. Death Ray, with failure resulting in immediate death. Mindless creatures (golems, living statues, and the like) and the undead are unaffected. Add +2 to the saving throw if the victim is more than 20' from the thulid, or +5 if more than 40' away. A helm of telepathy adds an additional +4 to saving throws, and when such saves are made the attacking thulid is stunned for 3 turns.

When encountered away from their lair, a group of thulids will generally consist of at least one fully mature (8 hit dice) thulid, with the remainder having 2d4 hit dice each. See below for details on thulid growth and maturation.

Thulids are actually a strange sort of parasite. When a group of thulids are encountered, the GM should roll 1d20. If the result of this roll is equal to or less than the number encountered, one of the thulids is ready to spawn. (Do not count thulids who have only a single hit die, as such cannot reproduce.) In this case, that thulid will notify its brethren which of their opponents it wants to impregnate. The rest of the group will concentrate on defending the pregnant thulid as it concentrates its attacks on its chosen opponent, attacking to subdue. If the thulids prevail, the pregnant one will begin using its tentacles to penetrate the skull of the subdued opponent, but instead of extracting the brain, an egg will be laid. The subdued opponent will then be bound and carried off by the thulid party. Thulids seem to prefer male host bodies, for no apparent reason. Humans are preferred over elves, and elves over dwarves or halflings.

The egg hatches in 3d6 hours, but as the brain feels no sensation the victim will not realize this. In another 1d6 hours the victim will become confused (as if by the spell

confusion), then in 2d6 more hours will fall into a coma. Up to this point, the condition is reversible with a cure disease spell, but after the coma begins the growth of the infant thulid cannot be stopped that way. In 4-9 (3+1d6) days, the victim will suddenly awaken, still appearing normal but with the psyche (and mental blast power) of a thulid, and can speak the thulid language as well as any languages formerly known by the host body, though little or none of that host's mind is left otherwise.

A "newborn" thulid has one hit die. Over the course of the next year, the new thulid will slowly transform, taking on a reddish skin tone and developing the distinctive thulid head; at this point the thulid gains its second hit die. Each year thereafter, the thulid gains another hit die, until the maximum of eight is reached. Only a few thulids have the capacity to advance beyond eight hit dice.

If the victim is rescued from the thulids but the egg is not slain, the development will be exactly as given. When the victim awakens as a thulid it will instinctively realize that it is not among its own kind and feign amnesia or other illness to avoid discovery until it can find its way underground and attempt to find its "people." It is aided in this by its telepathy, which can be used to scan for other thulids within a 5 mile radius.

ALIGNMENT

Basics of Alignment

Alignment is a way of describing the moral code of a creature. A creature's general moral and personal attitudes are represented by its alignment: lawful good, neutral good, chaotic good, lawful neutral, neutral, chaotic neutral, lawful evil, neutral evil, or chaotic evil.

Depending on the campaign, the GM may require that players choose an alignment for their characters.

Alignment is a tool for developing your character's identity. It is not a straitjacket for restricting your character. Each alignment represents a broad range of personality types or personal philosophies, so two characters of the same alignment can still be quite different from each other. In addition, few people are completely consistent.

Good vs. Evil

Good characters and creatures protect innocent life. Evil characters and creatures debase or destroy innocent life, whether for fun or profit.

"Good" implies altruism, respect for life, and a concern for the dignity of sentient beings. Good characters make personal sacrifices to help others.

"Evil" implies hurting, oppressing, and killing others. Some evil creatures simply have no compassion for others and kill without qualms if doing so is convenient. Others actively pursue evil, killing for sport or out of duty to some evil deity or master.

People who are neutral with respect to good and evil have compunctions against killing the innocent but lack the commitment to make sacrifices to protect or help others. Neutral people are committed to others by personal relationships.

Being good or evil can be a conscious choice. For most people, though, being good or evil is an attitude that one recognizes but does not choose. Being neutral on the good–evil axis usually represents a lack of commitment one way or the other, but for some it represents a positive commitment to a balanced view. While acknowledging that good and evil are objective states, not just opinions, these folk maintain that a balance between the two is the proper place for people, or at least for them.

Animals and other creatures incapable of moral action are neutral rather than good or evil. Even deadly vipers and tigers that eat people are neutral because they lack the capacity for morally right or wrong behavior.

Law vs. Chaos

Lawful characters tell the truth, keep their word, respect authority, honor tradition, and judge those who fall short of their duties. Chaotic characters follow their consciences, resent being told what to do, favor new ideas over tradition, and do what they promise if they feel like it.

"Law" implies honor, trustworthiness, obedience to authority, and reliability. On the downside, lawfulness can include close-mindedness, reactionary adherence to tradition, judgmentalness, and a lack of adaptability. Those who consciously promote lawfulness say that only lawful behavior creates a society in which people can depend on each other and make the right decisions in full confidence that others will act as they should.

"Chaos" implies freedom, adaptability, and flexibility. On the downside, chaos can include recklessness, resentment toward legitimate authority, arbitrary actions, and irresponsibility. Those who promote chaotic behavior say that only unfettered personal freedom allows people to express themselves fully and lets society benefit from the potential that its individuals have within them.

Someone who is neutral with respect to law and chaos has a normal respect for authority and feels neither a compulsion to obey nor a compulsion to rebel. She is honest but can be tempted into lying or deceiving others.

Devotion to law or chaos may be a conscious choice, but more often it is a personality trait that is recognized rather than being chosen. Neutrality on the lawful–chaotic axis is usually simply a middle state, a state of not feeling compelled toward one side or the other. Some few such neutrals, however, espouse neutrality as superior to law or chaos, regarding each as an extreme with its own blind spots and drawbacks.

Animals and other creatures incapable of moral action are neutral. Dogs may be obedient and cats free-spirited, but they do not have the moral capacity to be truly lawful or chaotic.

The Nine Alignments

Nine distinct alignments define all the possible combinations of the lawful–chaotic axis with the good–evil axis. Each alignment description below depicts a typical character of that alignment. Remember that individuals vary from this norm, and that a given character may act more or less in accord with his or her alignment from day to day. Use these descriptions as guidelines, not as scripts.

GAME MASTER INFORMATION

The first six alignments, lawful good through chaotic neutral, are the standard alignments for player characters. The three evil alignments are for monsters and villains.

Lawful Good, “Crusader”: A lawful good character acts as a good person is expected or required to act. She combines a commitment to oppose evil with the discipline to fight relentlessly. She tells the truth, keeps her word, helps those in need, and speaks out against injustice. A lawful good character hates to see the guilty go unpunished.

Lawful good is the best alignment you can be because it combines honor and compassion.

Neutral Good, “Benefactor”: A neutral good character does the best that a good person can do. He is devoted to helping others. He works with kings and magistrates but does not feel beholden to them.

Neutral good is the best alignment you can be because it means doing what is good without bias for or against order.

Chaotic Good, “Rebel”: A chaotic good character acts as his conscience directs him with little regard for what others expect of him. He makes his own way, but he’s kind and benevolent. He believes in goodness and right but has little use for laws and regulations. He hates it when people try to intimidate others and tell them what to do. He follows his own moral compass, which, although good, may not agree with that of society.

Chaotic good is the best alignment you can be because it combines a good heart with a free spirit.

Lawful Neutral, “Judge”: A lawful neutral character acts as law, tradition, or a personal code directs her. Order and organization are paramount to her. She may believe in personal order and live by a code or standard, or she may believe in order for all and favor a strong, organized government.

Lawful neutral is the best alignment you can be because it means you are reliable and honorable without being a zealot.

Neutral, “Undecided”: A neutral character does what seems to be a good idea. She doesn’t feel strongly one way or the other when it comes to good vs. evil or law vs. chaos. Most neutral characters exhibit a lack of conviction or bias rather than a commitment to neutrality. Such a character thinks of good as better than evil—after all, she would rather have good neighbors and rulers than evil ones. Still, she’s not personally committed to upholding good in any abstract or universal way.

OLDE DUNGEONEER'S ALMANACK

Some neutral characters, on the other hand, commit themselves philosophically to neutrality. They see good, evil, law, and chaos as prejudices and dangerous extremes. They advocate the middle way of neutrality as the best, most balanced road in the long run.

Neutral is the best alignment you can be because it means you act naturally, without prejudice or compulsion.

Chaotic Neutral, “Free Spirit”: A chaotic neutral character follows his whims. He is an individualist first and last. He values his own liberty but doesn’t strive to protect others’ freedom. He avoids authority, resents restrictions, and challenges traditions. A chaotic neutral character does not intentionally disrupt organizations as part of a campaign of anarchy. To do so, he would have to be motivated either by good (and a desire to liberate others) or evil (and a desire to make those different from himself suffer). A chaotic neutral character may be unpredictable, but his behavior is not totally random. He is not as likely to jump off a bridge as to cross it.

Chaotic neutral is the best alignment you can be because it represents true freedom from both society’s restrictions and a do-gooder’s zeal.

Lawful Evil, “Dominator”: A lawful evil villain methodically takes what he wants within the limits of his code of conduct without regard for whom it hurts. He cares about tradition, loyalty, and order but not about freedom, dignity, or life. He plays by the rules but without mercy or compassion. He is comfortable in a hierarchy and would like to rule, but is willing to serve. He condemns others not according to their actions but according to race, religion, homeland, or social rank. He is loath to break laws or promises.

This reluctance comes partly from his nature and partly because he depends on order to protect himself from those who oppose him on moral grounds. Some lawful evil villains have particular taboos, such as not killing in cold blood (but having underlings do it) or not letting children come to harm (if it can be helped). They imagine that these compunctions put them above unprincipled villains.

Some lawful evil people and creatures commit themselves to evil with a zeal like that of a crusader committed to good. Beyond being willing to hurt others for their own ends, they take pleasure in spreading evil as an end unto itself. They may also see doing evil as part of a duty to an evil deity or master.

Lawful evil is sometimes called “diabolical,” because devils are the epitome of lawful evil.

OLDE DUNGEONEER'S ALMANACK

GAME MASTER INFORMATION

Lawful evil is the most dangerous alignment because it represents methodical, intentional, and frequently successful evil.

Neutral Evil, “Malefactor”: A neutral evil villain does whatever she can get away with. She is out for herself, pure and simple. She sheds no tears for those she kills, whether for profit, sport, or convenience. She has no love of order and holds no illusion that following laws, traditions, or codes would make her any better or more noble. On the other hand, she doesn’t have the restless nature or love of conflict that a chaotic evil villain has.

Some neutral evil villains hold up evil as an ideal, committing evil for its own sake. Most often, such villains are devoted to evil deities or secret societies.

Neutral evil is the most dangerous alignment because it represents pure evil without honor and without variation.

Chaotic Evil, “Destroyer”: A chaotic evil character does whatever his greed, hatred, and lust for destruction drive him to do. He is hot-tempered, vicious, arbitrarily violent, and unpredictable. If he is simply out for whatever he can get, he is ruthless and brutal. If he is committed to the spread of evil and chaos, he is even worse. Thankfully, his plans are haphazard, and any groups he joins or forms are poorly organized. Typically, chaotic evil people can be made to work together only by force, and their leader lasts only as long as he can thwart attempts to topple or assassinate him.

Chaotic evil is sometimes called “demonic” because demons are the epitome of chaotic evil.

Chaotic evil is the most dangerous alignment because it represents the destruction not only of beauty and life but also of the order on which beauty and life depend.

A Note Regarding Abbreviations

On the table following, the alignments of the various creatures are abbreviated. The first letter of the abbreviation represents the creature's position with respect to Law and Chaos, and thus may be L, N, or C. The second letter represents the creature's position with respect to Good and Evil, and thus may be G, N, or E. Creatures which are neutral with regard to both Law vs. Chaos and Good vs. Evil would then be “NN,” but this is written as a single N for simplicity.

BASIC FANTASY MONSTER ALIGNMENTS

Beasts of Burden	N	Giant, Cyclops	CE	Pegasus	CG
Ant, Giant	N	Giant, Fire	LE	Pixie	N
Antelope	N	Giant, Frost	CE	Pterodactyl/Pteranodon	N
Ape, Carnivorous	N	Giant, Hill	CE	Purple Worm	N
Basilisk	N	Giant, Stone	N	Rat (all)	N
Bat	N	Giant, Storm	CG	Rhagodessa, Giant	N
Bat, Giant	N	Gnoll	CE	Rhinoceros	N
Bear (all)	N	Gnome	NG	Roc	N
Bee, Giant	N	Goblin	LE	Rock Baboon	N
Beetle, Giant (all)	N	Golem (all)	N	Rust Monster	N
Black Pudding	N	Gorgon	N	Sabre-tooth Cat	N
Blink Dog	LG	Gray Ooze	N	Salamander	N
Blood Rose	N	Green Slime	N	Scorpion, Giant	N
Boar	N	Griffon	N	Sea Serpent	N
Bugbear	CE	Hangman Tree	NE	Shadow	NE
Caecilia, Giant	N	Harpy	CE	Shark (all)	N
Cave Locust, Giant	N	Hawk	N	Shrew, Giant	N
Caveman	N	Hellhound	LE	Shrieker	N
Centaur	CG	Hippogriff	N	Skeleton	N
Centipede, Giant	N	Hobgoblin	LE	Snake (all)	N
Chimera	CE	Hydra	N	Spectre	LE
Cockatrice	N	Insect Swarm	N	Spider, Giant (all)	N
Crab, Giant	N	Invisible Stalker	N	Sprite	NG
Crocodile	N	Jaguar	N	Squid, Giant	N
Displacer	LE	Kobald	LE	Stegosaurus	N
Djinni	CG	Leech, Giant	N	Stirge	N
Dog (all)	N	Lion	N	Tentacle Worm	N
Doppelganger	N	Living Statue (all)	N	Tiger	N
Dragon, Black	CE	Lizard, Giant (all)	N	Titanotherie	N
Dragon, Blue	LE	Lizard Man	N	Treant	CG
Dragon, Gold	LG	Lycanthrope, Werebear	CG	Triceratops	N
Dragon, Green	LE	Lycanthrope, Wereboar	N	Troglodyte	CE
Dragon, Red	CE	Lycanthrope, Wererat	LE	Troll	CE
Dragon, Sea	N	Lycanthrope, Weretiger	N	Tyrannosaurus Rex	N
Dragon, White	CE	Lycanthrope, Werewolf	CE	Unicorn/Allcora	CG
Dragon Turtle	N	Manticore	LE	Urgoblin	LE
Dryad	N	Medusa	LE	Vampire	CE
Efreeti	LE	Mermaid	N	Water Termite, Giant	N
Elemental (all)	N	Minotaur	CE	Weasel/Ferret, Giant	N
Elephant	N	Mountain Lion	N	Whale (all)	N
Fish, Giant (all)	N	Mummy	LE	Wight	LE
Fly, Giant	N	Nixie	N	Wolf	N
Frog/Toad, Giant	N	Ochre Jelly	N	Wraith	LE
Gargoyle	CE	Octopus, Giant	N	Wyvern	NE
Gelatinous Cube	N	Ogre	CE	Yellow Mold	N
Ghoul	CE	Orc	LE	Zombie	N
Giant, Cloud	N	Owlbear	N		

MONSTER CONVERSION

Basic Fantasy Role-Playing Game is based upon the d20 game engine. This section will show the process of converting monster statistics from the d20 SRD format to BFRPG.

Consider the 3.5e Couatl below:

Couatl

Size/Type: Large Outsider (Native)

Hit Dice: 9d8+18 (58 hp)

Initiative: +7

Speed: 20 ft. (4 squares), fly 60 ft. (good)

Armor Class: 21 (-1 size, +3 Dex, +9 natural), touch 12, flat-footed 18

Base Attack/Grapple: +9/+17

Attack: Bite +12 melee (1d3+6 plus poison)

Full Attack: Bite +12 melee (1d3+6 plus poison)

Space/Reach: 10 ft./5 ft.

Special Attacks: Constrict 2d8+6, improved grab, poison, psionics, spells

Special Qualities: Darkvision 60 ft., change shape, ethereal jaunt, telepathy 90 ft.

Saves: Fort +8, Ref +9, Will +10

Abilities: Str 18, Dex 16, Con 14, Int 17, Wis 19, Cha 17

Skills: Concentration +14, Diplomacy +17, Jump +0, Knowledge (any two) +15, Listen +16, Search +15, Sense Motive +16, Spellcraft +15 (+17 scrolls), Spot +16, Survival +4 (+6 following tracks), Tumble +15, Use Magic Device +15 (+17 scrolls)

Feats: Dodge, Empower Spell, Eschew Materials, Hover, Improved Initiative

Environment: Warm forests

Organization: Solitary, pair, or flight (3-6)

Challenge Rating: 10

Treasure: Standard

Alignment: Always lawful good

Advancement: 10-13 HD (Large); 14-27 HD (Huge)

Level Adjustment: +7

A couatl is about 12 feet long, with a wingspan of about 15 feet. It weighs about 1,800 pounds. Couatls speak Celestial, Common, and Draconic, and also have the power of telepathy (see below).

Combat

A couatl uses its detect thoughts ability on any creature that arouses its suspicions. Since it is highly intelligent, a couatl usually casts spells from a distance before closing. If more than one couatl is involved, they discuss their strategy before a battle.

Constrict (Ex)

A couatl deals 2d8+6 points of damage with a successful grapple check.

Improved Grab (Ex)

To use this ability, a couatl must hit a creature of up to two size categories larger with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Poison (Ex)

Injury, Fortitude DC 16, initial damage 2d4 Str, secondary damage 4d4 Str.

The save DC is Constitution-based.

Psionics (Sp)

At will-detect chaos, detect evil, detect good, detect law, detect thoughts (DC 15), invisibility, plane shift (DC 20). Effective caster level 9th. The save DCs are Charisma-based.

Spells

A couatl casts spells as a 9th-level sorcerer.

It can choose its spells known from the sorcerer list, the cleric list, and from the lists for the Air, Good, and Law domains. The cleric spells and domain spells are considered arcane spells for a couatl, meaning that the creature does not need a divine focus to cast them.

Typical Spells Known (6/7/7/7/4; save DC 13 + spell level)

0-cure minor wounds, daze, disrupt undead, light, obscuring mist, ray of frost, read magic, resistance; 1st-endure elements, mage armor, protection from chaos, true strike, wind wall; 2nd-cure moderate wounds, eagle's splendor, scorching ray, silence; 3rd-gaseous form, magic circle against evil, summon monster III; 4th- charm monster, freedom of movement.

Change Shape (Su)

A couatl can assume the form of any Small or Medium humanoid.

Ethereal Jaunt (Su)

This ability works like the ethereal jaunt spell (caster level 16th).

Telepathy (Su)

A couatl can communicate telepathically with any creature within 90 feet that has an Intelligence score. The creature can respond to the couatl if it wishes-no common language is needed.

That's a lot of information! There's a good chance that most of it will never be used in a game, even if the creature is used in combat. First, the easy parts of the conversion: there are no BFRPG equivalents of the SRD stats below, so they may be ignored.

Size/Type: Large Outsider (Native)

Initiative: +7

Full Attack: Bite +12 melee (1d3+6 plus poison)

Space/Reach: 10 ft./5 ft.

Abilities: Str 18, Dex 16, Con 14, Int 17, Wis 19, Cha 17

Skills: Concentration +14, Diplomacy +17, Jump +0, Knowledge (any two) +15, Listen +16, Search +15, Sense Motive +16, Spellcraft +15 (+17 scrolls), Spot +16, Survival +4 (+6 following tracks), Tumble +15, Use Magic Device +15 (+17 scrolls)

Feats: Dodge, Empower Spell, Eschew Materials, Hover, Improved Initiative

Challenge Rating: 10

Alignment: Always lawful good

Advancement: 10-13 HD (Large); 14-27 HD (Huge)

Level Adjustment: +7

This leaves the following to be converted:

Armor Class: 21 (-1 size, +3 Dex, +9 natural), touch 12, flat-footed 18

Hit Dice: 9d8+18 (58 hp)

Attack: Bite +12 melee (1d3+6 plus poison)

Base Attack/Grapple: +9/+17

Special Attacks: Constrict 2d8+6, improved grab, poison, psionics, spells

Special Qualities: Darkvision 60 ft., change shape, ethereal jaunt, telepathy 90 ft.

Speed: 20 ft. (4 squares), fly 60 ft. (good)

Organization: Solitary, pair, or flight (3-6)

Treasure: Standard

Saves: Fort +8, Ref +9, Will +10

Environment: Warm forests

Of these stats, AC, Hit Dice, Attack, Base Attack/Grapple, Speed and Environment are the easiest to convert.

AC: AC is usually a 1:1 conversion; in the case of the Couatl this would be 21. (Ignore the 3.5e AC breakdown.) However, because d20 monsters often have very high armor class values, above 25 the ratio should be 1:2, so that 25-26 = 25, 27-28 = 26, 29-30 = 27, etc. Otherwise, 3.5e monsters with very high armor classes become unhittable when converted.

Hit Dice: The monster's Hit Dice in 3.5e can vary. The example creature just happens to use a d8. To convert the Hit Dice, simply drop the d(x) so 9d8+18 will become 9+18. However, note that in BFRPG the "plus" value added to the monster's hit dice does not affect the chance of hitting in combat; it is recommended that large hit die "plus" values be converted to actual hit dice, with one hit die being added for each 4.5 points of bonus removed. This would result in the Couatl having 13 hit dice.

Attack, Damage, and "To Hit" Bonus: The 3.5e attack contains both the attack information as well as the damage caused. Move the attack (e.g., Bite) to the BFRPG monster's attack. Special Attacks are noted as "+ special". The "to hit" bonus is not normally used (as the monster's attack bonus is taken from the table in the BFRPG core rules), but if desired the 3.5e stat may be retained; move the bonus from either the 3.5e attack line or the first bonus from the "Base Attack/Grapple" to the Hit Dice line above inside parenthesis.

Damage: This is easy to convert. Physical damage is moved to the BFRPG Damage stat. Special Damage is noted as well.

Special Attacks and Special Qualities: The number of special attacks in the 3.5e stat block will determine the number of "*" to be added to the Hit Dice number. Both Special Attacks and Special Qualities should be described in the monster description. Feel free to omit some asterisks if the monster has many special abilities but not all are likely to be used in a given combat.

Speed: This stat should be placed in the BFRPG "Movement" field. Maneuverability should be converted from 3.5e to BFRPG as follows:

Perfect = Type A

Good = Type B

Average = Type D

Poor = Type F

Clumsy = Type H

Organization: This will need to be interpreted for the BFRPG "No. Appearing" stat. Use your best judgment to convert from the 3.5e to the BFRPG "Wild/Lair" or refer to an earlier edition Monster Manual stat block.

Treasure: This is the most difficult part of the conversion. If there is a 1e or 2e Monster Manual available, compare the Treasure Type from the monster's stat block in the older work and select a type or types that are similar in BFRPG. If not, make an educated guess as to what that monster would have.

Saving Throws: Monster saving throws are usually rolled on the Fighter Saving Throw table. Discard the 3.5e saving throws and replace them with a Fighter level value, generally equal to the hit dice of the creature (unless another character class is more appropriate).

Morale: Morale checks are rolled on 2d6 in BFRPG. There is no 3.5e equivalent to this statistic. To determine the morale of a creature use the following table:

2	Runs away if it can.
3 – 5	Almost always runs.
6 – 7	Normal, will run if companions run.
8 – 9	Stable, will stay and fight if companions stay and fight.
10 – 11	Loyal, will stay and fight most of the time.
12	Fanatical, these guys are insane!

The Morale stat from a 1E or 2E Monster Manual (if available) may be of assistance in determining this value.

XP Value: The experience point value for the creature is calculated as per the XP Values table in Character Advancement in the BFRPG core rules.

Environment: The environment stat should be included in the monster description below the stat block.

Once all of the stats are moved to their new positions and the description edited, we would have something that looks like this:

Couatl

Armor Class: 21

Hit Dice: 13**** (+10)

No of Attacks: 1 Bite + special

Damage: 1d3 + poison/2d8

Movement: 20' Fly 60'

No. Appearing: 1d6 Wild/Lair 1d2

Save as: F9

Morale: 12

Treasure Type: B, I

XP Value: 1375

A couatl is about 12 feet long, with a wingspan of about 15 feet. It weighs about 1,800 pounds and can be found in warm forests. They can speak the Common tongue, as well as communicate telepathically with any creature within 90 feet that has an Intelligence score. The target creature can respond to the couatl if it wishes—no common language is needed. They have Darkvision to 60 ft.

A couatl uses its ESP ability on any creature that arouses its suspicions. Since it is highly intelligent, a couatl usually casts spells from a distance before closing. If more than one couatl is involved, they discuss their strategy before a battle. A couatl deals 2d8+6 points of constriction damage with a successful hit with its bite attack. The bite injects a deadly poison and the victim must save vs. poison or die.

A couatl has these spell-like abilities and may use them at will: **detect evil**, **ESP**, and **invisibility**. A couatl casts spells as a 9th-level wizard and may choose its spells from the Cleric and Magic-User list. The Cleric spells are considered Magic-User spells for a couatl, meaning that the creature does not need a deity to cast them.

At will, a couatl can polymorph itself into any small or medium humanoid as well as become intangible. When intangible, the couatl is invisible, insubstantial, and capable of moving in any direction, even up or down, albeit at half normal speed. As an intangible creature, it can move through solid objects, including living creatures. It can see and hear on the Material Plane, but everything looks gray and ephemeral. Sight and hearing onto the Material Plane are limited to 60 feet.

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