

BLUEHOLME

JOURNEYMANNE RULES



FANTASY ROLEPLAYING GAME

MICHAEL THOMAS

BLUEHOLME

JOURNEYMANNE RULES

FOR CHARACTER LEVELS 1 TO 20

FANTASY ROLE PLAYING GAME FOR 3 OR MORE PLAYERS
FOR TABLE-TOP PLAY WITH PAPER, PENCILS, AND MINIATURE FIGURINES

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FOREWORD

Way back in the seventies, my dad, John Eric Holmes, told me he thought someone should write a beginners' guide to Dungeons & Dragons. He had no idea how good an idea that was. What was to become the Basic Set sold over a million copies and was the introduction of D&D to a generation of players. Some of the game's success had to do with the lovely picture on the box, and some had to do with the rules being clearly written for the first time. Future versions of the game added a few improvements to the rules, and many complications.

In recent years, many of the players who learned to play in the late 70s to early 80s wanted to play a game like the one they learned originally. These players also wanted to teach their children and their new friends a version that would not be overly complex and easy to get into. Some gamers felt that the Holmes version was the best for them, and wanted to play it even though it was out of print, and like myself their original copy had been destroyed by overuse or given to their nephews. The BLUEHOLME™ Prentice Rules were a great replacement for anyone wanting to play the "Basic" game. Like the Basic Set, the only problem with the Prentice Rules was they restricted the players to 3rd level characters, and they contained fewer spells, monsters, and treasures to suit the beginners' nature of the project.

The game you now hold in your hands will allow you to play with characters up to 20th level; some would say an absurdly high level. The best thing about these rules is that, as the magic spells, monsters and treasures grow in power, they remain easy to understand and to play. Another feature you may enjoy in this version is the opportunity to play characters of unusual races without having to consult numerous tables and requirements. The character classes are kept to the classic four; fighter, magic user, cleric and thief, but, like my father did, you can play a fighter of an insectoid race that some would call a monster. If you are a fan of the pulp fiction that inspired the game you will find some creatures in these pages which sound familiar to you. The author also has some interesting ideas about an elder race that may have built large sections of the Underworld. These cyclopean corridors of peril await you and your players as they did my friends and me in 1976 when first we explored the dungeon of John Eric Holmes.

Chris Holmes, 2017



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PART 1: INTRODUCTION

“... Racing down the corridor with the goblin pack baying at our heels, we turned a corner and slipped through a small door. While Longfinger busied herself trying to lock the door with her picks, I raised my light-enspelled dagger to survey our surroundings. We found ourselves in a tiny room filled with miniature furniture and cobwebs covered in sparkling dust. Slumped in a chair in the far corner was a cadaverous figure, glaring at me with evilly glittering eyes. As I looked closer, he slowly rose from his seat and stretched his robed arm towards me. Suddenly, with a shock, I realised that my light spell was casting its rays through the figure to illuminate the wall behind!”

I scabbled to open the door behind me only to find Longfinger, smirking proudly over her success in disabling the same ...”

No, that was not a passage from a tale by Clark Ashton Smith or Edgar Rice Burroughs, but an excerpt from an adventure played out using the BLUEHOLME™ Journeymanne Rules: a table-top fantasy roleplaying game for two or more adults aged 12 years and up.

In BLUEHOLME™, the players take on the roles of characters and creatures in a fantasy universe brought to life by a referee; where magic really works, where monsters lurk deep in underground lairs, and where adventurers risk life and limb in the quest for power, fame and fortune.

Characters grow in experience, wealth and authority as the game unfolds; by overcoming perils, liberating treasure hoards and making powerful friends (or deadly enemies). Adventures can be as short as an evening's entertainment or they may span campaigns lasting a year or more, as suits the participants.

BLUEHOLME™ does not use a game board or game counters. All that is really needed to play are these rules, some dice, pencils and paper, and (most importantly) imagination.

To lend a pleasing visual dimension to the game and to keep track of battles, miniature figures can be used to represent characters and monsters, coupled with printed cardboard floor plans or even 3-dimensional wargaming terrain props if so desired.

Those of you who are familiar with other roleplaying games will find that BLUEHOLME™ is a very flexible, open-ended system. Descriptive text has been deliberately kept to a minimum to create many opportunities for referees to make the game their own. Is a *magic missile* spell invisible, or a glowing arrow of light? Does it make a noise? You decide!

BLUEHOLME™ JOURNEYMANNE RULES

If the reader has come to this book by way of the BLUEHOLME™ Prentice Rules, a word of explanation may be in order. These Journeymanne Rules are fully compatible with the Prentice Rules, but they further extend utility up to the 20th level for player characters. For the referee this also means substantial extra material in **Part 6: Creatures**, **Part 7: Treasures**, and **Part 8: Campaigns**.

This book contains all of the rules necessary to create and play campaigns for characters from 1st to 20th level. The book is organised into nine distinct parts for ease of reference:

PART 1: INTRODUCTION

Explains the concepts and core rules that make up the BLUEHOLME™ fantasy roleplaying game.

PART 2: CHARACTERS

Illustrates character creation and contains rules for ability scores, character classes, experience levels, alignment, starting wealth, and equipment.

PART 3: SPELLS

Describes the different types of magic as employed by clerics and magic-users, as well as rules for learning, memorising and casting them.

PART 4: ADVENTURES

Deals with time, movement, transportation, lighting, and costs of living in the game world, plus other useful information for adventurers.

PART 5: ENCOUNTERS

Covers combat, damage, healing, and saving throws, as well as less violent interactions with monsters and non-player characters.

PART 6: CREATURES

Contains extensive descriptions of animals, monsters, and intelligent non-human species that make their home in the referee's fantasy world.

PART 7: TREASURES

Detailed rules for designing or randomly generating treasure hoards, and descriptions of monetary booty and magical items to be found by the characters.

PART 8: CAMPAIGNS

Contains guidance for creating maps, locales and adventures in the Underworld, Wilderness, and Realm, as well as other useful tips for the referee.

You will find the above chapters will prove more than enough material to provide your characters with endless fantasy lives in a game without end.

LEVELS, LEVELS, LEVELS, AND LEVELS

The word **level** will crop up many times throughout this book, used in a number of different contexts:

Adventure Level

Adventure levels indicate the degree of peril in relation to character levels; thus, a 3rd level adventure would be suitable for 3rd level characters.

Caster Level

Caster level is equal to the number of levels a character has in a spell-casting class – thus, a 5th level elven magic-user is a 5th level caster. In some cases spells may be more powerful when cast by higher-level spell casters (see **Part 3: Spells**).

Character Level

For players, character level will be of most concern as it measures and determines their characters' power and resilience. Character level is synonymous with class level: a 3rd level thief is a 3rd level character.

Creature Level

Creatures are the same level as their hit dice. A creature with less than 1d8 HD, such as a 1d6 HD goblin, is still considered to be a "<1HD" creature for attack rolls and saving throws (**Part 5: Encounters**).

Spell Level

Spell levels are not to be confused with caster levels. Instead, spell levels indicate the relative power of each spell. Spell casters like clerics and magic-users are able to learn and use higher level, and thus more powerful, spells as they rise in character levels.

Spells are listed by level in **Part 3: Spells**.

ROUNDING AND MULTIPLYING

Normal rounding rules apply, i.e. one-half or larger is rounded up. Certain rolls such as those for determining damage or hit points have a minimum score of 1; this will be noted where relevant.

When two or more multipliers apply to any abstract value, such as a modifier or a die roll, they are combined into a single multiple. However, they are not simply added together; instead, each extra multiple adds 1 less than its value to the first multiple.

EXAMPLE: 3 successive multipliers of x2, x2 and x3 applied to the same number would become x5, because $2 + (2-1) + (3-1) = 2 + 1 + 2 = 5$.

When applying multipliers to real-world values such as weight or distance, use normal rules of mathematics.

EXAMPLE: A creature whose size doubles (thus multiplying its weight by 8) and then is turned to stone (which would multiply its weight by a factor of 3) now weighs $8 \times 3 = 24$ times normal, not $8 + (3-1) = 10$ times normal.

WINNERS AND LOSERS

Perhaps the most important difference between BLUEHOLME™ and more traditional games is that the concepts of 'winning' and 'losing' do not apply! The characters might succeed in their quests, but there is always another adventure awaiting. A given *character* may well die during the course of a campaign, but that is not the end of the game for the *player* of the departed character.

A new character is quickly generated, and at higher levels it may even be possible to bring the character back to life using powerful spells or exotic magic artefacts. In BLUEHOLME™, character death is not the end for the player, merely a new beginning. The campaign only ends when the group decides it is time for pastures new.

The referee and the players are not in competition, even though the player characters are often opposed by the various monsters, non-player characters, and even forces of nature portrayed by the referee. The referee is an impartial arbiter, responsible for fairly administering the rules and presenting the game world to the players, all the while maintaining the excitement of the adventure. His role is crucial, but the referee and the players are partners in fulfilling the whole point of the exercise – to have maximum fun!



THERE ARE NO RULES

Although the word 'rules' is used throughout this book, anything and everything within these pages is merely a set of guidelines. This is not to say they ought to be thrown out without regard to the consequences! The game is designed as a whole, and altering one element is likely to affect others.

However, if the participants agree that something should be modified, and some thought has been given to how the changes will affect the rest of the game, then experimentation is to be encouraged. The point of BLUEHOLME™ is to have fun, which is the only 'rule' that needs to be kept in mind.

CONTACTING DREAMSCAPE DESIGN

If you have any questions, suggestions or requests, please feel free to contact Dreamscape Design at:

<https://dreamscapedesign.net/contact/>

We are always happy to hear from you!

PART 2: CHARACTERS

GENERATING A CHARACTER

To create a character, simply follow the ten steps below. While this is the default method, referees and players are free to agree on alternatives to suit their particular gaming style or campaign world. Some possible optional rules are presented throughout the book, in the form of clearly labelled and boxed text.

1. Prepare a new **character sheet** such as the one included at the back of this book, or write down the names of the six basic abilities (Strength, Intelligence, Wisdom, Constitution, Dexterity, and Charisma) on a blank sheet of paper.
2. Roll 3d6 (3-18) for each basic **ability** in the order written on the character sheet, and pencil in the score next to that ability.
3. Choose a **species** for the character. Your referee may determine which classes are available and may grant certain species abilities, such as halfling saving throw bonuses or dwarven darkvision.
4. Choose a **class** which best suits the character's ability scores, and adjust the prime requisite(s) if desired. Ability bonuses and penalties, if any, can then be recorded on the character sheet.
5. Make a note of any special **traits** possessed by the character due to species or class, such as elven darkvision or thieves' skills. Also determine spells known by spell casters.
6. Roll the appropriate **hit die (HD)** for the character's class and apply the Constitution bonus or penalty, if any. These represent the character's **hit points (HP)**. 1st level characters may get the maximum possible score at the referee's whim.
7. Choose an **alignment** for the character and record it on the character sheet.
8. Roll 3d6 x 10 and record the result on the character sheet. This is the number of **gold pieces (gp)** the character starts out with.
9. Purchase weapons, armour, and any other appropriate **equipment** for the character. Any money not spent at this point is kept by the character as coinage. This money can be in the form of coins other than gold, such as silver, copper, electrum, or platinum pieces.
10. Think of a **name** for the character and add any other personal information desired, such as height, age, hair and eye colour, family background, nationality, religious affiliation, etc.

ABILITY SCORES

Characters are defined by a set of six basic ability scores: Strength, Intelligence, Wisdom, Dexterity, Constitution and Charisma.

Some abilities are **prime requisites** that affect the experience gained by characters of certain classes, while others provide various benefits if they are above average (or penalties if they are below).

1. **Strength** measures physical power and musculature. It is the prime requisite for fighters.
2. **Intelligence** determines how well a character learns and reasons, and how many languages he knows. It is the prime requisite for magic-users, greatly affecting their capacity to learn spells.
3. **Wisdom** describes willpower, common sense, perception, and intuition. It represents being in tune with and aware of one's surroundings. Wisdom is the prime requisite for clerics.
4. **Constitution** represents a character's health and stamina. A Constitution bonus increases hit points at every level.
5. **Dexterity** measures hand-eye coordination, agility, reflexes, and balance. A high Dexterity score is useful for all characters that use missile weapons. It is a prime requisite for thieves.
6. **Charisma** is a character's force of personality; a general persuasiveness, personal magnetism, ability to lead, and physical attractiveness. It has a strong influence on how non-player characters react to the character and determines the ability to hire and inspire followers.



OPTIONS: ABILITY SCORE GENERATION

The referee may allow other methods of rolling abilities that result in above-average characters, such as one or more of the following:

- Re-roll any die rolls of 1
- Roll 2d6+6 in order for each ability
- Roll 3d6+1 for each ability, treating 19 as 18
- Roll 4d6 for each ability and discard the lowest die
- Distribute the scores amongst abilities to taste

RAISING PRIME REQUISITE SCORES

Once the player has decided on a class for the character, the rolled prime requisite scores may be adjusted upwards (but not downwards).

Each point gained must be paid for by lowering one or more other ability scores as shown below. Prime requisite scores cannot be increased above 18 or reduced below 9.

Prime Requisite	Cost to Raise by 1 Point			
Strength	Int – 2	OR	Wis – 3	
Intelligence	Str – 3	OR	Wis – 2	
Wisdom	Str – 3	OR	Int – 2	
Dexterity	Int – 2	AND	Wis – 1	

Combination-classed characters (see below) with more than one prime requisite may raise any or all, but they cannot lower any of them.

PRIME REQUISITE XP MODIFIERS

Every class has a prime requisite that modifies the amount of experience awarded to a character by the referee. For combination classes, all prime requisite scores must be high enough to get an XP bonus. One low score is enough to get the penalty.

Prime Score	3-6	7-8	9-12	13-14	15-18
XP Modifier	–20%	–10%	–	+05%	+10%

INTELLIGENCE MODIFIERS

Characters speak their native language (or languages, if more than one), and the common tongue of the Realm. For every point of Intelligence above 10, a character will know an additional language:

Int Score	11	12	13	14	15	16	17	18
Languages	+1	+2	+3	+4	+5	+6	+7	+8

CONSTITUTION MODIFIERS

Constitution modifiers are applied at every level.

Con Score	3-6	7-14	15-16	17	18
HP Modifier	–1	–	+1	+2	+3

DEXTERITY MODIFIERS

A character's Dexterity score affects his or her accuracy with missile weapons. The modifier is applied to the character's attack roll.

Dex Score	3-8	9-12	13-18
To Hit Modifier	–1	–	+1

CHARISMA MODIFIERS

A character's Charisma score determines the maximum number of followers he or she will be able to inspire and command as a leader.

Cha Score	3-4	5-6	7-9	10-12	13-15	16-17	18
Followers	1	2	3	4	5	6	12

SPECIES

Just about any being detailed in **Part 6: Creatures** is suitable for use as a player character with a little work by the referee, provided it is roughly aligned with the rest of the party in terms of power. For this reason it is usually easiest to stick with human or human-like creatures, of course, such as dwarves, dreenoi, elves, or the like. The referee usually only needs to determine which classes are available to a species.

Additional rules and clarification on using non-human creatures as player characters, such as ability score modifiers, hit dice, etc. is given in **Part 6: Creatures**.



CLASSES

Every player must choose a class. This could be one of the four basic classes – cleric, fighter, magic-user, and thief. It is also possible to create a combination class out of two or more classes. This is covered under **Combination Classes**, below.

It is advisable to choose a class whose prime requisite is one of the character's high ability scores. This is not compulsory – an XP bonus can be an advantage over the course of a campaign, but sometimes a player just wants to play a cleric no matter how low his or her Wisdom score!

PART 2: CHARACTERS

CLERIC

Only those species actively practicing organised religion can produce clerics. Clerics must be lawful or chaotic, good or evil, as suited to their faith. They may wear any type of armour but are only permitted to wield so-called 'blunt' weapons (mace, war hammer, flail, quarterstaff). Drawing of blood is reserved for ritual.

Prime Requisite: Wisdom

Hit Dice: d6

CLERIC PROGRESSION

Level	Hit Dice	XP	Spells by Level						
			1	2	3	4	5	6	7
1	1	1	—	—	—	—	—	—	—
2	2	1,501	1	—	—	—	—	—	—
3	3	3,001	2	—	—	—	—	—	—
4	4	6,001	2	1	—	—	—	—	—
5	5	12,001	2	2	—	—	—	—	—
6	6	25,001	2	2	1	1	—	—	—
7	7	50,001	2	2	2	1	1	—	—
8	8	100,001	2	2	2	2	2	—	—
9	8+1	200,001	3	3	3	2	2	—	—
10	8+2	300,001	3	3	3	3	3	—	—
11	8+3	400,001	4	4	4	3	3	—	—
12	8+4	500,001	4	4	4	4	4	1	—
13	8+5	600,001	5	5	5	4	4	1	—
14	8+6	700,001	5	5	5	5	5	2	—
15	8+7	800,001	6	6	6	5	5	2	—
16	8+8	900,001	6	6	6	6	6	2	—
17	8+9	1,000,001	7	7	7	6	6	3	1
18	8+10	1,100,001	7	7	7	7	7	4	1
19	8+11	1,200,001	8	8	8	7	7	4	2
20	8+12	1,300,001	8	8	8	8	8	5	2

Spell Casting: Clerics select spells to fill their spell slots by studying magic books (see **Part 3: Spells**). Once a memorised spell is cast, it cannot be used again until the cleric returns to these holy (or unholy) magic books. The same spell can be used to fill multiple slots, e.g. a 3rd level cleric could memorise two uses of *remove fear* if so desired. Unlike magic-users, each clerical magic book contains the complete range of standard clerical spells for one spell level for them to choose from.

Holy Water: Holy water is created by casting *Purify Comestibles* and *Bless* upon a glass vial (10gp) of ordinary spring water.

Potions of Healing: Clerics can prepare various potions of healing (*cure light wounds*, *cure serious wounds*, *cure critical wounds*, *neutralise poison*, *remove disease*), if they are able to casts those spells. Creating such a potion costs 100gp in materials and takes 1 week of work per spell level.

TURNING AWAY UNDEAD

By resolutely presenting a holy (or unholy) symbol and concentrating, a cleric can cause undead creatures to turn away and flee for 2d6 turns. This ability functions once per round, at a distance of up to 60'.

OPTION: The referee may allow evil clerics to control rather than destroy undead.

On the table below, find the cleric's level and cross-reference this against the HD of the undead: if the player rolls the given number or higher on 2d6, the turning attempt succeeds and 2d6 undead are routed.

CLERICS VS. UNDEAD

Lvl/HD	1	2	3	4	5	6	7-9	10+
1	7	9	11	—	—	—	—	—
2	5	7	9	11	—	—	—	—
3	3	5	7	9	11	—	—	—
4	T	3	5	7	9	11	—	—
5	T	T	3	5	7	9	11	—
6	D	T	T	3	5	7	9	11
7	D	D	T	T	3	5	7	9
8	D	D	D	T	T	3	5	7
9	D	D	D	D	T	T	3	5
10	D	D	D	D	D	T	T	3
11	D	D	D	D	D	D	T	T
12	D	D	D	D	D	D	D	T
13+	D	D	D	D	D	D	D	D

'—' means these undead cannot be turned.

'T' means 2d6 undead are turned automatically.

'D' indicates that 2d6 undead are destroyed.

EXAMPLE: Sareesa Strangelove, a 4th level cleric, attempts to turn a group of 3 zombies (2HD each) and a wraith (4HD). Her player rolls 6 on 2d6, more than the 3 needed to turn zombies but less than the 7 needed for the wraith.

Rolling 2d6, she manages to turn up to 5 undead. This is more than enough for the 3 zombies.

*The referee rolls 9 on 2d6, so the zombies flee at top speed for 9 turns. Because combat was not joined, those are full 10-minute turns (**Part 5: Encounters**).*

STRONGHOLD

Clerics who build a church or fortress may do so at half the normal cost due to divine favour and the support of a loyal flock (see **Part 4: Adventures**). In addition to attracting worshippers and pilgrims, clerics will gain a loyal following of templars who serve at no cost:

Number	Type	Equipment
3d6 x 10	Heavy Foot	Mail, Halberd
1d6 x 10	Heavy Archers	Mail, Heavy Crossbow
1d6 x 10	Heavy Horse	Mail, Shield, Lance, Sword

FIGHTER

Fighters may use any type of weapon or armour, whether mundane or magical. Although they have no special skills or magical powers, they have more hit points than any other class and their fighting prowess is far beyond that of their companions from the other professions. They also have fewer limitations.

Prime Requisite: Strength

Hit Dice: d8

FIGHTER PROGRESSION

Level	Hit Dice	XP	Damage
1	1	1	–
2	2	2,001	–
3	3	4,001	–
4	4	8,001	+1
5	5	16,001	+1
6	6	32,001	+2
7	7	64,001	+2
8	8	120,001	+3
9	9	240,001	+3
10	10	360,001	+4
11	10+2	480,001	+4
12	10+4	600,001	+5
13	10+6	720,001	+5
14	10+8	840,001	+6
15	10+10	920,001	+6
16	10+12	1,000,001	+7
17	10+14	1,080,001	+7
18	10+16	1,160,001	+8
19	10+18	1,240,001	+8
20	10+20	1,320,001	+9

Damage Bonus: As fighters rise in level, their ability to deal telling blows improves.

STRONGHOLD

Fighters can build castles to defend their holdings on lands granted by their ruler, or cleared from the Wilderness by themselves. They may tax the people who settle on their lands, usually at an equivalent of 10gp per person per year. Most of this will, of course, be in kind and not in coin. If the land is granted by a higher authority such as a king or the church, they will have to pass on some of this income to their patron.

Normally they must hire their own staff and soldiery, but their patron will supply additional troops based on the fighter's Charisma (see **Charisma Modifiers**, above):

Number	Type	Equipment
1d4 x #	Heavy Foot	Mail, Shield, Sword
2d4 x #	Light Foot	Leather, Halberd
2d4 x #	Archers	Leather, Light Crossbow
1d4 x #	Light Horse	Leather, Shield, Lance

MAGIC-USER

Many species count magic-users amongst their number: characters who learn to understand and manipulate arcane energies. Magic-users cannot cast spells while wearing armour, nor while in physical contact with iron. The only mundane weapons they know how to use are daggers and staves.

Prime Requisite: Intelligence

Hit Dice: d4

MAGIC-USER PROGRESSION

Level	Hit Dice	XP	Spells by Level								
			1	2	3	4	5	6	7	8	9
1	1	1	1	–	–	–	–	–	–	–	–
2	2	2,501	2	–	–	–	–	–	–	–	–
3	3	5,001	2	1	–	–	–	–	–	–	–
4	4	10,001	4	2	–	–	–	–	–	–	–
5	5	20,001	4	2	1	–	–	–	–	–	–
6	6	35,001	4	2	2	–	–	–	–	–	–
7	7	50,001	4	3	2	1	–	–	–	–	–
8	8	75,001	4	3	3	2	–	–	–	–	–
9	9	100,001	4	3	3	2	1	–	–	–	–
10	10	200,001	4	4	3	3	2	–	–	–	–
11	11	300,001	4	4	4	3	3	–	–	–	–
12	11+1	400,001	4	4	4	4	4	1	–	–	–
13	11+2	500,001	5	5	5	4	4	2	–	–	–
14	11+3	600,001	5	5	5	4	4	2	1	–	–
15	11+4	700,001	5	5	5	4	4	3	1	–	–
16	11+5	800,001	5	5	5	5	5	5	2	1	–
17	11+6	900,001	6	6	6	5	5	5	2	2	–
18	11+7	1,000,001	6	6	6	6	6	6	2	2	1
19	11+8	1,100,001	7	7	7	6	6	6	3	2	2
20	11+9	1,200,001	7	7	7	7	7	7	3	3	2



Spell Casting: Magic-users depend on knowledge of complex rituals which are recorded in gigantic and weighty tomes or transcribed onto more portable scrolls. These coded texts require a *read magic* spell for any but their author to decipher.

Magic users must study and memorise the exact spells recorded in the weighty volumes of their magic books in order to use them. After casting a spell, the knowledge fades and it cannot be used again until the magic-user returns to his or her magic books for renewed study. It is possible to memorise more than one use of the same spell, provided the caster has enough spell slots.

PART 2: CHARACTERS

LEARNING SPELLS

Whenever a spell caster gains access to a new level of spells, he or she must begin to inscribe a new Magic Book. It is by no means certain that every spell from the standard list in **Part 3: Spells** can be learned. Intelligence determines which spells of that level a caster successfully commits to paper.

How these spells are acquired is up to the referee. Perhaps they are formally passed down by masters or guilds, perhaps they are studied in libraries of magical lore. Whatever fits the game world will do. However, the procedure in each case is the same, as follows:

The player begins by rolling on the table below, once for every spell of the newly available spell level, in any desired order. If the minimum number are not learned on the first attempt, the player can start again, continuing to roll once for each still available spell until the minimum is reached and then stopping.

Any standard spell of a given level can only be learned at this point. Thereafter, if the character still has the intellectual capacity, additional spells can only be acquired by personally creating new and unique ones (see below).

Spell Learning Table

Intelligence Score	Chance to Learn	Minimum per Level	Maximum per Level
3-4	20%	2	3
5-7	30%	2	4
8-9	40%	3	5
10-12	50%	4	6
13-14	65%	5	8
15-16	75%	6	10
17	85%	7	All
18	95%	8	All

Chance to Learn determines the likelihood that a caster is able to understand any one particular spell the first time access to a new level of spells is gained. The player should roll a d% once for each spell of that level (in any order desired); if the roll is equal to or less than the chance listed, the character has learned that particular spell.

Minimum per Level denotes the least number of spells of that level any caster will know. If the first attempt fails to reach or exceed this number, the player can keep trying again; rolling once per remaining spell, in any order. However, after the first run through the spell list, the player must stop rolling when the minimum number is acquired.

Maximum per Level is the most spells of the standard type a caster of that Intelligence can ever learn. If this number is reached during the course of rolling for new spells, no further rolls can be made.

EXAMPLE: LEARNING SPELLS

Take the 1st level magic-user Cedric Catweazle. He is a clever fellow, with an Intelligence of 15. That means he can learn anything between six and ten 1st level spells, with a 75% chance of grasping any one spell and inscribing it into his 1st level magic book. Catweazle's player gets out his trusty d% and starts rolling for the spells he wants most.

By the time he has worked his way through the 20 standard spells, he is still two short of his Intelligence limit of a maximum of ten 1st level spells. However, this means that – time and money permitting – Catweazle can try to develop two unique 1st level spells of his very own.

CREATING NEW SPELLS

All spell casters can develop entirely new spells. The referee and the player should agree on the nature of the spell and its appropriate level. The process takes one week and costs 2,000gp per spell level. There is a 20% of success, otherwise the time and money are wasted. The maximum number of spells per level from the Spell Learning Table still applies, thus a magic-user can only create spells up to that limit.

MAGIC SCROLLS

Magic books are far too large and cumbersome to be carried on adventures. However, all magic-users are able to transcribe the essentials of a spell onto a magic scroll. Scrolls are simple sheets of vellum or the like, rolled up for convenience.

For each spell level, creating a magic scroll takes 1 week of work and costs 100gp in materials. In other words, a 3rd level spell takes 3 weeks and costs 300gp to transcribe onto a magic scroll.

Magic scrolls must be read aloud to cast the spell, erasing the enchanted words from its surface in the process. Anyone other than the creator must use a *read magic* spell or the Read Scroll thieves' skill to read it.

OPTION: TRAVELLING SPELL RENEWAL

The referee may allow a magic-user to refresh his or her memory away from home by studying scrolls. Using scrolls in such a fashion does not erase them as directly casting spells from them would. Only spells properly memorised from a magic book before the adventure can be refreshed during such an improvised session.

STRONGHOLD

Magic-users often build strongholds as their knowledge, power, and wealth grows. Often these take the form of fortified townhouses, lonely towers in the Wilderness, or grand castles to rival those of Fighters. They may then take on apprentices.

THIEF

Usually of neutral or evil alignment, no sensible party trusts them completely; but when men and magic fail it is often left up to the thief to bring home the plunder. They have a multitude of extraordinary skills to aid them in their pilfering, such as climbing what appear to be sheer surfaces and the ability to disarm all manner of traps, as well as limited use of magic-users' items.

Thieves may only wear leather armour, and cannot carry shields if they hope to use their special skills. They can handle any type of weapon whether it is mundane or magical; nor are they above stabbing an adversary in the back while distracted.

Prime Requisite: Dexterity

Hit Dice: d4

THIEF PROGRESSION

Level	Hit Dice	XP	Backstab
1	1	1	x2
2	2	1,201	x2
3	3	2,401	x2
4	4	4,801	x2
5	5	9,601	x3
6	6	20,001	x3
7	7	40,001	x3
8	8	60,001	x3
9	9	90,001	x4
10	10	125,001	x4
11	10+1	250,001	x4
12	10+2	375,001	x4
13	10+3	500,001	x5
14	10+4	625,001	x5
15	10+5	750,001	x5
16	10+6	875,001	x5
17	10+7	1,000,001	x6
18	10+8	1,125,001	x6
19	10+9	1,250,001	x6
20	10+10	1,375,001	x6



Backstab: Thieves are adept at striking with deadly accuracy from behind, making a melee attack with a +4 bonus to hit. If the attack hits, the weapon damage is multiplied as shown on the table above.

THIEVES' SKILLS

Thieves have a number of unique skills that improve as they gain levels. These are not mundane abilities; thieves' skills go beyond anything normal beings can attempt. To succeed in using them, the number rolled must be less than or equal to the percentage given on the table below. Although some chances may rise above 100%, any roll of 96-00 still fails and no further attempts will work – however, these high skills allow deeds that would defeat lesser thieves.

EXAMPLE: TASK DIFFICULTY

At 10th level Longfinger attempts to make a particularly difficult climb on which the referee has imposed a –25% penalty because of the slippery surface. With her Climb Smooth Surfaces skill of 125%, Longfinger's chance is still 100% even after subtracting the –25% penalty.

Of course, a roll of 96-00 will still result in failure. Her player rolls 53, so Longfinger climbs like a fly.

STRONGHOLD

Thieves may set up strongholds anywhere, though the nature of their work is more suited to secret hideaways in unassuming houses or Underworld mazes than castles in the Wilderness. As masters of thieves' guilds they can harvest a 'tax' from their territory, in the form of protection money or simple theft, to an average of 1gp per person per year.

THIEVES' SKILLS (d% chance)

Thief Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Climb Smooth Surface	80	85	90	95	100	105	110	115	120	125	130	135	140	145	150	155	160	165	170	175
Hear Noise	35	40	45	55	65	75	85	95	100	105	110	115	120	125	130	135	140	145	150	155
Hide in Shadow	10	15	20	25	35	45	50	55	65	75	85	90	95	100	105	110	115	120	125	130
Move Silently	20	25	30	35	45	55	60	65	75	85	95	100	105	110	115	120	125	130	135	140
Open Lock	15	20	25	35	40	45	55	65	75	85	95	100	105	110	115	120	125	130	135	140
Pick Pocket	20	25	30	35	45	55	60	65	75	85	95	100	105	110	115	120	125	130	135	140
Read Language	35	40	45	55	65	75	80	85	90	95	100	105	110	115	120	125	130	135	140	145
Read Scroll	05	10	20	30	40	50	60	70	80	90	95	100	105	110	115	120	125	130	135	140
Remove Trap	10	15	20	30	35	40	50	60	70	80	90	95	100	105	110	115	120	125	130	135
Use Wand	05	10	15	20	25	30	35	40	50	60	70	80	90	100	105	110	115	120	125	130

PART 2: CHARACTERS

COMBINATION CLASSES

With the agreement of the referee it is possible for a character to have more the abilities of than one class, such as a fighting magic-user or a fighting clerical thief.

Alignment: All restrictions apply – thus there can be no (good) clerical thieves or the like.

Armour: The most severe restrictions apply when using class abilities; therefore a fighting magic-user cannot wear armour (at least not while casting spells), nor can a fighting thief Climb Smooth Surfaces in plate armour and shield.

Weapons and Magic Items: The most favourable restrictions apply; for example, a fighting cleric may use any type of weapon, edged or not.

Hit Dice: Roll hit dice for all classes and divide the score by the number of classes, then apply Constitution modifiers.

EXAMPLE: FIGHTING THIEF HIT POINTS

Hubert Hawkwind, a fighting thief, rolls a d8 and a d4 when he gains a new level. His player takes the result ($5 + 2 = 7$) and divides by 2 to get the average (3.5, rounded to 4), before Constitution modifiers (+1 in HP) are applied, and 5 hit points are added to Hubert's hit point total.

Prime Requisites: All prime requisites apply. Thus, a fighting magic-user's prime requisites are both Strength and Intelligence.

Experience Points: Add all the experience point requirements for each class together. A magic-using thief would need $2,501 + 1,201 = 3,702$ XP in order to reach 2nd level.

Attack Rolls and Saving Throws: Combination classes use whichever table is most favourable.

LANGUAGES

The "common tongue" of the Realm is a language spoken by all characters. At the referee's discretion, characters may also speak other "native" languages or dialects. They may also select additional foreign languages as appropriate to the referee's game world.

Some demi-humans and monsters may also speak the language of their homeland as an extra native tongue, but this does not mean that all members of one species speak one language, and there may be local dialects and accents that even make it difficult to communicate across different tribes of the same species.

In addition, the various alignments each have a form of spoken language, used by all beings of that alignment. These are extremely rudimentary, and only allow for exchange of simple ideas or concepts in the nature of professing loyalty, asserting authority, or giving basic commands to followers.



ALIGNMENT

A character's moral and personal attitudes are embodied in his or her alignment. Some magical items and other in-game effects only work for (or against) beings of a particular alignment.

Clerics must be good or evil, never neutral. All alignments are open to fighters and magic-users. Thieves are rarely good. The referee can penalise characters that act out of alignment through loss of XP and, in extreme cases, a forced alignment change.

ALIGNMENT MATRIX

LAWFUL GOOD		LAWFUL EVIL
	NEUTRAL	
CHAOTIC GOOD		CHAOTIC EVIL

Lawful good characters tell the truth, keep their word, help the needy and uphold the law. They may face a moral dilemma when dealing with unjust laws.

Lawful evil characters care about tradition, loyalty, and order but not about freedom, dignity, or life. They have no regard for those they hurt. To them it is the form of the law that matters, not its spirit.

Neutral characters don't feel strongly about good or evil one way or the other, but think firstly of their own benefit in any situation.

Chaotic good characters follow their own moral compass, which may not agree with that of society. They have little use for laws and regulations.

Chaotic evil characters are hot-tempered, vicious, arbitrarily violent, brutal, ruthless, and unpredictable. They are destructive but rarely make long-term plans.

HIT POINTS

At every character level, their players roll the type of hit die stipulated by their class, and add it to their hit point total. After reaching a certain level, most classes gain a fixed number of hit points per level instead of rolling a die. The Constitution modifier applies at every level, but at least 1 hit point is gained at each level even if the modifier is negative.

SPECIES vs. CLASS HIT DICE

Hit dice by class may vary from the standard given under the class descriptions, which assume the character is human. The class HD type for other species should be adjusted up or down according to the table below, based on the typical HD type given for the species in **Part 6: Creatures**:

Creature	Cleric	Fighter	Magic-User	Thief
d4	d4	d4	d4	d4
d6	d4	d6	d4	d4
d8	d6	d8	d4	d4
d10	d8	d10	d4	d6
d12	d10	d12	d6	d8

WEALTH AND COINAGE

Before play begins, each player should roll 3d6 x 10 to determine the number of gold pieces a character has available at the start of the game. These are used to buy equipment from the tables below.

At the referee's discretion, the characters may pool their wealth to buy equipment.

After purchasing equipment, anything left over is kept as actual coinage by the character. Gold pieces are the most common currency, but coins are also made of copper, silver, electrum and platinum. Coin types are usually abbreviated, for example, gp for gold pieces, sp for silver pieces, and so on.

Coins are substantial items – 10 coins of any type are assumed to weigh 1 pound. The relative value of coins is given in the table below:

Coin Value Table

1pp	=	5gp
1gp	=	2ep
1ep	=	5sp
1sp	=	5cp



EQUIPMENT

This term encompasses all manner of non-magical gear that the characters own or carry with them, such as packs, blankets, torches, food and drink, as well as weapons and armour.

Characters may also wish to purchase some form of transportation rather than travel on foot: a horse, a mule, a cart, or even a ship.

The prices given below are typical, and the referee can alter them as he sees fit. For example, a mule might be cheaper in the country than in town, while a village may not even have items which are commonly available in a big city, such as plate armour.

QUALITY AND MATERIAL

The costs given below reflect ordinary items made of common materials. Bronze arms and armour, for example, cost twice as much as their iron equivalents, while decorated or bejewelled items could command any multiple of the normal price.

Extremely well-made items may even confer non-magical bonuses, such as a crossbow that is +1 to hit; the reverse is also true, and certainly more common! Some equipment may be constructed of rare or semi-magical materials. Such masterpieces are rare or even unique, and possibly quite priceless.

COST OF ARMS AND ARMOUR

Item	gp	Item	gp
<i>Light Weapons</i>		<i>Thrown Weapons</i>	
Dagger	3	Javelin	1
Silver Dagger	25		
<i>Normal Weapons</i>		<i>Bows</i>	
Battle Axe	7	Short Bow	25
Hand Axe	3	Horse Bow	30
Mace	5	Long Bow	40
Spear	2	Composite Bow	50
Short Sword	7	Quiver for Arrows	5
Sword	10	Arrows (20)	5
War Hammer	5	Silver Arrow	5
Quarterstaff	2		
<i>Heavy Weapons</i>		<i>Crossbows</i>	
Flail	8	Light Crossbow	15
Great Sword	15	Heavy Crossbow	25
Halberd	7	Case for Quarrels	5
Lance	4	Quarrels (30)	5
Morning Star	6	Silver Quarrel	5
Pike	5		
Pole Arm	7		
<i>Armour</i>		<i>Sling</i>	
Shield	10	Sling	1
Helmet	10	Pouch for Stones	1
Leather Armour	15	Sling Stones (30)	1
Mail Armour	30		
Plate Armour	50		

PART 2: CHARACTERS

COST OF TRANSPORTATION

Item	gp	Item	gp
Mule	20	Cart	100
Draft Horse	30	Wagon	200
Light Horse	40	Boat	100
Medium Warhorse	100	Longship	3,000
Heavy Warhorse	200	Small Merchant	5,000
Saddle	25	Large Merchant	20,000
Pack Saddle	15	Small Galley	10,000
Saddle Bags	10	Large Galley	30,000
Horse Barding	150	Warship	50,000

COST OF ADVENTURING GEAR

Item	gp	Item	gp
Backpack	5	Pole (10')	1
Small Sack	1	Pole (10', collapsible)	10
Large Sack	2	Hammer	2
Wine Skin	1	Iron Spikes (12)	1
Wine (1 quart)	1	Mallet	2
Rations (1 wk., std.)	5	Wooden Stakes (3)	1
Rations (1 wk., iron)	15	Garlic	5
Torches (6)	1	Wolfsbane	10
Lantern	10	Mirror, steel	5
Oil (1 flask)	2	Lock Picks	10
Tinder Box	3	Holy Symbol, wood	2
Rope (50')	1	Holy Symbol, silver	25
Grappling Hook	25	Holy Water (1 vial)	25

DESCRIPTION OF ITEMS

The following brief descriptions are not meant to be authoritative or exhaustive, nor are they intended as historically accurate references.

WEAPONS

Arrow: Arrows are fired from long bows, short bows, composite bows and horse bows. They come in quivers that hold 20 arrows. Arrows with silver heads are useful against some monsters like lycanthropes.

Battle Axe: A normal, thin-bladed axe intended to be wielded in one hand by a man-sized warrior.

Composite Bow: A long-ranged and powerful recurve bow made of laminated wood and animal sinew, vulnerable to water which weakens its glue.

Dagger: A long 1-handed fighting knife, often with a cross- or knuckle guard, intended mainly for stabbing or throwing. Daggers are light weapons.

Flail: A heavy weapon with a weighted, flanged metal head attached by a chain to a long 2-handed haft, delivering crushing blows.

Great Sword: A two-handed sword is a heavy weapon with a long blade and extended grip.

Halberd: A heavy 2-handed weapon combining an axe blade, back spike and spear head on a long haft.

Hand Axe: A normal 1-handed axe equally useful for melee or for throwing.

Heavy Crossbow: A powerful weapon firing heavy quarrels, requiring a small winch to cock.

Horse Bow: A smaller type of composite bow (see above) suitable for use on horseback.

Javelin: A balanced, 1-handed light spear specially designed for throwing.

Lance: A heavy 1-handed spear for use in the mounted cavalry charge.

Light Crossbow: A smaller version of the heavy crossbow, less powerful but faster to cock.

Long Bow: A tall bow cut from a single piece of wood.

Mace: A short metal haft ending in a heavy flanged head, wielded in 1 hand to bruise and crush.

Morning Star: A heavy, spiked metal ball mounted atop a 2-handed wooden haft, often reinforced with iron strips or leather binding.

Pole Arm: A heavy weapon consisting of a long wooden haft fitted with any one of a wide variety of bladed, spiked and hooked heads, often improvised.

Quarrel: Quarrels are fired from light or heavy crossbows. They come in cases that hold 30 each. Quarrels with silver points are useful against certain monsters immune to normal weapons.

Quarterstaff: A heavy wooden staff used in 2 hands, about 6 feet long and often strengthened with iron bands along its length or at its ends.

Sling: An ancient and deceptively simple weapon consisting of a string with a central loop or pouch, used to hurl stones, bullets or other missiles.

Spear: A long wooden shaft fitted with a bladed point and sometimes a butt spike at the opposite end. Spears are versatile weapons which can be used in one or two hands, or thrown.

Short Bow: A small, short-ranged, all-wood bow.

Short Sword: A short, heavy 1-handed blade, two-edged but primarily used in thrusting attacks.

Sword: A knightly weapon for 1 or 2-handed use, in a great variety of shapes: curved, double-edged, quillioned, basket-hilted, and many more.

War Hammer: A normal all-metal 1-handed weapon with a double head ending in a hammer on one side and a pick on the other.

ARMOUR

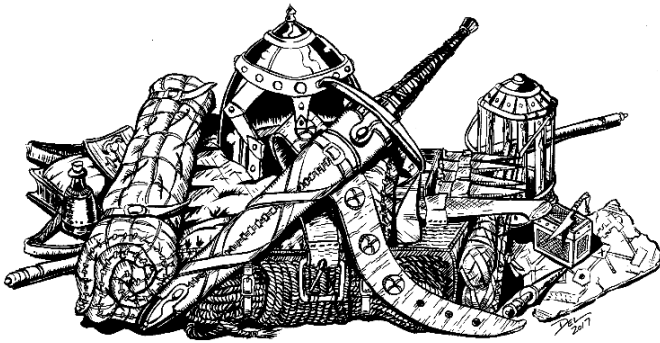
Helmet: Helmets come in all shapes and materials, protecting the character's head. Any class can wear helmets appropriate to their permitted armour. Without a helmet attacks from above are against AC9.

Leather: The most common type of armour is made of tough, cured leather or similar materials like padded, quilted or waxed cloth.

Mail: Mail is flexible but heavy armour made of small, interlinked metal rings backed with padding. It may also include (or even be entirely constructed from) small plates.

Plate: Plate armour is an all-enclosing, jointed suit of metal plates fitted to the wearer. Only clerics and fighters may use this type of harness.

Shield: A shield is strapped to the combatant's off-arm and is used to block incoming attacks, improving his armour class by 1.



GEAR

Backpack: A leather or canvas satchel with straps to allow it to be carried securely on the back while leaving both hands free.

Garlic: Equally useful for repelling vampires and enhancing the adventuring cuisine.

Grappling Hook: A multi-pronged hook for attaching to the end of a rope, used for catching on projections.

Hammer: A small metal-headed tool for driving iron spikes into cracks in rocks or stonework.

Holy Symbol: Wooden or silver varieties are used by clerics when praying for spells or turning undead. Evil clerics use unholy symbols in the same manner.

Holy Water, Vial: Holy water has a number of uses for clerics, such as harming the undead. A vial of it may be thrown like a missile.

Grappling Hook: Fastened to the end of a rope, can be thrown to catch on battlements, projecting beams, or other features, allowing the character to climb up.

Iron Rations: Preserved food like cured meat, dried grains, and nuts set in cakes of fat. Will keep for a long time if kept dry.

Iron Spikes: May be employed to spike doors open or shut, secure ropes to walls or cliffs, to interrogate prisoners, and a myriad of other uses.

Lantern: A metal, oil-burning lamp with shutters that casts light in a 30' radius. A full lantern will burn for 4 hours. A lantern may spill if dropped, or even burst into flames (**Part 5: Encounters**).

Lock Picks: A set of probes, hooks, and skeleton keys used by thieves to open locks. Attempts to open locks without lock picks are at -25%.

Mallet: A wooden mallet is equally handy for hammering tent pegs into the ground or driving a stake through the heart of a vampire.

Oil, Flask: About a pint of oil in a stoppered flask, enough to fuel a lantern for 4 hours. Also useful as a missile or for spreading a pool of slippery or burning oil upon the floor.

Pole, 10': A multi-purpose tool for bridging gaps and detecting traps, awkward to manoeuvre around tight corners in the Underworld.

Pole, 10' Collapsible: Much more convenient than a normal 10' pole, but it takes time to assemble for use or disassemble for transport.

Rope: A 50' hemp rope that can take the weight of 3-4 armoured, loaded characters. Silk or other materials may be used, but will be more costly.

Sack: Made of hemp, canvas, leather, or a similar material, a sack is handy for carrying extra treasure but occupies one of the character's hands.

Standard Rations: Normal food, some dried but mostly fresh. Does not keep, and the last few days' worth of a week's rations will already be stale.

Steel Mirror: Useful for seeing around corners or dealing with a medusa without being petrified. Similar to a cosmetic silver mirror, but larger and rather less reflective – but much cheaper.

Tinder Box: Steel, flint, and tinder for lighting fires, all in a waterproof case.

Torch: A wooden stick with the end covered in rags soaked in pitch or other flammable substance. May be used as a club in a pinch. Lights a 30' radius for 1 hour.

Wine Skin: A waterproof container, usually made of some animal bladder. Can be used to hold water in an emergency if wine is not available.

Wolfsbane: A dried herb which, its name notwithstanding, is repellent not only to werewolves but also all other forms of lycanthrope.

Wooden Stakes: Mainly useful for securing tent lines or destroying vampires.

PART 2: CHARACTERS

TRANSPORTATION

Boat: A small boat that can be sailed or rowed, used on rivers or at sea. Crewed by 8 rowers or 2 sailors, it can carry a cargo of up to 2,000 pounds.

Cart: A 2-wheeled wooden cart for transporting goods with a bench for 3 people and a capacity of 500 pounds per draft horse or ox; 1 or 2 draft animals may be used.

Draft Horse: A large, powerful horse bred for labour. Can be ridden, but only at a walk.

Heavy Warhorse: A large, powerful horse bred for war but not long-distance travel (**Part 6: Creatures**).

Horse Barding: Provides AC5 at some cost in speed.

Large Galley: A coastal vessel built for sailing or rowing within sight of land. Crew of 20 sailors or 100 rowers, and can carry up to 50 marines plus a cargo of 4,000 pounds.

Large Merchant: A sailing ship built for ocean travel, with several masts and decks. Crewed by 20 sailors, and can carry a cargo of 30,000 pounds.

Light Horse: A typical riding horse, trained for speed but not war or Underworld travel.

Longship: An open, ocean-going vessel built for sailing or rowing on rivers or the open sea. The 75-strong crew is trained to row, sail, or fight as needed. Can carry a cargo of 4,000 pounds.

Medium Warhorse: A typical horse, trained equally well for war or travel (**Part 6: Creatures**).

Mule: A beast of burden trained to carry packs of up to 250 pounds, even in the Underworld. Can also pull carts or wagons (2 mules per draft horse or oxen).

Pack Saddle: Must be used to allow pack horses or mules carry their weight allowance (**Part 6: Creatures**).

Saddle: A wood and leather construction to make riding and mounted combat more effective.

Saddlebags: Bags slung on either side behind the saddle, capable of holding up to 30 pounds each side.

Small Galley: A coastal vessel built for sailing or rowing within sight of land. Crew consists of 10 sailors or 50 rowers, and can carry up to 20 marines plus a cargo of up to 2,000 pounds.

Small Merchant: A sailing ship built for ocean travel, with several masts and decks. Crewed by 15 sailors, and can carry a cargo of 10,000 pounds.

Wagon: A 4-wheeled wooden wagon for transporting goods with a bench for 3 people and a capacity of 1,000 pounds per pair of draft horses or oxen; up to 4 pairs of draft animals may be used.

Warship: A large, ocean-going sailing ship built for war, with several masts and decks. Crewed by 15-20 sailors, and can carry 40-60 marines plus a cargo of up to 6,000 pounds.



EXAMPLE: CHARACTER GENERATION

*Our player begins by rolling 3d6 in order for each **ability**, and gets the following results:*

Str 9, Int 9, Wis 10, Con 15, Dex 17, Cha 14

She decides that a human thief is best suited to these scores as well as her personal preference.

*Next, our player notes down all of her character's special **thiefly skills** on her character sheet, as well as **saving throws** and **attack rolls**.*

*For a 1st level thief the player rolls the maximum number of 4 hit points plus 1 point for her Constitution modifier, for a total of 5 **hit points**.*

*Choosing an **alignment** is still an option for a thief, so she writes "Neutral" in the appropriate space on her character sheet. Her character's average Intelligence means that she knows only the common tongue and her alignment **language**.*

*Rolling 3d6, she finds that her character has 140gp to spend on **equipment** and arms herself with leather armour, a helm, a sword, a silver dagger, a sling and a pouch with 30 stones. Next, she chooses equipment including a backpack, lock picks, a small sack, a lantern and a flask of oil, a tinder box, a week's iron rations, a wineskin (full), 50' of rope with a grappling hook, a hammer and 12 iron spikes. This comes to 130gp, leaving her character with 10gp.*

*The player decides to **name** the character Lucretia Longfinger, an apt choice for her profession.*

PART 3: SPELLS

SPELL CASTING

A spell is a one-time magical effect. Spell casters like clerics and magic-users can cast a certain number of pre-prepared spells of various spell levels between adventures, as detailed in **Part 2: Characters**. These are known as **spell slots**.

Spell casting requires concentration; it is not possible while engaged in melee. The caster must be able to speak, and must have at least one hand free.

SAVING THROWS

Unless otherwise noted, all spells allow unwilling targets to save vs. spells (see **Part 5: Encounters** for rules on saving throws). Some spells require different saves as noted in their descriptions, and some do not allow any.

MAGIC BOOKS

Clerics and magic users record their spells in **magic books**: great, massive tomes far too large, fragile, and precious to carry around on adventures. One book can contain all spells of one particular level, and a new volume must be acquired every time spells of a new level first become available to a character.

Clerical magic books are also religious texts. Their study is part of their owner's regular worship, and they are written in ordinary, if ornate, language.

Magic-users study their cryptically encoded grimoires to draw in and store the magical energy needed to release the chosen spell at a later time. To anyone but their owner they are legible only by casting a *read magic* spell for each spell to be deciphered.

SPELL PREPARATION

Both clerics and magic-users must prepare their spells in advance of an adventure, although they do so in different ways. Memorising new spells to fill a caster's spell slots requires a full day spent studying his or her magic books. The same spell may be used to fill more than one slot, so a 3rd level cleric could ready two uses of *remove fear*, for example.

Once all prepared spells have been cast, the spell caster must return to his or her magic books to study and memorise spells anew.

CREATING NEW SPELLS

All spell casters can develop entirely new spells. The referee and the player should agree on the nature of the spell and its appropriate level. The process takes one week and costs 2,000gp per spell level. There is a 20% of success, otherwise the time and money are wasted. The Intelligence limit for magic-users' maximum number of spells per level still applies to new spells.

SPELL DESCRIPTIONS

Despite the differences between the spell-casting classes, when it comes to actual casting the spells are very much alike. Each spell entry below is presented in the following standard format:

Spell Name: The common name of the spell – this can, of course, vary from one place to another.

Range: Spells may be cast from afar, or they may require that the caster touch the target. Even if a spell strikes the intended target, spells usually allow a saving throw vs. spell.

Spell ranges are read in terms of feet when cast indoors or underground, or yards when cast out of doors. This does not alter the area of effect; while the centre of a *silence* spell would be located at a range of up to 180 feet in the Underworld or 180 yards in the Wilderness, it would still cover the same 15' radius area.

Spells with a "caster" range affect the caster. "Touch" spells require the caster to physically lay a hand on the subject, who must be willing, unaware, or helpless; if the target is unwilling, the caster must make an attack roll to succeed in 'hitting' with the spell – but note that this cannot be done if the caster is already in melee, as spell casting is not possible once engaged.

Duration: For spells cast during combat (although not while engaged!), duration is counted in 100-second **combat turns**. Spells cast outside combat are counted in normal 10-minute **turns**, and their duration will not be shortened if combat occurs after they have been cast. See **Part 4: Adventures** for more detail.

The caster can dismiss a spell any time before its duration is up, or it may be dispelled by casting a *dispel magic* spell, as detailed below.

Some spells have a 'permanent' duration. This means the effects are immediate and permanent. They cannot be dispelled, but natural processes may negate them, e.g. purified comestibles can spoil again, and *remove disease* does not confer immunity.

HD Affected: If spells affect a certain number of hit dice of creatures, those with the lowest HD will be affected first unless stated otherwise. Any leftover HD are wasted; a creature cannot be partially affected.

EXAMPLE: *Cedric Catweazle makes use of his wand of sleep to try to ensorcel a band of gnomes making their way home after a successful season in their diamond mine. He rolls 2d8 for a score of 6, and 5 of the 1 HD gnomes fall.*

Unfortunately, the last one is a 2nd level fighter, and Catweazle is in trouble.

PART 3: SPELLS

CLERICAL SPELLS

Clerics gain their spells from a divine source. Clerical magic books contain all standard clerical spells of one level, and they need not be learned individually. Any spell may be selected between adventures to fill the slots available to the character. Clerics can add newly researched spells to their books as they wish.

REVERSED SPELLS

Spells cast by evil clerics may have the opposite effect of the normal version of the spell. Clerics have access to only one type or the other; evil clerics cast only the reversed versions, good clerics cast the normal version. Reversed spells are listed in parenthesis in the lists below:

Book of 1st Level Clerical Spells

1. Cure Light Wounds	(Deal Light Wounds)
2. Detect Evil	(Detect Good)
3. Detect Magic	—
4. Light	(Darkness)
5. Protection from Evil	(Protection from Good)
6. Purify Comestibles	(Contaminate Comestibles)
7. Remove Fear	(Inflict Fear)
8. Resist Cold	—

Book of 2nd Level Clerical Spells

1. Bless	(Bane)
2. Control Animals	—
3. Detect Alignment	(Conceal Alignment)
4. Detect Trap	(Conceal Trap)
5. Hold Person	—
6. Resist Fire	—
7. Silence	(Clamour)
8. Speak with Animals	(Speak with Undead)

Book of 3rd Level Clerical Spells

1. Continual Light	(Continual Darkness)
2. Dispel Magic	—
3. Glyph of Warding	—
4. Invocation	—
5. Locate Object	—
6. Remove Curse	(Inflict Curse)
7. Remove Disease	(Inflict Disease)
8. Speak with Dead	—

Book of 4th Level Clerical Spells

1. Create Water	(Destroy Water)
2. Cure Serious Wounds	(Deal Serious Wounds)
3. Lower Water	(Raise Water)
4. Neutralise Poison	(Inject Poison)
5. Protection from Evil 10'	(Protection from Good 10')
6. Snakes to Sticks	(Sticks to Snakes)
7. Speak with Plants	—
8. Tongues	(Gibberish)

Book of 5th Level Clerical Spells

1. Commune	—
2. Create Food	(Destroy Food)
3. Cure Critical Wounds	(Deal Critical Wounds)
4. Dispel Evil	(Dispel Good)
5. Flame Strike	—
6. Insect Plague	—
7. Quest	—
8. Raise Dead	(Finger of Death)

Book of 6th Level Clerical Spells

1. Animate Objects	(Animate Dead)
2. Blade Barrier	—
3. Elemental Servant	—
4. Heal	(Harm)
5. Lightning Strike	—
6. Path Finder	(Path Hider)
7. Summon Animals	—
8. Word of Recall	—

Book of 7th Level Clerical Spells

1. Control Weather	—
2. Earthquake	—
3. Holy Word	(Unholy Word)
4. Part Water	—
5. Projection	—
6. Restoration	(Energy Drain)
7. Symbol	—
8. Wind Walk	—

1ST LEVEL CLERICAL SPELL DESCRIPTIONS

Contaminate Comestibles

Range: 10

Duration: Permanent

This spell spoils 12 servings of food and water. Magically contaminated food and water can be made edible and potable again through *purify comestibles*, but *dispel magic* has no effect — once contaminated, foodstuffs are perfectly mundane in every way.

Cure Light Wounds

Range: Touch

Duration: Permanent

With a touch of the caster's hand upon a living, wounded creature, 1d6+1 points of damage are healed. The spell has no effect at all on the undead.



Darkness*Range: 120**Duration: Level x 2 turns*

This spell causes an object or point to radiate total darkness out to a 15' radius. Non-magical light cannot illuminate the area, and even creatures with darkvision are unable to see.

The effect is immobile, but the spell can be cast on a movable object.

Darkness cast at an area of magical *light* can dispel the latter, and vice versa.

Deal Light Wounds*Range: Touch**Duration: Permanent*

The touch of the caster upon a living creature causes 1d6+1 points of damage. The victim must be unaware, helpless, surprised, running away, or otherwise unable to engage, as spells cannot be cast in melee combat. It does not affect undead.

Detect Evil*Range: 120**Duration: 6 turns*

The caster can sense the presence of evil objects, as well as evil intentions or thoughts of any creature within range of the spell.

The spell also gives some idea of the degree of evil, and possibly whether the source is lawful or chaotic.

Detect Good*Range: 120**Duration: 6 turns*

The caster can sense the presence of good objects, and intentions or thoughts of any creature in range. The spell also gives some idea of the degree of goodness, and possibly whether it is lawful or chaotic.

Detect Magic*Range: 60**Duration: 2 turns*

The caster can detect magical auras about any creature, object or location within the range limit of the spell.

The spell does not divulge any information about the nature of the magic, such as strength, caster level, spell level, alignment (if any), or whether it is magical, clerical, or something else altogether.

There is no visible effect; only the caster is granted the knowledge uncovered by the spell.

Inflict Fear*Range: Touch**Duration: 6 turns*

This spell causes the affected creature to panic and flee from the caster for the duration. Victims have a 50% chance of dropping hand-held items.

It cannot be cast while the caster is engaged in melee combat. *Remove fear* counters and dispels *inflict fear*.

Light*Range: 120**Duration: Level x 2 turns*

This spell causes an object to glow like a torch, shedding bright light in a 15' radius from any point in range. It is not equivalent to daylight. The *light* spell must be centred on a fixed point in space, but it can be cast on an object which can then be carried about, hidden under a cover, and so forth.

Light cast at an area of magical *darkness* can dispel the latter, and vice versa, but a *light* taken into *darkness* will not illuminate it.

Protection from Evil*Range: Caster**Duration: 6 turns*

This spell protects the caster against attacks from creatures summoned by evil-aligned casters, as well as anyone of evil alignment.

The ward moves with the caster and provides a +1 bonus to saving throws and AC against such attacks.

Protection from Good*Range: Caster**Duration: 6 turns*

This spell grants the caster a +1 bonus to saving throws and AC against attacks from creatures summoned by good-aligned casters, as well as anyone of good alignment.

The effect moves with the caster.

Purify Comestibles*Range: 10**Duration: Permanent*

This spell makes 12 servings of spoiled, poisoned, or otherwise contaminated food and water suitable for eating and drinking.

The effect is permanent, thus *dispel magic* will not cause purified victuals to spoil again. However, foodstuffs purified with this spell are perfectly normal in every way, and they will spoil again if left too long, and may be poisoned again.

Remove Fear*Range: Touch**Duration: 6 turns*

The caster instils courage in the subject, providing a saving throw bonus equal to the caster's level against any fear effect or spell for the duration. If the subject is already under the influence of a fear effect, he can make another saving throw at the same bonus.

Resist Cold*Range: 30**Duration: 6 turns*

This spell grants one creature limited protection from cold. The subject gains a +2 bonus to any saving throws against cold attacks and is able to shrug off ordinary – that is, non-magical – cold even down to freezing temperatures.

PART 3: SPELLS

2ND LEVEL CLERICAL SPELL DESCRIPTIONS

Bane

Range: 60

Duration: 6 turns

Bane fills the caster's enemies with fear and doubt. Each affected creature takes a -1 penalty on attack rolls and damage. *Bane* counters *bless*.

Bless

Range: 60

Duration: 6 turns

Bless fills the caster's allies with courage. Each ally gains a +1 bonus on attack rolls and causes +1 damage with a successful melee or missile strike.

Bless counters *bane*, and vice versa.

Clamour

Range: 180

Duration: 12 turns

For the duration, anything or anyone making the slightest movement in a 15' radius around the target point will make a loud racket for all to hear.

A wandering monster check should be made every round that anyone remains in the area of effect.

Silence and *clamour* dispel one another.

Conceal Alignment

Range: 10

Duration: 2 turns

This spell prevents detection of the target's alignment by any means, such as a *detect alignment* spell. It does not mimic another alignment but merely leaves the inquisitor unsure of the alignment of the subject.

Conceal Trap

Range: 30

Duration: 2 turns

This spell hides one magical or mechanical trap, or the intent to trap, within range, concealing it from mundane searchers except thieves with over 100% in the *Remove Traps* skill. The chance for a thief detecting a trap concealed with this spell is *Remove Traps* at a penalty of -100%.

Conceal trap counters *detect trap*, and vice versa.

Control Animals

Range: 60

Duration: Level x 1 turns

This spell affects 1HD of animals per caster level and places them entirely under the control of the caster.

Detect Alignment

Range: 10

Duration: 2 turns

This spell provides the caster with exact knowledge of the alignment of any creatures within its range, it also ascertains the target's particular leanings; e.g. whether a character is really, truly neutral or has good or evil tendencies.

Detect Trap

Range: 30

Duration: 2 turns

This spell detects one magical or mechanical trap, or the intent to trap, within range. *Detect trap* counters *conceal trap*, and vice versa.

Hold Person

Range: 120

Duration: Level x 2 turns

Up to 4 humanoid beings are paralysed and freeze in place. They remain aware and breathe normally but cannot take any actions. A swimmer may drown, a climber may fall.

Hold person does not affect non-humanoid creatures or humanoids much larger than human size, nor the undead. There is a -1 penalty on the saving throw for every creature less than 4.

Resist Fire

Range: 30

Duration: 6 turns

This spell grants one creature limited protection from fire. The subject is able to ignore normal fire for up to 2 rounds at a time, and also gains a +2 bonus to saving throws against any fire attacks.

Silence

Range: 180

Duration: 12 turns

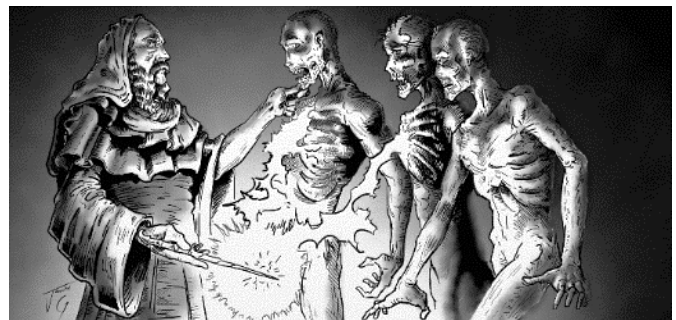
Upon casting, complete silence prevails in a 15' radius around the target point. Conversation is impossible, and no noise can be made in or heard in the area. *Clamour* can cancel a *silence* spell, and vice versa.

Speak with Animals

Range: Caster

Duration: 6 turns

The caster is able to comprehend and speak with animals, and can ask questions as well as understand answers. The animals will not attack the caster's party, and they may be willing to perform some service.



Speak with Undead

Range: Caster

Duration: 6 turns

The caster is able to comprehend and speak with unintelligent undead like skeletons and zombies, and can ask questions as well as understand answers.

The undead will not attack the caster's party, and they may be willing to perform some favour or other service for the caster.

3RD LEVEL CLERICAL SPELL DESCRIPTIONS

Continual Darkness

Range: 120 Duration: Permanent

A 30' radius sphere of magical dark springs forth from an object within range. Normal lights are incapable of brightening the area, and darkvision is useless.

The effect is immobile, but it can be cast on a movable object; the *continual darkness* can be temporarily countered by covering the object. It lasts until dismissed by the caster or dispelled.

Continual darkness dispels *light*, but is not likewise affected. *Continual light* and *continual darkness* cancel while they overlap.

Continual Light

Range: 120 Duration: Permanent

A light, equivalent to daylight, springs forth from an object within range, illuminating a 30' radius. It can be covered, but is unaffected by *darkness*.

Continual light and *continual darkness* temporarily cancel one another where they overlap, but they cannot be used to dispel one another.

Dispel Magic

Range: 120 Duration: 2 turns

Dispel magic will end on-going spells that have been cast on a creature, or object; temporarily suppress the magical abilities of a magic item; end on-going spells within an area (or at least their effects); or counter another caster's spell.

An affected spell ends as if its duration had expired. Some spells, as detailed in their descriptions, are not affected by *dispel magic*.

The chance of success against higher-level casters is reduced by 10% per level, e.g. a 9th level caster has a 70% chance of dispelling a 12th level caster's spell.

Glyph of Warding

Range: Touch Duration: Permanent

The caster weaves a try of faintly glowing lines around a warding sigil. When the spell is completed, the glyph and tracery become nearly invisible.

Glyphs react to anyone entering the area of effect without speaking the name of the particular *glyph* employed, causing 2 points of damage per caster level. The caster chooses the type of damage by inscribing the appropriate *glyph* (fire, lightning, cold, acid, and so forth).

A *glyph of warding* can guard a bridge or passage, ward a portal, trap a chest or box, and so on. A maximum area of 25 square feet per caster level can be thus warded forever unless dispelled.

Inflict Curse

Range: 10 Duration: Permanent

The caster places a curse on the subject, such as – 6 to an ability score (cannot be reduced to less than 1); – 4 penalty on attack rolls, saves, ability checks, and skill checks; or limiting the target to a 50% chance of acting normally, otherwise taking no action.

The caster may also invent other curses no more powerful than those described above, and subject to the approval of the referee.

The curse bestowed by this spell is not subject to *dispel magic*, but it can be removed with a *limited wish*, *remove curse*, or *wish* spell.

Inflict Disease

Range: 10 Duration: Permanent

This spell infects the victim with a magical disease. The exact effects must be determined by the referee and player in concert.

The disease cannot be cured by normal means, but must be dispelled by *remove disease* or *dispel magic*.

Invocation

Range: 30 Duration: Level x 1 turns

This spell reduces the saving throws and attack rolls of opponents within 20' of the centre of effect. They suffer a penalty of –1 per 5 levels of the spell caster.

Locate Object

Range: Level x 30 Duration: 2 turns

The caster can sense the direction (but not distance) of a well-known or clearly visualised object. The spell can search for typical objects, locating only the nearest if more than one is within range. Attempting to find a specific item requires a detailed and accurate mental image of that item.

Remove Curse

Range: Touch Duration: Permanent

Remove curse immediately removes all curses on an object or a creature. It turns a cursed shield, weapon, or suit of armour into a mundane item.

Remove Disease

Range: Touch Duration: Permanent

This spell cures the recipient of any form of disease, whether mundane or magical.

Speak with Dead

Range: Touch Duration: See below

This spell allows the caster to ask 3 questions of a corpse, and receive an answer to each as interpreted by the referee. Clerics up to 7th level can converse with beings dead for up to 4 days, 8th to 14th up to 4 months dead, 15th to 19th up to 4 years dead. 20th level clerics can speak to dead of any vintage, as long as there are physical remains of some sort.

PART 3: SPELLS

4TH LEVEL CLERICAL SPELL DESCRIPTIONS

Create Water

Range: 10

Duration: Permanent

This spell generates a day's supply of drinkable water for 12 people and their mounts. The quantity doubles for each caster level above 8th.

Cure Serious Wounds

Range: Touch

Duration: Permanent

With a touch of the caster's hand upon a living, wounded creature, 4d6+4 points of damage are healed. The spell has no effect at all on the undead.

Deal Serious Wounds

Range: Touch

Duration: Permanent

The touch of the caster upon a living creature causes 4d6+4 points of damage. The victim must be unaware, helpless, surprised, running away, or otherwise unable to engage, as spells cannot be cast in melee combat. It does not affect undead.

Destroy Water

Range: 10

Duration: Permanent

This spell destroys the equivalent of a day's supply of water for 12 people and their mounts. The quantity doubles for each caster level above 8th.

Gibberish

Range: 10

Duration: 1 turn

This spell prevents the victim from speaking intelligibly or understanding the language of any intelligent creature within a 30' radius. *Gibberish* is countered by *tongues*, and vice versa.

Inject Poison

Range: Touch

Duration: Permanent

When the caster lays a hand upon a living creature the target must save vs. poison or die. The victim must be unaware, helpless, surprised, running away, or otherwise unable to engage in melee (spells cannot be cast while engaged). *Inject Poison* does not affect the undead.

Lower Water

Range: 240

Duration: 10 turns

By means of this spell the caster can lower the level of a water body such as a pond or river by half, e.g. a 10' deep stream becomes 5' deep for the duration.

Neutralise Poison

Range: Touch

Duration: See below

This spell detoxifies any sort of venom in the creature or object touched. A poisoned creature suffers no additional effects from the poison, but the spell does not reverse effects already suffered. The creature is also immune to any poison for the next turn.

Protection from Evil 10' Radius

Range: Caster

Duration: 12 turns

This spell protects the caster and anyone within 10' against attacks from creatures summoned by evil-aligned casters, as well as anyone of evil alignment. The barrier moves with the caster and provides a +1 bonus to saving throws and AC against attacks by the affected creatures.

Protection from Good 10' Radius

Range: Caster

Duration: 12 turns

This spell protects the caster and anyone within 10' against attacks from creatures summoned by good-aligned casters, as well as anyone of good alignment. The barrier moves with the caster and provides a +1 bonus to saving throws and AC.

Raise Water

Range: 240

Duration: 10 turns

By means of this spell the caster can raise the level of a water body such as a pond or river by half again, e.g. a 10' deep stream becomes 15' deep for the duration of the spell, likely flooding the area.

Snakes to Sticks

Range: 120

Duration: 6 turns

The caster can turn 2d8 normal snakes into wooden sticks for the duration of the spell.

Speak with Plants

Range: Caster

Duration: 6 turns

The caster is able to comprehend and speak with plants, and can ask questions as well as understand answers. The plants will not attack the caster's party, they obey commands such as parting to allow passage to the caster, and they may agree to perform a service.



Sticks to Snakes

Range: 120

Duration: 6 turns

The caster can turn 2d8 sticks into normal snakes under his control. The snakes are poisonous on a roll of 1-3 on 1d6, and constrictors on 4-6.

Tongues

Range: Caster

Duration: 1 turn

This spell grants the caster the ability to speak and understand the language of any intelligent creature within a 30' radius. *Tongues* is countered by *gibberish* and vice versa.

5TH LEVEL CLERICAL SPELL DESCRIPTIONS

Commune*Range: Caster**Duration: See below*

Commune allows the caster to contact a higher power and ask 3 questions, increasing to 6 questions once a year during an annual holy period. *Commune* may only be cast once per week at most. The answers given are almost always correct within the limits of the knowledge available to the deity, church, or cult in question.

Create Food*Range: 10**Duration: Permanent*

This spell generates a day's supply of wholesome food for 12 people and their mounts. The quantity doubles for each caster level above 8th.

Cure Critical Wounds*Range: Touch**Duration: Permanent*

With a touch of the caster's hand upon a living, wounded creature, 5d6+5 points of damage are healed. The spell has no effect at all on the undead.

Deal Critical Wounds*Range: Touch**Duration: Permanent*

The touch of the caster upon a living creature causes 5d6+5 points of damage. The victim must be unaware, helpless, surprised, running away, or otherwise unable to engage, as spells cannot be cast in melee combat. It does not affect undead.

Destroy Food*Range: 10**Duration: Permanent*

This spell destroys the equivalent of a day's supply of food for 12 people and their mounts. The quantity doubles for each caster level above 8th.

Dispel Evil*Range: 30**Duration: 2 turns*

Dispel evil ends any on-going evil spells or effects that have been cast on a creature, object or area; temporarily suppresses the magical abilities of an evil magic item; or counters another caster's 'evil' spell. This spell also dispels a summoned evil creature if it fails to save vs. spells. It affects everything within a 30' radius of the caster.

Dispel Good*Range: 30**Duration: 2 turns*

Dispel good ends on-going good spells or effects that have been cast on a creature, object or area; temporarily suppresses the magical abilities of a good magic item; or counters another caster's 'good' spell. This spell also dispels a summoned good creature if it fails to save vs. spells. It affects everything within a 30' radius of the caster.

Finger of Death*Range: 120**Duration: Permanent*

This spell creates a ray which can slay one living creature within range. The target is entitled to a saving throw vs. spells to survive the attack.

Flame Strike*Range: 30**Duration: Level x 1 turns*

A *flame strike* calls a 10' diameter column of fire roaring down from above. The spell deals 6d8 points of fire damage every round within the area of effect. Half damage is taken if a target saves vs. breath.

**Insect Plague***Range: 480**Duration: 1 day*

The caster summons a swarm of insects which fills one contiguous area of 360 square feet.

The swarm moves as directed by the caster within range of the spell, blinding all creatures within and routing those of 2HD or less.

Quest*Range: 60**Duration: See below*

A *quest* places a magical command on a creature to carry out some service or to refrain from some action or course of activity, as desired by the caster. The creature must follow the given instructions until the *quest* is completed, no matter how long it takes.

If the subject is prevented from obeying the *quest* or simply ignores it, a curse (similar to *bestow curse*) predetermined by the caster comes into effect and lasts until the *quest* is resumed or completed.

Raise Dead*Range: Touch**Duration: Permanent*

This spell restores life to a deceased creature. It can raise a creature that has been dead for no longer than 4 days, plus 1 day per caster level beyond 8th. Coming back from the dead is an ordeal and the subject of the spell requires 2 weeks of bed rest to fully regain his or her strength.

PART 3: SPELLS

6TH LEVEL CLERICAL SPELL DESCRIPTIONS

Animate Dead

Range: Touch Duration: Permanent

This spell turns the bones or bodies of dead creatures into animated undead skeletons or zombies under the control of the caster.

A 12th level caster creates 4HD of undead, +1 HD for every level thereafter. A skeleton can be created only from a complete skeleton; a zombie can be created only from an intact corpse. The undead remain active indefinitely if not destroyed.

Animate Objects

Range: 60 Duration: 6 turns

This spell imbues inanimate objects with mobility and a semblance of life. Each such animated object attacks any target the caster designates. An animated object can be of any non-magical form, such as a statue, a piece of furniture, etc. The spell will animate several small objects, 2 human-sized objects, or 1 large object up to twice human size.

Objects will behave differently in combat depending on their form. A humanoid statue would have a move of 30 and attack as an 8HD monster every second round for 2d8 points of damage; a chair might have a move of 120 and attack as a 2HD monster for 1d4 damage; a carpet might attack to bind or smother.

Blade Barrier

Range: 60 Duration: 12 turns

A vertical curtain of whirling blades in a ring of up to 15' in radius springs into existence.

Any creature other than the caster attempting to pass through the *blade barrier* in either direction takes 1d6 points of damage per caster level. The barrier is immobile once cast, even if the caster moves.

Elemental Servant

Range: 30 Duration: Level x 1 days

This spell summons an elemental creature of air, and binds it to find one object or creature and bring the same to the caster. The servant is invisible and always achieves surprise except against creatures which can detect invisible creatures.

It will not attack, but only attempt to carry the target back to the caster. The *elemental servant* is incredibly fast (move 720) and can carry a weight of up to 500 pounds.

The *elemental servant* immediately returns to its home plane at the end of its task; if it is dispelled; if the caster releases it; or when the duration expires. If it is somehow prevented from carrying out its mission it returns to the caster if possible and attacks as a large air elemental (see **Part 6: Creatures** for details).

Harm

Range: 10 Duration: Permanent

Harm infects the target with a disease and causes the loss of all but 1d4 hit points. It has no effect when used on an undead creature.



Heal

Range: 10 Duration: Permanent

Heal wipes away all injury and afflictions, including blindness, disease and *feeblemind*. It neutralises poison if the victim still lives. It also cures all but 1d4 hit points of damage that the target has suffered. It has no effect when used on an undead creature.

Lightning Strike

Range: 60 Duration: Level x 1 turns

A *lightning strike* calls a 30' diameter column of lightning crackling down from above, dealing 6d8 points of lightning damage every round within the area of effect. Damage is halved on a save vs. breath.

Path Finder

Range: See below Duration: See below

This spell can find the shortest, safest way out of danger. Path finder works outdoors, underground, or even inside a *maze* spell. Underground, path finder lasts for 6 turns plus 1 turn per caster level; outdoors it simply lasts for up to 1 day. The spell ends when the destination is reached or the duration expires, whichever comes first. *Path finder* will counter (but not dispel) a *path hider* spell.

Path Hider

Range: 800 Duration: See below

This spell will conceal all ways in range leading to a specific locale. Underground, path hider lasts for 6 turns plus 1 turn per caster level; outdoors it lasts for 1 day. Path finder will dispel a path hider spell, but it will not then show the shortest, safest path to the caster.

Summon Animals

Range: 30 Duration: 10 turns

This spell summons one or more animals of up to 12HD in total, appropriate to the environment, which obey the caster for the duration and then disappear.

Word of Recall

Range: Caster Duration: Permanent

Word of recall instantly teleports the caster back to a place of sanctuary. The sanctuary must be designated beforehand, and cannot be changed thereafter except when exceptional circumstances demand it, e.g. if it is destroyed somehow.

7TH LEVEL CLERICAL SPELL DESCRIPTIONS

Control Weather

Range: See below Duration: See below

This spell can change the weather in the local area.

Control weather can do away with atmospheric phenomena (naturally occurring or otherwise) as well as create them, including rain, cold, heat, clouds and wind. The caster has no control over conditions thus created, which may dissipate or intensify on their own.

Earthquake

Range: Level x 100 Duration: 1 turn

When *earthquake* is cast, an intense but highly localised tremor rends the ground. The specific area of effect of an *earthquake* spell is 60' x 60'.

The earthquake affects all terrain, vegetation, structures, and creatures in the area. The shock collapses structures and opens cracks in the ground, swallowing creatures in the area on a roll of 1 on 1d6.

Energy Drain

Range: Touch Duration: Permanent

Energy drain reduces the target by 1 experience level and adds 1 HD (of the target's type) to the caster's hit points. Any hit points over the caster's maximum disappear after 10 turns.

Holy Word

Range: Caster Duration: See below

Hit Dice Effect		Any creature within 40' of the caster suffers ill effects depending on its HD.
0-5	Killed	
6-8	Stunned for 2d10 turns	
9-12	Deafened for 1d6 turns	
12+	No effect	

Part Water

Range: 240 Duration: See below

This spell creates a dry passage through water up to 10' wide. The size and duration of the gap depend on caster level.

Level	Depth	Duration
17	20'	12 turns
18	30'	18 turns
19	40'	24 turns
20	50'	36 turns

**Projection**

Range: Caster Duration: See below

This spell allows the caster's essence to travel in immaterial form, undetectable to other beings. If the caster's physical body is destroyed, or the maximum distance between body and spirit given below is exceeded the projected form is lost in the astral plane forever. The *projection* is more effective above ground than in the Underworld. Out in the open it lasts for 8 hours and allows the caster's astral form to travel at 100 miles per caster level every hour to a distance of 100 miles per level from its physical body. In the Underworld, the duration is reduced to 12 turns and speed to 120' per turn, and the spirit can travel no more than 120' per level from its physical body.

Restoration

Range: Touch Duration: Permanent

Restoration returns 1 experience level lost by the target. Use of this spell leaves the caster debilitated and unfit to travel for 2d10 days.

Symbol

Range: Touch Duration: See below

This spell allows the caster to scribe a potent rune of power upon a surface. It affects any creature hostile or of a different alignment to the caster.

It is triggered whenever a creature reads, touches, or passes it. A *dispel magic* by a caster at least 1 level higher than the original caster can negate a *symbol*.

Symbol	HD Affected	Effect
Fear	Unlimited	As <i>Fear</i> spell
Pain	Unlimited	-4 to all rolls for 2d4 turns
Sleep	Unlimited	As <i>Sleep</i> spell (no HD limit)
Stunning	150HD	As <i>Power Word Stun</i> spell
Insanity	100HD	Insanity
Death	75HD	Death

Insanity is permanent unless negated with a remove curse. Good-aligned clerics may not employ a symbol of death or insanity.

Unholy Word

Range: Caster Duration: See below

Any creature within 40' of the caster of the <i>unholy word</i> suffers ill effects depending on HD.	Hit Dice Effect	
	0-5	Killed
	6-8	Stunned for 2d10 turns
	9-12	Deafened for 1d6 turns
	13+	No effect

Wind Walk

Range: Caster Duration: 1 day

This spell alters the substance of the caster's body to a cloudlike vapour and allows movement through the air at great speed (move 480). The caster can take one other person along, if they are touching.

PART 3: SPELLS

MAGIC-USER SPELLS

Magic-users are able to commit to memory and cast a certain number of spells per day, depending on their level (see **Part 2: Characters**). They must choose which spells to memorise before an adventure. Once a particular spell is cast, it cannot be used again until the magic-user returns to his or her magic books and re-memorises it. In any event, even if the magic books are to hand, a night's rest is required to clear the mind ready to receive new magic.

Book of 1st Level Magic-User Spells

1. Burning Hands	11. Magic Missile
2. Charm Person	12. Message
3. Dancing Lights	13. Protection from Evil
4. Detect Magic	14. Push
5.Enlarge	15. Read Languages
6. Feather Fall	16. Read Magic
7. Floating Disc	17. Shield
8. Hold Portal	18. Shocking Grasp
9. Jump	19. Sleep
10. Light	20. Ventriloquism

Book of 2nd Level Magic-User Spells

1. Continual Light	11. Locate Object
2. Darkness	12. Magic Lock
3. Detect Evil	13. Magic Mouth
4. Detect Invisible	14. Mirror Image
5. Dexterity	15. Phantasmal Image
6. Forget	16. Phantasmal Sound
7. Inflict Fear	17. Pyrotechnics
8. Invisibility	18. Ray of Clumsiness
9. Knock	19. Read Thoughts
10. Levitate	20. Web

Book of 3rd Level Magic-User Spells

1. Blink	11. Hold Person
2. Clairaudience	12. Invisibility 10'
3. Clairvoyance	13. Lightning Bolt
4. Darkvision	14. Protection from Evil 10'
5. Dispel Magic	15. Protection from Missiles
6. Explosive Runes	16. Rope Trick
7. Fire Arrow	17. Slow
8. Fire Ball	18. Suggestion
9. Fly	19. Summon Creature 1
10. Haste	20. Water Breathing

Book of 4th Level Magic-User Spells

1. Charm Creature	11. Magic Eye
2. Confusion	12. Plant Growth
3. Dimension Door	13. Polymorph Other
4. Enchant Weapon	14. Polymorph Self
5. Extension 1	15. Remove Curse
6. Fire Shield	16. Spell Shield
7. Fire Trap	17. Summon Creature 2
8. Ice Storm	18. Tree Form
9. Inflict Pain	19. Wall of Fire
10. Illusionary Terrain	20. Wall of Ice

Book of 5th Level Magic-User Spells

1. Animal Growth	11. Question
2. Animate Dead	12. Rock to Mud
3. Cloudkill	13. Stone Shape
4. Cone of Cold	14. Summon Creature 3
5. Extension 2	15. Summon Elemental
6. Faithful Hound	16. Telekinesis
7. Feeblemind	17. Teleport
8. Magic Jar	18. Wall of Force
9. Hold Creature	19. Wall of Iron
10. Pass Wall	20. Wall of Stone

Book of 6th Level Magic-User Spells

1. Anti-Magic Shell	11. Lower Water
2. Control Weather	12. Move Earth
3. Death Spell	13. Part Water
4. Disintegrate	14. Projected Image
5. Enchant Item	15. Reincarnation
6. Extension 3	16. Repulsion
7. Flesh to Stone	17. Spell Ward
8. Geas	18. Stone to Flesh
9. Invisible Stalker	19. Summon Creature 4
10. Legend Lore	20. Transformation

Book of 7th Level Magic-User Spells

1. Banishment	11. Power Word Stun
2. Control Plants	12. Prismatic Spray
3. Control Undead	13. Simulacrum
4. Delayed Fire Ball	14. Statue
5. Limited Wish	15. Summon Creature 5
6. Magic Hand	16. Summon Demon
7. Magic Sword	17. Summon Object
8. Mass Hold Person	18. Two-Dimension
9. Mass Invisibility	19. Upfall
10. Phase Door	20. Vanish

Book of 8th Level Magic-User Spells

1. Antipathy	11. Prismatic Wall
2. Clenched Fist	12. Prison
3. Clone	13. Spell Immunity
4. Crystaliron	14. Soul Trap
5. Incendiary Cloud	15. Summon Creature 6
6. Irresistible Dance	16. Symbol
7. Mass Charm	17. Sympathy
8. Mind Blank	18. Travel
9. Polymorph	19. Undeath
10. Power Word Blind	20. Vision

Book of 9th Level Magic-User Spells

1. Crushing Hand	11. Power Word Kill
2. Disintegrate 30'	12. Prismatic Sphere
3. Dispel Enchantment	13. Projection
4. Freedom	14. Refuge
5. Gate	15. Shape Change
6. Immunity	16. Soul Bind
7. Imprisonment	17. Summon Creature 7
8. Maze	18. Temporal Stasis
9. Meteor Swarm	19. Time Stop
10. Permanence	20. Wish

1ST LEVEL MAGIC-USER SPELL DESCRIPTIONS

Burning Hands*Range: Caster**Duration: Permanent*

A sheet of searing flame shoots from the caster's fingertips, 30' long and 15' wide at its end. Any creature in the arc of the flames takes 1 point of fire damage per caster level. Flammable materials burn if the flames touch them. The burning items can be extinguished in one round by dousing, beating, smothering, etc.

Charm Person*Range: 120**Duration: See below*

This spell places a single humanoid being of about human size or smaller entirely under the influence of the caster, subject to normal communication difficulties. It has no effect on the undead.

<i>Intelligence</i>	<i>Saving Throw</i>	
0-6	Every 1 month	The victim is allowed to make repeated saving throws to throw off the charm at regular intervals determined by its Intelligence score.
7-9	Every 3 weeks	
10-11	Every 2 weeks	
12-15	Every 1 week	
16-17	Every 2 days	
18+	Every 1 day	

Dancing Lights*Range: 120**Duration: 2 turns*

The caster creates between 1 and 6 lights that resemble torches or lanterns, casting the same amount of light. The exact number of lights is chosen by the caster.

The dancing lights must stay within maximum spell range of the caster, but otherwise move as directed. Directions must be spoken aloud, but no concentration or direct line of sight is required.

Detect Magic*Range: 60**Duration: 2 turns*

The caster can detect magical auras about any creature, object or location within the range limit.

The spell does not divulge any information about the nature of the magic, such as strength, caster level, spell level, alignment (if any), or whether it is magical, clerical, or something else altogether. There is no visible effect; only the caster is granted the knowledge uncovered by the spell.

**Enlarge***Range: 30**Duration: Level x 1 turns*

The spell affects either a single object or human-sized creature, including anything worn or carried by said creature. The maximum volume of an object to be enlarged is limited to 12 cubic feet per caster level. This spell causes instant growth of an object or creature, doubling its size and multiplying its weight by 4. Enlarged creatures do double damage when they hit a target. Their armour class, hit dice, and hit points remain unaffected.

**Feather Fall***Range: 30**Duration: Level x 1 turns*

Feather fall instantly changes the rate at which the subject falls to a mere 20' per round, and negates damage from falling while the spell is in effect. If the target has not landed when the spell ends, the normal rate of falling resumes. The spell affects one or more creature or objects within a 5' radius, weighing up to 250 pounds per caster level. It will only act on things travelling freely through the air like a falling characters or an arrow; not a sword blow or a battering ram.

Floating Disc*Range: 10**Duration: 6 turns*

This spell creates a slightly concave, circular plane of force that follows the caster about and carries loads for him. The disk can hold up to 5,000 coins, or an equivalent load of up to 500 pounds in weight. The *floating disk* hovers at approximately waist height at all times and remains level. It floats along horizontally, maintaining a constant interval of 6' behind the caster. The disk winks out of existence when the spell duration expires, and whatever it was supporting falls.

Hold Portal*Range: 10**Duration: 2d6 turns*

This spell magically welds shut a door, gate, window, shutter or similar access. Short of physically breaking through, only a *knock* spell or a successful *dispel magic* can negate a hold portal spell. The caster can freely open the affected objects without negating the spell, as can another spell caster at least 3 levels higher.

PART 3: SPELLS

Jump

Range: Touch Duration: 1 turn

The subject gets the ability to jump up to 30' in any direction. One jump may be made per caster level, and all jumps must be completed within the duration.

Light

Range: 120 Duration: Level x 2 turns

This spell causes an object to glow like a torch, shedding bright light in a 15' radius from any point in range. It is not equivalent to daylight.

The *light* spell must be centred on a fixed point in space, but it can be cast on an object which can then be carried about, hidden under a cover, and so forth.

Light can dispel *darkness* and vice versa, but a *light* taken into *darkness* will not illuminate it.

Magic Missile

Range: See below Duration: Permanent

This spell causes a bolt of magical energy to dart forth from the caster's fingertip. A magic-user can fire two *magic missiles* at 3rd-4th level, three at 5th-6th, and one more every two levels thereafter. Multiple missiles may be directed at one or more targets.

Each *magic missile* strikes its target only if the magic-user makes a successful ranged attack roll, dealing 1d6+1 points of damage. The ranges are given below:

Short Range	Medium Range	Long Range
1-70	71-140	141-210

Message

Range: 20 per level Duration: Level x 1 turns

The caster can whisper messages, point a finger at any creature visible within range, transmit the message, and receive whispered replies. The *message* must be able to travel in an uninterrupted straight line between the caster and the target(s). Messages and responses can be sent until the spell ends.

Protection from Evil

Range: Caster Duration: 6 turns

This spell provides the caster with a +1 bonus to saving throws and AC against attacks from creatures summoned by evil-aligned casters, as well as anyone of evil alignment. It moves with the caster.

Push

Range: Level x 5 Duration: Permanent

This spell shoves any one object or creature within range, moving it 1' per caster level directly away from the caster. A target creature must save vs. spells to avoid toppling, or to avoid dropping an object that a *push* is directed against. The spell affects up to 50 pounds per caster level.

Read Languages

Range: Caster Duration: 2 turns

This spell allows the caster to decipher any non-magical writings or inscriptions, such as books, carvings, or maps. Once the caster has read the inscription, he or she is thereafter able to read that particular writing without another casting of *read languages*.

Read Magic

Range: Caster Duration: 2 turns

The caster can decipher magical inscriptions on objects such as books, scrolls, weapons, and the like, which would otherwise be unintelligible. This does not normally invoke the magic contained in the writing (if any), although it may do so in the case of a cursed scroll. Furthermore, once the spell is cast and the magic-user has read the magical inscription, he or she is thereafter able to read that particular text without further recourse to the use of *read magic*.



Shield

Range: Caster Duration: 2 turns

Shield creates an invisible barrier of force that hovers around the caster, providing AC2 vs. missiles and AC4 vs. all other attacks.

Shocking Grasp

Range: Touch Duration: Permanent

The caster's touch deals 1d8 points of electrical damage, plus 1 point per caster level.

Sleep

Range: 240 Duration: 4d4 turns

HD	No. Affected
1	2d8
2	2d6
3	1d6
4	1

A *sleep* spell causes any creatures of up to 4HD (except the undead) in a 10' circle to fall irresistibly into a magical slumber with no saving throw.

Ventriloquism

Range: 60 Duration: 2 turns

The caster can make a voice seem to issue from someplace else, such as an object, a creature, etc.

2ND LEVEL MAGIC-USER SPELL DESCRIPTIONS

Continual Light

Range: 120 Duration: Permanent

A light springs forth from an object within range, illuminating a 30' radius. The light shed by the magic-user spell is not equivalent to daylight. It can be covered, but not smothered or quenched, nor is it affected by a *darkness* spell. It will shed light forever unless dismissed by the caster or dispelled. *Continual light* and *continual darkness* temporarily cancel one another where they overlap.

Darkness

Range: 120 Duration: Level x 2 turns

This spell causes an object or point to radiate total darkness out to a 15' radius. Non-magical light cannot illuminate the area, and even creatures with darkvision are unable to see. The effect is immobile, but the spell can be cast on a movable object. *Darkness* and *light* dispel one another.

Detect Evil

Range: 120 Duration: 6 turns

The caster can sense the presence of evil objects, as well as evil intentions or thoughts of any creature in range. The spell also gives some idea of the degree of evil, and whether the source is lawful or chaotic.

Detect Invisible

Range: Level x 10 Duration: 6 turns

The caster can sense the location of any invisible creatures and objects within range.

Dexterity

Range: Touch Duration: 8 hours

This spell causes the Dexterity score of the subject to increase for the duration of the spell. The new temporary ability score provides all the usual bonuses to missile attack rolls and any Dexterity-based rolls, but it has no effect on a thief's experience bonus.

The character's Dexterity score is raised by an amount determined by class, as shown below:

Class	Dex Increase
Cleric, Magic-User	1d4
Fighter	1d6
Thief	2d4

Forget

Range: 30 Duration: Permanent

This spell erases all memory of recent events of any creature within 10' of the target point. Victims forget everything within 1 minute per caster level before the moment of casting. *Charm* or *suggestion* cast during the forgotten time are not affected, although victims will forget that were cast. Only *heal*, *restoration*, or *wish* can restore the lost memories.

Inflict Fear

Range: Touch Duration: 6 turns

This spell causes the affected creature to panic and flee from the caster for the duration. Victims have a 50% chance of dropping hand-held items. It cannot be cast while the caster is engaged in melee combat. *Remove fear* counters and dispels inflict fear.

Invisibility

Range: 240 Duration: Permanent

The subject and all worn clothing or carried equipment becomes Invisible, vanishing from sight (even from darkvision). Dropping an item makes it appear; picking it up makes it invisible again. The spell is only ended through dispel magic or if the subject attacks another creature, although the subject can also voluntarily drop the *invisibility*.

Knock

Range: 60 Duration: See below

The *knock* spell opens jammed, barred, locked, or secret doors, as well as gates, boxes, and similar objects. It opens trapped or trick-opening chests without danger. It dispels *hold portal* spells, but does not then open the item. It opens magic-locked items, but does not remove the *magic lock*; that spell re-activates once the item is closed again.

Levitate

Range: Level x 20 Duration: Level x 2 turns

Levitate allows the caster to float the subject up and down at a movement rate of 60 each turn. The subject cannot be moved horizontally, but the latter could clamber along the face of a cliff, for example, or push against a ceiling or other objects to move laterally.

Locate Object

Range: Level x 30 Duration: 2 turns

The caster can sense the direction (but not distance) of a well-known or clearly visualised object. The spell can search for typical objects, locating only the nearest if more than one is within range. Attempting to find a specific item requires a detailed and accurate mental image of that item.



PART 3: SPELLS

Magic Lock

Range: 10

Duration: Permanent

A *magic lock* cast upon a door, chest, or portal magically locks it. The caster can freely pass the *magic lock* without affecting it, as can another magic-user at least 3 levels above the caster's level at the time of casting; otherwise, a door or object secured with this spell can be opened only with a dispel magic or knock spell, or by physically breaking in.

Magic Mouth

Range: Touch

Duration: Permanent

This spell imbues the chosen object or creature with an enchanted mouth that suddenly appears and speaks its message whenever a specified event occurs. The mouth of a painting or statue moves and appears to speak. The message must be 25 or fewer words.

The *magic mouth* spell activates when a specific set of circumstances is fulfilled according to the conditions set in the spell. These can be anything: any creature passing within 10', a specific person touching a door handle, the same time every day, and so forth. Triggering the *magic mouth* does not end the spell. The *magic mouth* will speak its message and fall silent until triggered again.



Mirror Image

Range: Caster

Duration: 6 turns

1d4 illusory, identical duplicates of the caster pop into being, making it difficult for enemies to know which target to attack. The *mirror images* mimic the magic-user's actions exactly. They disappear when struck.

Phantasmal Image

Range: 240

Duration: See below

This spell creates the visual illusion of an object, creature, or force, as envisioned and controlled by the caster. The *phantasmal image* does not create sound, smell, texture, or temperature, but victims successfully attacked by it believe they took real damage and may die. The *image* remains as long as the magic-user concentrates, or until it is touched by another creature. An ordinary attack will not dispel it, but the image may be "killed".

Phantasmal Sound

Range: 240

Duration: 2 turns

Phantasmal sound allows the magic-user to create a volume of sound that rises, recedes, approaches, or remains at a fixed place.

The volume depends on the caster's level, producing as much noise as 10 normal humans at 2nd level and an additional volume equivalent to another 10 persons for every caster level thereafter.

The spell produces virtually any type of sound within the volume limit. A horde of giant rats running and squeaking is about the same volume as eight humans running and shouting. A roaring mantichore, on the other hand, is equal to the noise from sixteen humans.

The spell may be cast directly at a creature capable of hearing, creating a blast of sound causing 1d6 damage per 2 caster levels. Sensitive creatures may be further debilitated. If used this way, the spell is permanent and has no further duration after it hits.

Pyrotechnics

Range: 240

Duration: 6 turns

Pyrotechnics turns a normal fire into a burst of colourful fireworks or a cloud of choking smoke.

The size of the fire determines the impressiveness of the *Pyrotechnics*; for example, a torch can produce 20 cubic feet of smoke. The fire is immediately extinguished at the end of the spell.

Ray of Clumsiness

Range: 30

Duration: Level x 1 turns

A coruscating ray of light springs from the caster's hand. The victim loses 4 points of Dexterity.

Read Thoughts

Range: 60

Duration: 12 turns

This spell allows the caster to detect and understand the thoughts of any sapient creature within range, regardless of language. A thin layer of lead or more than 2' of stone blocks the spell completely.

Suggestion

Range: 30

Duration: 1 week

The caster makes a *suggestion*, limited to a sentence or two, to be acted on at any time within the duration. A self-harmful act must sound reasonable to be obeyed.

Web

Range: 10

Duration: 8 hours

Creatures caught within a *web* become entangled among the tacky fibres. Giants can break through in just 2 rounds, but a normal human would take 2d4 turns. The strands of a *web* spell are flammable, but the fire will also harm any trapped creatures. A magic *flaming sword* can slash through a *web* in 1 round.

3RD LEVEL MAGIC-USER SPELL DESCRIPTIONS

Blink

Range: Caster Duration: See below

By means of this spell the caster can *blink* out of existence and re-appear one round later, up to 5' away in any direction.

If the space is occupied by another creature or object, the caster will re-appear closer to his original location. The caster can continue to *blink* for a number of rounds equal to caster level, but need not do so every round.

Clairaudience

Range: 60 Duration: 12 turns

Clairaudience enables the caster to clearly hear sounds at a chosen location.

This spell can be cast through remote viewing, such as a crystal ball, in which case the range is counted from the location of the remote viewpoint. It is blocked by more than 20' of stone or a thin layer of lead.

Clairvoyance

Range: 60 Duration: 12 turns

Clairvoyance enables the caster to see things in a chosen location as if he or she were there.

This spell can be cast through remote viewing, such as a crystal ball, in which case the range is counted from the location of the remote viewpoint. It is blocked by more than 20' of stone or a thin layer of lead.

Darkvision

Range: 40 Duration: 1 day

The subject gains the ability to see 60' even in total darkness. *Darkvision* is black and white only but otherwise as good as normal sight. It does not grant the ability to see in magical darkness or to spot invisible creatures or objects.

Dispel Magic

Range: 120 Duration: 2 turns

Dispel magic will end on-going spells that have been cast on a creature, or object; temporarily suppress the magical abilities of a magic item; end on-going spells within an area (or at least their effects); or counter another caster's spell. An affected spell ends as if its duration had expired. Some spells, as detailed in their descriptions, are not affected by *dispel magic*.

The chance of success against higher-level casters is reduced by 10% per level difference, for example, a 9th level caster has a 70% chance of dispelling a 12th level caster's spell (3 levels higher equals -30%).

Explosive Runes

Range: Touch Duration: See below

These runes are placed upon a book, map, scroll, or similar object bearing written information. The runes detonate when read by anyone except the caster, dealing 4d6 points of damage and destroying the object. The caster can remove the runes, otherwise they will remain until triggered.

Another caster 2 or more levels higher than the original (at the time of casting) has a 50% chance of detecting the *explosive runes*, and a 75% chance of avoiding the same set of runes thereafter.

Fire Arrow

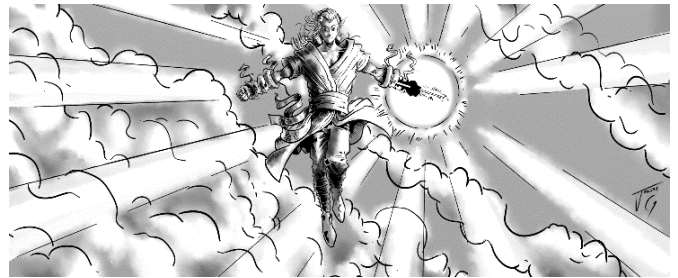
Range: 30 Duration: See below

Fire arrow turns ammunition (such as arrows, quarrels, and sling stones) into fiery projectiles. For 1 round per level the caster can affect any projectile that can be brought within range. The flaming ammunition deals an extra 1 point of fire damage to any target hit. It can easily ignite flammable objects or structures, but it not creatures. The projectiles are consumed in 1 round.

Fire Ball

Range: 240 Duration: Permanent

A *fire ball* detonates with a 20' burst radius and deals 1d6 points of fire damage per caster level to every creature within the area. The caster determines where the *fire ball* detonates, and it explodes at that point unless it impacts upon a solid barrier first. An early impact results in an early detonation.

**Fly**

Range: Touch Duration: 2 turns per level

The subject can fly through the air with perfect manoeuvrability at its normal speed. Using a *fly* spell requires only as much concentration as walking, therefore the subject can carry loads, attack, or cast spells normally.

Haste

Range: 240 Duration: 3 turns

Up to 24 creatures in a 50' radius move and act twice as quickly as normal. *Haste* doubles the target's normal number of attacks and movement rate. *Haste* does not affect magic, so the rate of spell casting or the use of spell-like powers or magic items is not speeded up. It will counter but not dispel a *slow* spell.

PART 3: SPELLS

Hold Person

Range: 120 Duration: 2 turns per level

Up to 4 humanoids are paralysed and freeze in place. They remain aware and breathe normally but cannot take any actions. A winged creature cannot flap its wings and falls if flying when held. A swimmer may drown. *Hold person* does not affect non-humanoid creatures or humanoids much larger than human size, nor the undead. There is a -1 penalty on the saving throw for every creature less than 4.

Invisibility 10' Radius

Range: 240 Duration: Permanent

This spell is exactly like *invisibility*, but it affects everyone within 10' of the subject at the time of casting. Moving out of this sphere makes creatures visible, going back in makes them invisible again.

Lightning Bolt

Range: 240 Duration: Permanent

A *lightning bolt* deals 1d6 points of electricity damage per caster level to each creature within its area of effect. The bolt is 60' long and 5' across, originating at any point within the spell's range. If it strikes a solid surface before reaching its full extension, it bounces back until it reaches 60' in length; possibly striking the caster!

Protection from Evil 10' Radius

Range: Caster Duration: 12 turns

This spell protects the caster and anyone within 10' against attacks from creatures summoned by evil-aligned casters, as well as anyone of evil alignment. The barrier moves with the caster and provides a +1 bonus to saving throws and AC against attacks by the affected creatures.

Protection from Missiles

Range: 30 Duration: 12 turns

The recipient gains immunity to all normal missile attacks including thrown weapons, sling stones, and quarrels, as well as arrows.

Rope Trick

Range: 60 Duration: Level x 2 turns

This spell causes one end of a 6' to 24' long rope to rise into the air until the whole length hangs perpendicular to the ground, affixed at the upper end to an extra-dimensional space.

The space holds as many as 3 creatures in complete safety. If the rope is taken away, anything still in the extra-dimensional space will fall to the ground when they exit the space or the spell ends.



Slow

Range: 240 Duration: 3 turns

Up to 24 creatures in a 50' radius are slowed, attacking half as often and moving at half speed. *Haste* and *slow* counter but do not dispel each other.



Summon Creature 1

Range: 10 Duration: 6 turns

This spell summons a number of creatures from the table below to attack the caster's opponents to the best of their ability. If the caster can communicate with the beings they can be directed not to attack, to attack particular enemies, or to perform other actions.

Summoned creatures are affected by *protection from evil* and *protection from good* spells. They disappear when they are killed or at the end of the duration.

1d10	Number	Creature
1	1d3	Berserkers
2	1d6	Centipedes, Giant
3	1d3	Fighters (2nd level)
4	1d4	Goblins
5	1d6	Kobolds
6	1d3	Orcs
7	1d6	Rats, Giant
8	1d4	Skeletons
9	1d6	Stirges
10	1d3	Thieves (2nd level)

Water Breathing

Range: 30 Duration: 12 turns

This spell targets up to 10 creatures within range. The transmuted creatures can breathe water freely.

4TH LEVEL MAGIC-USER SPELL DESCRIPTIONS

Charm Creature*Range: 120**Duration: See below*

This spell makes a creature of any type regard the caster as its trusted friend and ally. Up to 3d6 creatures of 3HD or less are affected; only 1 creature of 4HD or more can be charmed.

The spell places the charmed creature entirely under the influence of the caster, subject to normal communication difficulties. Simple gestures may work depending on the intellect of the creature. Charmed animals are easy to train, and respond well to signals and commands.

<i>Hit Dice</i>	<i>Saving Throw</i>	
0-1	Every 1 month	The spell has no effect on the undead. The victim is allowed to make repeated saving throws to throw off the charm at intervals determined by hit dice.
2-4	Every 3 weeks	
5-7	Every 2 weeks	
8-10	Every 1 week	
11-14	Every 2 days	
15+	Every 1 day	

Confusion*Range: 120**Duration: 12 turns*

This spell causes the victims to become confused, making them unable to independently determine what they will do. Creatures of up to 3HD are automatically affected; only creatures of 4HD or more get a saving throw. There is a delay of 1d8–4 rounds before the *Confusion* takes hold (a score of zero or less means the victim is affected immediately). At the beginning of every round, each confused creature acts individually according to the following table:

<i>2d6</i>	<i>Action</i>
2-5	Attack caster's party
6-8	Do nothing
9-12	Attack each other or allies

Dimension Door*Range: 10**Duration: Permanent*

The subject is instantly transported from its current location to any other spot in any direction within 360'. It always arrives at exactly the spot desired.

Enchant Weapon*Range: Touch**Duration: Level x 1 turns*

Enchant Weapon makes a normal weapon equivalent to a magical one for purposes of striking creatures unaffected by mundane weapons, but it provides no bonuses to hit or damage. The spell affects 3 small, 2 normal, or 1 large weapon. Missile weapons can be enchanted (slings are considered small for the purposes of the spell, bows and crossbows are normal), but natural attacks are not affected.

Extension 1*Range: Caster**Duration: See below*

Extension 1 adds 50% to the duration of the next spell of 1st, 2nd or 3rd level cast by the caster.

Fire Shield*Range: Caster**Duration: 1 turn*

When casting this spell, the caster appears to burst into wispy blue, green or violet flames, shedding dim light in a 15' radius. Any creature striking the caster in melee deals normal damage, but also takes twice the damage dealt to its own hit points. The type of shield is decided at the time of casting:

Hot shield: The flames are hot to the touch. The caster gains a +2 saving throw bonus against cold-based attacks, taking half damage on failure and no damage on success. However, failed saving throws against fire-based attacks result in double damage.

Cold shield: The flames are cold to the touch. The caster gains a +2 saving throw bonus against fire-based attacks, taking half damage on failure and no damage on success. However, failed saving throws against cold-based attacks result in double damage.

Fire Trap*Range: Touch**Duration: See below*

A *fire trap* can ward any object that can be opened and closed, but the item cannot have another closure or warding spell placed upon it. When someone other than the caster opens the object, a fiery explosion fills the area in a 5' radius around the spell's centre.

The flames deal 1d4 points of fire damage +1 point per caster level, halved if the target makes a successful save. The item protected by the trap is not harmed by this explosion.

A *knock* spell does not bypass a *fire trap*; the explosion occurs when the object is opened. The chance of detecting a *fire trap* is only half that for a normal trap.

Ice Storm*Range: 120**Duration: 1 turn*

Great magical hailstones pound down, dealing 3d10 points of damage to every creature in a 15' radius with no saving throw.

Illusionary Terrain*Range: 240**Duration: See below*

This spell makes natural terrain look, sound, and smell (but not feel) like some other sort of natural terrain.

The effect lasts until an enemy of the caster makes contact with any part of the illusion.

PART 3: SPELLS

Inflict Pain

Range: 10

Duration: 6 turns

This spell causes the affected creature to collapse helplessly in excruciating pain. A successful save still causes the victim to run away at top speed. The spell only affects creatures who can feel pain.

Magic Eye

Range: 240

Duration: 6 turns

This spell creates an invisible visual sensor at any point within range. A *magic eye* travels at a speed of 120 and can move anywhere within 240' of the caster.

Plant Growth

Range: 10

Duration: Permanent

Plant growth causes normal vegetation (grasses, briars, bushes, creepers, thistles, trees, vines, etc.) to become thick and overgrown within a 300 square foot area of any shape desired by the caster.

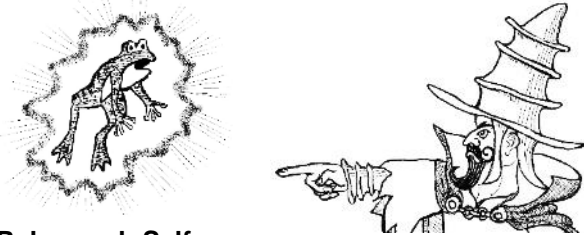
The plants entwine to form a thicket or jungle that creatures must hack or force through.

Polymorph Other

Range: 60

Duration: Permanent

The subject of this spell assumes the form, physical characteristics and all other abilities of any other creature. The memories and intelligence of the original subject remain the same and, if the new form is capable of speech, it can communicate normally. An undead subject assumes the new form but remains undead.



Polymorph Self

Range: Caster

Duration: Level x 2 turns

The caster assumes the form and physical characteristics of any other creature. Extraordinary abilities like dragon breath or a basilisk's deadly gaze are not acquired, but the caster's own mental and physical skills are retained. Undead casters remain undead in their new form.

Remove Curse

Range: Touch

Duration: Permanent

Remove curse immediately removes all curses on an object or a creature. It turns a cursed shield, weapon, or suit of armour into a mundane item.

Spell Shield

Range: Caster

Duration: 1 day

This spell shields the caster from all spells of 1st through 3rd level.



Summon Creature 2

Range: 10

Duration: 6 turns

This spell summons a number of creatures from the table below to attack the caster's opponents to the best of their ability. If the caster can communicate with the beings they can be directed not to attack, to attack particular enemies, or to perform other actions.

Summoned creatures are affected by *protection from evil* and *protection from good* spells. They disappear when they are killed, or at the end of the duration.

1d10	Number	Creature
1	1d3	Ants, Giant
2	1d2	Bugbears
3	1d2	Ghoul
4	1d2	Gnolls
5	1d2	Cave Creepers
6	1d3	Hobgoblins
7	1d2	Magic-Users (3rd level)
8	1d3	Thieves (3rd level)
9	1d2	Toads, Giant
10	1d3	Zombies

Tree Form

Range: 90

Duration: Permanent

This spell transforms up to 10 willing beings per caster level into the likenesses of trees. The beings must stay within a circle of 10' radius per caster level. The illusion is proof against contact, but attacks on the subjects may draw blood and thus reveal the illusion.

Wall of Fire

Range: 60

Duration: See below

Conjures an immobile, blazing curtain of shimmering fire 20' high, 60' long line, or a 20' high, 30' diameter circle. Non fire-using creatures passing through take 1d6 points of damage, or 2d6 if undead or cold-using.

Wall of Ice

Range: 60

Duration: See below

This spell conjures a 6" thick wall of ice 20' high x 60' long, or 20' high x 30' diameter. Non cold-using creatures breaking through take 1d6 damage, fire-using creatures take 2d6.

5TH LEVEL MAGIC-USER SPELL DESCRIPTIONS

Animal Growth

Range: 10

Duration: 12 turns

1d6 normal animals grow to giant size, with a commensurate increase in hit dice and damage. The spell functions on mundane natural creatures including mammals, insects, reptiles, birds, fish, and so forth.

Animate Dead

Range: Touch

Duration: Permanent

Turns dead creatures into undead skeletons or zombies under the control of the caster. It creates 1HD of undead at 9th level, plus an additional HD for every level thereafter. A skeleton can be created only from a complete skeleton; a zombie can be created only from an intact corpse. The undead thus created remain active indefinitely unless destroyed.

Cloudkill

Range: Level x 20

Duration: 6 turns

This spell generates a cloud of poisonous vapours 20' deep and 40' in diameter, automatically killing living creature with 4HD or fewer with no saving throw. The *cloudkill* moves with the wind, if any; otherwise it drifts away from the caster, rolling along the surface of the ground at a movement rate of 60. It is dispersed by thick vegetation or very strong winds.

Cone of Cold

Range: Caster

Duration: Permanent

Cone of cold creates an area of extreme cold, starting at the caster's hand and extending outward in a cone 50' long and 10' across at the end. It drains heat, dealing 1d4+1 points of cold damage per caster level and freezing any liquids in its path. Targets can make a saving throw vs. breath weapons, with a success meaning only half the damage is taken.

Extension 2

Range: Caster

Duration: See below

Extension 2 adds 75% to the duration of the next spell of up to 4th level cast by the caster.

Faithful Hound

Range: 10

Duration: Level x 1 turns

This phantom watchdog is invisible to everyone but the caster. It guards the area where it is conjured and barks loudly if any cat-sized or larger creature approaches. It notices invisible, ethereal, and similarly unseen creatures. If an intruder turns its back to the hound, it delivers a vicious bite, even against creatures normally only vulnerable to magic weapons (as a 10HD monster, for 3d6 damage).

The *faithful hound* cannot be attacked, but it can be dispelled. If the caster moves more than 30' away from the hound, the spell ends.

Feeblemind

Range: 240

Duration: Permanent

If the targeted magic-user fails to save vs. spells (at a –4 penalty), he or she becomes unable to cast spells, understand language, or communicate coherently. The subject remains in this state until a *dispel magic* spell is used to cancel the effect of the *feeblemind*.

Magic Jar

Range: Caster

Duration: Permanent

By casting *magic jar*, the caster's life force is placed in an inanimate object (the magic jar), leaving the body lifeless. The discorporate caster can attempt to take control of any living creature within 120', forcing the latter's spirit into the magic jar if it fails its saving throw. The caster's spirit may move back to the jar at any time, returning the trapped spirit to its body.

The spell ends when the caster returns to his or her own body, leaving the receptacle empty. If the host body is slain, the caster's spirit returns to the *magic jar* if within 120', otherwise the caster dies. If the caster's body is slain, the life force is trapped wherever it is. Destroying the receptacle results in the caster's annihilation.

**Hold Creature**

Range: 120

Duration: 2 turns per level

Up to 4 creatures of any type are paralysed and freeze in place. They remain aware and breathe normally but cannot take any actions. A winged creature cannot flap its wings and falls if flying when held. A swimmer may drown. *Hold creature* does not affect the undead. There is a –1 penalty on the saving throw for every creature less than 4 targeted.

Pass Wall

Range: 30

Duration: 3 turns

Pass wall opens a 10' deep, human-sized tunnel through solid rock or any kind of non-magical wall.

PART 3: SPELLS

Question

Range: Caster Duration: Permanent

The caster sends his or her mind to another plane of existence to receive advice and information. Only questions that may be answered with “yes” or “no” can be asked. The entity contacted may not know the answer; even if it does it may not speak the truth. Furthermore, the caster risks madness through contact with such an alien mind.

The possible consequences and results of the attempt depend on the plane contacted, determined by rolling on the table below:

1d10	Questions	Answer	Truth	Madness
1	3	50%	55%	0%
2	4	55%	60%	10%
3	5	60%	65%	20%
4	6	65%	70%	30%
5	7	70%	75%	40%
6	8	75%	80%	50%
7	9	80%	85%	60%
8	10	85%	90%	70%
9	11	90%	95%	80%
10	12	95%	100%	90%

The chance of going mad is reduced by 5% at 12th level, and a further 5% for every level above that. Insanity incapacitates the caster for a number of weeks equal to the initial 1d10 roll.

Rock to Mud

Range: 120 Duration: Permanent

This spell turns earth, sand and rock into an equal volume of mud up to 300 square feet to a maximum depth of 10'. Any creature unable to fly or otherwise free itself sinks, reducing its speed to 10% of normal.

The mud remains unless dispelled. Evaporation turns the mud to normal dirt over a period of 3d6 days.

Stone Shape

Range: Touch Duration: Permanent

This spell can form an existing piece of stone into any shape that suits the caster's purpose. While it is possible to make crude coffers, doors, and so forth with *stone shape*, fine detail is not likely.



Summon Creature 3

Range: 10 Duration: 6 turns

This spell summons a number of creatures from the table below to attack the caster's opponents to the best of their ability. If the caster can communicate with the beings they can be directed not to attack, to attack particular enemies, or to perform other actions. Summoned creatures are affected by protection from evil and protection from good spells. They disappear when they are killed or at the end of the duration.

1d10	Number	Creature
1	1d2	Fighters (4th level)
2	1d2	Harpies
3	1d2	Magic-Users (4th level)
4	1d2	Ochre Jellies
5	1d2	Snakes, Giant
6	1d2	Spiders, Giant
7	1d2	Weasels, Giant
8	1d2	Thieves (4th level)
9	1d2	Wererats
10	1d2	Wights



Summon Elemental

Range: 10 Duration: 6 turns

This spell summons a large elemental of the chosen type to attack the caster's opponents to the best of its ability. The elemental can also be directed not to attack, to attack particular enemies, or to perform other actions within its capabilities. They are affected by protection from evil and protection from good spells. They disappear when killed or at the end of the duration.

Telekinesis

Range: 120 Duration: 6 turns

Telekinesis allows the caster to move objects or creatures by concentrating on them. The spell moves an object weighing up to 20 pounds per caster level.

Teleport*Range: Caster**Duration: Permanent*

This spell instantly transports the caster to any desired destination. He or she must have some clear idea of the location and layout of the destination. If the caster is unfamiliar of the destination, there is a 75% chance being killed on arrival.

It is also possible that the caster will arrive in the right place, but at a higher or lower elevation than expected. The clearer the mental image, the more likely it is that the *teleport* will work as desired:

	----- 1d100 Roll -----			
Knowledge	High	Normal	Low	Up or Down
Uncertain	01-20	21-80	81-00	+/- 1d8 x 10'
General	01-10	11-90	91-00	+/- 1d4 x 10'
Certain	01-05	06-99	00	+/- 1d2 x 10'

Wall of Force*Range: 30**Duration: Level x 1 turns*

Creates an invisible, immobile 20' diameter sphere extending below ground, centred on the caster impervious to damage of all kinds and unaffected by most spells, including dispel magic. Breath weapons and spells cannot pass through the wall in either direction. Disintegrate immediately destroys it.

Wall of Iron*Range: 60**Duration: 12 turns*

Conjures an immobile 3" thick wall of iron 20' high x 60' long, or 20' high x 30' diameter.

Wall of Stone*Range: 60**Duration: Permanent*

This spell conjures an immobile 2' thick wall of stone 20' high, 60' long line; alternatively it can form a 20' high, 30' diameter circle.

**6TH LEVEL MAGIC-USER SPELL DESCRIPTIONS****Anti-Magic Shell***Range: Caster**Duration: 6 turns*

An invisible barrier surrounds the caster, which prevents any spells from passing into or out of its confines. The caster can lower and raise the *anti-magic shell* while the spell lasts.

Control Weather*Range: See below**Duration: See below*

This spell can change the weather in the local area. *Control weather* can do away with atmospheric phenomena (naturally occurring or otherwise) as well as create them, including fog, rain, cold, heat, clouds, and wind of various strengths.

The caster has no control over conditions thus created, which may dissipate or intensify on their own.

Death Spell*Range: 240**Duration: Permanent*

All creatures under 7HD in a 30' radius of the chosen point drop dead, with no saving throw.

Disintegrate*Range: 60**Duration: Permanent*

This spell disintegrates one approximately human-sized non-magical object or creature. The spell will only affect only part of any very large object or structure targeted.

Enchant Item*Range: Touch**Duration: Permanent*

Enchant item lets the caster create a magic item. Regardless of the type of item, the procedure has certain features in common. The item must be of the finest workmanship and commensurate cost, and may require exotic components, for instance, the hide of a blink dog to fashion a cloak of teleportation.

The time to enchant a magic item typically requires 1d8+2 weeks of uninterrupted work during which no other spells may be cast. Once the item is created, any spells relating to its function must be woven into it, taking an additional day per spell level. Items without limited charges also require that a *permanence* is cast upon them at the end of the ritual.

The caster must make a successful saving throw vs. spells at the completion of the ritual, plus another for each spell cast, in order to successfully enchant the item. The cost, rarity of components, and time required increase in line with the power of the item. Only typical magic items may be thus enchanted, and weapons or armour are limited to a total +3 bonus at most (e.g. a +1 spear, +2 vs. orcs).

PART 3: SPELLS

Extension 3

Range: Caster

Duration: See below

Extension 3 adds 100% to the duration of the next spell of up to 5th level cast by the caster.

Flesh to Stone

Range: 120

Duration: Permanent

The subject, along with all its carried gear, turns into a mindless, inert statue. Only *stone to flesh* can revive creatures affected by this spell.

Geas

Range: 30

Duration: See below

A *geas* places a magical command on a creature to carry out some service or to refrain from some course of action, as desired by the caster.

The creature must follow the given instructions until the *geas* is completed, no matter how long it takes. Delaying or deviating from the *geas* weakens the subject so that all damage from its attacks is halved.

If the subject is prevented from obeying the *geas* or ignores it completely, it will die.

Invisible Stalker

Range: 30

Duration: See below

This spell conjures the eponymous monster to do the caster's bidding (see **Part 6: Monsters** for details of this elemental being).

The spell lasts until the mission is completed, although an *invisible stalker* will pervert instructions for unending or highly complex tasks. *Dispel magic* is ineffective.

Legend Lore

Range: Caster

Duration: Permanent

Legend lore brings to the caster's mind legends about an important person, place, or thing. These may be legends that are still current, legends that have been forgotten, or even information that has never been generally known, often in the form of poems or riddles.

Lower Water

Range: 240

Duration: 10 turns

By means of this spell the caster can lower the level of a water body such as a pond or river by half, e.g. a 10' deep stream becomes 5' deep for the duration. He water is not displaced, it simply disappears for the duration of the spell.

Move Earth

Range: 240

Duration: 6 turns

Move earth shifts embankments, hillocks, dunes, ridges, and so forth at a movement rate of 60.

Part Water

Range: 240

Duration: See below

This spell creates a dry passage through water up to 10' wide. The depth and duration depends on caster level.

Level	Depth	Duration
17	20'	12 turns
18	30'	18 turns
19	40'	24 turns
20	50'	36 turns

Projected Image

Range: 240

Duration: 6 turns

This spell creates an illusory version of the caster anywhere within range. The *projected image* mimics the caster's actions from onlookers' perspectives, spells or missiles will appear to originate from the image.

Reincarnation

Range: Touch

Duration: Permanent

This spell reincarnates a dead creature's spirit in the body of a nearby creature. The subject recalls its former life and form and retains class, level and alignment. Additionally, it gains all abilities associated with its new body. The new form is determined according the following table, based on the former alignment of the reincarnated being:

1d10	LG	LE	N
1	Dragon	Dragon	Ape
2	Dwarf	Gargoyle	Doppelganger
3	Dwarf	Giant	Griffon
4	Giant	Goblin	Hippogriff
5	Half Elf	Half Orc	Human
6	Halfling	Hobgoblin	Lizard Man
7	Halfling	Human	Minotaur
8	Human	Kobold	Nixie
9	Human	Medusa	Ogre
10	Human	Wererat	Weretiger

1d10	CG	CE
1	Centaur	Bugbear
2	Dragon	Dragon
3	Elf	Ghoul
4	Elf	Giant
5	Giant	Gnoll
6	Gnome	Harpy
7	Half Elf	Human
8	Half Orc	Orc
9	Human	Troglodyte
10	Werebear	Werewolf

Repulsion

Range: Caster

Duration: 6 turns

This spell prevents creatures from approaching the caster. Any creature within a range of 120 attempting to move towards the caster is forced back at its intended movement rate, e.g. a person intending to move towards the caster at a rate of 20 would instead move directly away at a rate of 20.

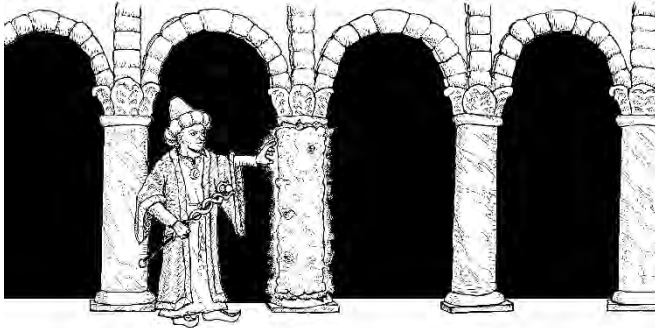
Spell Ward*Range: Caster**Duration: 1 day*

This spell wards the caster and anyone within 10' from all spells of 1st through 4th level.

Stone to Flesh*Range: 120**Duration: Permanent*

This spell restores a petrified creature and its possessions to the same state they were in at the moment of turning to stone.

The spell can also convert a mass of stone into an edible fleshy substance.

**Summon Creature 4***Range: 10**Duration: 6 turns*

This spell summons a number of creatures from the table below to attack the caster's opponents to the best of their ability. If the caster can communicate with the beings they can be directed not to attack, to attack particular enemies, or to perform other actions.

Summoned creatures are affected by *protection from evil* and *protection from good* spells. They disappear when they are killed or at the end of the duration.

1d10	Number	Creature
1	1	Ape, Giant
2	1	Beetle, Giant
3	1	Doppelganger
4	1	Fighter (6th level)
5	1	Gargoyle
6	1	Owl Bear
7	1	Rust Monster
8	1	Scorpion, Giant
9	1	Shadow
10	1	Wraith

Transformation*Range: Caster**Duration: 1 turn*

The caster becomes a berserk fighter – stronger, tougher, faster, and more skilled in combat. Hit points double, and any damage taken is subtracted from the additional magical hit points first before actual hit points are affected. AC improves by 6. Attack rolls are made as a fighter of the same level, with a +2 bonus to melee damage. The caster must continue to attack in melee until the spell ends or all foes are defeated.

7TH LEVEL MAGIC-USER SPELL DESCRIPTIONS**Banishment***Range: 30**Duration: Permanent*

Banishment forces summoned creatures back to where they came from. The caster can improve the chance of success by presenting an object or substance that the target hates, fears, or otherwise opposes.

For each such object or substance, the victim is subject to a –2 to –4 penalty on its saving throw, depending on the strength of its feeling.

Control Plants*Range: 120**Duration: Permanent*

This spell animates and allows some degree of control over one or more plants. Affected plants will obey the caster's mental commands to the best of their capacity.

The caster can use *control plants* to affect a number of plants determined by their size; 1 large plant (e.g. a mature tree), 6 medium plants, 12 small plants, or 24 tiny plants (such as a bunch of snowdrops).

Control Undead*Range: Level x 10**Duration: Level x 1 turns*

Control undead affects 2HD of undead creatures per caster level, all of which must be within 30' of each other at the time of casting. The undead obey the caster's mental commands.

At the end of the spell the subjects revert to their normal behaviour. Intelligent undead creatures remember that they were controlled and may not be happy about it.

Delayed Fire Ball*Range: 240**Duration: Permanent*

A *delayed fire ball* detonates with a 20' burst radius and deals 1d6 points of fire damage per caster level to every creature within the area. The caster determines where within range the fire ball will appear, and detonates it at any time up to 10 rounds after casting.

Limited Wish*Range: See below**Duration: See below*

A *limited wish* can change events in the past, present, or future, such as undoing the harmful effects of many spells or preventing a chance blow that killed a character or ally.

The power of the spell is limited, and the referee must judge the caster's wishes with care. A poorly worded or over-ambitious *limited wish* is likely to have a detrimental effect on the caster.

PART 3: SPELLS

Magic Hand

Range: Level x 5 Duration: 1 turn

This spell creates a giant, invisible hand under the control of the caster. The *magic hand* is AC2 and as many hit points as the caster. It can interpose itself between the caster and an opponent, who will be unable to attack through it and can only push past it if it weighs 2,000 pounds or more. The hand can push creatures or objects weighing 1,000 pounds or less at a rate of 20. It can grasp and hold creatures or objects weighing up to 1,000 pounds.

Magic Sword

Range: 30 Duration: 1 turn

This spell brings into being a shimmering, sword-like plane of force. The caster can direct the sword to strike at any opponent within range of the spell, but is unable to do anything other than move while thus concentrating on remotely wielding the blade.

The sword attacks as a fighter equal to the caster's level. It acts like a physical magic weapon in every way. It has no additional bonus to hit, but it always hits on a natural roll of 19 or 20 no matter the target's AC. The *magic sword* is capable of harming any kind of creature with a successful attack, including the undead, for 4d6 points of damage.

Mass Hold Person

Range: 120 Level x 2 turns

Mass hold person paralyzes all targets within a 15' radius circle, and freezes them in place. They remain aware but cannot take any actions, or even speak. A winged creature cannot flap its wings and falls if flying at the time. A swimmer cannot swim and may drown. The spell has no effect on the undead, nor on non-humanoid creatures, nor on humanoids much larger than human size.

Mass Invisibility

Range: 240 Duration: Permanent

This spell affects 100 to 300 normal beings, or up to 6 huge creatures like dragons. The subjects and all their gear becomes invisible, even to darkvision. Dropping an item makes it appear, picking it up makes it invisible again. The spell is only ended through dispel magic. If one subject voluntarily or otherwise becomes visible, for example by attacking another creature, all other subjects of the spell remain invisible.

Phase Door

Range: 10 Duration: See below

This spell creates a passage through solid stone that is invisible and inaccessible to all creatures except the caster. A *phase door* has an unlimited duration but vanishes after 7 uses. It is subject to *dispel magic* only if the caster of the latter is at least twice the level of the caster of the phase door.

Power Word Stun

Range: 120 Duration: See below

The caster utters a single word of power that instantly stuns one creature of choice (no save). The victim cannot act or think coherently.

The duration of the magical stunning varies depending on the target's current hit point total.	Hit Points	Duration
	1-35	2d6 rounds
	36-70	1d6 rounds
	71+	No effect

Prismatic Spray

Range: See below Duration: Permanent

This spell causes seven multi-coloured beams of light to spray from the caster's hand. The spray covers a fan-shaped area 70' long, 5' wide at the start and 15' wide at its end. Each beam has a different power; roll 1d8 to determine which colour hits the target:

1d8	Colour	Effect
1	Red	10 points damage
2	Orange	20 points damage
3	Yellow	40 points damage
4	Green	Save vs. poison or die
5	Blue	Save vs. gaze or turn to stone
6	Indigo	Save vs. wand or freeze to death
7	Violet	Save vs. spell or go insane
8	Any 2	As per colour above.



Simulacrum

Range: Touch Duration: Permanent

Simulacrum turns a clay model into a duplicate of any creature, and a limited wish gives it a semblance of life. The simulacrum looks identical, but has only 30-60% (1d4+2 x 10) of the original's level, ability scores, skills, and special powers. If the original is dead, the simulacrum will slowly become 90% identical at the rate of 1% per week. However, it has no ability to become more powerful and cannot increase its level or abilities.

At all times, the *simulacrum* remains under its creator's absolute command. Anyone familiar with the original might detect the ruse, and *detect magic* will reveal it.

Summon Creature 5*Range: 10**Duration: 6 turns*

This spell summons a number of creatures from the table below to attack the caster's opponents to the best of their ability. If the caster can communicate with the beings they can be directed not to attack, to attack particular enemies, or to perform other actions.

Summoned creatures are affected by *protection from evil* and *protection from good* spells. They disappear when they are killed or at the end of the duration.

1d10	Number	Creature
1	1	Cockatrice
2	1	Fighter (7th level)
3	1	Great Cat, Large
4	1	Hell Hound (5HD)
5	1	Hydra (1d4+2 heads)
6	1	Invisible Stalker
7	1	Manticore
8	1	Minotaur
9	1	Spectre
10	1	Troll

Summon Demon*Range: 10**Duration: See below*

This spell summons a demon (see **Part 6: Monsters**). The caster must know the individual demon's name. The demon will not be pleased, and the caster would do well to cause it to appear within a magic circle of some sort to avoid a horrible end. The demon can be commanded to obey, regaining its freedom upon completion of a task. However, it will try to outwit the caster by perverting the spirit of the instructions while obeying the letter. The service cannot be unending, but otherwise there are no limits as to the bargain that can be struck other than the demon's ability to perform it.

Alternatively, the caster can bargain for the demon's aid. The cost is at the whim of the referee, but it is rarely cheap and always unpleasant. Even so, the demon may find a way to twist the deal to its own ends.

Finally, the caster can simply *soul trap* of the demon (see the 8th level spell below), either keeping it imprisoned forever or exchanging its freedom for the performance of one task.

Summon Object*Range: See below**Duration: Permanent*

This spell instantly calls some previously touched and named item directly to the caster's hand from virtually any location.

Another possessor can save vs. spells to keep hold of the object, but the caster will know precisely where exactly it is located at that moment.

Two-Dimension*Range: Caster**Duration: Level x 1 turns*

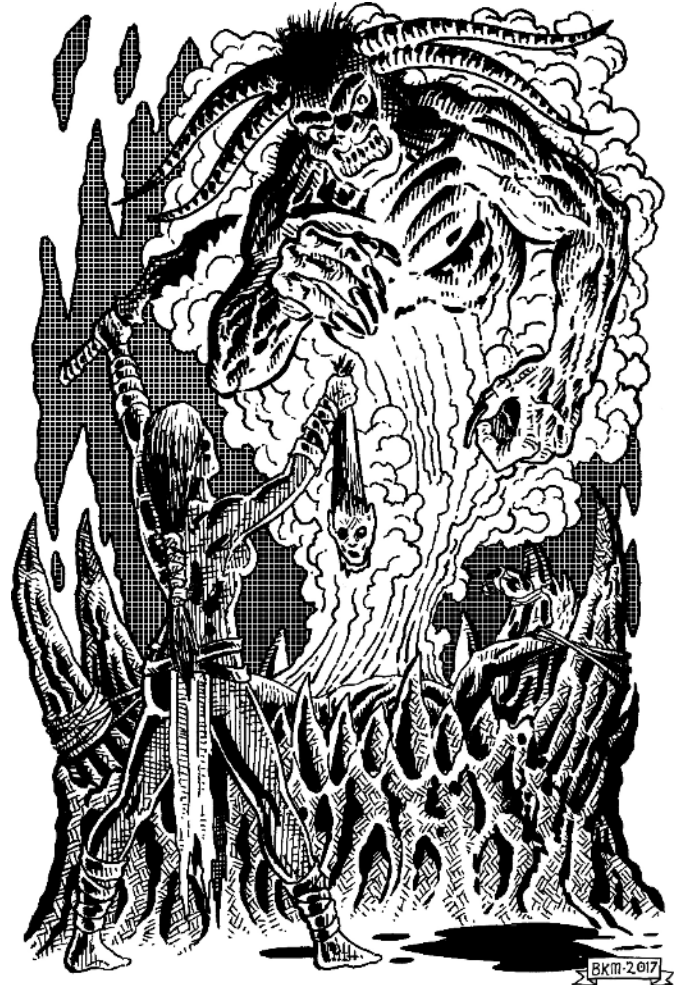
This spell reduces the caster to two dimensions, height and width, with no depth at all. He or she is effectively invisible when viewed side-on, and can pass through solid objects by moving sideways. The spell confers immunity to any form of attack from either side, but damage is tripled if struck from the front or back.

Upfall*Range: 90**Duration: 1 round*

This spell causes all items or creatures within 15' of the centre of effect to fall upwards for 1 round, for about 1,270' unless something intervenes. Subjects take damage as normal if they strike a ceiling or other surface, and all fall to the ground when the spell ends.

Vanish*Range: Touch**Duration: Permanent*

This spell teleports an object weighing up to 50 pounds per caster level to any desired location. Heavier objects can also be made to vanish, but they simply disappear and are replaced with exact replicas made of stone. A *dispel magic* cast on the stone object causes the original to reappear in its place.



PART 3: SPELLS

8TH LEVEL MAGIC-USER SPELL DESCRIPTIONS

Antipathy

Range: 30 Duration: Level x 12 turns

Antipathy causes an object or location to emanate magical vibrations that repel either a specific kind of intelligent creature or creatures of a particular alignment, as defined by the caster. Creatures of the designated kind or alignment feel an overpowering urge to leave the area or to avoid the affected item.

A targeted creature that makes a successful saving throw vs. spells can stay in the area or touch the item but feels uncomfortable doing so, reducing its Dexterity score by 4 points. If it fails, it is compelled to abandon the area or item, shunning it and never willingly returning to while the spell is still in effect.

Antipathy counters sympathy.

Clenched Fist

Range: Level x 5 Duration: 1 turn

This spell functions like *magic hand*, except that the hand can also unerringly strike one opponent per round.

The damage it deals is shown on the table below; an already stunned target takes an additional 4 points of damage per blow.

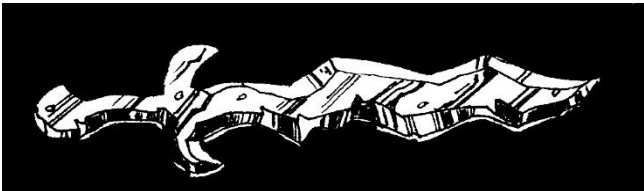
1d20	Effect
1-12	1d6 damage
13-16	2d6 damage
17-19	3d6 damage + stunned for 1 round
20	4d6 damage + stunned for 3 rounds

Clone

Range: Touch Duration: Permanent

This spell makes an exact duplicate of a creature from a small piece of the original's flesh, taken while living. The spell duplicates the original's body and mind at the time the flesh was taken.

If the original is still alive the clone is compelled to kill it and take its place. If it cannot do so both the clone and the original succumb to madness.



Crystaliron

Range: Touch Duration: Permanent

This spell turns an iron object weighing up to 5 pounds per caster level into a clear, crystal-like substance of the same strength as the original, but only one third of the weight.

Incendiary Cloud

Range: 30 Duration: 1 turn

An *incendiary cloud* spell creates a 10' deep, 20' diameter cloud of roiling smoke which obscures all sight. On the third round, the white-hot embers within the cloud ignite to deal 4d6 points of fire damage to everything within. The damage decreases by 1d6 per round until it becomes a mere smoke cloud again.

The cloud moves with the wind, otherwise it drifts away from the caster, rolling along the surface of the ground at a movement rate of 60. It is dispersed by thick vegetation or very strong winds.

Irresistible Dance

Range: 10 Duration: 1 turn

The subject feels an undeniable urge to dance and begins doing so, complete with foot shuffling and tapping. The spell effect makes it impossible for the subject to do anything other than caper and prance in place. The subject suffers a -4 penalty to AC, loses any AC bonus granted by a shield, and automatically fails saving throws.

Mass Charm

Range: 120 Duration: See below

This spell makes up to 30 HD worth of creatures of any type regard the caster as their trusted friend and ally. All creatures within 15' of the centre of effect are targeted.

The spell has no effect on the undead. The spell places the charmed beings entirely under the influence of the caster.

The victims are allowed to make repeated saving throws at a -2 penalty to throw off the charm at regular intervals, which are determined by their individual hit dice.	Hit Dice	Saving Throw
	0-1	Every month
	2-4	Every 3 weeks
	5-7	Every 2 weeks
	8-10	Every week
	11-14	Every 2 days
	15+	Every day

Mind Blank

Range: 10 Duration: 1 day

The subject is protected from all magical detection, whether by items or spells.

Prison

Range: Level x 5 Duration: Level x 12 turns

This powerful spell brings into being an immobile, invisible 20' cube composed of solid walls of force. Creatures within the area are caught and contained unless they are too big to fit inside, in which case they are simply shunted aside. Teleportation and other forms of magical translocation provide a means of escape. The force prison resists *dispel magic* but it is vulnerable to *disintegrate*, and possibly some magic items. There is no way in or out for objects or magic.

Polymorph

Range: 240

Duration: See below

This spell changes one object or creature into another. The subject gains the Intelligence score of its new form. The duration depends on how radical a change is made, and is determined as follows:

<i>Change to</i>	<i>Factor</i>
Same kingdom (animal, vegetable, mineral)	5
Same class (mammals, fungi, metals, etc.)	2
Same or smaller size	2
Related (twig is to tree, wolf fur is to wolf, etc.)	2
Same or lower Intelligence	2

<i>Factor</i>	<i>Duration</i>	<i>Example</i>
0	20 minutes	Pebble to human
2	1 hour	Marionette to human
4	3 hours	Human to marionette
5	12 hours	Lizard to mantichore
6	2 days	Sheep to wool coat
7	1 week	Shrew to mantichore
9+	Permanent	Mantichore to shrew

Power Word Blind

Range: 120

Duration: See below

The caster utters a single word of power that instantly blinds one chosen creature (no save).

The duration of the magical blindness varies depending on the target's current hit point total.	<i>Hit Points</i>	<i>Duration</i>
	1-40	2d4 days
	41-80	1d4 days
	81+	No effect

**Prismatic Wall**

Range: See below

Duration: Permanent

Prismatic wall creates a shimmering, multi-coloured plane of light similar to a *prismatic sphere*. The wall's maximum proportions are 40' wide and 20' high per caster level. The effects of the coloured layers are identical to those of the *prismatic sphere*. The wall is immobile, but the caster can pass through without harm. Any creature under 8 HD (other than the caster) is blinded for 2d4 rounds if it looks at the wall.

Spell Immunity

Range: Touch

Duration: Level x 1 turns

This spell grants immunity to one specified spell for every 4 caster levels. The spells protected against must be 6th level or less.

Soul Trap

Range: 10

Duration: Permanent

Soul trap forces a creature's life force (and its material body) into a gem worth 1,000gp per HD of the victim. Depending on the version selected, the spell can be triggered in one of two ways:

Spell Completion: First, the spell can be completed by speaking its final word. This allows the target to save to avoid the effect; if successful, the gem shatters.

Trigger Object: The second method is far more insidious, for it tricks the subject into accepting a trigger object inscribed with the final spell word, automatically placing the creature's soul in the trap.

To use this method, both the creature's name and the trigger word must be inscribed on the trigger object when the gem is enspelled. As soon as the subject picks up or accepts the trigger object, its life force is automatically transferred to the gem without the benefit of a saving throw.

The gem holds the trapped entity indefinitely or until the gem is broken and the life force is released, which allows the material body to reform. If the trapped creature is a powerful creature from another plane it, can be required to perform a service upon being freed.

Otherwise, the creature can go free once the gem imprisoning it is broken.

Summon Creature 6

Range: 10

Duration: 6 turns

This spell summons a number of creatures from the table below to attack the caster's opponents to the best of their ability. If the caster can communicate with the beings they can be directed not to attack, to attack particular enemies, or to perform other actions.

Summoned creatures are affected by *protection from evil* and *protection from good* spells. They disappear when they are killed or at the end of the duration.

<i>1d10</i>	<i>Number</i>	<i>Creature</i>
1	1	Basilisk
2	1	Crab, Giant
3	1	Fighter (9th level)
4	1	Flesh Golem
5	1	Hill Giant
6	1	Hydra (1d4+4 heads)
7	1	Lich
8	1	Otyugh
9	1	Vampire (6HD)
10	1	White Dragon (6HD)

PART 3: SPELLS



Symbol

Range: Touch

Duration: See below

This spell allows the caster to scribe a potent rune of power upon a surface. The symbol affects any creature hostile or of a different alignment to the caster when triggered. A symbol is triggered whenever a creature reads, touches, or passes by or over it. Only a dispel magic by a caster at least 1 level higher than the original caster can negate a symbol.

The effect depends on the particular *symbol* used, as shown on the table below:

Symbol	HD Affected	Effect
Fear	Unlimited	As <i>Fear</i> spell
Pain	Unlimited	-4 to all rolls for 2d4 turns
Sleep	Unlimited	As <i>Sleep</i> spell (no HD limit)
Stunning	150HD	As <i>Power Word Stun</i> spell
Insanity	100HD	Insanity
Death	75HD	Death

Insanity is permanent unless negated with a *remove curse*. Good-aligned clerics may not employ a *symbol of death* or a *symbol of insanity*.

Sympathy

Range: 30

Duration: Level x 12 turns

Sympathy causes an object or location to emanate magical vibrations that attract either a specific kind of intelligent creature or creatures of a particular alignment, as defined by the caster. Creatures of the specified kind or alignment feel elated and pleased to be in the area or desire to touch or to possess the object.

The compulsion to stay in the area or touch the object is overpowering. If the save is successful, the creature is released from the enchantment, but a subsequent save must be made 1d6x10 rounds later. If this save fails, the affected creature attempts to return to the area or object.

Sympathy counters and dispels *antipathy*.

Travel

Range: Caster

Duration: Permanent

This spell instantly transports the caster and anyone within 10' to any destination. The destination must be known to the caster, or the spell fails.

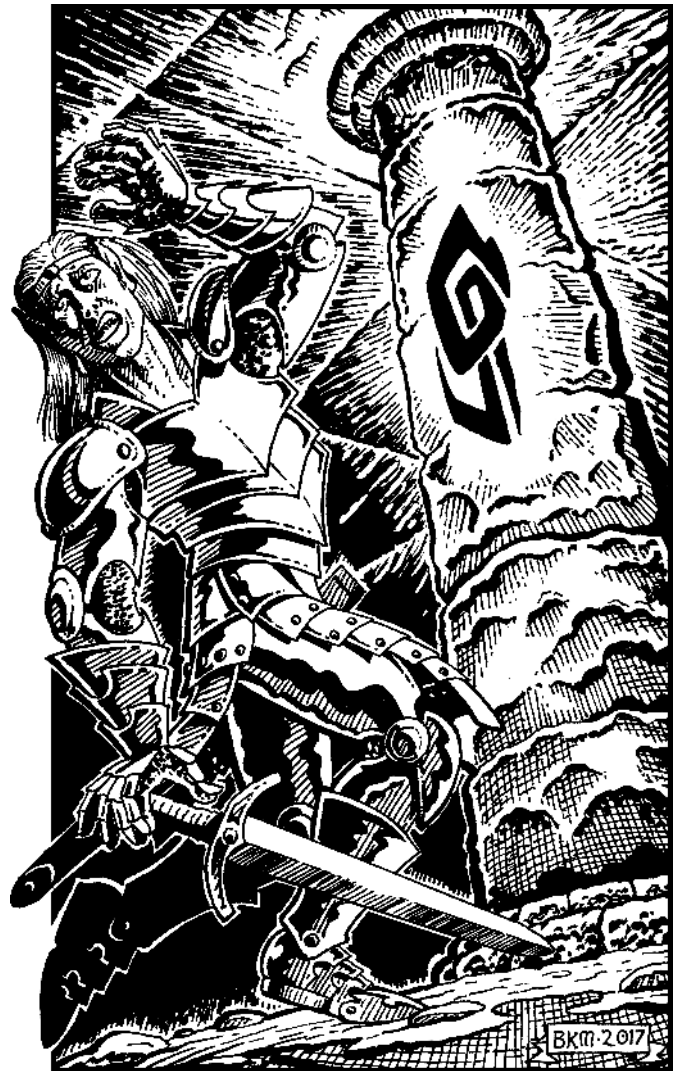
Undeath

Range: Caster

Duration: Permanent

This spell allows the caster to attain immortality as one of the undead. The type of undead creature possible is determined by caster level. The caster gains all of the abilities, immunities, and weaknesses of the undead type, but loses a number of levels depending on the type of undead transformed into:

Caster Level	Undead Type	Level Loss
16	Wight	1
17	Wraith	2
18	Spectre	3
19	Vampire	4
20	Lich	5



Vision

Range: 60

Duration: Permanent

This spell functions like *legend lore*, except that it is faster and less cryptic. A question about some person, place, or object is posed while casting the spell. The clarity of the vision depends on how well the caster knows the subject.

9TH LEVEL MAGIC-USER SPELL DESCRIPTIONS

Crushing Hand

Range: Level x 5 Duration: 1 turn

This spell functions like *clenched fist*, except that the hand can also grab and crush an opponent. The hand attacks once per round, and it never misses. The damage it deals increases as it squeezes its victim:

Round	Damage
1	1d10
2	1d10
3	3d10
4+	4d10

Disintegrate 30' Radius

Range: 60 Duration: Permanent

This spell disintegrates any non-magical objects or creatures within a 30' diameter sphere. The spell can disintegrate a similarly-sized part of a larger target.

Dispel Enchantment

Range: Level x 10 Duration: Permanent

All magical effects and magic items within the radius of the spell, except for those in contact with the caster, permanently lose their enchantment(s).

Magic items can save vs. spells as a magic-user of their effective caster level, e.g. a *wand of haste* would be at least 5th level. Where caster level is not clear an item can be assumed to be from 15th to 20th level.

Freedom

Range: 10 Duration: Permanent

This spell must be cast in the exact spot where imprisonment was cast, thereby freeing that victim.

If the caster does not know exactly who is imprisoned below there is a 10% chance that 1d100 other creatures of any type are summoned instead.

Gate

Range: Caster Duration: Permanent

Casting *gate* and naming a particular individual or kind of being from another dimension instantly transports it to the caster's location.

A deity or similar unique being cannot be controlled and acts as it pleases, making the calling of such creatures rather dangerous.

The gated being may return to its home plane at any time unless prevented somehow. There is a chance the spell will not function as intended:

1d100	Result
01-05	Being returns to own plane immediately
06-95	Being listens to caster's plea
96-00	Another being entirely appears

Immunity

Range: Caster Duration: Level x 1 turns

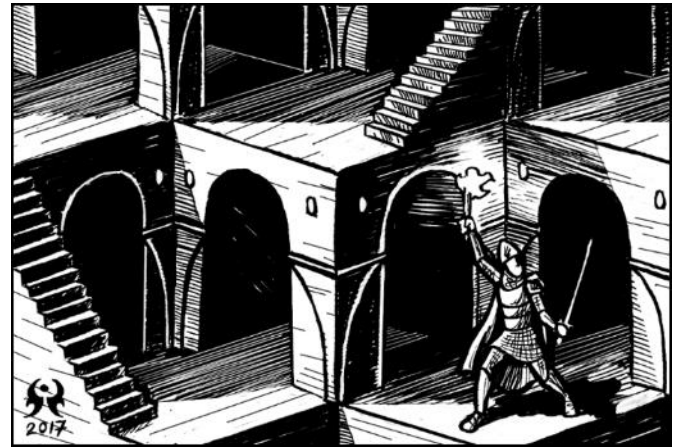
The caster is immune to all mundane or magical harm for the duration of the spell. He or she can move, talk, and otherwise act normally, but cannot cast spells.

Imprisonment

Range: 60 Duration: Permanent

The target creature is entombed in a state of suspended animation in a small spherical space deep underground. The subject remains there unless a freedom spell is cast at the locale where the imprisonment took place.

For the creature, time ceases to flow and its condition becomes fixed. The creature does not grow older. Its body functions cease, and no force or effect can harm it in any way.

**Maze**

Range: 60 Duration: See below

The victim is banished to an extra-dimensional labyrinth. Its Intelligence score determines how soon it can escape the *maze*, whereupon it reappears where it had been when the spell was cast.

	Intelligence	Rounds to Escape
Minotaurs escape in 1 round, other	0-5	3d8
beings use their Intelligence.	6-11	2d4
	12+	1d4

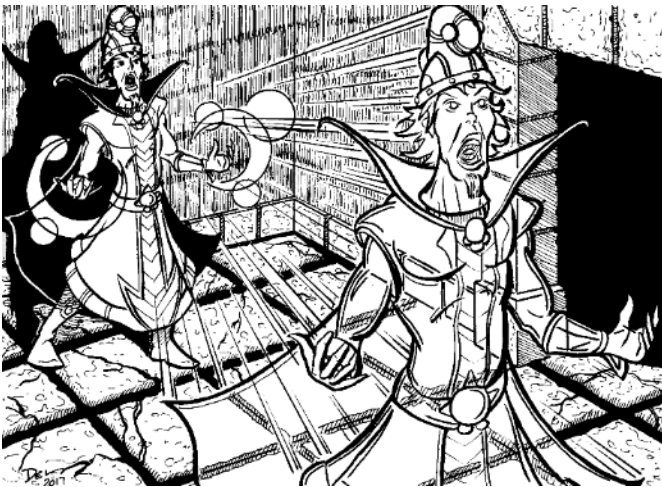
Meteor Swarm

Range: 240 Duration: Permanent

This spell is similar to *fire ball* in many aspects. When cast, 8 flaming spheres streak in straight lines from the caster's outstretched hand to any points in range, where each detonates with a 20' burst radius for 1d6 points of fire damage per caster level.

Alternatively, the caster may send forth 8 spheres that blast everything in a 10' radius instead. In either case, a sphere detonates if it impacts upon a solid barrier before reaching the target point.

PART 3: SPELLS



Permanence

Range: Caster Duration: Permanent

This spell makes certain other spells permanent if they are cast immediately afterwards. The spell to be made permanent may be of no higher level than one quarter the caster's level. Only spells that affect the caster (such as *shield*) or an area (such as *illusionary terrain*) may be made permanent; it has no effect on spells cast at or affecting other creatures.

Power Word Kill

Range: 120 Duration: Permanent

The caster utters a single word of power that may instantly slay one designated creature (no save).

The effectiveness of the spell depends on the target's current hit point total.	Hit Points	Effect
	1-50	Death
	51-100	Lose ½ hit points
	101+	No effect

Prismatic Sphere

Range: See below Duration: Permanent

Prismatic sphere creates a shimmering, multi-coloured globe of light 20' in diameter. It moves with the caster. Any creature under 10 HD (other than the caster) looking at the sphere is blinded for 2d6 rounds.

The sphere flashes in seven colours, one after the other, each of which has a distinct power and purpose. The table below shows the colours of the sphere in the order they appear, their effects on creatures trying to attack the caster or pass through the sphere, and the magic needed to negate each. The layers must be stripped away one by one.

No.	Colour	Negate	Effect / Save
1	Red	Cone of cold	10 points damage
2	Orange	Fire Arrow	20 points damage
3	Yellow	Disintegrate	40 points damage
4	Green	Pass wall	vs. poison or die
5	Blue	Magic missile	vs. gaze or petrify
6	Indigo	Continual light	vs. wand or freeze
7	Violet	Dispel magic	vs. spell or go mad

Projection

Range: Caster Duration: See below

This spell allows the caster's essence to travel in immaterial form, undetectable to other beings. If the caster's physical body is destroyed, or the maximum distance between body and spirit given below is exceeded the projected form is irretrievably lost in the astral plane for all eternity.

The *projection* is more effective above ground than in the Underworld. Out in the open it lasts for 8 hours and allows the caster's astral form to travel at 100 miles per caster level every hour, to a distance of 100 miles per level from its physical body.

In the Underworld, the duration is reduced to 12 turns and speed to 120' per turn, and the spirit can travel no more than 120' per level from its physical body.

Refuge

Range: Touch Duration: See below

This spell imbues an object with the power to transport its holder and all objects worn or carried by the same instantly to the caster's abode, upon speaking a unique command. No other creatures are affected unless the user is also carrying them.

The caster may also use the command to teleport to within 10' of the possessor of the item; or allow the user to do so. The caster learns the general location and condition of the item's possessor at the time the item is activated. Once used, the item turns to dust.

Shape Change

Range: Caster Duration: Level x 2 turns

The caster assumes the form, physical characteristics and all other abilities of any other type of creature.

The mental faculties of the original subject remain the same and, if capable of speech, it can communicate normally. The caster can continue to *shape change* at will for the duration of the spell.



Soul Bind

Range: 10 per level Duration: Permanent

This spell imprisons a newly dead creature's soul in an object, preventing it from being returned through *clone*, *raise dead*, *reincarnation*, *resurrection*, or even a *wish*.

Destroying the object or dispelling the spell frees the bound soul.

Summon Creature 7

Range: 10 Duration: 6 turns

This spell summons a number of creatures from the table below to attack the caster's opponents to the best of their ability. If the caster can communicate with the beings they can be directed not to attack, to attack particular enemies, or to perform other actions.

Summoned creatures are affected by *protection from evil* and *protection from good* spells. They disappear when they are killed or at the end of the duration.

1d10	Number	Creature
1	1	Bear, Giant
2	1	Black Pudding
3	1	Black Dragon (7HD)
4	1	Brass Dragon (7HD)
5	1	Chimera
6	1	Griffon
7	1	Purple Worm
8	1	Stone Golem
9	1	Stone Giant
10	1	Vampire (7HD)

Temporal Stasis

Range: 10 Duration: Permanent

This spell places the subject into a state of suspended animation.

For a creature, time ceases to flow and its condition becomes fixed. The creature does not grow older. Its body functions virtually cease, and no force or effect can harm it.

This state persists until the magic is removed (such as by a successful *dispel magic* spell or a *freedom* spell).

Time Stop

Range: Caster Duration: 1d6 rounds

This spell makes time cease to flow for everyone within 15' of the caster. The caster is free to act and move, and the effect moves with him or her.

Wish

Range: See below Duration: See below

Wish is the mightiest spell a caster can use. Even this spell, however, has its limits. It can duplicate other magic effects, alter time (to a greater extent than *limited wish*), create magical and non-magical items of limited value, and even revive the dead.

To try to use a *wish* to produce greater effects than these is dangerous; the magical forces involved may pervert the caster's intent into a literal but undesirable or only partial fulfilment of the instructions.



PART 4: ADVENTURES

REALM, WILDERNESS, UNDERWORLD

There are generally three distinct types of locale wherein adventure may be found: the Realm, the Wilderness, and the Underworld.

The Realm is the more-or-less civilised world, which includes kingdoms, cities, castles, villages, farmlands and the like, and the small, settled territories around them which their lords keep safe.

The Wilderness is the area beyond and between these known lands; unexplored and perilous regions, and lost roads and kingdoms that make up the vast majority of land and sea upon the surface world.

The Underworld lies below everything, spread through unknown depths beneath the ground. The stygian vaults of this chthonic domain hold many secrets lost to the surface world, some never known to mortals at all. Things are not as they are above: doors seem to have minds of their own, and even time and distance appear to obey different rules.



TIME

Time in the game is measured in hours, days, weeks and so forth, just like in the real world. In addition, there are three special time segments which are used during play: the *turn*, the *combat turn*, and the *round*.

TURN

A normal turn lasts 10 minutes. It is generally used to measure duration of effects such as spells or potions, as well as relative movement speeds.

COMBAT TURN

Things happen quickly during combat, and 10 minutes becomes an age. Combat turns therefore measure a mere 100 seconds. When durations are given in turns, whether normal turns or combat turns are used depends on when the effect started. Spells hastily cast in the heat of combat, for example, measure their time to expiration in combat turns.

ROUND

The round is mainly used in combat. There are 10 rounds in one combat turn (or 60 in one normal turn), so each round represents 10 seconds in the game.

MOVEMENT RATE

All creatures have one or more *movement rates* listed under their entry in **Part 6: Creatures**. This number is their *combat speed* (see below) when walking, crawling, slithering, or using whatever is their normal mode of locomotion on land. Some creatures also have separate movement rates for flying, swimming or climbing, amongst others.

Movement rates are read as feet in the Underworld or indoors and in yards when out in the open.

There are four movement scales for every type of locomotion, which may be modified if the optional encumbrance rules are used.

MOVEMENT SPEED MULTIPLIERS

Mode	Normal	Armoured	
		or Loaded	Encumbered
Combat	1	$\frac{3}{4}$	$\frac{1}{2}$
Exploring	12	9	6
Walking	24	18	12
Running	36	27	—

1. Combat (feet / yards per round)

The descriptions in **Part 6: Creatures** list the unarmoured, unencumbered combat movement rates for all creatures. Characters generally don't walk during combat, they sprint. Combat movement is counted by the round, not turns like the other rates below.

2. Exploring (feet / yards per turn)

In an unknown environment creatures generally move cautiously, exploring or mapping as they go. Moving at half walking speed allows characters to map their route and keep an eye out for traps or ambushes. Characters moving at exploring speed need to rest for 10 minutes every hour, or 1 turn in 6.

3. Walking (feet / yards per turn)

Out of doors or in familiar places people walk at normal speed, and the same goes for creatures that fly, swim, crawl or hop. Walking represents unhurried but purposeful movement including marching, not specifically looking for traps or tracking a monster. Characters moving at walking speed need to rest for 10 minutes every hour, or 1 turn out of every 6.

4. Running (feet / yards per turn)

This mode also applies for other types of movement such as swimming, climbing, flying, and so forth. Running is normally only possible for a maximum of 6 turns, whereafter runners must rest for an equal time. Characters would be well advised to lighten their load if they wish to outpace pursuit.

OPTION: ENCUMBRANCE

Armoured: A character equipped with metal armour (i.e. mail or plate) and/or a shield moves more slowly than one without.

Loaded: Once carried weight exceeds 60 pounds, the character is considered to be loaded. This usually means lugging a substantial amount of loot or gear such as a chest of coins or a sack of silver plate, or heavy equipment or rations beyond what is normally distributed around the person.

For the sake of simplicity, coins are all assumed to weigh the same amount, and 10 coins of any type weigh about 1 pound.

A fully armoured *or* loaded character moves at three-quarters normal speed.

Encumbered: A fully armoured *and* loaded character moves at one-half normal speed.

OBSTACLES IN THE UNDERWORLD

The Underworld presents unique difficulties and perils.

DARKNESS

Most creatures have darkvision unless otherwise specified, but many beings prefer to have light to see by in the Underworld, even if they don't need it.

Although candles and oil lamps may be preferred for static illumination, the most common light sources used by adventurers are torches and lanterns, either of which provide illumination for a radius of 30'. A torch burns for 6 turns (1 hour), whereas a full flask of oil fuels a lantern for 24 turns (4 hours).

NOISE

Noise travels far in the Underworld. Anytime the referee determines that the characters create enough clamour, by breaking down a door for example, a roll of 1-2 on 1d6 will attract a wandering monster from the appropriate table (see **Part 5: Encounters**). This is in addition to the normal check made every 3 turns.

It is possible for the characters to listen for noise, such as on the other side of a closed door. A roll (1 or 1-2 on 1d6, depending on the listener's species) means they have heard something – if there is anything to hear.

DOORS

Sturdy doors are ubiquitous in Underworld labyrinths, and they rarely fit well nor open easily for any but the denizens. A thief can pick a lock and a spell caster can use magic to open jammed or secured doors, otherwise brute strength must suffice. Most doors can be forcibly opened on a roll of 1-2 on 1d6, but it is doubtful the noise will go unnoticed.

Once opened, doors usually shut again of their own accord unless preventative measures are taken. Even spiking them open is not fool-proof; on a roll of 1-2 on 1d6 the spike will slip and the door will shut again.

SECRET DOORS

These may be mundanely or magically disguised as a bare patch of wall (or floor, or ceiling), a bookcase, a fireplace, a fountain, or any number of things.

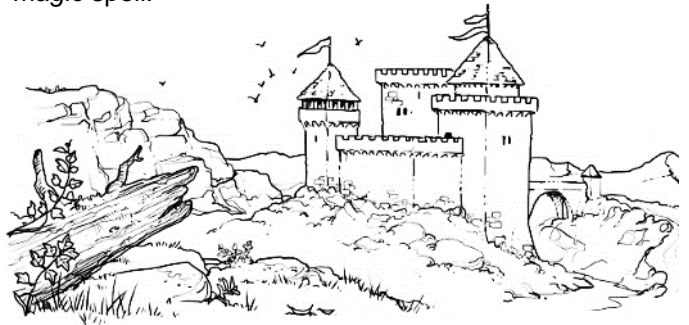
A party carefully examining an area finds a secret door, if one exists, on a roll of 1-2 on 1d6, or 1-4 if they have an elf amongst their number. Elves can detect a secret door just in passing (1-2 on 1d6).

TRAPS

Underworld dwellers delight in sprinkling their lairs with traps to ensnare invaders. A trap can be either mechanical or magical in nature. Their owners know how to avoid them, but anyone else will spring a trap on a roll of 1-2 on 1d6 when the trigger is activated.

Mechanical traps include pits, arrow traps, falling blocks, water-filled rooms, whirling blades, and anything that depends on a mechanism to operate. A typical 10' deep pit trap deals 1d6 damage to any character that falls in. The basic rule is 1d6 points of damage per 10' fallen, to a maximum of 20d6. A party searching an area for mechanical traps will find one, if present, on a roll of 1 on 1d6. Dwarves do so on a roll of 1-4, and they have a 1-2 chance of noticing them in passing.

Magic traps initiate spell effects when activated, just as wands, rods, rings, and other magic items do. Spell traps are simply spells that themselves function as traps. A magical trap can only be found with a *detect magic* spell.

**EXPLORING THE WILDERNESS**

The Wilderness can be a much more dangerous place than the Underworld. The wide open spaces are populated by savage tribes and ravenous monsters. Isolated castles and strongholds are often occupied by evil or at best eccentric lords, high priests and wizards, who make strange demands on travellers.

The terrain is frequently either difficult or it leaves the party exposed and vulnerable. The very weather itself may be the greatest peril of all. Even if the characters survive all these hazards they can end up lost, with no idea of the way back to a safe haven.

RANGED ATTACKS

In the Wilderness, ranges for spells and weapons are read as yards instead of feet. This does not affect areas of effect, such as the burst radius of a *fire ball*.

PART 4: ADVENTURES

WILDERNESS MOVEMENT

Movement in the Wilderness uses the same rates as the Underworld, but is measured in yards, not feet.

OVERLAND TRAVEL

To determine the rate of travel for any given terrain in miles per hour, day, or week, simply multiply the group's slowest movement rate by the factors below. Wagons and carts move at the walking speed of their beasts of burden. Large parties other than disciplined marching troops travel more slowly.

OVERLAND MOVEMENT MULTIPLIERS

Terrain	Per Hour	Per Day	Per Week
Road	x0.10	x1.0	x7.0
Open	x0.07	x0.7	x5.0
Desert	x0.05	x0.5	x3.5
Forest	x0.05	x0.5	x3.5
Swamp	x0.03	x0.3	x2.0
Mountains	x0.03	x0.3	x2.0

Using the table above, a human travelling on foot along a road would cover 3 miles per hour, 30 miles per day, or 210 miles per week.

REST

Overland travel requires rest, but this is already factored into the table above. It is assumed that characters will rest and sleep 8 hours out of 24. Pursuit must be followed by half a day of rest for each day spent in the chase.

THE WATERY HIGHWAY

Travel by river or sea is often the fastest means of transport. Naval combat is beyond the scope of these rules; water vessels are mainly used to carry adventurers and their retinue from place to place. Thus, speeds are given in miles per hour.

Obviously, these are average figures which should be adjusted based on weather conditions, wind speed and direction, and currents as the referee sees fit. Some may be lumbering scows whilst others are renowned for their speed and agility.

WATER TRAVEL

Type	Rowing Speed	Sailing Speed
Raft	7	8
Boat	8	10
Longship	9	12
Merchant (small)	—	12
Merchant (large)	—	14
Galley (small)	10	12
Galley (large)	8	10
Warship	—	14

SWIMMING

Whether characters can swim or not depends on the referee and the game world. Even those that can are not always safe if they enter the water by surprise or against their will, especially if they are wearing armour. Mail or plate armour must be removed in order to stay afloat for more than one round.

Armour Worn	Chance of Drowning
None	05%
Leather	20%
Mail	80%
Plate	95%

AERIAL TRANSPORTATION

Many creatures are naturally able to fly, and those that are not may make use of various magical devices or flying mounts to travel through the air. Aerial travel is much like other forms except that it is unaffected by terrain.

Climbing deducts the altitude gained from forward movement. Diving adds the height lost to forward movement. Altitude loss is limited to no more than three times movement.

EXAMPLE: AERIAL COMBAT

Catweazle is practicing with his new fly spell when he spots an old enemy, a griffon named Woodstick, some distance below. His flying speed is far lower than the griffon's, but Catweazle decides to try a diving attack. Dropping 90 yards like a stone gives him a forward movement of 120 (90 yards of altitude lost, plus 30 yards normal movement), allowing him to get within range for his wand of lightning.

Unfortunately the damage done is not enough to disable Woodstick, and Catweazle heads for the deck with a very angry griffon close behind ...

PURSUIT AND EVASION IN THE WILDERNESS

Discretion is often the better part of valour in the Wilderness. In the Underworld, in the air, and on the open sea, running away is mostly a matter of speed; in the Wilderness the wide open terrain leaves more options for hunter and hunted. If the characters chance upon wandering monsters or castle inhabitants, they may try to avoid their pursuers by speed or stealth. If the other side runs, the characters may choose to give chase or leave them to it.

If the evading party is surprised the chance of getting away is halved, rounding down; less than 1 in 6 means there is no possibility unless exceptional circumstances prevail. If the pursuers are surprised, the chance of evasion is doubled; a chance of 6 in 6 or more means escape is assured.

Neutral monsters will pursue on a roll of 1 on 1d6, hostile ones on 1-3. They will continue until they catch or lose their quarry, they lose interest, or they become lost themselves.

Successful evasion depends on the size of both groups, determined by a 1d6 roll as follows:

Pursuers	Evaders	Chance of Evasion
1-10	1-10	1-3
11-25	1-10	1-4
26+	1-10	1-5
1-10	11-25	1-2
11-25	11-25	1-3
26+	11-25	1-4
1-10	26+	1
11-25	26+	1-2
26+	26+	1-3

GETTING LOST

One of the greatest dangers inherent in travelling beyond the Realm is that of losing one's way. The chance of getting lost depends on the dominant type of terrain being traversed that day. Once per day, or more or less frequently as decided by the referee based on the exact circumstances, the referee secretly rolls 1d6 on the first table below to see whether the party has gone astray.

If they do become lost, the direction they travel the next day is determined by secretly rolling 1d8 on the second table, regardless of their intended route.

LOST DIRECTION TABLES

Terrain	Lost on	1d8	New Direction
City/Castle	–	1	North
Road	–	2	North-East
Open	1	3	East
River	1	4	South-East
Forest	1-2	5	South
Mountains	1-2	6	South-West
Swamp	1-3	7	West
Desert/Sea	1-3	8	North-West

LIFE IN THE REALM

Although it can often be a place for adventure, the relative safety of the Realm means that this is where characters normally live, recover, and spend their loot. Low-level adventurers may find it economical to rent lodgings between adventures, but many eventually feel the need for a base of operations. In general, a character must spend the equivalent of 1gp a month for every 100 XP in order to maintain a style of living appropriate to his or her station and reputation.

STRONGHOLDS

Characters can try to set up strongholds at any time. They will have to acquire the necessary land through purchase, lease, or simply taking and holding it by force. The nature of the stronghold is entirely up to the characters; it could be a castle, an underground maze, a town house, a fortified wilderness camp, a temple complex, or even an entire barony or kingdom. Characters can build a communal base as a party, or they may prefer to set up individual strongholds in addition to or instead of the party refuge.

Characters may gain additional class-based benefits from their strongholds, as detailed under each class description in **Part 2: Characters**.

UPKEEP

The cost of upkeep depends on whether a stronghold is located in the Realm, or beyond civilisation in the Underworld or Wilderness.

If a character acquires a stronghold within the Realm, his or her cost of living are halved, in other words it costs 1gp a month per 200 XP in upkeep.

Strongholds carved out of the Underworld or the Wilderness, by contrast, make their owners entirely self-sufficient except for hirelings and mercenaries. Such strongholds can command an area to a radius of 20 miles, attracting 200 to 3,200 settlers (2d4 x 1d4 x 100), who will contribute the equivalent of 10gp each annually in taxes. Further improvements such as canals, roads, inns, etc. (paid for in cash) attract more settlers, and more skilled entrepreneurs.



PART 4: ADVENTURES

BUY OR BUILD

Characters might want to buy town houses or even construct their own castles. The prices given below may be used directly, or as a guide for extrapolating costs for more exotic structures.

COST OF CONSTRUCTIONS

Item	gp	Item	gp
<i>Buildings</i>		<i>Doors</i>	
Earth Works	25	Single (wood)	10
Ditch	50	Single (bound)	20
Tunnel (earth)	100	Single (metal)	50
Tunnel (stone)	200	Double (wood)	15
Drawbridge	1,000	Double (bound)	30
Portcullis	1,000	Double (metal)	75
Palisade	80		
Curtain Wall	250	<i>Windows</i>	
Building (wood)	500	Slit	10
Building (stone)	2,500	Window	15
Gate House	4,500		
Barbican	20,000	<i>Stairs</i>	
Donjon (small)	30,000	Wood	30
Donjon (great)	50,000	Stone	90
<i>Towers</i>		<i>Siege Engines</i>	
Turret	1,000	Cauldron (oil)	50
Bastion	3,000	Ballista	150
Square (small)	2,500	Catapult (light)	250
Square (large)	4,000	Catapult (heavy)	400
Round (small)	5,000	Ram	1,000
Round (large)	8,000	Siege Tower	2,000

DESCRIPTIONS OF CONSTRUCTIONS

Barbican: An extremely strong defensive building incorporating a reinforced gate guarding a 15' wide, 10' high passage. The central two-storey portion is 20' high, 40' wide and 20' deep. This is flanked by two three-storey, 30' high, 30' diameter towers. All roofs are crenelated to give cover to defenders.

Bastion: A semi-circular or angular projection from a curtain wall, usually of the same height, to allow defensive fire along the face of the adjacent walls. The cost is for a structure 20' high, approximately 40' across, and projecting 20' from the curtain wall. Height and thickness (and cost) can be increased as for curtain walls, below.

Building: A typical building built of wood or stone has 2 storeys and a floor area of 600 square feet (six squares of 10' x 10' each). Larger buildings cost proportionally more to build.

Curtain Wall: A solid stone wall with a crenelated top. The cost is for a 10' section, 10' thick and 20' high. Each additional 10' in height adds 250gp in cost, and 5' in thickness; for example, a 40' high wall will be 20' thick and cost 1,000gp per 10' length.

Ditch: A trench dug in the earth, with reinforced sides to stop it from collapsing and clay for waterproofing in the case of a moat. The cost is for a 10' x 10' x 10' excavation.

Door: Sturdy stronghold doors can be all-wood, wood reinforced with metal, or all-metal. Secret doors cost 5 times as much as normal and are often finished in stone or whatever materials the walls are made of.

Donjon: The heart of a keep is a fortified dwelling, armoury and barracks in one. A small donjon consists of four storeys and a cellar, and is 40' high and covers an area of 1,600 square feet. A great donjon is 50' high with an area of 3,500 square feet. Each corner features a turret, and all roofs are flat and crenelated except in places subject to heavy rain or snow.

Drawbridge: A sturdy wood and iron construction which may be raised or lowered by means of a chain to bridge a moat or deny access to enemies.

Earth Works: Earth piled into a rampart, reinforced, compacted, and covered in turf. The cost is for a 10' long section, 10' high and 20' wide at the base.

Gate House: A fortified stone building, 20' high, 30' wide and 20' deep, incorporating a reinforced gate and a 10' high, 10' wide passage. The roof is flat and crenelated. Sometimes turrets are added.

Palisade: A basic defensive wall made of whole logs driven upright into the ground. The cost is for a 10' long section, 15' high.

Portcullis: A wooden or iron grating that can be retracted into a slot in the ceiling.

Slit: An arrow slit is wide on the inner face and narrow on the outer, to allow defenders a wide arc of fire while denying attackers a clear target.

Stairs: Stairs may be straight, spiral, switchback, etc.

Tower: Towers may be square or round (polygonal towers are treated as round in most respects). Small towers have 3 storeys and are 20' across and 30' high. Large 4-storey towers are 30' across and 40' high.

Tunnel: Tunnels are dug in earth or stone. The cost is for a 10' x 10' x 10' excavation.

Turret: A small two-storey watch tower projecting from a building, 10' in diameter and 20' high. The roof may be flat, crenelated, or steeply pitched.

Window: A shuttered, barred opening, sometimes covered with oiled paper or parchment. Actual glass panes are 10 times as expensive.

DESCRIPTIONS OF SIEGE ENGINES

Ballista: This crossbow-like weapon requires a crew of 3 to fire heavy bolts or small stones.

Catapult: Catapults need a crew of 4 to fire a single large stone or a number of smaller pieces of shot.

Cauldron: Defenders may use these large cauldrons to heat liquids to a boil and pour them onto attackers.

Ram: A heavy log with an iron-bound head, suspended from a wheeled frame covered in rawhide, used for battering down doors.

Siege Tower: A wheeled wooden framework covered in rawhide to protect it against arrows and fire. It mounts a drawbridge near the top, high enough to reach the tops of defensive walls with missile fire or to disgorge foot soldiers.

NON-PLAYER CHARACTERS

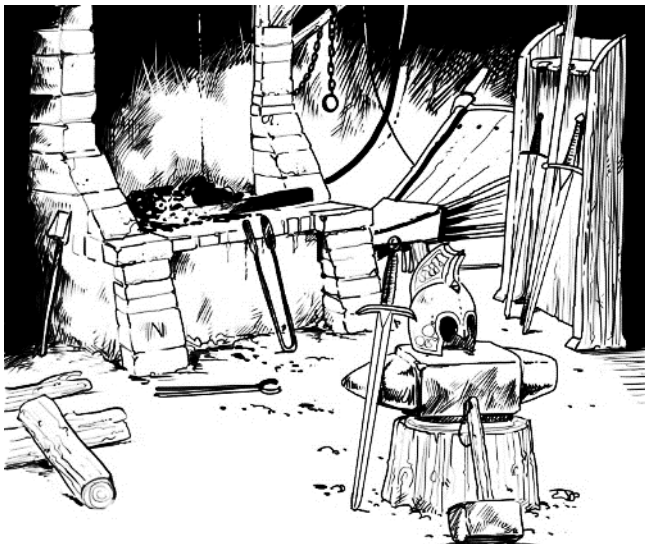
As mentioned before, non-player characters are simply characters controlled by the referee. It is possible for characters to acquire the services of one or more non-player characters of various types.

FOLLOWERS

Followers are non-player characters that join a character's retinue out of admiration and respect. Followers will never attach themselves to a character of equal or lower level. The referee determines the availability and loyalty of any potential followers. The latter may wax or wane depending on their treatment, their share of treasure, the party's rate of success, and so forth.

RETAINERS

Similar to followers, retainers are non-player characters who accompany characters on adventures. However, they do so for monetary reward, either in wages or a share of treasure recovered. Retainers have little, if any, equipment when hired.



HIRELINGS

Hirelings are low-level non-player characters paid to perform a specific duty, such as mercenary guards or specialist craftsmen. Advertising for hirelings costs 1d6 x 100gp to pay for notices, town criers or drinks at the local tavern. The referee decides how many responses there are, and how long the process takes.

Wages depend on the type of hireling, but anything less than 100gp is unlikely to tempt anyone. Humans may be happy with coin, halflings demand good and regular food, dwarves only want gold, clerics seek to advance their faith, and elves and magic-users are interested in magic items or lore.

The wages as given are in gp per week, except for assassins and spies who are paid by the mission. They are averages, and may vary considerably.

HIRELING WEEKLY WAGES

Hireling	Cost	Hireling	Cost
Alchemist	250	Engineer	175
Animal Trainer	125	Sage	500
Armourer	25	Ship's Crew	2
Assassin	2,000	Ship's Captain	50
Blacksmith	10	Spy	1,000

Alchemists make a living brewing potions for any of the spells they know, as well as mundane poisons, acids, antidotes, and the like. They can conduct research into other spell potions at the normal cost.

Animal Trainers specialise in training a specific type of animal to obey commands or be ridden. Examples include horse, dog, dolphin, pegasus, and hippogriff trainers, amongst others.

Armourers produce and repair weapons and armour. At least 1 armourer is needed for every 50 soldiers.

Assassins specialise in killing one specific target for a lump sum. They are usually hired through a guild.

Blacksmiths produce and repair all manner of everyday items, and at least 1 must be hired for every 50 mounts (of any kind) in a stable.

Engineers design castles, large buildings, tunnels, siege engines and bridges, amongst other things.

Sages research all kinds of obscure knowledge and lore, and may be able to provide information and advice on a wide range of topics. **Part 6: Creatures** has more information on sages.

Ship's Crew operate all manner of vessels, and may defend them, but they are not trained or paid to fight.

Ship's Captains command and navigate ships.

Spies are experts in infiltration and surreptitious information gathering.

PART 4: ADVENTURES

MERCENARIES

Almost any species can be hired as mercenaries, depending on the employer, but pay is likely to be highly variable compared to the average weekly wages given below:

MERCENARY COST TABLES

Mercenary	gp	Mercenary	gp
Levy	¼	Foot, Heavy	1
Archer, Light	1	Horse, Light	3
Archer, Heavy	2	Horse, Medium	4
Foot, Light	½	Horse, Heavy	5

Levies are untrained militia armed with simple weapons or agricultural tools. They are only valuable in large numbers.

Light Archers are armed with light crossbows, short bows, or slings, and possibly a club or dagger for self-defence; they are not expected to stand and fight.

Heavy Archers fight with composite bows, long bows, or heavy crossbows. They are also equipped with leather armour and swords or axes, and may fight as light foot in an emergency.

Light Foot are skirmishers with leather armour and either a two-handed weapon or a one-handed weapon and a shield. They usually carry javelins as well.

Heavy Foot are equipped for assault and formation fighting with chain armour, shield, a two-handed weapon, and a one-handed weapon.

Light Horse are the fastest troops on the field and act as skirmishers and scouts, armed with leather, a missile weapon, a one-handed weapon, and a lance.

Medium Horse are the most common cavalry. They are armed with chain and shield, a lance, another one-handed weapon, and a missile weapon like a short bow, horse bow, or javelins.

Heavy Horse are the most powerful units in an army. They are armed with plate and shield, a lance, and a selection of one-handed melee weapons.

EXPERIENCE

As characters gain experience by overcoming monsters and acquiring treasure, they are awarded experience points (XP) by the referee.

XP FOR OVERCOMING FOES

Characters are also awarded XP for defeating enemies, whether through force or guile, death or subdual. Monsters that return during the course of the adventure are not considered vanquished! Creature XP awards are usually divided equally amongst the party, unless the referee decides otherwise. The XP value for each creature is given in **Part 6: Creatures**, although there is room for variation depending on an individual foe's powers or special abilities.

Relative Character Level: Monster XP are modified relative to the character's level as follows:

$$\text{XP} \times (\text{Monster HD} \div \text{Character Level}) = \text{XP Award}$$

EXAMPLE: XP RELATIVE TO CHARACTER LEVEL

Sarissa Strangelove, a 1st level cleric who defeats a 1HD goblin gets the full 7XP value; had she been 3rd level, she would only be awarded one third of this, or 2XP (rounded down).

XP FOR GOLD

XP for coins are awarded on the basis of 1XP for every 1gp in value. Treasure other than coins must be sold to release its value in XP.

After the party returns to their home or base and divides up the loot, XP are awarded to each character relative to their share of the treasure.

AWARDING XP

XP may be awarded when the referee sees fit, usually at the end of an adventure or when the characters return to a safe base. After XP is divided amongst the party members, those with a high (or low) prime requisite ability can apply their XP modifier.

The referee may choose not to award full XP to the followers, as they are following the characters rather than acting alone. After calculating followers' share for enemies overcome and treasure gained, their actual XP award is halved.

EXAMPLE: DIVISION OF XP

Catweazle the magic-user and Strangelove the cleric emerge from an adventure with one remaining follower in tow, a fighter named Olga the Odorous.

The adventure netted the party a total of 3,000 XP, divided into three equal shares of 1,000 XP. Both characters get 1,000 XP each, but Olga is only awarded 500 XP out of her share; the remaining unallocated 500 XP are lost.

GAINING LEVELS

As shown in **Part 2: Characters**, once characters have accumulated enough XP they rise to the next level. They can roll another hit die, and add the score to their total hp. Clerics and magic-users gain new spells, and thieves improve in their skills.

The referee should adjust XP gained based on the characters' contribution and the difficulty of the adventure. Player characters who cower behind their hirelings in combat should not receive full XP for that particular encounter.

Characters should never be allowed to skip levels by gaining enough XP in a single level to rise two or more levels. If this happens, only enough XP are awarded to gain one level, leaving the character short of the next level by 1 point.

PART 5: ENCOUNTERS

ENCOUNTERS

While exploring the mazes of the Underworld, the unknown landscapes of the Wilderness, or the ostensibly safe settlements of the Realm can be interesting enough in its own right, encounters with the referee-controlled denizens of the game world are where the real excitement lies. Will they attack, parley, or run away? Monsters are people, too!

UNDERWORLD ENCOUNTERS

Characters exploring underground are liable to run into wandering monsters on a roll of 1 on a 1d6, made by the referee every 3 turns or whenever the party draws attention to itself through loud noise, bright lights, or similar activity.

As long as the party is alert and there is a clear line-of-sight, they will see or hear any creatures coming from a distance of 120' – and the same applies to monsters. In cases where things are less clear-cut, the referee can roll 2d6 x 10' to determine the distance of the encounter.

These tables are only examples, and do not specify sub-types – the referee should ideally create unique tables for specific locales in his or her game world.



UNDERWORLD ENCOUNTERS BY LEVEL

1d12 No. Level 1

1	1d4 Bandits
2	1d4 Berserkers
3	1d6 Dwarfs
4	1d4 Elves
5	1 Gelatinous C.
6	2d4 Goblins
7	3d4 Kobolds
8	1d6 Orcs
9	1d4 Pixies
10	1d6 Skeletons
11	1d4 Stirges
12	1d4 Zombies

1d12 No. Level 2

1	2d6 Bandits
2	3d4 Dreenoi
3	1d2 Ghouls
4	1d6 Gnolls
5	3d4 Gnomes
6	1 Cave Creeper
7	2d4 Hobgoblins
8	2d8 Kobolds
9	1d6 Lizard Folk
10	1d4 NPCs
11	5d4 Orcs
12	1d6 Troglydites

1d12 No. Level 3

1	1d6 Blink Dogs
2	2d4 Bugbears
3	1d4 Doppelgangers
4	5d4 Dreenoi
5	1 Grey Ooze
6	1d2 Harpies
7	5d4 Hobgoblins
8	1d6 NPCs
9	1d4 Ogres
10	1d4 Wererats
11	1d3 Wights
12	2d6 Zombies

1d12 No. Level 4

1	1d6 Beetles, Giant
2	1d3 Gargoyles
3	1 Ochre Jelly
4	1 Octocat
5	1d6 Ogres
6	2d4 NPCs
7	1 Rust Monster
8	1d2 Spiders
9	1d2 Troll
10	1d4 Werewolves
11	1d4 White Apes
12	1d2 Wraiths

1d12 No. Level 5

1	1 Cockatrice
2	1d4 Hell Hounds
3	1 Hydra
4	1d3 Manticores
5	1d4 Minotaurs
6	1d2 Mummies
7	1d6 NPCs
8	1d6 Ogres
9	1 Owlbear
10	1 Rust Monster
11	1d2 Spectres
12	1d4 Trolls

1d12 No. Level 6

1	1 Basilisk
2	1 Chimera
3	1 Dragon
4	1 Giant
5	1 Golem
6	1 Hydra
7	1 Lich
8	1d4 Medusae
9	1d8 NPCs
10	1 Purple Worm
11	1d2 Toads, Giant
12	1d2 Vampires

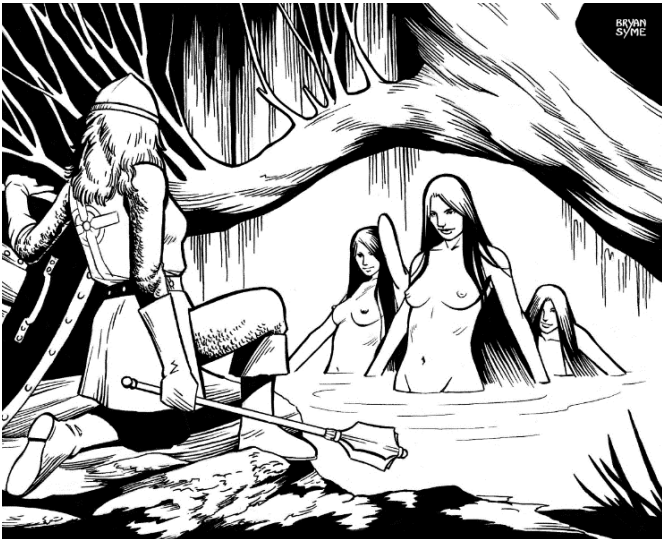
PART 5: ENCOUNTERS

WILDERNESS ENCOUNTERS

Encounters in the Wilderness normally occur at a distance of 4d6 x 10 yards, and are largely dependent on the terrain in which they occur. The referee rolls 1d6 once each day that the party spends in the Wilderness; an encounter occurs on the roll indicated on the table below:

WILDERNESS ENCOUNTER CHANCE

Terrain	Open	River	Forest	Desert	Swamp	Mountains
1d6	1	1-2	1-2	1-2	1-3	1-3



WILDERNESS ENCOUNTER TYPE

Once an encounter is rolled, the general type of creatures met must be determined on the appropriate table below, depending on terrain:

WILDERNESS ENCOUNTER TYPES (BY TERRAIN)

1d8	Open	River	Forest
1	Animals	Animals	Animals
2	Animals	Dragons	Dragons
3	Dragons	Flyers	Flyers
4	Flyers	Giants	Giants
5	Giants	Humanoids	Humanoids
6	Humanoids	Shapechangers	Humanoids
7	Humanoids	Swimmers	Shapechangers
8	Shapechangers	Swimmers	Shapechangers

1d8	Desert	Swamp	Mountain
1	Animals	Dragons	Animals
2	Animals	Flyers	Dragons
3	Dragons	Giants	Dragons
4	Dragons	Humanoids	Flyers
5	Flyers	Shapechangers	Giants
6	Flyers	Swimmers	Giants
7	Humanoids	Undead-Like	Humanoids
8	Undead-Like	Undead-Like	Shapechangers

SPECIFIC WILDERNESS ENCOUNTERS

Next, the referee can roll on the specific Wilderness Encounter Table below to determine exactly who or what the party has run into. The number of creatures must be decided by the referee.

WILDERNESS ENCOUNTERS

1d12	Animals	Dragons	Flyers
1	Ants	Black Dragons	Bats
2	Apes	Brass Dragons	Dragons
3	Bats	Cockatrices	Gargoyles
4	Bears	Basilisks	Griffons
5	Beetles	Chimerae	Harpies
6	Cats	Hydras	Hippogriffs
7	Dinosaurs	Cave Creepers	Lammasu
8	Lizards	Manticores	Pegasi
9	Rats	Purple Worms	Pixies
10	Spiders	Snakes	Raptors
11	Toads	Red Dragons	Stirges
12	Wolves	White Dragons	Thipdon

1d12	Giants	Humanoids	Shapechanger
1	Bugbears	Dreenoi	Angels
2	Cloud Giants	Dwarfs	Djinn
3	Fire Giants	Elves	Doppelgangers
4	Frost Giants	Gnomes	Efreet
5	Gnolls	Goblins	Lamiae
6	Golems	Hobgoblins	Nixies
7	Hill Giants	Humans	Werebears
8	Minotaurs	Kobolds	Wereboars
9	Ogres	Lizard Folk	Wererats
10	Stone Giants	Orcs	Weresharks
11	Storm Giants	Sagath	Weretigers
12	Trolls	Troglodytes	Werewolves

1d12	Swimmers	Undead-Like
1	Crabs	Demons
2	Dagonites	Ghoul
3	Deep Ones	Invisible Stalkers
4	Dolphins	Lich
5	Dragon Turtle	Mummies
6	Fish	Shadows
7	Frogs	Skeletons
8	Hydras	Spectres
9	Lizards	Vampires
10	Merfolk	Wights
11	Nixies	Wraiths
12	Octopi	Zombies



REALM ENCOUNTERS

The Realm veritably teems with life – encounters are not so much about encountering other beings, but encountering *unusual* beings. Is the Realm entirely human-centric, or a melting pot of all intelligent species, or something in-between? There are a huge range of chance meetings possible in individual game worlds, so referees are best served by creating their own encounter tables as appropriate.



STRONGHOLD ENCOUNTERS

Somewhere between Realm and Wilderness lie the lands held by adventurer lords, islands of civilisation deep in the lands of the unknown. Good, evil, or neutral, these castellans have to be powerful to maintain a hold on their precarious demesnes. Uninvited guests can expect unpredictable treatment; they may be welcomed, they may be challenged to ritual combat, or they may be held for ransom or less savoury ends. They may even be ignored altogether if they simply pass through or if they look too strong to overcome. Response tends to vary by the owner's class. Encounters outside the stronghold itself are usually with followers.

Clerics will ask a tithe in the form of 10% of the party's monetary wealth or force them to undertake a *quest*. Evil clerics may simply kill trespassers out of hand.

1d4	Good Followers	Evil Followers
1	3d6 Clerics lvl 1-2	3d6 Clerics lvl 1-2
2	2d8 Fighters 3-4 lvl *	2d6 Trolls
3	1d6 Fighters 5-6 lvl *	2d4 Spectres
4	1d4 Fighters 7-8 lvl **	1d6 Vampires

* Mounted on warhorses

** Mounted on pegasi

Fighters tend to challenge other fighters to single combat, taking the loser's arms if they win or feting their party for a month, and bestowing gifts upon them. Otherwise they demand 1d4 x 100gp from every party member including followers and hirelings.

1d4	Good Followers	Evil Followers
1	3d8 Fighters lvl 1-3	3d8 Fighters lvl 1-3
2	2d6 Fighters lvl 4-6 *	2d6 Fighters lvl 4-6 *
3	1d6 Fighters lvl 7-8 **	1d6 Fighters lvl 7-8 ***
4	1d4 Giants	2d6 Ogres

* Mounted on warhorses

** Mounted on griffons

*** Mounted on giant raptors

Magic-Users are only interested in magic. They will ask a toll of one or more suitable magic items, or send the party on a mission under a *geas* spell to retrieve such items for them.

1d4	Good Followers	Evil Followers
1	2d4 Magic-Users lvl 1-3	2d6 Gargoyles
2	2d4 Fighters lvl 4-6 *	2d4 Lycanthropes
3	1d4 Djinn	1d6 Manticores
4	1d4 Dragons	1d4 Chimerae

* Mounted on unicorns

Thieves will demand substantial payment from interlopers, equal to at least half their wealth including magic. Alternatively, they may simply rob the party and evict them from their lands.

1d4 Followers

1	5d8 Bandits
2	2d6 Thieves lvl 3-5
3	2d6 Fighters lvl 4-6 *
4	2d6 Shadows

* Mounted on hippogriffs



SURPRISE

When an encounter occurs and one or both sides are not aware of the other, either will be surprised on a roll of 1-2 on 1d6. Sometimes both sides are aware of their opponents, sometimes neither is, and sometimes only one side is. If one side but not the other is surprised, those aware of their opponents can act for one round before their opponents.

Each surprised character or monster must roll 1d6, and on a 1 will drop any hand-held items in shock. Picking up a dropped weapon or readying a different one not immediately available takes 1 round.

REACTIONS

Not all (or even most) encounters automatically result in combat. If the creatures or non-player characters are not decidedly hostile, the referee should roll on the reaction table below to determine the mood of the encounter. If the outcome is positive, the characters may even be able to make an offer of employment as per the rules for hirelings.

REACTION TABLE

2d6	Non-Player Character or Creature Reaction
2	Extremely hostile, attacks at once.
3-5	Unfriendly but uncertain, ready to attack.
6-8	Neutral, re-roll after further negotiation.
9-11	Positive, willing to listen to offers.
12	Welcoming, happy to help if possible.

PART 5: ENCOUNTERS

HIT POINT LOSS

Hit points represent a character's capacity for soaking up damage. While a creature has 1 or more hit points, it is able to fight and move normally. If hp are reduced to zero or less, it dies. This necessary abstraction allows the game to flow without getting bogged down in minutiae of wound effects, fatigue, and blood loss.

DAMAGE

When an attack succeeds, the target takes damage. The type of attack determines the amount of damage dealt. Normal weapons always deal 1d6 points of damage; damage from monster attacks varies and is listed individually in **Part 6: Creatures**. Damage reduces the target's current hit points by an amount equal to the points inflicted.

HEALING

There are numerous magical means of healing damage. However, if characters have no recourse to these, they must return to a safe place (not usually found outside the Realm) to recover. Full bed rest restores 1d3 hit points per day.

COMBAT

Combat is played out in 10-second rounds, which extends into 10-round (or 100-second) combat turns if it goes on long enough. Combat turns are not the same as the much longer 10-minute regular turns.



INITIATIVE

In every round of combat, the participants act in the following order of 5 phases:

1. Attacks by surprise, or backstabbing thieves.
2. Spells, and spell-like effects.
3. Missiles, including breath weapons.
4. Melee, and other actions (e.g. picking up weapons).
5. Movement.

In every phase, combatants act in order counting down from highest Dexterity to the lowest. If two or more combatants have the same Dexterity, they roll 1d6 and act in order of highest to lowest. Effects or actions that take a certain number of rounds, such as spell effects or potions, end just before the same Dexterity count on which they began.

COMBAT MOVEMENT

Every creature in **Part 6: Creatures** is listed with a combat movement rate, equivalent to the distance it may move per round. Indoors this is counted in feet; out of doors, in yards. A character can attack before, after, or during movement.

ARMOUR CLASS

A character's armour class (AC) represents how hard it is for opponents to land a solid, damaging blow. AC is determined by the type of armour worn and whether a shield is carried; magic items may also provide a bonus or penalty. The AC given below assumes a helmet is worn; not wearing one means AC9 applies for attacks against the head (e.g. rocks or green slime dropping on a character from above).

Instead of worn armour or shields, creature AC can denote thick blubber, armoured scales, protective clothing, or any number of less mundane defences.

ARMOUR CLASS BY ARMOUR

Armour	AC
None	9
Shield	8
Leather Armour	7
Leather Armour and Shield	6
Mail Armour	5
Mail Armour and Shield	4
Plate Armour	3
Plate Armour and Shield	2



ATTACK ROLLS

Melee and missile combat generally consists of rolling to hit (1d20) and, if successful, rolling damage.

Simply look up the relevant number on the tables on the next page and roll 1d20. If the score is equal to or above the number given, the attack is successful; if it is lower, the attack fails. If the attack is successful, characters deal 1d6 points of damage to the target.



CLERIC & THIEF ATTACK ROLL MATRIX

Character Level	AC9	AC8	AC7	AC6	AC5	AC4	AC3	AC2	AC1	AC0	AC-1	AC-2
1st – 4th	10	11	12	13	14	15	16	17	18	19	20	21
5th – 8th	8	9	10	11	12	13	14	15	16	17	18	19
9th – 12th	5	6	7	8	9	10	11	12	13	14	15	16
13th – 16th	3	4	5	6	7	8	9	10	11	12	13	14
17th – 20th	1	2	3	4	5	6	7	8	9	10	11	12

FIGHTER ATTACK ROLL MATRIX

Character Level	AC9	AC8	AC7	AC6	AC5	AC4	AC3	AC2	AC1	AC0	AC-1	AC-2
1st – 3rd	10	11	12	13	14	15	16	17	18	19	20	21
4th – 6th	8	9	10	11	12	13	14	15	16	17	18	19
5th – 9th	5	6	7	8	9	10	11	12	13	14	15	16
10th – 12th	3	4	5	6	7	8	9	10	11	12	13	14
13th – 15th	1	2	3	4	5	6	7	8	9	10	11	12
16th – 19th	1	1	1	1	2	3	4	5	6	7	8	9
20th	1	1	1	1	1	2	3	4	5	6	7	8

MAGIC-USER ATTACK ROLL MATRIX

Character Level	AC9	AC8	AC7	AC6	AC5	AC4	AC3	AC2	AC1	AC0	AC-1	AC-2
1st – 5th	10	11	12	13	14	15	16	17	18	19	20	21
6th – 10th	8	9	10	11	12	13	14	15	16	17	18	19
11th – 15th	5	6	7	8	9	10	11	12	13	14	15	16
16th – 20th	3	4	5	6	7	8	9	10	11	12	13	14

CREATURE ATTACK ROLL MATRIX

Hit Dice	AC9	AC8	AC7	AC6	AC5	AC4	AC3	AC2	AC1	AC0	AC-1	AC-2
<1d8	11	12	13	14	15	16	17	18	19	20	21	22
1	10	11	12	13	14	15	16	17	18	19	20	21
2	9	10	11	12	13	14	15	16	17	18	19	20
3	8	9	10	11	12	13	14	15	16	17	18	19
4	6	7	8	9	10	11	12	13	14	15	16	18
5 - 6	5	6	7	8	9	10	11	12	13	14	15	16
7 - 8	4	5	6	7	8	9	10	11	12	13	14	12
8 - 10	2	3	4	5	6	7	8	9	10	11	12	11
≥11	1	1	2	3	4	5	6	7	8	9	10	9

PART 5: ENCOUNTERS

OPTION: WEAPON SPEED / VARIABLE DAMAGE

If the group desires, weapon types can be differentiated by introducing weapon speed and variable damage rules. Under this system, light weapons may attack twice per round (once at the character's normal initiative and again after everyone else has acted); normal weapons attack as normal, and heavy weapons can only strike every other round. There is one "extra-heavy" weapon, the heavy crossbow, which can only fire once every 3 rounds.

To offset this, light weapons are likely to do less damage than heavier ones. This is simulated by rolling more than one die, and using either the lower or higher result as shown below:

Weapon Size	Attacks	Damage
Light Weapon	2 / 1 round	Worst of 2d6
Normal Weapon	1 / 1 round	1d6
Heavy Weapon	1 / 2 rounds	Best of 2d6
Extra-Heavy Weapon	1 / 3 rounds	Best of 3d6

MISSILE COMBAT

Missiles cannot be thrown or fired while engaged. Most missile weapons can be fired once per round. Light crossbows can be fired every 2 rounds, heavy crossbows every 3 rounds.

MISSILE RANGES

Note that ranges are measured in feet when underground or indoors; they are measured in yards in the open air where greater parabolic arcs can be achieved by thrown or shot missiles.

Every missile weapon has a short, medium, and long range. At short range the user gets a +1 bonus to hit, at long range there is a -1 penalty instead.

MISSILE RANGES BY WEAPON

Weapon	Short	Medium	Long
Dagger	1-10	11-20	21-30
Hand Axe	1-10	11-20	21-30
Spear	1-10	11-20	21-30
Flask or Vial	1-10	11-30	31-50
Javelin	1-20	21-40	41-80
Short Bow	1-50	51-100	101-150
Horse Bow	1-60	61-120	121-180
Long Bow	1-70	71-140	141-210
Composite Bow	1-80	81-160	161-240
Sling	1-60	61-120	121-180
Light Crossbow	1-60	61-120	121-180
Heavy Crossbow	1-80	81-160	161-240

PARTIAL COVER

Creatures completely hidden from view cannot be targeted by missiles, nor can they launch any themselves. Partial cover also provides some benefit in the form of a -2 penalty to missile attacks against that target. Partial cover can include arrow slits or embrasures, windows or doorways, woodland, and so forth. It is still possible to fire or throw missiles from behind partial cover.

FIRING INTO MELEE

It is not advisable to fire missiles at characters engaged in melee combat, because the attack is as likely to strike friend as it is foe. If characters insist on doing so regardless, the referee should determine the actual recipient randomly from everyone engaged with the intended target (including the original target).

EXAMPLE

Rodney the Reckless, confident in his skill with the long bow, decides to loose an arrow into a melee of four of his compatriots and half a dozen cyclopians. There are 10 combatants, so the referee rolls 1d10. As it happens, the target is another cyclopien, though not the one Rodney was aiming at. A successful attack roll and a good damage roll drop the unlucky cyclopien. Rodney is happy to take the credit for the "expert shot" (deservedly or not).



MELEE COMBAT

When two opponents are within 10' of one another and one of them declares an intention to attack, both are considered to be engaged in melee combat. This has several effects on the possible actions of the combatants, as noted throughout these rules.

PARRY

Instead of attacking, a combatant may choose to use a weapon to parry an opponent's incoming blow; this intention must be declared before the attacker rolls to hit. Parrying imposes a -2 penalty on the attacker's roll to hit. The parrying character loses his or her attack that round. If the attack rolls exactly the number needed to hit, the weapon used to parry with breaks.

SPELL CASTING AND MISSILES

It is not possible to maintain the concentration needed to cast spells or launch missiles while engaged.

SUBDUAL DAMAGE

It is possible to deal non-lethal subdual damage instead of normal damage, provided the attacking character declares this before striking. Only melee attacks can deal subdual damage. Subdual damage is subtracted from hit points as normal, but does not kill the victim. Instead, he or she is rendered unconscious when hit points reach zero or less. Recovery from subdual damage is relatively swift, at the rate of 1hp per turn under normal conditions.

An intelligent creature like a dragon can be cowed by characters that defeat it through subdual damage, and it may agree to become their slave for a time in exchange for its life. However, such servitude relies on the characters maintaining dominance over a subdued being which is looking for every opportunity to escape or kill its captors.

RETREAT

At the end of a melee round, any of the combatants may decide to withdraw provided there is space for them to withdraw into. Backing up slowly has no effect on a character's ability to defend himself, but there is usually no reason an opponent can't follow at the same speed and stay engaged with the character.

A combatant who retreats at normal speed or even turns and runs is subject to melee attacks with a +2 bonus to hit from any combatants in reach that he or she passes.

SPECIAL ATTACKS

There are a number of other options open to characters, other than melee or missile attacks.

POISON

If a character is poisoned, whether from a tainted weapon, a venomous bite, or an ingested toxin, he or she must make a saving throw vs. poison. If the save fails, the poison takes effect at the end of that round.

Note that any damage from the attack is applied normally. Poisoned weapons are rather frowned upon in civilised society, and characters should consider the consequences if they are discovered to be using such. Assassins, of course, have no such qualms.

GARLIC, MIRRORS, HOLY SYMBOLS

Vampires cannot tolerate the strong odour of garlic and will not enter an area laced with it. Similarly, they recoil from a mirror or a strongly presented holy symbol, whether held by a cleric or not.

WOLFSBANE

No lycanthrope of any kind will approach a bunch of wolfsbane (not only werewolves). This herb repels them in the same way that garlic does vampires.

HOLY WATER

A vial of holy water can be thrown at undead monsters in the same manner as a flask of oil, and for the same effect. Holy water has no effect on other creatures.

BURNING OIL

Characters can use a flask of oil as a missile weapon with a range equivalent to a thrown dagger or hand axe. Once the target is struck the oil must be ignited, usually by following up with some sort of flaming missile like a torch or an arrow. Because the thrower is not trying to penetrate armour, the target is treated as AC9. The 1d20 roll is modified for the size of the target as follows for the chance to hit with the oil flask and then to ignite:

THROWN OIL MATRIX

Target Size	Attack Modifier	Ignite Modifier
Up to rat-sized	-3	-1
Up to 2' tall	-2	-
2' to 4' tall	-1	+1
4' to 7' tall	-	+2
7' to 12' tall	+1	+3
12' to 20' tall	+2	+4
Over 20' tall	+3	+5

Oil thrown and ignited causes 1d8 damage at the end of the first round and 2d8 at the end of the second; it burns out by the third round. A flask can be poured on the ground to 5' in diameter. If lit, it burns for 10 rounds and deals 2d8 fire damage to anyone in the area.



SIEGE ENGINES

Most siege engines are employed in large, static battles or on ships, and are not much use against a mobile foe. However, they are included here for completeness.

Cauldrons pour boiling water on a 10' x 10' area directly beneath them, causing 2d6 damage to all in the area.

Ballistae cause 2d6 points of damage to one target.

Catapults cause 3d6 points of damage with light stones, or 4d6 with heavy. Everything in a 10' radius of the target is struck by shrapnel.

SIEGE ENGINE RANGE TABLE

Weapon	Short	Medium	Long
Ballista	1-100	111-200	241-300
Light Catapult	1-120	121-240	241-360
Heavy Catapult	1-160	161-320	321-480

COMBAT EXAMPLE 1

The following example is deliberately kept simple to introduce the basics of the system. Thorklin Thorkhammer, a 1st level dwarfish fighter, has just forced open a door, only to be faced with an unusually well-equipped goblin wearing mail armour and wielding an evilly curved scimitar with obvious confidence and expertise.

Ref: Rolls 1d6 for surprise; a 3 means Thork is not surprised. There is no chance for the goblin to be surprised with the noise Thork was making. "You smash through the door, and see a nasty-looking goblin on the other side. He's swinging a wicked scimitar, it looks like he's ready for you."

Thork: Charges into the room with no regard for the consequences. "Grrr! I'll have at him with me war hammer!"

Ref: Checks Dexterity; Thork is Dex 12, the goblin only Dex 9. "You're faster than him."

Thork: Thorklin needs 14 to hit the goblin's AC5; he rolls 1d20 for a score of 8. "Curses! Missed by a furlong!"

Ref: The 1HD goblin needs 15 against Thork's AC4 mail and shield; he rolls 14 – a hit were it not for the shield. "The goblin has better luck, but not by much. His scimitar glances off your shield."

Thork: Rolls 16, a hit! "Gah, take that, you slime!" Rolls 1d6 for damage; a score of 2 points subtracted from the goblin's total of 4hp means he is still standing.

Ref: Rolls 16 as well. Rolls 1d6 for damage; a score of 3. "The goblin's angry now. He slices below your guard and connects for 3 points of damage."

Thork: Thork's original 6hp are down to 3. He rolls 17, another hit, and 4 points of damage. "A sound strike! Let's see you get up from that, one, goblinoid!"

Ref: 4 points are more than the goblin's remaining 2hp; he dies. "The goblin's scimitar falls to the flagstones with a clatter and he crumples in a heap, his skull crushed by your hammer. His rank odour suddenly intensifies as his bowels relax ..."

Thork: "Ech, how foul! Well, I'm definitely not going through his pockets. I'll step carefully over the corpse and move on."



COMBAT EXAMPLE 2

A party of four adventurers are exploring a 1st level Underworld: Thorklin Thorkhammer the dwarven fighter, Hubert Hartbourne the fighter, Cedric Catweazle the magic-user, and Sarissa Strangelove the cleric. The referee rolls a wandering monster encounter with 5 undead skeletons at an intersection 50' ahead. The corridor is lit with torches, but it is only wide enough for two characters in each rank.

Round 1: The referee rules the characters can hear the skeletons and are not surprised; after rolling 6 on 1d6 neither are the skeletons. The characters all have higher DEX than the skeletons.

Thork and Hubert in the front rank are able to loose their heavy crossbows at the advancing skeletons, both aiming for the one in the lead. Catweazle's sleep spell is useless against undead, so he stays back.

50' is short range for heavy crossbows, so both fighters get +1 to hit. Thork rolls 3, a miss against one skeletons' AC9. Hubert hits with a 15, doing 4 points of damage against the skeleton's 4hp; it is reduced to 0hp and drops to the floor in a clatter of bones. The remaining skeletons close to 20'.

Round 2: Thork and Hubert drop their crossbows and draw melee weapons and shields. Catweazle keeps his head down, while Strangelove prepares her holy symbol. The skeletons advance to melee range and engage.

Round 3: The front ranks clash! Hubert strikes first, rolling an 8 and missing. Thork follows up with a 17, hitting his opponent. The skeleton takes 2 points of damage, leaving it with 3hp.

Both skeletons swing their swords, Thork's opponent misses with a roll of 4 against his AC4, but even Hubert's plate and shield AC2 is not enough when his foe rolls a 19. To add injury to insult, the referee rolls 6 points of damage, 1 more than Hubert's 5hp. He gurgles and slumps to the floor, dead. Strangelove steps into the gap, her holy symbol held high.

Round 4: Strangelove attempts to turn the undead. Her player rolls 9, a success! Rolling 6 on another 2d6 means all 4 skeletons run. Thorklin gets a blow in on his fleeing opponent, hitting with a roll of 14. 4 points of damage shatter it before it can get away.

The last 3 skeletons run rattling down the passage.

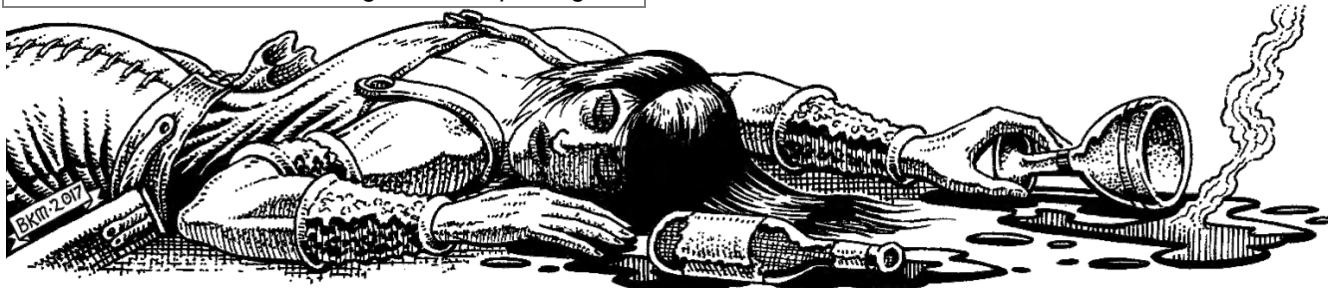
SAVING THROWS

When a character is subject to a magical or otherwise unusual attack, he may get a saving throw to avoid or reduce the effect. A saving throw succeeds if the required number or higher is rolled on a d20. Most effects are negated completely. For those which normally result in damage, such as certain dragon breath attacks, the rolled damage is halved. This is made clear for most situations covered within these rules but, when in doubt, the referee must decide.

Most creatures roll on the fighter saving throw table, using a level equivalent to their HD (ignoring any '+'). Creatures who can cast spells may use the magic-user or clerical table at the referee's discretion. Creatures with classes use the relevant class table.

SAVING THROW MATRIX

	Breath Weapon	Wand or Touch	Gaze	Ray or Poison	Spell or Staff
Level					
<i>Creatures less than 1d8 HD</i>					
0	16	14	15	13	17
<i>Clerics & Thieves</i>					
1-4	16	12	14	11	15
5-8	14	10	12	9	12
9-12	11	7	9	6	9
13-16	8	5	7	3	7
17-20	5	3	4	2	5
<i>Fighters</i>					
1-3	15	13	14	12	16
4-6	13	11	12	10	14
7-9	10	9	10	8	12
10-12	8	7	8	6	10
13-15	6	5	6	4	8
16-18	4	3	4	2	6
19-20	2	2	2	2	4
<i>Magic-Users</i>					
1-5	16	14	13	13	15
6-10	14	12	11	11	12
11-15	11	9	8	8	8
16-20	8	6	5	5	3



PART 6: CREATURES

CREATURES AS MONSTERS

The alphabetical creature listings in this chapter are meant to represent the average for their types. The referee can easily adjust their might by making them weaker or stronger to suit the party's level of experience; hit dice, armour class, or damage can all be adjusted up or down to suit. Of course, the creatures' treasure should be modified accordingly!

A note of caution: just because a creature is included here does not mean it should be unleashed on a party of player characters without forethought! The game is supposed to be a challenge, but the referee must be careful not to create situations which the characters cannot hope to survive no matter how they try. On the other hand, not every encounter must be beatable by the characters – sometimes the smartest thing to do is to run away or, better yet, avoid contact in the first place. Adventure design should be guided, but not dictated, by the strength of the encounters given in the wandering creature tables at the end of this chapter.

This chapter contains a selection of creatures varied enough for any referee's campaign. However, there is always scope for new creatures to add spice, surprise, and wonder to an individual game world. There are innumerable creatures found in other publications that can easily be slotted into a campaign, often with little or no modification.

CREATURES AS CHARACTERS

Almost every creature in this chapter may be played as a classed player or non-player character at the referee's discretion. Intelligent and humanoid creatures are, of course, the easiest to fit into a campaign. It is normally not a good idea to allow one character that is much more or less powerful than the rest of the party, so as to give all the players a chance to partake. However, it is not a given that the game must be perfectly balanced; as long as players and referee are happy, there is no reason why every character has to be identical in his or her (or its) level of prowess.

Hit Dice vs. Character Levels

The creature's hit dice will be converted into character levels, and should be adjusted to match the general party level. In other words, if a player wishes to play a dragon in a 1st level party, it will be a 1st level dragon with an appropriate reduction in abilities such as its breath weapon.

Class

The player must choose an appropriate class within the limits set by the referee. For example, a particular game world might allow dreenois to be fighters, magic-users, and thieves, but not clerics.

Ability Scores

It is possible that a particular creature will have ability scores outside the normal 3-18 range of most humanoid species. Each creature listing includes ability modifiers that should be applied to the 3d6 roll at character generation (or when rolling for Dexterity at the start of an encounter).

Armour Class

AC is not cumulative; if a creature with natural armour superior to AC9 wears armour, only the better of the two counts. Shields always apply their bonus to AC.

XP

Because some species are notably weaker or more powerful than others, experience point penalties or bonuses should be applied. For example, bugbears have ability score and stealth bonuses, so a referee may apply a –20% XP penalty on bugbear player characters. These modifiers are applied in addition to prime requisite XP modifiers.

Damage

Large creatures such as ogres or giants do more damage than human-sized characters, at least at a character level equivalent to their normal HD. Simply use the damage shown in the creature listings below.

EXAMPLE

Olga, a 1st level ogre fighter, does 1d6 points of damage with a successful attack like any other character. At 3rd this would increase to 1d8 level (at the referee's discretion this could happen at 2nd level). From 4th level onwards she does 1d10 like any other 4HD ogre (plus any Fighter bonus).

Thieves' Skill Modifiers

Different species have different aptitudes, so that certain thieves' skills may be easier or harder for them to perform. The referee will have to decide what modifiers to apply; some examples are given in the table below but many more are possible:

Skill	Elf	Halfling	Orc	Dreenoi
Climb Surfaces	+05%	+05%	+05%	+20%
Hear Noise	–	+10%	+05%	+15%
Hide in Shadows	+15%	+10%	+15%	–05%
Move Silently	+10%	+20%	–	–10%
Open Lock	–	–	–05%	–
Pick Pocket	+05%	+05%	–	–
Read Languages	+10%	–	–15%	+05%
Read Scroll	+10%	–10%	–05%	+05%
Remove Trap	–	+05%	–05%	+05%
Use Wand	+10%	–15%	–10%	+15%

SPECIAL TRAITS

Many species have intrinsic powers or capabilities that are not available to others. Some are unique and are detailed for each creature; common types of abilities are explained below.

Breath Weapon

Some creatures are able to breathe fire or other deleterious substances. These may be used even while the creature is engaged in melee.

No attack roll is needed; all targets within the area of effect are hit automatically. Targets take half damage if they successfully save vs. breath weapons.

Acid

Most acids continue to cause damage automatically every round after the initial attack or immersion, with no further roll to hit needed. Acid must be washed off to stop the effects.

Darkvision

Unless stated otherwise, all creatures in this chapter have darkvision. Darkvision is the extraordinary ability to see with no light source at all. This sight is limited to a range of 60' unless noted otherwise.

Darkvision is just like normal vision, but without colour. Creatures with darkvision are subject to gaze attacks in the dark as normal, while humans and halflings, for example, would be immune.

Gaze Attack

Several creatures are able to use a magical gaze attack against one opponent, such as a medusa whose look can petrify. They rely on catching the victim's eye to work, but there is a saving throw.

Most creatures with gaze attacks can be viewed with impunity in a mirror, but if such a creature sees its own reflection it is subject to its own gaze attack.

Level Drain

Some creatures can drain the life force of other beings, stripping away 1 or more character levels or hit dice. If a level draining touch hits, the target must save vs. touch. Failure means the victim loses an amount of XP enough to place him or her halfway within the appropriate lower level.

EXAMPLE

Longfinger, after many harrowing adventures, has reached 4th level in her class. Her luck runs out, however, when she runs into a wraith. She is wearing magical +1 leather armour, so she is effectively AC6. The wraith, a 4HD monster, rolls a 17 – easily enough to score a hit.

Longfinger takes 3 points of damage from the ghostly touch, and must save vs. touch or drop back down to 3rd level with 3,601XP.

Poison

Many creatures use poison to deliver their attacks, such as the petrifying bite of a cockatrice and the paralyzing venom of a ghoul, as well as the more conventional poison bite of a snake. Poison is not instantaneous; it will affect its victim at the end of the round unless stated otherwise.

Undead

The undead are beings that somehow retain an animating life force after death. Unless stated otherwise, they are immune to *charm*, *sleep*, and *read thoughts* spells, and are not normally harmed by poison. However, they can be turned or dispelled by a cleric using his special abilities as described previously in **Part 2: Characters**.

CREATURE ENTRIES

Name: This is the name by which it is known.

AC: The creature's natural AC. In general, intelligent humanoids are able to wear all kinds of armour, and are likely to do so if it would improve their AC. However, as noted above natural and worn armour AC do not stack – only the better counts. Shields always apply their bonus.

HD: The creature's number and type of hit dice for determining hit points. HD is equivalent to character level; a 4HD creature is considered 4th level. Creatures other than classed characters with HD lower than 1d8 are treated as zero level.

Move: Movement speed in land combat; the distance it can cover in 1 round. Other modes of movement are noted as such. Note that armoured creatures move at 75% of the given movement rate.

To determine other movement rates use the formula in **Part 4: Encounters**. Creatures are listed without armour, and their movement rate reflects this; if they are encountered armoured and/or encumbered, their speed should be adjusted accordingly. As always, movement indoors or underground is measured in feet; out of doors it is measured in yards.

Alignment: This line gives the alignment that the creature is most likely to have, and a ratio if more than one is common. For example, an entry of 2N:1CE means 2 in 3 of the creatures are neutral, and 1 in 3 chaotic evil, on average. Groups tend to have the same alignment, although individuals can sometimes be different even from those listed.

A number of creatures have an alignment of "Nil". Such creatures are not subject to reaction rolls and will invariably attack anything they encounter, no matter how much they are overmatched. Alignment is sometimes shown in abbreviated form as LG (lawful good), LE (lawful evil), N (neutral), CG (chaotic good), or CE (chaotic evil).

PART 6: CREATURES

Treasure: This is the wealth found in a typical lair of such creatures; any treasure carried by individuals is listed in brackets. However, intelligent creatures that own useful, portable treasure as part of their hoard (such as magic items) tend to carry and use these. An entry of '0' means that type of creature never has any treasure in its lair or on its person, as noted.

XP: The experience points awarded to the group if the creature is overcome, in addition to XP gained from its treasure. Normally this means the creature's death, but there may be other ways for it to be made permanently harmless to the characters.

Attacks: Multiple attacks that take place in the same round are separated by a plus, e.g. '2 claws + 1 bite'.

If the attacks are given as, for example '1 bite / 1 tail', the creature can only choose one of the options. In this case, attacks are listed in order of preference (if the creature has any).

Damage: Damage for each attack, listed in the same order. Special damage is explained in the text.

Abilities: These are the modifiers to rolled ability scores if the creature is used as a player character or an important non-player character. There is no need to apply these for creature encounters except when rolling Dexterity for initiative. For most normal encounters the creature entry can simply be used as shown below.

A-Z CREATURE LISTING

APE, GIANT

Size:	Normal	Large	Huge
AC:	7	6	5
HD:	2d8	4d8	8d8
Move:	30, climb 30	40, climb 20	50, climb 15
XP:	20	75	650
Alignment:	Neutral	Neutral	Neutral
Treasure:	9 (0)	10 (0)	12 (0)
Attacks:	----- 1 bite + 2 claws -----		
Damage:	1d4 each	1d6 each	1d10 each

These intelligent and powerful omnivores become more aggressive the larger they get; the largest will kill and eat anything they can catch.

AMAZON

AC:	9	XP:	10
HD:	1d8	Alignment:	Neutral
Move:	30	Treasure:	14 (0)
Attack:	1 weapon	Damage:	1d6

Amazons are female warriors renowned for their archers, their elite unicorn-mounted cavalry, and their war galleys rowed by male slaves. Their infantry are usually well-armed and armoured.

ANGEL

AC:	0	XP:	300-1,200
HD:	5d8 to 12d8	Alignment:	Lawful Good
Move:	30, fly 90	Treasure:	0 (0)
Attack:	1 weapon	Damage:	1d6

Winged, beatific humanoids, angels are holy protectors of the weak and innocent. They are immune to normal weapons and mind-affecting spells, and usually dual-class as cleric-fighters. Angels can appear as normal humanoids at will.

ANT, GIANT

Size:	Normal	Large	Huge
AC:	5	3	2
HD:	1d8	2d8	4d8
Move:	40	50	60
XP:	5	15	75
Alignment:	Nil	Nil	Nil
Treasure:	8 (0)	12 (1)	14 (2)
Attack:	1 bite	1 bite	1 bite
Damage:	1d4	1d6	2d6

Giant ants are among the hardest and most adaptable of vermin. Workers are strong but passive, although they may treat characters as food to be carried back to the nest. Soldiers are extremely aggressive, especially in defence of their queen.

Most treasure is found in the nest, but individuals may be in the process of transporting items there.



BANDIT

AC: Varies **XP:** Varies
HD: 1d8 **Alignment:** 1LE : 2N : 1CE
Move: 30 **Treasure:** 16 (2)
Attack: 1 weapon **Damage:** 1d6

Bandits are fighters. They usually have prisoners for ransom, either with them or at the camp, 1 for every 10 bandits. Equipment within a typical band varies:

40% melee weapon, leather, shield (AC6)
 25% missile weapon, melee weapon, leather (AC7)
 25% light horse, melee weapon, leather, shield (AC6)
 10% medium horse, melee weapon, mail, shield (AC4)

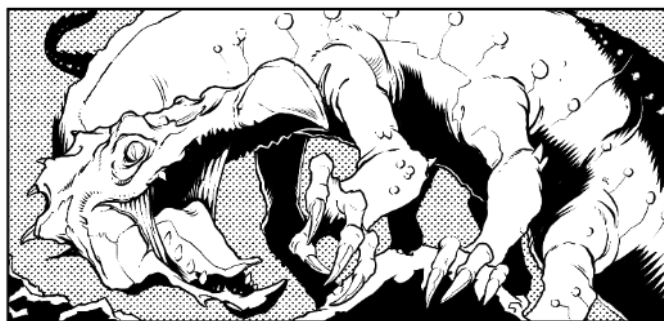
Every 30 bandits are led by a 4th level fighter; every 50 bandits have an additional 5th or 6th level captain. Officers are equivalent to medium horse troops, but with AC5 barding for their mounts.

Bands of 200 to 300 outlaws may have a cleric and a magic-user among their number (roll 1 on 1d4 for each). Clerics will be 8th level. Magic-users will be either 10th level (1-4 on 1d6) or 11th level (5-6).

Hordes of more than 300 bandits will have a cleric half the time, and always number a magic-user amongst them. Levels for these troops are determined in the same way as for smaller bands.

High-level bandits are likely to have magic items; the chance is equal to their level or less, rolled on 1d20. Use the appropriate magic item sub-tables in **Part 7: Treasure**, as indicated below:

Cleric: Weapons and Armour
Fighter: Weapons and Armour, Swords
Magic-user: Rods/ Staves/ Wands, Rings, Other

**BASILISK**

AC: 4 **XP:** 700
HD: 6d8 **Alignment:** Neutral
Move: 15 **Treasure:** 15 (0)
Attacks: 1 gaze / 1 bite **Damage:** petrify / 1d10

A basilisk is a reptilian monster that petrifies living creatures with a mere gaze. They are not natural creatures, being hatched through dark and evil magic. A basilisk relies on its gaze attack. Its bite, unlike that of a cockatrice, has no petrifying effect.

BAT

	Colony	Giant
Type:		
AC:	8	6
HD:	1d4	1d8
Move:	Fly 40	Fly 50
XP:	6	13
Alignment:	Neutral	Neutral
Treasure:	0 (0)	0 (0)
Attack:	1 bite	1 bite
Damage:	1d3	1d4

Bats are nocturnal flying mammals. They are not affected by darkness. Bat colonies act as a single creature. Giant bats always attack interlopers.

BEAR

	Normal	Large	Huge
Size:			
AC:	7	6	5
HD:	3d8	5d8	7d8
Move:	30	40	50
XP:	35	175	450
Alignment:	Neutral	Neutral	Neutral
Treasure:	0 (0)	0 (0)	0 (0)
Attacks:	----- 1 bite + 2 claws -----		
Damage:	1d3 each	1d4 each	1d6 each

Most bears are omnivores, and are not dangerous unless threatened or surprised. Large bears can be bad-tempered, and huge bears are dreaded predators. If a bear hits with both claws, it will hold on and bite, while automatically causing hug damage equivalent to 2 claw strikes in subsequent rounds.

BEETLE, GIANT

	Normal	Large	Huge
Size:			
AC:	4	3	2
HD:	1d8	2d8	4d8
Move:	30, fly 45	40, fly 60	50, fly 75
XP:	13	25	125
Alignment:	Nil	Nil	Nil
Treasure:	0 (0)	0 (0)	0 (0)
Attacks:	1 bite	1 bite	1 bite
Damage:	1d6	1d8	1d10

There are numerous varieties of oversized beetles; a few are listed below but there are many possibilities.

Normal giant fire beetles have three glands, one above each eye and another at the tip of their abdomen, that produce a green glow which persists for 1d6 days after removal from the beetle, illuminating a 10' radius.

Large giant bombardier beetles can release a 10-foot cone of acidic vapour once per round (save vs. breath weapons or take 1d4 points of acid damage).

Huge giant stag beetles can charge an opponent with their horns for 1d10 points of damage.

**BERSERKER**

AC: 9 **XP:** 15
HD: 1d8 **Alignment:** Neutral
Move: 30 **Treasure:** 0 (3)
Attack: 1 weapon **Damage:** 1d8
Abilities: Constitution +1

Berserkers are fighters who succumb to a crazed bloodlust in battle, often unable to tell friend from foe in their frenzy. They attack at +2 to hit vs. humanoids.

BLACK PUDDING

AC: 6 **XP:** 1,600
HD: 10d8 **Alignment:** Nil
Move: 15 **Treasure:** 0 (0)
Attacks: 1 touch
Damage: 3d8 acid damage

Black puddings are amorphous creatures that move with equal ease across floors, walls and ceilings and can squeeze through the smallest crevice. Their digestive acid dissolves organic material and metal quickly, but does not affect stone. Any melee hit deals acid damage, dissolving the target's armour in 1 turn.

Attacks other than fire deal no damage to a black pudding. Instead the creature splits into two identical puddings, each with half of the original's current hit points. Fire deals normal damage.

BLINK DOG

AC: 5 **XP:** 300
HD: 4d8 **Alignment:** Lawful Good
Move: 30 **Treasure:** 12 (0)
Attacks: 1 bite **Damage:** 1d6

Blink dogs are intelligent canines with limited teleportation ability. They hunt in packs, teleporting in a seemingly random fashion until they surround their prey, allowing them to blink in and attack from a distance of 1' to 4'. They can act at once after teleporting. If they feel endangered the whole pack will teleport away immediately. They hate octocats.

BUGBEAR

AC: 9 **XP:** 35
HD: 3d8 **Alignment:** 1N : 3CE
Move: 40 **Treasure:** 11 (1)
Attack: 1 weapon **Damage:** 2d4

Abilities: Strength +1, Constitution +1, Dexterity +1

Bugbears are hirsute, huge and ungainly-looking relatives of goblins, but they are disturbingly stealthy and prefer to ambush opponents whenever possible, surprising parties on a roll of 1-3 on 1d6. Their well-planned and coordinated attacks make them formidable even beyond their size.

Bugbears will try to take control of goblin tribes when they can, although their numbers are never great. Bugbear leaders have 6HD and strike for 1d10 damage. They are always accompanied by a retinue of 2d4 bodyguards with 4HD each.

CAMEL

AC: 7 **XP:** 20
HD: 2d8 **Alignment:** Neutral
Move: 45 **Treasure:** 0 (0)
Attack: 1 bite / 1 kick **Damage:** 1d4 / 1d6

Camels are ill-tempered beasts able to travel for up to two weeks without water, and are thus often used as beasts of burdens in desert areas.

They can carry up to 300 pounds with no penalties, 600 pounds at a move of 30, and 900 pounds at a move of 15. A camel's powerful kick can be dangerous, and their vicious bite little less so.

CARNOSAUR

Size:	Normal	Large	Huge
AC:	7	6	5
HD:	4d8	8d8	13d8
Move:	40	50	60
XP:	75	650	2,300
Alignment:	Neutral	Neutral	Neutral
Treasure:	0 (0)	0 (0)	0 (0)
Attack:	1 bite + 2 claws	1 bite	1 bite
Damage:	2d6 + 1d6 + 1d6	3d6	4d6

Carnosaurs come in many shapes and colours, and take full advantage of their power and speed. These swift bipedal carnivores stalk prey, staying hidden in cover until they can get into charge range and rush to the attack. Like most dinosaurs they keep growing throughout their life.

If a huge carnosaur rolls 4 higher on 1d20 than it needs to hit with its bite attack, it can swallow its unfortunate victim whole. A swallowed creature will expire within 6 rounds and be completely dissolved and irrecoverable in 2 turns.

CAT, GREAT

Size:	Normal	Large	Huge
AC:	7	6	5
HD:	1d8	2d8	5d8
Move:	40	50	60
XP:	10	20	175
Alignment:	Neutral	Neutral	Neutral
Treasure:	0 (0)	0 (0)	0 (0)
Attacks:	----- 1 bite + 2 claws -----		
Damage:	1d3 each	1d4 each	1d6 each

Great cats may be loners or pack hunters. Smaller cats avoid conflict, but the larger are fearless.

CAVE CREEPER

AC:	7	XP:	50
HD:	3d8	Alignment:	Nil
Move:	30, climb 30	Treasure:	11 (0)
Attack:	1 touch	Damage:	Paralysis

An adult cave creeper is about 8 feet long from the tips of its tentacles to the end of its body. When potential prey ventures near, it lashes out with these tentacles, which ooze a paralyzing poison. Its jaws are small and weak, so a cave creeper normally drags the helpless victim back to its lair to be eaten.

CENTAUR

AC:	7	XP:	10
HD:	1d8	Alignment:	1LG : 2N : 1LE
Move:	30	Treasure:	16 (3)
Attack:	1 kick/1 wpn.	Damage:	1d6 / 1d8
Abilities:	Strength +1, Intelligence -1		

A centaur is as big as a heavy horse, but much taller and slightly heavier. A centaur employing a lance deals double damage when charging, just as a rider on a mount does.

CENTIPEDE, GIANT

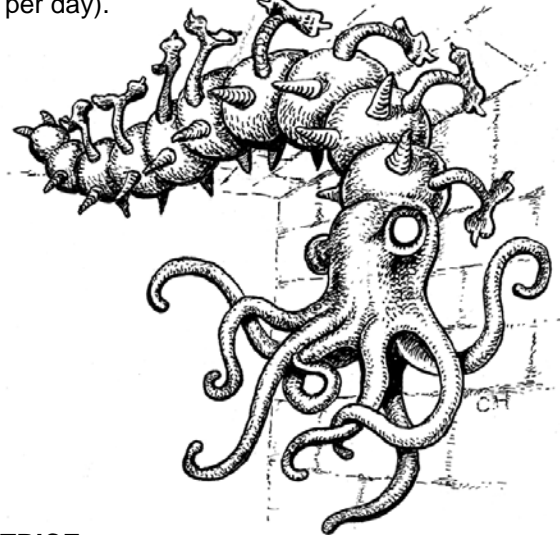
Size:	Normal	Large	Huge
AC:	9	6	3
HD:	1d2	1d8	3d8
Move:	15, climb 10	25, climb 20	40, climb 30
XP:	5	15	50
Alignment:	Nil	Nil	Nil
Treasure:	0 (0)	0 (0)	0 (0)
Attack:	1 bite	1 bite	1 bite
Damage:	Poison	1d4 + poison	1d8 + poison

These centipedes tend to attack anything that resembles food, being extremely aggressive and not intelligent enough to know when they are outmatched. Their poison is relatively weak, though deadly, so victims get a bonus to their saving throw for smaller types (+4 for normal, and +2 for large).

CHIMERA

AC:	4	XP:	2,300
HD:	9d8	Alignment:	Chaotic Evil
Move:	30, fly 40	Treasure:	15 (0)
Attacks:	3 bites + 2 claws / 1 breath		
Damage:	2d4 each + 1d3 each / 3d8		

A chimera has a lion-like body from which sprout three mismatched heads. The dragon head is red, and there is a 50% chance that a chimera will breathe fire in lieu of its other attacks, causing 3d8 damage to any creatures within a cone 50' long and 20' wide at its end (3 times per day).

**COCKATRICE**

AC:	6	XP:	425
HD:	5d8	Alignment:	Neutral
Move:	20, fly 45	Treasure:	13 (0)
Attacks:	1 bite	Damage:	1d4 + petrify

A cockatrice is a monstrous mixture of serpent and cockerel. Creatures bitten by a cockatrice must make a saving throw vs. poison or turn to stone in 1d4 rounds. Cockatrices are immune to the petrifying poison of other cockatrices, but other types of petrification attacks affect them normally.

CRAB, GIANT

Size:	Normal	Large	Huge
AC:	5	3	1
HD:	1d8	3d8	6d8
Move:	15, burrow 5	20, burrow 5	30, burrow 5
XP:	10	35	275
Alignment:	Nil	Nil	Nil
Treasure:	0 (0)	0 (0)	0 (0)
Attacks:	2 claws	2 claws	2 claws
Damage:	1d4 each	1d8 each	2d6 each

Giant crabs are found on land and under water, and often bury themselves in sand to surprise their prey. On a successful claw attack they will hold on, dealing damage automatically every round thereafter.

PART 6: CREATURES

CYCLOPIAN

AC: 8 **XP:** 20
HD: 2d8 **Alignment:** Neutral
Move: 30 **Treasure:** 12 (0)
Attack: 1 weapon **Damage:** 1d6
Abilities: Strength +1

Cyclopians are an unusual species of humanoid who make their dwellings deep in swamps and wetlands. Although said to be descended from giants, at just over 6' tall they are only slightly larger than humans.

The females are difficult for outsiders to tell apart, and resemble elves with a green tinge to their dark hair.

Male cyclopians are conspicuously different, having large, pointed ears, and only one large central eye instead of the usual two. These they use to great advantage for hunting at night, combining better than usual darkvision with almost bat-like hearing to locate their prey in the dark.

DAGONITE

AC: 9 **XP:** 10
HD: 1-5d8 **Alignment:** Chaotic Evil
Move: 20, swim 30 **Treasure:** 13 (0)
Attack: 1 weapon **Damage:** 1d6

These frog-like humanoids live in the damp places of the Underworld or the Wilderness. Their form is such that they can pass unnoticed in the Realm as long as they remain completely covered and don't interact too much with others. They can jump up to 40'. Instead of walking at a rather slower and more awkward gait.

Their worship of Dagon sometimes brings them into conflict with the deep ones (see below), although the latter have a much more complex relationship with this inhuman, god-like being than the relatively orthodox adoration practised by the dagonites.

DEEP ONE

AC: 9 **XP:** 10 or more
HD: 1-10d8 **Alignment:** Chaotic Evil
Move: 30, swim 30 **Treasure:** 13 (0)
Attack: 1 weapon **Damage:** 1d6

These fish-like humanoids live at all depths of the ocean. Deep ones are alien beings with an alien mind-set, who only see other creatures in the context of how they may be used to further their own ends – whatever those may be. They are able to interbreed with humans, such offspring appearing human at first, but slowly gaining the form of their piscine parents.

Deep ones traffic with other watery beings and worship ancient, dreaming, undersea gods. They continue to grow throughout their lives, and there is theoretically no limit to the size and power of the most ancient individuals (greater than 10HD are rumoured).



DEMON

Size:	Normal	Large	Huge
AC:	2	1	0
HD:	4d8	7d8	10d8
Move:	1d8 x 10	1d6 x 10	1d4 x 10
XP:	125	850	1,600
Alignment:	Chaotic Evil	Chaotic Evil	Chaotic Evil
Treasure:	0 (0)	0 (0)	0 (0)
Attacks:	----- 1 bite + 2 claws -----		
Damage:	1d4 each	1d6 each	1d8 each

Demons are a group of creatures native to chaotic evil-aligned planes. They are ferocious, and will attack any creature just for the sheer fun of it, even monsters or other demons.

Demons come in all shapes and sizes, and may have wings, extra limbs, horns, scales, tails, or any number of usually grotesque physical features. The table below is only an example of the peculiarities that distinguish them; the referee should invent more to avoid repetition.

1d20	Characteristic
1	<i>Charm person</i> 3 times per day
2	<i>Darkness</i> at will
3	<i>Detect invisible</i> at will
4	<i>Dispel magic</i> 3 times per day
5	<i>Inflict fear</i> once per person per day
6	<i>Levitate</i> 3 times per day
7	<i>Polymorph self</i> once per day
8	<i>Pyrotechnics</i> at will
9	<i>Summon demon</i> once per day
10	<i>Telekinesis</i> at will
11	<i>Teleport</i> 3 times per day
12	50% immune to spells
13	Fly, swim, or burrow at normal movement rate
14	Horn attack, double damage when charging
15	On fire; attackers take 1d6 fire damage
16	Two extra claw attacks
17	Roll 2 times
18	Roll 3 times
19	Roll 4 times
20	Roll 5 times

DJINNI

AC: 5 **XP:** 1,250
HD: 7d8 **Alignment:** Neutral
Move: 40, fly 80 **Treasure:** 0 (0)
Attacks: 2 fists/1 whirlwind **Damage:** 1d8 each/2d6
Abilities: Dexterity +2

The djinn are genies of the air. If trapped by some powerful magic-user or cleric, they bargain and offer treasure or favours in return for their lives and freedom.

Djinn create visual and aural illusions at will, which live on independently unless touched or dispelled. They can conjure objects out of the air, but the harder they are the faster they will fade away; steel will only last 1 turn, while gold can endure for 1 day. Djinn can carry up to 600 pounds in weight with ease, or up to 1,200 pounds for 3 turns walking or 1 turn flying, after which it must rest for 1 turn.

A djinni overmatched in combat usually becomes invisible, assumes gaseous form, or takes flight and becomes a whirlwind. It takes one round to change into or out of whirlwind form. The whirlwind is 10' wide at the base, 20' wide at the top and up to 30' tall. Creatures of 1HD or less touched by the whirlwind will simply be tossed aside and killed. More powerful victims will take 2d6 points of damage from the buffeting and debris.

DOLPHIN

AC: 6 **XP:** 20
HD: 2d8 **Alignment:** 2N : 1CG
Move: Swim 50 **Treasure:** 0 (0)
Attack: 1 butt **Damage:** 1d8

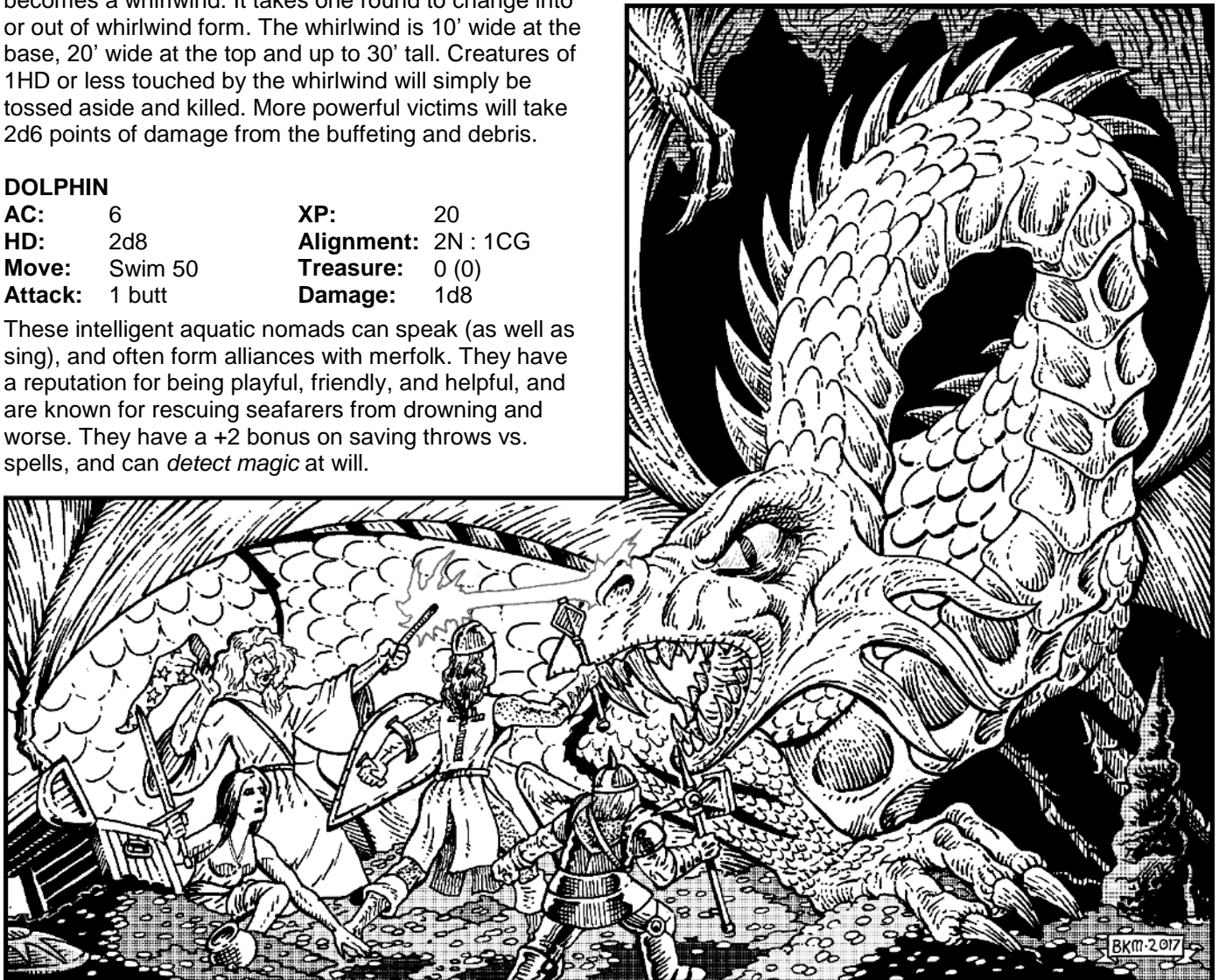
These intelligent aquatic nomads can speak (as well as sing), and often form alliances with merfolk. They have a reputation for being playful, friendly, and helpful, and are known for rescuing seafarers from drowning and worse. They have a +2 bonus on saving throws vs. spells, and can *detect magic* at will.

DOPPELGANGER

AC: 5 **XP:** 125
HD: 4d8 **Alignment:** 3N : 1CE
Move: 30 **Treasure:** 14 (3)
Attacks: 2 fists / 1 weapon
Damage: 1d6 each / 1d6
Abilities: Strength +1

Doppelgangers are able to take on the shapes of those they encounter. In their natural form, doppelgangers strike with their powerful fists. They are immune to *charm* and *sleep* spells, and they save against spells, staves, or wands at a bonus of +6.

Doppelgangers make excellent use of their natural mimicry to stage ambushes, bait traps, and infiltrate humanoid society. If one can insinuate itself into a party by slaying one of its members and taking his or her form, it will attack with surprise when least expected, preferably when none of the other party members will notice. They carry whatever treasure, arms, and equipment their last victim had.



PART 6: CREATURES

DRAGON

Colour:	White	Black	Brass	Red
AC:	2	2	2	2
HD:	5-7d8	6-8d8	6-8d8	9-11d8
Move:	----- 30 (fly 60) -----			
Alignment:	2N : 1CE	1N : 1CE	1N : 2CG	1N : 2CE
Treasure:	20 (0)	20 (0)	20 (0)	20 (0)
Attacks:	----- 1 bite + 2 claws / 1 breath -----			
Damage:	----- 4d6 + 1d6 each / special -----			

The known varieties of dragons are many, only four of which are presented here. Although different in colouration and other details, the general form of dragons is universal: a reptilian beast, moving on four clawed limbs or two great wings, with a sinuous neck and tail, and a fearsome fanged head.

The size of a dragon relative to its age is an indicator of its gender and hit dice:

Dragon Gender and Hit Dice

1d8 Size	Gender	White	Black	Brass	Red
1-2 Small	F	5 HD	6 HD	6 HD	9 HD
3-6 Average	M/F	6 HD	7 HD	7 HD	10 HD
7-8 Large	M	7 HD	8 HD	8 HD	11 HD

Although goals and ideals vary among varieties, all dragons are covetous and amass as much treasure as they can. However, if the hoard is randomly determined it should be reduced by 10% per age category below adult, and increased by 10% per category above. For example, a very old dragon would have a hoard 20% greater than that of an adult.

Dragon Tactics

A dragon prefers to fight on the wing until it has worn down the enemy with ranged attacks. Dragons are adept at sizing up the opposition and eliminating the most dangerous foes first. It attacks with its powerful claws and bite, and can also use a breath weapon 3 times per day. If a dragon has more than one type of breath weapon, it can still only breathe 3 times daily.

A blast from a breath weapon extends in a direction of the dragon's choice, with an area of effect as noted on the table below.

If the breath weapon deals damage, creatures caught in the area can attempt saving throws to take half damage. Saves against non-damaging breath weapons use the most appropriate kind of saving throw, e.g. poison.

Dragon Breath Areas of Effect

Colour:	White	Black	Brass	Red
Breath 1:	Cold	Acid	Fear	Fire
	cone	line	cone	cone
	80' x 30'	60' x 5'	70' x 20'	90' x 30'
Breath 2:	—	—	Sleep	—
	—	—	cloud	—
	—	—	50' x 40'	—

Dragons gain greater power as they age. Their hit points and damage from their breath weapons are not rolled randomly, but are instead determined by their age category. XP are averaged; they vary a *lot*.

Dragon Hit Points and Breath Weapon Damage

1d8 Category	Age	hp/HD	Dmg/HD	XP
1 Very Young	1-5	1	1 point	500
2 Young	6-15	2	2 points	725
3 Juvenile	16-15	3	3 points	1,000
4 Young Adult	26-50	4	4 points	1,250
5 Adult	51-100	5	5 points	1,750
6 Old	101-105	6	6 points	2,000
7 Very Old	151-200	7	7 points	2,400
8 Ancient	201+	8	8 points	2,700

A party which surprises a sleeping dragon may elect to capture rather than kill it. They must declare the attempt before attacking. A subdued dragon can be enslaved when it awakens, to serve the party or be sold. However, dragons are highly intelligent and will not accept slavery for long.

DRAGON TURTLE

AC:	2	XP:	1,900 - 2,300
HD:	11d8 - 13d8	Alignment:	Neutral
Move:	10 (swim 20)	Treasure:	0 (0)
Attacks:	1 bite or 1 breath		
Damage:	4d6 or special		

Adult dragon turtles can measure 30' from snout to tail. They are fierce fighters and generally attack any creature that threatens their territory or looks like a potential meal. Their breath weapon is a cone of superheated steam 90' long and 30' wide at its end, usable 3 times a day just like a true dragon. A submerged dragon turtle surfacing under a ship is likely to capsize the vessel.

DREENOI

AC:	7	XP:	10
HD:	1d8	Alignment:	Neutral
Move:	30	Treasure:	16 (3)
Attacks:	1 weapon or 1 bite		
Damage:	1d6 or 1d4		

Dreenoi are humanoid insects. They can talk, but amongst themselves they communicate telepathically. There are several distinct types of dreanoi, but only the warriors are detailed here. Drones are larger, stronger, and four-armed, but they are completely unaggressive and will not even fight to defend themselves.

An immense, bloated dreanoi queen lies at the heart of every hive, but she is immobile and lives only to lay eggs and to telepathically rule her brood. Only 1 in 50 warriors are independently intelligent, the others obey their telepathic commands or, if left to their own devices, attack anything not dreanoi.

DWARF

AC: 9 **XP:** 10
HD: 1d8 **Alignment:** 3N : 1 LG
Move: 25 **Treasure:** 18 (4)
Attacks: 1 weapon **Damage:** 1d6

Dwarves average 4' in height but weigh as much as humans due to their robust build. They are denizens of the Underworld, expert in all forms of mining, masonry, and metal craft, and will instinctively notice things like slanting passages, new construction, traps, shifting walls, and the like on a roll of 1-2 on 1d6.

Dwarves favour warhammers, crossbows, and are particularly fond of axes. Most dwarves encountered outside their mountain halls home are fighters, and every 40 or so will be accompanied by a captain of level 1d6+1. They gain a +2 bonus to all saves.

EFREETI

AC: 3 **XP:** 1,600
HD: 10d8 **Alignment:** Neutral
Move: 40, fly 80 **Treasure:** 0 (0)
Attacks: 2 fists or 1 fire storm
Damage: 1d8 each or 2d6
Abilities: Str+2

The efreet are genies of fire. They are identical in most ways to djinn, including their ability to create objects and illusions. However, they cannot become invisible or assume gaseous form. Rather than a whirlwind, however, they take the form of a spinning, roaring column of flame.

Changing into or out of this form takes 1 turn. The column is 15' in diameter, and up to 30' tall. Creatures of 1HD or less touched by the inferno will simply be roasted and killed. More powerful victims will take 2d6 points of damage from the fire, and buffeting by flaming debris caught in the maelstrom.

ELEMENTAL

Type:	Air	Earth	Fire	Water
AC:	2	2	2	2
HD:	---- 8 (small) / 12 (medium) / 16 (large) ----			
Move:	Fly 45	10	15	10, swim 45
XP:	1,200 (sm) / 2,300 (md) / 2,800 (lg)			
Alignment:	Nil	Nil	Nil	Nil
Treasure:	0	0	0	0
Attacks:	1 blow	1 blow	1 blow	1 blow
Damage:	1d6 (small) / 2d6 (medium) / 3d6 (large)			

Elementals are incarnations of the four elements that comprise all existence. A considerable amount of the element must be present to summon an elemental, such as a forge fire or a pond. A character can only summon one elemental of its type every day, no matter what size. The elemental must be actively controlled by its summoner or it will turn on the inattentive unfortunate, and attack.

Air Elemental: Its rapid speed makes an air elemental useful on vast battlefields or in extended aerial combat. The elemental can transform itself into a whirlwind or back in 1 round. The whirlwind is 30' wide at the base, 60' feet wide at the top, and 10' per HD tall. Any creature of less than 2HD will be caught in the whirlwind and swept along. Its attack causes 1 extra point of damage to flying creatures.

Earth Elemental: An earth elemental consists of whatever types of dirt, stones, precious metals, and gems it was conjured from. It moves slowly and cannot cross water. When striking creatures in contact with the ground, it deals an additional 1d6 points of damage. It also makes an effective battering ram.

Fire Elemental: A fire elemental is a fierce opponent that attacks its enemies directly and savagely. It causes fire damage and takes joy in burning creatures and objects to ashes. Even fire-using creatures take half damage from a fire elemental's attack. However, any body of water is an impassable barrier to it.

Water Elemental: A water elemental prefers to fight in a large body of water where it can disappear beneath the waves and suddenly swell up behind its opponents. It cannot venture more than 60' from the body of water from which it was summoned. It does double damage in water, and is strong enough to capsize small boats and stop ships dead in the water.

**ELF**

AC: 9 **XP:** 10
HD: 1d6 **Alignment:** 1N : 3CG
Move: 30 **Treasure:** 14 (6)
Attacks: 1 weapon **Damage:** 1d6

High elves, wood elves, and dark elves are slightly smaller than humans, delicate and willowy with noticeably pointed ears. High elves are fair of skin, hair, and eyes, while wood elves are ruddy-complexioned and dark-haired. Dark elves have pale skin with eyes and hair of the deepest black.

Elves are cautious warriors and take time to analyse their opponents and the location of the fight if at all possible, maximising their advantage by using ambushes. They prefer to fire from cover and retreat before they are found, repeating this manoeuvre until all of their enemies are dead. Elves prefer long bows or short bows, and swords. They instinctively notice secret doors on a roll of 1-2 on 1d6, without needing to search. They are immune to ghoulish paralysis, but not other types such as spells.

PART 6: CREATURES

FELINE

AC: 9 **XP:** 10
HD: 1d8 **Alignment:** Neutral
Move: 35 **Treasure:** 11 (3)
Attacks: 1 weapon or 2 claws + 1 bite
Damage: 1d6 or 1d3 each
Abilities: +1 Dexterity

These nomadic cat people are independent-minded, and stay aloof from the affairs of other beings.

FISH, GIANT

Size:	Normal	Large	Huge
AC:	8	6	4
HD:	1d8	2d8	4d8
Move:	Swim 30	Swim 40	Swim 50
XP:	10	20	75
Alignment:	Neutral	Neutral	Neutral
Treasure:	0 (0)	0 (0)	0 (0)
Attacks:	1 bite	1 bite	1 bite
Damage:	1d6	1d8	1d10

Giant fish come in many varieties and are found in any kind of aquatic habitat, but all are fast, stealthy underwater predators. They are sometimes deployed in schools as guards and hunters.

GARGOYLE

AC: 5 **XP:** 125
HD: 4d8 **Alignment:** 1N : 1LE
Move: 20, fly 40 **Treasure:** 12 (0)
Attacks: 4 claws **Damage:** 1d4 each

Gargoyles often appear to be winged stone statues. They can perch indefinitely without moving and use this disguise to surprise their prey. They can stay perfectly immobile until they dive without warning onto their targets from lofty perches.

Gargoyles are not very intelligent, and they do not speak, but they often exhibit a great deal of cunning in their aggression.

GELATINOUS CUBE

AC: 8 **XP:** 125
HD: 4d8 **Alignment:** Nil
Move: 15 **Treasure:** 0 (3)
Attacks: 1 touch **Damage:** 2d4

The nearly transparent gelatinous cube travels slowly along Underworld corridors and cave floors, absorbing carrion, creatures, and trash. Inorganic material remains trapped and visible inside the cube's body. A typical gelatinous cube is 10' on a side.

They are invulnerable to lightning, cold, and most spells. A gelatinous cube attacks by engulfing its prey. A target touched by a cube must save throw vs. poison or be paralysed. The cube can automatically envelop a paralysed opponent, causing 2d4 points of damage per round as it digests its meal.

GHOUL

AC: 6 **XP:** 25
HD: 2d8 **Alignment:** CE
Move: 30, burrow 5 **Treasure:** 11 (0)
Attacks: 1 bite + 2 claws
Damage: 1d3 each + paralysis

Ghouls are foul creatures that feed on the dead. They attack with surprise when possible. Victims must make a saving throw vs. poison or be paralysed.

GIANT

Type:	Hill	Stone	Frost
AC:	7	4	6
HD:	8d8	9d8	10d8
Move:	20	20	30
XP:	650	850	1,000
Alignment:	1N:1CE	N	2N:1CE
Treasure:	14 + 5,000 gp (1d6 x 1,000gp)		
Attacks:	1 weapon or 1 thrown rock		
Weapon:	2d8	3d6	4d6
Rock:	2d6	2d6	2d6+1
Radius:	10'	15'	10'
Range:	200	240	200
Abilities:	Str+1, Int-1	Str+2	Str+2
Height	12'	14'	16'
Lair	Cave	Cave	Castle

Type:	Fire	Cloud	Storm
AC:	5	5	4
HD:	11d8	12d8	15d8
Move:	20	30	45
XP:	1,100	1,350	2,800
Alignment:	1N:1LE	N	3N:1CG
Treasure:	14 + 5,000 gp (1d6 x 1,000gp)		
Attacks:	1 weapon or 1 thrown rock		
Weapon:	5d6	6d6	7d6
Rock:	2d6+2	3d6	3d6+3
Radius:	10'	10'	10'
Range:	200	200	200
Abilities:	Str+2	Str+2	Str+3
Height	12'	18'	24'
Lair	Castle	Castle	Castle

Hill giants are primitive creatures that dwell in the hills and highlands at the edges of the Realm. **Stone** and **fire** giants live deep inside mountains. **Frost** giants live in frozen lands. **Cloud** giants live in castles on mountain peaks or floating in the clouds. **Storm** giants live on mountains or beneath the sea, and are able to whip up storms in both elements at will.

Giants usually carry a great sack containing gear, money, and a number of boulders for use as ammunition. Civilised giants use animals or monsters as guards; wolves, bears, lions, giant eagles, and sometimes even hydras.

Adult giants are accomplished rock throwers and can hurl rocks like living catapults, causing damage to everything within a certain radius of the impact.

**GNOLL**

AC: 9 **XP:** 20
HD: 2d8 **Alignment:** 2N : 1CE
Move: 30 **Treasure:** 13 (1)
Attacks: 1 weapon **Damage:** 1d8
Abilities: Strength +1, Intelligence -1

Gnolls are bestial, vicious, and stupid, a combination which makes them prone to random violence and unwilling to abandon a fight. They are found wandering in gangs, ravaging their way across the land until chased off or hunted down by the inhabitants. Gnoll leaders and their 1d4 guards have 6d8 HD each and strike for 2d6 damage.

GNOME

AC: 9 **XP:** 10
HD: 1d6 **Alignment:** 1N : 3CG
Move: 25 **Treasure:** 12 (5)
Attacks: 1 weapon **Damage:** 1d6

Gnomes stand 3' tall and make their underground homes in hills. Similar to dwarves in appearance, they are even more avaricious than their cousins. Like dwarves, they receive a +2 bonus to saving throws and spot slanting passages, new construction, traps, shifting walls, and the like on a roll of 1-2 on 1d6 without effort. Gnomes are experts in devising cunning traps and ambushes.

GOLEM

Type:	Flesh	Rock	Stone	Iron
AC:	9	5	5	3
HD:	7d8	8d8	10d8	13d8
Move:	30	25	20	20
XP:	1,000	1,375	1,600	2,300
Alignment:	Nil	Nil	Nil	Nil
Treasure:	0 (0)	0 (0)	0 (0)	0 (0)
Attacks:	2 fists	1 fist	1 fist	1 weapon
Damage:	2d8 each	3d6	3d8	4d10

Golems are magically created automatons of great power. Constructing one involves the employment of mighty magic and elemental forces. Golems are tenacious in combat and prodigiously strong as well.

Being mindless, they do nothing without orders from their creators. They follow instructions explicitly and are incapable of any strategy or tactics. They are emotionless in combat and cannot be provoked, though if attacked they will fight back.

Golems of any kind are unaffected by normal weapons and most spells.

Flesh Golem: Created from the flesh, skin, and bones of corpses, when a flesh golem enters combat there is a cumulative 1% chance each round that it goes berserk. The uncontrolled golem goes on a rampage, attacking the nearest living creature. The golem's creator can try to regain control with a 10% chance of success per round.

Fire and cold-based spells do no damage, but act as a *slow* spell. Electrical spells heal a flesh golem instead of damaging it. *Flesh to stone* will turn it into a small stone golem for 2d6 rounds.

Rock Golem: A crude, man-like form hewn from rock. If it rolls a natural 20 on an attack, the target must save vs. touch or turn to stone. Any weapon used against it will break on a natural attack roll of 1.

The fists of a rock golem can be ground to powder, each functioning as magical *dust of petrification* if sprinkled over a living being.

Stone Golem: A living statue hewn from stone, once per round a stone golem is able to *slow* one opponent within 10' in addition to its attack. *Rock to mud* will *slow* it as per the spell, *mud to rock* restores any damage it has suffered, and *stone to flesh* will turn it into an oversized flesh golem for 2d6 rounds.

Iron Golem: A 12' tall, hollow iron statue, an iron golem attacks with a gigantic weapon grafted to its hand. Once per day it can emit a cloud of poisonous vapours in a 10' radius. Electrical attacks act as a *slow* spell upon it, and fire-based attacks heal damage instead of dealing it. The greatest danger to an iron golem is a rust monster.

PART 6: CREATURES

GOBLIN

AC: 9 **XP:** 7
HD: 1d6 **Alignment:** 2N : 1LE
Move: 25 **Treasure:** 12 (1)
Attacks: 1 weapon **Damage:** 1d6

Goblins stand 3' tall and are prone to being enslaved by more powerful beings when they venture beyond the borders of their kingdoms. Their strength lies in their great numbers and their native cunning.

Goblins' red eyes are sensitive to light, inflicting a penalty of -1 to attack in full daylight. Bigger, stronger goblin kings and their 5d6 warriors have 3d8 HD each, do 1d8 damage, and are not affected by sunlight.



GREAT RACE

AC: 5 **XP:** 450
HD: 7d8 **Alignment:** Neutral
Move: 30 **Treasure:** 20 (7)
Attacks: 1 weapon or 1 claw
Damage: 1d10 or 1d6

These ancient, utterly alien beings are rumoured to be the creators of the deepest levels of the Underworld in desert regions in aeons past. They are telepathic, and are able to project their psyche backwards or forwards in time to switch consciousness with other beings, who must save vs. spells or be sent into the body of the attacking member of the great race. Such captives are not mistreated, but are sent back to their own time and bodies after being interrogated for knowledge and then having the memory of the experience erased.

The creatures are basically 10' tall cones topped by four 10' tentacles. Two end in pincer-like claws, one in trumpet-shaped hearing organs, and one in a golden globe sporting three eyes and two smaller, prehensile tentacles. The 10' wide base is a slug-like foot that rapidly propels these beings across any surface, including floors and ceilings.

Their cities are so ancient that any artefacts have long turned to dust, but rumours persist of living great race colonies deep under deserts, filled with strange treasures and magics.

GREEN GRABBER (SLEEPFLOWER)

AC: 9 **XP:** 50
HD: 3d8 **Alignment:** Nil
Move: 5 **Treasure:** 9 (0)
Attacks: 3 shoots **Damage:** special

Adapted to life in the dark, these carnivorous plants lurk in pits, chimneys, closets, and other small spaces, reaching silently for passers-by with three 30' long shoots (surprise on 1-4 on 1d6). Each shoot, on a successful hit, grabs the target but does no immediate damage.

On the next round, the victim will be dragged into the monster's central mouth to be chewed for 2d6 points of damage per round thereafter. If the captured character is holding a weapon, a save vs. touch indicates that the weapon arm remains free. Each shoot can take 6 points of damage, and the plant will die rapidly if it loses all of its limbs.

Periodically the monster enters a flowering phase, called sleepflower, in which the shoots are weakened but sprout a large yellow flower. These produce a blood-like nectar that attracts stirges. In this form the plant protects itself with its pollen. If approached, the flower opens and sends out a puff of pollen in a 5' radius, up to 3 times per day. Any character in this area must save vs. poison or fall asleep for 1d6 turns.

GREEN SLIME

AC: N/A **XP:** 25
HD: 2d8 **Alignment:** Nil
Move: 0 **Treasure:** 0 (0)
Attacks: 1 touch **Damage:** Special

This immobile Underworld peril devours flesh and organic materials on contact, and is even capable of dissolving metal. It drops from walls and ceilings when it detects movement below.

Wood or metal are corroded by green slime, but it does not harm stone. It eats into flesh, dissolving it into more green slime within 1 turn of contact. The slime must be frozen, burned, or cut away, dealing damage to the victim as well. The high-level clerical spell *remove disease* destroys a patch of green slime.

GREY OOZE

AC: 8 **XP:** 50
HD: 3d8 **Alignment:** Nil
Move: 2 **Treasure:** 0 (0)
Attacks: 1 touch **Damage:** 2d6

Grey ooze secretes a digestive acid that quickly dissolves organic material, dealing acid damage every round. Armour dissolves and becomes useless in one round. Fire or cold have no effect on grey ooze. This monster is hard to identify, because it basically looks like nothing more than damp stone.

GRIFFON

AC: 5 **XP:** 450
HD: 7d8 **Alignment:** Neutral
Move: 30, fly 75 **Treasure:** 14 (0)
Attacks: 1 bite + 2 claws **Damage:** 2d8, 1d4, 1d4

Griffons are powerful, majestic creatures with the characteristics of both lions and eagles. From raptor beak to tufted lion tail, an adult griffon can measure as much as 8'. A pair of strong, golden wings spanning 25' or more emerge from the creature's broad back.

Griffons are aggressively territorial beasts who will defend their nests to the death. They prefer to pounce on their prey, particularly their favourite dish of horsemeat, either diving to the attack or leaping from above. A griffon requires training from hatching before it will bear a rider and live alongside horses without eating them. Griffon eggs are therefore highly valued.

HALF ELF

AC: 9 **XP:** 10
HD: 1d6 **Alignment:** 2N : 2CG
Move: 30 **Treasure:** 10 (4)
Attacks: 1 weapon **Damage:** 1d6

Half-elves are often mistaken for elves. Half-elves usually inherit a good blend of their elfin and human parents' physical characteristics. They instinctively notice secret doors on a roll of 1-2 on 1d6 without needing to search.

HALF ORC

AC: 9 **XP:** 10
HD: 1d8 **Alignment:** 1CG : 2N : 3CE
Move: 30 **Treasure:** 14 (3)
Attacks: 1 weapon **Damage:** 1d6

Half orcs display a varying mixture of their parents' characteristics; some look almost human, some indistinguishable from orcs; most are somewhere in-between. They will normally adapt the language, culture, mannerisms, and character classes of whichever society they are brought up in, though they are usually looked upon as inferior by either group.

HARPY

AC: 7 **XP:** 50
HD: 3d8 **Alignment:** 1N : 2CE
Move: 30, fly 75 **Treasure:** 12 (0)
Attacks: 2 claws / 1 weapon / song or touch
Damage: 1d4 each / 1d6 / special

Harpies have the talons and wings of a giant eagle and the body, arms, and heads of human women. Many are feral, filthy, and hideous, but some few possess an inhuman beauty. They like to entrance hapless travellers with their magical songs, and subject them to unspeakable torments before consuming them alive. Both a harpy's song and her touch act as a *charm person* spell. In battle, she prefers to use flyby attacks and strike with a weapon.

**HALFLING**

AC: 9 **XP:** 7
HD: 1d6 **Alignment:** 3N : 1 LG
Move: 25 **Treasure:** 11 (2)
Attacks: 1 weapon **Damage:** 1d6

Halflings are able to vanish instantly into the undergrowth if they wish. They are superbly accurate with missiles, attacking at +1 to hit with all types of ranged weapons. Halflings are deceptively resilient, and get a +2 bonus on all saving throws.

Because of their small size, halflings treat light weapons as normal and normal weapons as heavy. They cannot use heavy weapons at all, nor long bows, composite bows, or heavy crossbows. Halflings are unusual amongst demi-humans in that they do not have darkvision, as they like an early dinner.

HELL HOUND

AC: 4 **XP:** 50 to 850
HD: 3d8 to 7d8 **Alignment:** LE
Move: 45 **Treasure:** 12 (0)
Attacks: 1 bite / 1 breath
Damage: 1d6 / 1d6 per HD

A typical hell hound stands 5' high at the shoulder and weighs 120 pounds. These creatures are not at home on the material plane, and must be summoned for a particular purpose or find some other means of entry to the world of men.

They are consummate hunters, able to relentlessly track even invisible prey. A hell hound can breathe fire to a distance of 5' for 1d6 damage per HD, but it must make a missile attack roll to hit its target. The breath weapon can only strike a single opponent.

PART 6: CREATURES

HIPPOGRIFF

AC: 5 **XP:** 35
HD: 3d8 **Alignment:** Neutral
Move: 45, fly 90 **Treasure:** 0 (0)
Attacks: 1 bite + 2 claws **Damage:** 1d10/1d6/1d6

Hippogriffs are aggressive flying creatures that combine features of horses and giant eagles. They dive at their prey and slash with claws and beak. Their preference is for pegasus flesh, or horse if they can't get that, but they will hunt humanoids as readily as any other meat.

They are prized as aerial steeds, but are difficult to train unless captured very young or bred in captivity. Once broken to the bridle, however, they are superb mounts.



HOBGOBLIN

AC: 9 **XP:** 10
HD: 1d8 **Alignment:** 1N : 1 LE
Move: 30 **Treasure:** 13 (3)
Attacks: 1 weapon **Damage:** 1d6

Hobgoblins are larger cousins of goblins. These creatures have a strong grasp of strategy and tactics and are capable of devising and carrying out the most sophisticated of battle plans. Under the leadership of a skilled strategist or tactician, their discipline and bravery can prove a deciding factor in the theatre of war. Hobgoblin kings and their personal retinue of 1d8 guards have 5 HD and attack for 1d10 damage.

HOUND

Size:	Normal	Large	Huge
AC:	8	7	6
HD:	1d8	2d8	4d8
Move:	40	45	50
XP:	10	20	75
Alignment:	Neutral	Neutral	Neutral
Treasure:	0 (0)	0 (0)	0 (0)
Attacks:	1 bite	1 bite	1 bite
Damage:	1d4	1d6	2d4

Most hounds range from farmyard animals to large guard and war beasts. Huge hounds are intelligent, legendary creatures, perhaps serving giants in their castles or warding ancient treasures. Some Huge hounds are even able to speak.

HORSE

Type:	Light	Medium	Heavy	Draft
AC:	7	7	7	7
HD:	2d8	2d8	3d8	3d8
Attacks:	-----1 kick / 1 bite-----			
Damage:	-----1d6 / 1d4-----			
Move:	45	40	35	20
XP:	20	20	35	35
Alignment:	Neutral	Neutral	Neutral	Neutral
Treasure:	0 (0)	0 (0)	0 (0)	0 (0)

A horse will not normally enter the Underworld unless especially trained for it.

War horses are normally of the heavy type, able to bear the weight of a knight as well as their own armour known as barding, which provides AC5 at the cost of halving the horse's speed.

HUMAN, NORMAL

AC: 9 **XP:** 5
HD: 1d4 **Alignment:** Any
Move: 30 **Treasure:** 9 (1)
Attacks: 1 weapon **Damage:** 1d4

Normal humans do not have character classes or other special abilities – they are the workers, farmers, labourers, clerks, and other ordinary folk who make the Realm function.

HYDRA

AC: 5 **XP:** Varies
HD: 1d8 per head **Alignment:** Neutral
Move: 30, swim 30 **Treasure:** 11 (0)
Attacks: 1 bite per head **Damage:** 1d6

Hydras are serpentine monsters with multiple heads on long, snake-like necks. Rumours of hundred-headed hydras persist but remain unproven. They can attack with each of their heads during the same round.

A hydra can be killed either by destroying all of its heads or by slaying it normally. To destroy a head, an opponent must make a successful attack causing at least 6 points of damage. Losing a head means only that the hydra can no longer attack with it.

INVISIBLE STALKER

AC: 3 **XP:** 1,200
HD: 8d8 **Alignment:** Neutral
Move: Fly 180 **Treasure:** 0 (0)
Attacks: 1 strike **Damage:** 4d4

An invisible stalker is summoned by the magic-user spell of the same name. It is a type of air elemental that will track and kill a named person for its summoner, although it will attempt to twist the letter of its instructions if they are unreasonably long or complex, or if its task seems to be taking too long to complete. It is always invisible, even when attacking.

KOBOLD

AC: 9 **XP:** 5
HD: 1d4 **Alignment:** 1N : 2LE
Move: 25 **Treasure:** 9 (1)
Attacks: 1 weapon **Damage:** 1d4

Kobolds are short, dwarfish humanoids with cowardly and sadistic tendencies. They live in underground lairs or deep, dark forests where stronger beings do not contest with them for land. Being small, weak, and friendless, they rely on trickery, traps, and attacks with overwhelming numbers. They are easily routed individually, however, and it takes a strong leader to weld them into a cohesive force.

Kobolds are strangely resistant to magic, and save at +3 against all magical attacks. Like goblins, they are dazzled in bright sunlight and fight at -1 under such conditions.

KRAKEN

Size:	Normal	Large	Huge
AC:	7	5	3
HD:	6d8	9d8	12d8
Attacks:	----- 1 bite or 2 tentacles -----		
Damage:	2d4 or 1d4/1d4	2d6 or 1d6/1d6	3d6 or 1d8/1d8
Move:	Swim 30	Swim 45	Swim 60
XP:	275	900	1,350
Alignment:	LE	LE	LE
Treasure:	9 (0)	11 (0)	13 (0)

Kraken are giant, semi-intelligent squid-like creatures known to drag whole ships to their doom. They can wrap their two long tentacles around a vessel to crack its hull, while the fearsome beak ears away planks.

They strike their prey with their long, barbed tentacles, then grab with their eight smaller arms to drag victims into their huge jaws on the next round. A kraken tentacle can be severed by striking it for 10 points of damage, or 6 points for one of the smaller arms.

A kraken can jet backward at double speed to escape, emitting a cloud of black ink three times per day. The cloud provides total concealment, which the kraken normally uses to escape a fight that is going badly.

LAMMASU

AC: 6 **XP:** 500
HD: 6d8 **Alignment:** Lawful Good
Move: 30, fly 60 **Treasure:** 14 (0)
Attacks: 2 claws **Damage:** 1d6 each

A lammasu is a guardian of law in the form of a winged, human-headed lion. It attacks with spells or its razor-sharp claws. It almost always enters combat if it observes a good creature being threatened by evil. It casts spells as a 6th level cleric, and radiates a continuous *protection from evil* 10' radius. It can use *invisibility* and *dimension door* at will, and employs the speech of all neutral and lawful good Realms.

LAMIA

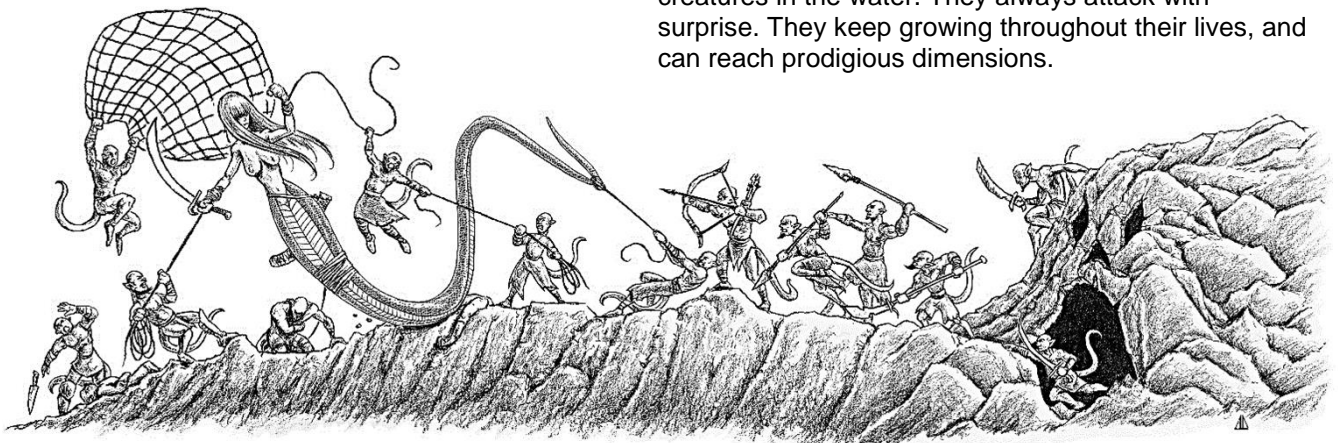
AC: 3 **XP:** 1,600
HD: 9d8 **Alignment:** Neutral
Move: 30 **Treasure:** 17 (5)
Attacks: 1 weapon or 1 touch
Damage: 1d6 or drain 1 Wisdom

A lamia has the upper body of a woman, tapering to a great serpent tail from the waist down. Though powerful and dangerous in melee, she has no stomach for a fair fight. Once per day she can use *charm person*, *mirror image*, *suggestion* and *polymorph self* to lure heroes close, using her touch to drain Wisdom. When she has sapped all but 3 points from her victim, the unfortunate is completely beguiled and ensnared. A lamia forced into physical combat usually wields a dagger or two, or perhaps a scimitar.

LEECH, GIANT

Size:	Normal	Large	Huge
AC:	9	8	7
HD:	1d8	2d8	4d8
Attacks:	Drain blood	Drain blood	Drain blood
Damage:	1	1d4	1d8
Move:	Swim 10	Swim 15	Swim 20
XP:	10	20	75
Alignment:	Nil	Nil	Nil
Treasure:	0 (0)	0 (0)	0 (0)

These loathsome monsters lurk in swamps and stagnant pools, fastening themselves to unwary creatures in the water. They always attack with surprise. They keep growing throughout their lives, and can reach prodigious dimensions.



PART 6: CREATURES

LICH

AC: 0 **XP:** 1,900
HD: 11d8 up **Alignment:** LE
Move: 15 **Treasure:** 18 (8)
Attacks: 1 touch **Damage:** 1d10 + paralysis

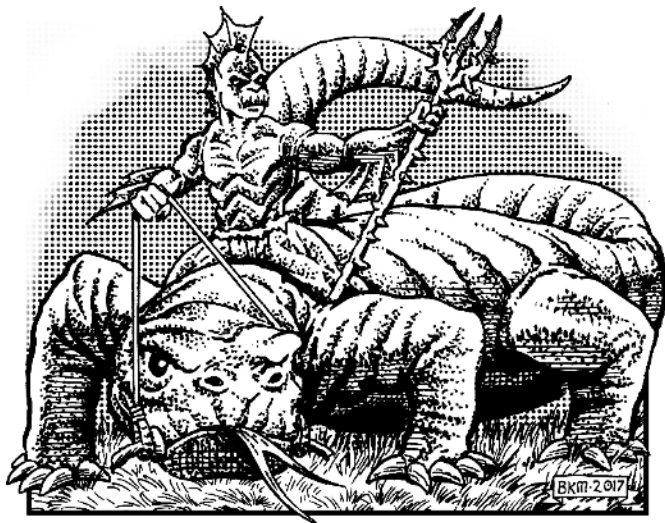
A lich is an undead spell caster, usually a magic-user but sometimes a cleric, who has used magical powers to unnaturally extend existence beyond death. Gaunt and skeletal, with withered flesh stretched tight across horribly visible bones, bright pinpoints of crimson light burn on in empty eye sockets.

Immune to poisons, cold, energy drain, and electricity, a lich is only harmed by magical weapons. *Charm*, *polymorph*, *read thoughts*, *sleep*, *symbols of death* or *insanity* have no effect on it. Merely seeing a lich acts as an *inflict fear* spell on any creatures under 5HD.

LIZARD, GIANT

Size:	Normal	Large	Huge
AC:	6	4	2
HD:	2d8	4d8	6d8
Attacks:	1 bite	1 bite	1 bite
Damage:	1d6 + poison	2d6 + poison	3d6 + poison
Move:	20, swim 30	30, swim 45	45, swim 45
XP:	20	75	275
Alignment:	Neutral	Neutral	Neutral
Treasure:	0 (0)	0 (0)	0 (0)

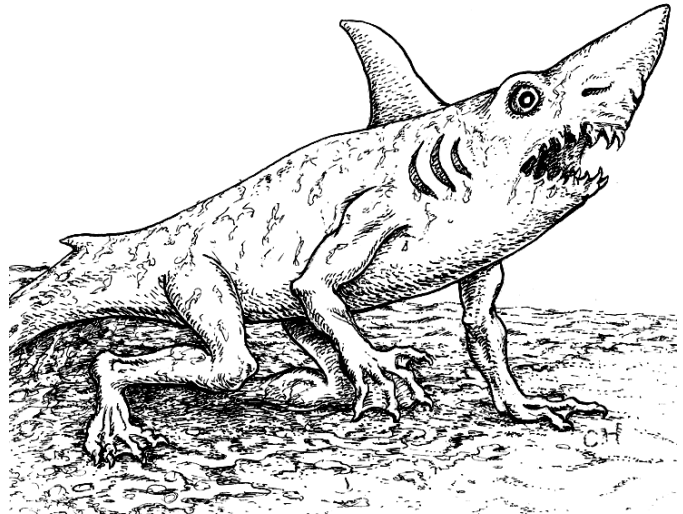
Giant lizards in the wild are mildly poisonous due to their diet; bite victims save vs. poison at +4 or die in 1d6 days. Domesticated giant lizards lose this trait.



LIZARD FOLK

AC: 5 **XP:** 20
HD: 2d8 **Alignment:** Neutral
Move: 30, swim 30 **Treasure:** 13 (1)
Attacks: 1 weapon **Damage:** 1d8

Lizard folk come in many varieties depending on their native habitat. One thing all lizard folk have in common is their skill at domesticating giant lizards as livestock, beasts of burden, and even mounts.



LYCANTHROPE

Type:	Werebear	Wereboar	Wererat
AC:	2	4	7
HD:	6d8	4d8	3d8
Attacks:	2 claws, 1 bite	1 gore	1 bite
Damage:	1d6 each	2d6	1d6
Move:	30	30	30, swim 30
XP:	725	175	65
Alignment:	3N:1CG	4N:1CG	2N:1LE
Treasure:	11 (1)	11 (0)	13 (2)

Type:	Wereshark	Weretiger	Werewolf
AC:	6	3	5
HD:	6d8	5d8	4d8
Attacks:	1 bite	2 claws + 1 bite	1 bite
Damage:	2d6	1d4, 1d4, 1d10	2d4
Move:	30, swim 45	35	30
XP:	725	425	175
Alignment:	N	4N:1CE	2N:1LE
Treasure:	10 (0)	13 (5)	12 (3)

Lycanthropes can transform their bodies into a powerful animal hybrid. Some are unable to fully control their change between forms. Lycanthropes spread their curse; anyone reduced to half hit points or less by a lycanthrope will develop the same affliction within 2d12 days. Only a *cure disease* spell cast during that incubation period will save the character from this fate. Only silver or magic weapons will harm a lycanthrope. All lycanthropes, not only werewolves, are violently averse to the herb wolfsbane, and will not approach it.

Werebears will attack with claws until they hit with both in the same round. They will then hold on and hug for 2d8 damage and attempt to bite for 1d8 every round thereafter.

A Wererat will often assume a hybrid form that has hands and can use weapons, but can also attack with its teeth. It can summon 1d10 x 10 rats to its aid.

MAHAL

AC: 3 **XP:** 25
HD: 2d8 **Alignment:** Lawful Evil
Move: 20, fly 90 **Treasure:** 9 (0)
Attack: 1 bite **Damage:** 1d6

Abilities: Strength –1

The Mahal are an old and evil species of winged saurian, living in underground cities of disturbingly alien architecture. They are an exceedingly cruel civilisation, never missing an opportunity to inflict pain and terror when one presents itself. Mahal long ago gave up any form of physical labour, employing entire populations of slave beings to do their work.

They communicate telepathically amongst themselves, but are limited to sending simple directives to their slaves or employing direct mind control. Only one being can be so controlled at a time and may save vs. gaze, but if they fail they become mere puppets in the power of the Mahal, even to the point of death. Often that death involves being devoured alive, piece by piece, by their masters.

MANTICORE

AC: 4 **XP:** 500
HD: 6d8 **Alignment:** 1N : 7LE
Move: 45, fly 60 **Treasure:** 17 (0)
Attacks: 2 claws + 1 bite or 1-6 spikes
Damage: 1d6 each or 1d6 each

This monster is an abomination combining the body of a giant lion with reptilian wings and a hideous parody of a human face. A manticore begins its attack while still in flight, launching volleys of 1-6 spikes at a time from its tail before closing in to engage in melee. The spikes are ranged 90 (short), 180 (medium), and 210 (long). All targets must be within 30' of each other. It only takes 1 hour for a spike to re-grow after being expelled or otherwise lost.

MEDUSA

AC: 8 **XP:** 125
HD: 4d8 **Alignment:** 1N : 4LE
Move: 30 **Treasure:** 15 (8)
Attacks: 1 weapon or 1 bite or 1 gaze
Damage: 1d6 or poison or petrify

From the neck down, a medusa is indistinguishable from a shapely human woman. She will try to disguise her true nature until she can use her petrifying gaze, often wearing garments that enhance her figure, but hide her face and the asps she bears in place of hair.

A medusa can be viewed with impunity in a mirror, but if she sees her own reflection she is subject to her own gaze attack. A medusa uses normal weapons to attack those who avert their eyes or survive her gaze, while her poisonous snakes strike with poisonous fangs at adjacent opponents.

MERFOLK

AC: 9 **XP:** 10
HD: 1d8 **Alignment:** Any
Move: 30, swim 45 **Treasure:** 14 (3)
Attack: 1 weapon **Damage:** 1d6

Merfolk can breathe both air and water, but rarely travel far from the water's edge. They favour crossbows, tridents, and darts, fighting at –1 on land.

MI-GO

AC: 3 **XP:** 35
HD: 3d8 **Alignment:** LE
Move: 45, fly 90 **Treasure:** 12 (7)
Attacks: 1 weapon **Damage:** 1d8

These monstrous beings inhabit the coldest of mountain regions. Their chitinous, multi-legged forms are equipped with great bat-like wings. They are immune to all forms of cold, and are able to *teleport* at will. They do not speak, but manufacture devices that can imitate most forms of speech, albeit in a strange, buzzing tone.

Mi-Go often kidnap sentient beings and extract their brains for study, kept gruesomely alive in almost indestructible metal cylinders.

MINOTAUR

AC: 6 **XP:** 275
HD: 6d8 **Alignment:** 1N : 3LE
Move: 30 **Treasure:** 12 (0)
Attacks: 1 gore or 1 weapon **Damage:** 2d6 or 1d8
Abilities: Strength +1, Intelligence –1

A minotaur stands more than 7' tall from its cloven hooves to the tips of its horns. A minotaur typically begins a battle by charging at an opponent, lowering its head to bring its mighty horns into play.

Belying their bovine appearance, they are carnivorous with a fondness for humanoid flesh. Minotaurs make their lairs in complex mazes, using their innate cunning to avoid ever becoming lost, and to track opponents with ease and persistence.

MULE

AC: 7 **XP:** 20
HD: 2d8 **Alignment:** Neutral
Move: 30 **Treasure:** 0 (0)
Attacks: 1 bite or 1 kick **Damage:** 1d4 or 1d6

Mules are sterile crossbreeds of donkeys and horses. A mule is similar to a light horse, but slightly stronger and more agile, and less prone to slipping or falling. They are not averse to working in underground spaces, at least no more so than in open spaces.

Mules can carry up to 230 pounds with no penalties, 460 pounds at a move of 20, and 690 pounds at a move of 10. A mule's powerful kick can be dangerous.

PART 6: CREATURES

MUMMY

AC: 5 **XP:** 300
HD: 5d8 **Alignment:** LE
Move: 30 **Treasure:** 13 (8)
Attacks: 2 fists
Damage: 1d6 each + disease

Mummies are preserved undead corpses animated through the auspices of dark gods. On sighting a mummy, the viewer must save vs. spells or be paralysed with fear until the mummy strikes a party member. Six or more compatriots will provide a +2 bonus to the save. The touch of a mummy exposes the victim to mummy rot, a virulent disease that slows natural healing to a tenth of its normal rate for ever after. A *cure disease* spell cast within 1 hour still leaves the victim healing at only half speed.

Mummies take no damage from normal weapons, and only half from fire or magic weapons. As undead, they are immune to *charm person*, *sleep*, and *read thoughts* spells, and are not harmed by poison.

NAGA

AC: 8 **XP:** 25
HD: 2d8 **Alignment:** 1 LG : 4N : 4LE
Move: 30 **Treasure:** 15 (8)
Attacks: 1 weapon / 1 bite
Damage: 1d6 / poison

Naga are an ancient and mysterious species, thought by most to be extinct. They are reptilian, snake-like beings that some suspect of being the original architects of many portions of the Underworld. Although they have a poisonous bite, they are far too civilised to use it in combat unless in dire danger. They themselves are immune to poison.



NIXIE

AC: 7 **XP:** 10
HD: 1d4 **Alignment:** Neutral
Move: 30, swim 45 **Treasure:** 17 (8)
Attacks: 1 weapon / 1 charm
Damage: 1d6 / 1 charm person

Nixies are lithe and comely water sprites. They use their *charm person* ability to deter enemies. A group of at least 10 nixies will attempt to charm attractive humanoids. Those affected must save vs. spells or join the water sprites in their underwater lair for 1 year. Groups of nixies are usually accompanied by a school of 1d10 x 10 trained giant fish, fighting with javelins and daggers only as a last resort.

OCHRE JELLY

AC: 8 **XP:** 175
HD: 5d8 **Alignment:** Nil
Move: 5 **Treasure:** 0 (0)
Attacks: 1 touch **Damage:** 2d6

An ochre jelly is a giant amoeba; it can compress its body to fit into cracks as small as 1" wide. It dissolves organic material, but not stone or metal. Weapons and electrical attacks deal no damage to an ochre jelly; instead splitting the creature into two identical jellies, each with half of the original's current hit points.



OCTOCAT

AC: 4 **XP:** 275
HD: 6d8 **Alignment:** Neutral
Move: 50 **Treasure:** 11 (0)
Attacks: 2 tentacles **Damage:** 1d8 each

Six of this strange cat's eight limbs are relatively normal, while the other two resemble long, viciously-barbed tentacles. As well as being generally mean, an octocat is almost impossible to focus on clearly. All opponents suffer a -2 penalty to hit, while the octocat gains +2 to all saving throws against attacks.

OCTOPUS, GIANT

Type:	Normal	Large	Huge
AC:	9	7	5
HD:	1d8	3d8	6d8
Attacks:	6 tentacles	6 tentacles	6 tentacles
Damage:	1d4	1d6	1d8
Move:	5, swim 15	5, swim 20	5, swim 30
XP:	10	35	275
Alignment:	Neutral	Neutral	Neutral
Treasure:	9 (0)	10 (0)	11 (0)

When an octopus hits a target it will attempt to establish a hold without causing any damage. In subsequent rounds it constricts, causing damage automatically with no need for additional attack rolls.

**OGRE**

AC: 6 **XP:** 75
HD: 4d8 **Alignment:** 1N : 1CE
Move: 30 **Treasure:** 12 (5)
Attacks: 1 weapon **Damage:** 1d10
Abilities: Strength +1

Adult ogres stand 7' to 10' feet tall and weigh 600 to 650 pounds. Their skin colour ranges from mustard yellow to dull brown. They are a dull-witted and aggressive species who love to cook and eat all manner of intelligent beings, with a preference for children.

Ogres use great clubs and mauls for weapons, and often carry bags consisting of poorly cured furs and hides on their wanderings, filled with their repellent belongings. They may even work, or fight, for money.

OLD ONE

AC: 6 **XP:** 275
HD: 6d8 **Alignment:** Lawful Evil
Move: 30, fly 60 **Treasure:** 14 (2)
Attacks: 1 weapon **Damage:** 1d10

Sages speculate that the vast Underworld was the effort of many civilisations, toiling over the eons, but that it began with vast underground cities built by several pre-human species that came to the lands from regions unknown. Old ones flourished for millennia, but were ultimately overthrown by their own creations, the now mindless black puddings. Over the ages their cities were much changed and expanded by later arrivals, but there are still occasional reports of hibernating old ones far below the surface of distant frozen wastes.

The old ones are said to be slightly larger than human in size, but wholly inhuman in form, with a columnar body sporting rings of tentacles at the top (sense organs), base (legs), and at the mid-point (arms).

From the relics of their culture it is clear they are highly intelligent albeit in a fashion alien to most modern species, and they often wield weird devices that duplicate the powers of rings, wands or other magic items (1d20 charges if found). Their treasure is likely to be as perilous to finders as it is valuable.

ORC

AC: 9 **XP:** 10
HD: 1d8 **Alignment:** 1N : 9CE
Move: 30 **Treasure:** 13 (2)
Attacks: 1 weapon **Damage:** 1d6

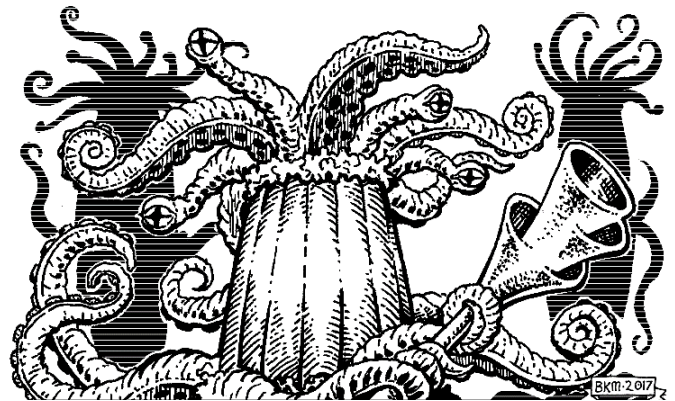
Orcs wear nauseatingly vivid, clashing colours to identify their tribal affiliation. Although different tribes are often impressed into rampaging armies, they will happily turn on one another unless kept on a tight leash by their officers.

Large groups of orcs sometimes include other humanoids amongst their number, either enslaved or voluntarily along for a piece of the loot and killing: for every 100 orcs there is a 20% chance of encountering 1d6 ogres and a 10% chance of 1d4 trolls. Orcs are dazzled in bright sunlight and fight at -1 under such conditions. It takes a powerful leader to even make them march during daytime.

OWL BEAR

AC: 5 **XP:** 175
HD: 5d8 **Alignment:** Neutral
Move: 30 **Treasure:** 12 (0)
Attacks: 1 bite + 2 claws **Damage:** 1d8 each

A fully-grown owl bear can stand as tall as 8' and weighs up to 1,500 pounds. Owl bears attack prey on sight, always fighting to the death. Adventurers who have survived encounters with one of these creatures often speak of the bestial madness they glimpsed in its great, lambent red-rimmed eyes. Owl bears that hit their opponent with both claws in the same round will hold on and hug automatically for 2d8 damage every round thereafter, attempting to bite at the same time.

**PEGASUS**

AC: 6 **XP:** 20
HD: 2d8 **Alignment:** Lawful Good
Move: 60, fly 120 **Treasure:** 0 (0)
Attacks: 1 kick / 1 bite **Damage:** 1d8 / 1d4

The pegasus is a magnificent winged horse that can sometimes be persuaded to serve lawful good characters as an aerial war horse. Though highly prized as aerial steeds, pegasi are wild, shy, and intelligent creatures not easily tamed or trained.

PART 6: CREATURES

PIXIE

AC: 3 **XP:** 15
HD: 1d8 **Alignment:** 2N : 1CG
Move: 15, fly 45 **Treasure:** 19 (7)
Attacks: 1 weapon **Damage:** 1d4

Pixies are reclusive air sprites. They fight their opponents with diminutive weaponry, and their aristocracy is composed of potent magic-users. These forest-dwelling creatures are independent and flighty. Pixies prefer ambushes and other trickery over direct confrontation. They take full advantage of their invisibility and limited flying ability to harass their opponents.

A pixie is always invisible, even when it attacks. This condition is constant, although the pixie can suppress it at will. *Detect invisible* spells will work against them. Pixies can only remain airborne for 30 minutes at a time, before they need to spend 10 minutes resting.

PROBOSCIDIAN

Type:	Elephant	Mammoth	Mastodon
AC:	5	4	3
HD:	9d8	12d8	15d8
Attacks:	1 trunk or 1 gore or 1 trample		
Damage:	1d6/2d4/4d4	1d8/2d6/4d6	1d10/2d8/4d8
Move:	30	30	30
XP:	900	1,350	1,650
Alignment:	Neutral	Neutral	Neutral
Treasure:	0 (0)	0 (0)	0 (0)

Massive herbivores of varied climates, proboscidians are unpredictable creatures but nevertheless are sometimes used as mounts or beasts of burden. Mammoths tend to charge at threatening creatures. Their tusks can be sold for 1d8 x 100gp each.

PURPLE WORM

AC: 6 **XP:** 2,800
HD: 15d8 **Alignment:** Nil
Move: 30, burrow 30 **Treasure:** 13 (0)
Attacks: 1 bite + 1 sting
Damage: 1d6 + 2d6 + poison

The body of a mature purple worm is up to 5' in diameter and 80' long. The creature has a poisonous stinger in its tail. In battle, a purple worm pulls its great body into a coil, biting and stinging anything within reach. If a purple worm rolls 2 higher on 1d20 than it needs to hit with its bite attack, it can swallow its unfortunate opponent whole. A swallowed creature will expire within 6 rounds and be completely dissolved and irrecoverable in 12 rounds.

Sand Worm: desert-dwelling relatives of the purple worm, sand worms are identical except for their reddish-brown colouration. They ambush prey by lying in wait just beneath the surface of the sand (surprise with 1-4 on 1d6).

RAPTOR, GIANT

Type:	Normal	Large	Huge
AC:	6	4	2
HD:	3d8	6d8	12d8
Move:	fly 120	fly 120	fly 120
XP:	50	500	2,300
Alignment:	Neutral	Neutral	Neutral
Treasure:	0 (0)	11 (0)	17 (0)
Attacks:	1 bite + 2 claws		
Damage:	1d4 each	1d8 each	2d6 each

Birds of prey inhabit nearly every type of terrain and climate, including some that are nocturnal.

There are many different types of raptor, but they are chiefly distinguished by their size. The largest have wingspans as wide as 80'. Raptors will only attack potential prey, unless defending their nest.

RAT

Type:	Pack	Giant
AC:	9	7
HD:	1d4	1d4
Move:	15, swim 10	30, swim 20
XP:	6	6
Alignment:	Neutral	Neutral
Treasure:	9 (0)	11 (0)
Attacks:	1 bite	1 bite
Damage:	1d2 + disease	1d3 + disease

Rats carry disease, and bite victims are infected on a roll of 1 on 1d20. The victim must save vs. poison or become bedridden for 1d4 weeks. At the end of this period, roll 1d6: on a 1 the victim dies, on 2-6 he recovers.

Rat packs are dense masses of creatures that can be dangerous in sufficient numbers. They act as a single creature in combat. Giant rats are more aggressive than their smaller cousins and are likely to attack if disturbed.

RUST MONSTER

AC:	2	XP:	400
HD:	5d8	Alignment:	Neutral
Move:	30	Treasure:	0 (0)
Attacks:	1 touch	Damage:	Oxidisation

A rust monster's prehensile antennae can corrode any type of metal on contact, including even magic items. When it scents a metal object, it dashes toward the source of the smell and attempts to strike it with its antennae.

The creature is relentless, chasing characters over long distances if they still possess intact metal objects, but usually ceasing its attacks to devour a freshly rusted meal. A metal weapon that deals damage to a rust monster corrodes immediately.

SAGE

AC: 9 **XP:** 5
HD: 1d4 **Alignment:** Any
Move: 30 **Treasure:** 12 (3)
Attacks: 1 weapon **Damage:** 1d4

A sage can be hired for a specific task or on a long-term retainer; the quality and quantity of advice received depends on pay, and resources such as a library. Anyone who actually kills a sage risks incurring the victim's dying curse, the power of which depends on the knowledge of the murdered sage.

SATYR

AC: 8 **XP:** 500
HD: 6d8 **Alignment:** Neutral
Move: 35 **Treasure:** 13 (7)
Attacks 1 butt *or* 1 weapon **Damage:** 1d6 *or* 1d6

Satyrs are horned, goat-legged humans with a reputation for unbridled passions. The keen senses of a satyr make it almost impossible to surprise one in the Wilderness. Conversely, they surprise others on a roll of 1-4 on 1d6.

Some satyrs can play a variety of magical tunes on their pan pipes. Usually, only one satyr in a group carries pipes. When it plays, all creatures within 60' must make a saving throw or be affected by *charm person*, *sleep*, or *fear*. It is the tune, not the pipe, which is magical, much to the disappointment of many treasure-seekers.

SAGATH

AC: 8 **XP:** 20
HD: 2d8 **Alignment:** Any
Move: 30 **Treasure:** 12 (3)
Attacks: 1 weapon **Damage:** 1d8
Abilities: Strength +1, Intelligence -1

Sagath are 8' tall, ape-like beings, often encountered as foot soldiers and heavy labourers in the employ of more intelligent masters. They are rarely able to organise themselves into a community of any great size or achievement, however.

SAUROPOD

Size:	Normal	Large	Huge
AC:	5	4	3
HD:	15d8	20d8	25d8
Attacks:	1 tail <i>or</i> 1 trample		
Damage:	2d6/4d6	3d6/6d6	4d6/8d6
Move:	30	45	60
XP:	1,650	2,000	3,000
Alignment:	Neutral	Neutral	Neutral
Treasure:	0 (0)	0 (0)	0 (0)

The largest creatures found on land, sauropods have little to fear from most predators except humanoids.

SCORPION, GIANT

Type:	Normal	Large	Huge
AC:	6	4	2
HD:	1d8	3d8	5d8
Attacks:	----- 2 claws + 1 sting -----		
Damage:	1d4 + poison	1d6 + poison	1d8 + poison
Move:	30	30	45
XP:	10	35	175
Alignment:	Nil	Nil	Nil
Treasure:	0 (0)	0 (0)	0 (0)

On a successful claw attack these monsters will hold on, dealing damage automatically every round after. They simultaneously attack targets in front of them with their deadly poisonous sting.

SCREECHER

AC: 7 **XP:** 35
HD: 3d8 **Alignment:** Nil
Move: 5 **Treasure:** 0 (0)

Attacks: 1 screech

Damage: Wandering creature roll

Screechers are giant, ambulatory, vaguely puffball-like creatures that are neither animal nor plant but possess some characteristics of both. A disturbed screecher lets off a penetrating screech for 1d3 rounds, increasing the chance of attracting a wandering creature encounter to 1-3 on 1d6, arriving in 2d6 rounds. Screechers are set off by any movement within 30', or light within 60'. There is also a chance that they will eject a cloud of spores in a 20' radius at the same time. Creatures caught within the cloud must save vs. poison or cough and sneeze uncontrollably for 1d4 rounds.

**SHADOW**

AC: 7 **XP:** 30
HD: 2d8 **Alignment:** LE
Move: 20 **Treasure:** 15 (0)
Attacks: 1 touch **Damage:** 1d4 + drain 1 Str

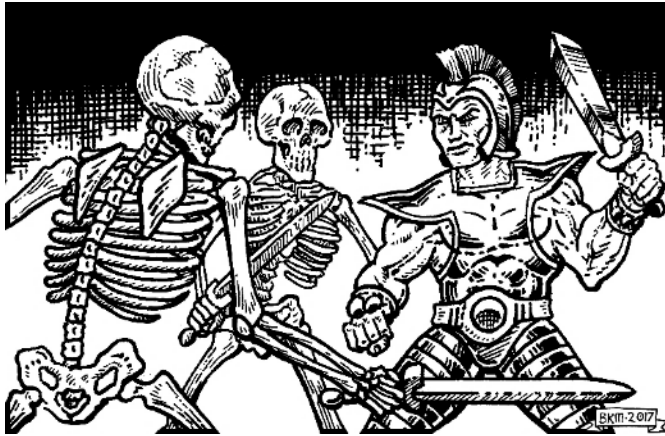
These creatures are living patches of darkness. Shadows can be difficult to see in dark or gloomy areas but stand out starkly in brightly illuminated places. Their touch drains 1 point of Strength from a living foe. A creature reduced to Strength 0 becomes a shadow itself. Shadows are immune to *sleep* and *charm* spells.

PART 6: CREATURES

SHARK

Type:	Normal	Large	Huge
AC:	7	6	5
HD:	3d8	7d8	12d8
Attacks:	1 bite	1 bite	1 bite
Damage:	1d6	2d6	3d6
Move:	Swim 45	Swim 45	Swim 45
XP:	35	450	1,350
Alignment:	Neutral	Neutral	Neutral
Treasure:	0 (0)	0 (0)	0 (0)

These carnivorous fish are aggressive and liable to make unprovoked attacks against anything that approaches them or looks like food.



SKELETON

Type:	Lesser	Greater
AC:	9	8
HD:	1d4	2d8
Move:	30	30
XP:	5	20
Alignment:	Nil	Nil
Treasure:	0 (0)	0 (0)
Attacks:	1 weapon	1 weapon
Damage:	1d6	1d6

Skeletons are the undead animated bones of dead humans, mindless automatons that obey the orders of their evil masters. They are immune to poison, as well as *charm person*, *sleep*, and *read thoughts* spells.

SNAKE, CONSTRUCTOR

Type:	Normal	Large	Huge
AC:	6	4	2
HD:	5d8	7d8	9d8
Move:	20, swim 20	20, swim 20	20, swim 20
XP:	175	450	900
Alignment:	Neutral	Neutral	Neutral
Treasure:	0 (0)	9 (0)	11 (0)
Attacks:	-----	1 bite or 1 constrict	-----
Damage:	1d4/2d4	1d6/2d6	1d8/2d8

Constrictor snakes hunt by stealth and flee when confronted. They hunt by grabbing prey with their bite and then strangling it with their powerful bodies.

SNAKE, POISONOUS

Type:	Normal	Large	Huge
AC:	9	7	6
HD:	1d8	2d8	4d8
Move:	15	15	15
XP:	15	25	200
Alignment:	Neutral	Neutral	Neutral
Treasure:	0 (0)	0 (0)	9 (0)
Attacks:	1 bite	1 bite	1 bite
Damage:	1d4 + poison	1d6 + poison	2d4 + poison

Poisonous snakes avoid conflict unless hunting or surprised. Some snakes spit their poison to a distance of up to 20'; others are aquatic and are only found in lakes or rivers, or under the sea.

SPECTRE

AC:	2	XP:	500
HD:	6d8	Alignment:	LE
Move:	40, fly 75	Treasure:	14 (0)
Attacks:	1 touch	Damage:	1d8 + 2 levels

A spectre makes full use of its incorporeal form, easily passing through solid walls, ceilings, and floors as it attacks with its deadly, life-draining touch.

Living creatures hit by the incorporeal touch attack of a spectre lose 2 levels of hit dice. Any humanoid slain by a spectre becomes a spectre under the command of the spectre that spawned it. They are immune to *charm person*, *sleep*, and *read thoughts* spells, and only magic weapons will harm them.

SPIDER, GIANT

Type:	Normal	Large	Huge
AC:	8	6	4
HD:	1d8	2d8	4d8
Move:	30, web 60	45	15, web 45
XP:	15	25	200
Alignment:	Nil	Nil	Nil
Treasure:	9 (0)	9 (0)	10 (0)
Attacks:	1 bite	1 bite	1 bite
Damage:	1d4 + poison	1d6 + poison	2d4 + poison

Large giant spiders are hunters, not web-builders.

Normal and **huge** giant spiders often wait high in their webs, but if victims do not blunder into their traps on their own, the monsters lower themselves silently on silk strands and drop onto passing prey to subdue them with their poisonous bite.

Saving throws vs spider poison are at +2. Giant spider venom does not kill, it preserves and paralyzes its victims; being slowly drained of fluids over a period of weeks is what kills the unfortunate creatures.

A giant trapped in a web can burst out in only 2 rounds, but a human would need 2d4 rounds. Giant spider webs are flammable, but fire would also harm anything entangled in the strands.

STIRGE

AC: 7 **XP:** 10
HD: 1d8 **Alignment:** Neutral
Move: Fly 60 **Treasure:** 9 (0)
Attacks: 1 bite / drain blood
Damage: 1d3 / 1d4

If a stirge hits with its attack, it latches onto the opponent's body and drains blood, dealing 1d4 points of damage per round. Unless killed or driven off it will stay attached until the victim dies.

THIPDON

AC: 4 **XP:** 175
HD: 5d8 **Alignment:** Neutral
Move: 10, fly 120 **Treasure:** 0 (0)
Attacks: 1 bite **Damage:** 1d8

These giant flying saurian can carry off a horse with ease. They are clumsy on the ground and far from agile in the air, but they can be trained as mounts, or as aerial beasts of burden.

TICK, GIANT

Type:	Normal	Large	Huge
AC:	6	5	4
HD:	1d8	3d8	5d8
Move:	5	10	15
XP:	15	50	300
Alignment:	Nil	Nil	Nil
Treasure:	0 (0)	0 (0)	0 (0)
Attacks:	1 bite	1 bite	1 bite
Damage:	1d4	1d6	1d8

Giant ticks are vile, bloated arachnids that drop onto their prey from above, although they will also actively pursue a potential meal. They drain blood for the same damage as the bite every round, unless killed or driven off by fire. They carry a virulent contagion, and victims will die within 2d4 days without a *cure disease* spell.

TOAD, GIANT

Type:	Normal	Large	Huge
AC:	6	5	4
HD:	2d8	4d8	6d8
Move:	30	45	60
XP:	20	75	275
Alignment:	Nil	Nil	Nil
Treasure:	0 (0)	9 (0)	10 (0)
Attacks:	1 bite	1 bite	1 bite
Damage:	1d6	1d10	2d6

Giant toads are single-mindedly aggressive. Instead of biting they can shoot forth their tongue to a distance of 5' per HD, drawing victims to their mouth to be bitten automatically the following round. Any attack on the sensitive tongue will cause it to release its intended meal at once and keep its tongue well away from any danger thereafter.

TRICERATOPS

AC: 2 **XP:** 1,350
HD: 12d8 **Alignment:** Neutral
Move: 20 **Treasure:** 0 (0)
Attacks: 1 gore / 1 trample **Damage:** 1d10 or 3d6

These giant herbivorous saurians become aggressive if they feel threatened, charging foes with their three great horns and trampling them into the dirt. However, they can be trained to be useful beasts of burden. Their great strength allows them to move loads that few other creatures can.

TROGLODYTE

AC: 7 **XP:** 25
HD: 2d8 **Alignment:** CE
Move: 30, swim 30 **Treasure:** 16 (1)
Attacks: 1 bite + 2 claws **Damage:** 1d4 each

The skin of a troglodyte changes colour, allowing it to blend in with its surroundings. They attack with surprise on a roll of 1-4 on 1d6. Sometimes tribes of troglodytes will use primitive weapons.

When a troglodyte is agitated, it secretes an oily musk that every other living creature finds revolting. All must save vs. poison or lose 1 point of Strength per round for 1d6 rounds. The effect lasts for 10 rounds after escaping the stench.

**TROLL**

AC: 6 **XP:** 725
HD: 6d8 **Alignment:** CE
Move: 30 **Treasure:** 13 (0)
Attacks: 1 bite + 2 claws / 1 weapon
Damage: 1d6 each / 1d8
Abilities: Strength +1, Intelligence -1, Dexterity +1

Trolls are horrid creatures, with warty skin and ill-proportioned bodies. Yet, for all their seeming awkwardness, trolls are very agile. Fire and acid deal normal damage to a troll; all other types of damage regenerates at 3 hit points per round. Trolls will fight to the death, and are unrelenting in their pursuit of prey. They prefer tooth and claw, but they can use weapons.

If a troll loses a limb or body part, the creature can reattach the severed member instantly by holding it to the stump, otherwise it simply regrows. Severed parts grow into an exact copy of the troll, memories and all!

PART 6: CREATURES

UNICORN

AC: 2 **XP:** 125
HD: 4d8 **Alignment:** LG
Move: 60 **Treasure:** 0 (0)
Attacks: 1 gore or 1 kick
Damage: 1d8 or 1d8

Unicorns normally attack only in defence, either charging to impale foes with their horns or striking with their hooves. They will only deign to carry a female virgin of lawful good alignment. Once per day a unicorn can instantly transport itself and a rider up to 360 yards (or 360' indoors) in any direction. These creatures save vs. all types of magic at +6.

VAMPIRE

AC: 2 **XP:** 1,250 to 2,300
HD: 7d8 to 9d8 **Alignment:** LE
Move: 30, fly 60 **Treasure:** 15 (8)
Attacks: 1 touch
Damage: 1d10 + drain 2 levels

Living creatures struck by a vampire lose two experience levels. Human characters reduced to 0 level become 1d4 HD normal humans. A human drained to less than level 0 returns as a vampire spawn, enslaved until his or her master's destruction. A vampire can also crush an opponent's will. The target must save vs. gaze at -2 or fall under the vampire's influence as per a *charm person* spell.

They are immune to *sleep*, *read thoughts*, and *charm* spells, as well as poison. Only magic weapons can harm them. They heal 3 points of damage each round, and if reduced to 0 hit points they assume gaseous form and escape. A vampire can also assume the shape of a giant bat, retaining its own AC, HD, and other powers. Vampires can command the lesser creatures of the night, and can summon up to 3d6 bats or 1d10 x 10 rats to do their bidding.

Vampires do have certain weaknesses, however. They cannot tolerate the smell of garlic and recoil from mirrors or a holy symbols presented with faith and conviction. Direct sunlight or immersion in running water will destroy a vampire completely, and driving a wooden stake through its heart instantly slays the monster. Vampires cast no shadows and throw no reflections in mirrors.

WEASEL, GIANT

AC: 7 **XP:** 175
HD: 5d8 **Alignment:** Neutral
Move: 40, swim 20 **Treasure:** 10 (0)
Attacks: 1 bite or drain blood
Damage: 2d4 or 1d6

This animal is a bloodthirsty killer, but it can be tamed if trained while young. After the first bite, a giant weasel hangs on and sucks blood until it or its victim is dead.

WIGHT

AC: 5 **XP:** 65
HD: 3d8 **Alignment:** LE
Move: 20 **Treasure:** 11 (5)
Attacks: 1 touch **Damage:** Drain 1 level

Wights haunt their burial places and sepulchres, guarding the treasures that they held in life but which now serve only to draw unwary tomb robbers to a fate of cold and never-ending undeath.

Although wights do not deal any physical damage, any living creature touched by one of these undead revenants loses 1 experience level or hit die. A human slain by a wight rises as a wight under the command of the killer, and remains enslaved until destroyed.

Wights are only harmed by silver or magic weapons, and they take double damage from magic arrows. Normal weapons simply pass through their not-quite-solid bodies. They are immune to poisons as well as *read thoughts*, *sleep*, and *charm* spells.



WOLF

Type:	Normal	Large	Huge
AC:	8	7	6
HD:	1d8	2d8	4d8
Move:	40	45	50
XP:	10	20	75
Alignment:	Neutral	Neutral	Neutral
Treasure:	0 (0)	0 (0)	0 (0)
Attacks:	1 bite	1 bite	1 bite
Damage:	1d4	1d6	2d4

Wolves are pack hunters known for their persistence and cunning. A favourite tactic is to send a few individuals against the foe's front while the rest of the pack circles and attacks from the flanks or rear. Huge wolves, sometimes called dire wolves, are fearless predators. Some goblins raise them from cubs to train them as riding beasts or guard animals.

WRAITH

AC: 3	XP: 175
HD: 4d8	Alignment: LE
Move: 30, fly 60	Treasure: 14 (0)
Attacks: 1 touch	Damage: 1d6 + 1 level

Wraiths are incorporeal creatures born of evil and darkness. Living creatures hit by a wraith's incorporeal touch attack lose 1 experience level or hit die, in addition to taking damage. Any human slain by a wraith also becomes a wraith, forever under the command of his or her killer. Wraiths are only harmed by silver or magic weapons, but silver only causes half of the rolled damage. They are immune to poisons, and *sleep*, *read thoughts*, and *charm* spells.

YELLOW MOULD

AC: N/A	XP: 25 or more
HD: 2d8 per 10sq.ft.	Alignment: Nil
Move: 0	Treasure: 0 (0)
Attacks: 1 touch + spores	Damage: 1d6 + poison

Yellow mould is a deadly fungus that grows deep in dank and lightless places. If disturbed, there is a 50% chance that a cloud of poisonous spores bursts forth. All within 10' of the mould must make a saving throw vs. poison or die. Contact with the mould does 1d6 damage to flesh and destroys wood and leather, but has no effect on metal or stone. Fire destroys yellow mould.

ZOMBIE

AC: 8	XP: 20
HD: 2d8	Alignment: Nil
Move: 15	Treasure: 0 (0)
Attacks: 1 claw or 1 bite	Damage: 1d8 or 1d4

Zombies are corpses reanimated through dark and sinister magic. Because of their utter lack of intelligence, the instructions given to a newly created zombie must be very simple. They have poor reflexes and can attack with only one fist or one bite every round. Zombies are immune to *charm*, *sleep*, and *read thoughts* spells. Unlike other undead they can be poisoned by feeding them with salt, although they are immune to other poisons.

UNUSUAL CREATURES

The above creatures are more or less typical specimen for their type. The referee may want to use them as-is, but there are times when something out of the ordinary is called for, perhaps because the players know the creature too well or the adventure would be better served by an opponent of a different mould. The possibilities are endless, for example:

- Creatures that appear to be something else, such as a lizard that is actually a basilisk, a one-headed fire-breathing hydra that could be mistaken for a snake, carnivorous horses, and so forth.
- Creatures with unusual mounts, for example, a chimera, a purple worm, a hell hound, or a spider.
- Creatures with monstrous pets or guards like bugbears, giant rats, bears, wolves, orcs, lizard folk, or a cockatrice.
- An endless supply of random wandering creatures due to some magical gateway.
- Monsters immune to their normal vulnerabilities, such as a red dragon that shrugs off cold attacks, or a non-flammable mummy.
- Creatures that so closely resemble their environment as to make them invisible while immobile, e.g. stone giants that look exactly like rock, or a white dragon with skin like snow.
- Monsters with multiple heads, eyes, or faces that can see in all directions at once, never surprised.
- Creatures which combine the abilities of two others, such as a black worm – a purple worm that spits acid like a black dragon – or an ooze ogre, whose flesh is like grey ooze.
- Specific varieties of giant animals with special abilities, such as a giant chameleon, a type of giant lizard that can blend in with its surroundings.
- An apparently invulnerable creature which has a secret weakness – it should be possible for the characters to discover this, perhaps through a special quest or adventure.



PART 7: TREASURE

TREASURE, LOOT, AND PLUNDER

Every creature entry in **Part 6: Creatures** has a treasure rating indicating how much treasure it has in its lair (or, if given in parentheses, on its person). For some creatures this is 0; they have no treasure.

The tables found below are used to determine the specific types and amounts. The values given are averages; the referee should adjust them up or down as suits the campaign, and to account for the strength and number of creatures guarding the hoard.

Furthermore, there is no reason why it could not take any other form of equal worth (but probably less portability). Ingots of metal, rare furs, precious fabrics, artworks, ancient writings, or any other booty the referee can imagine are all fair substitutes that can add colour to the game.

INDIVIDUAL TREASURE

Individual treasure is rolled for each creature. Roll on the table below, selecting the row corresponding to the treasure number given in the creature description.

If a percentage is given, this is the chance (on d%) of a creature carrying this item. Such magic items will be used by their owners if possible.

HIGH-LEVEL CHARACTERS

To determine the treasure owned by high-level characters, whether run by the referee or newly-generated by players, use the following two formulae:

- 1d10 x 10 x level in gold pieces (or other coins, jewels, or other portable treasure).
- 5% per level of 1 magic item from each sub-table (if usable by the character).

INDIVIDUAL TREASURE TABLE

No	cp	sp	ep	gp	pp	Jewel	Magic
1	1d8	1d6	1d4	—	—	—	—
2	1d6	1d8	1d6	—	—	—	—
3	—	1d8	1d6	1d4	—	—	—
4	—	2d6	1d8	1d6	—	—	—
5	—	—	2d6	1d8	1d4	—	—
6	—	—	—	—	—	—	50% 1d6 scrolls
7	—	—	—	—	—	—	40% 1d4 potions
8	—	—	—	—	—	50% 1d4	—



TREASURE HOARD TABLE

No	cp	sp	ep	gp	pp	Jewel	Magic
9	25% 1d8	10% 1d6	—	—	—	—	—
10	—	30% 2d6	10% 1d4	—	—	—	—
11	50% 2d8	25% 2d6	25% 1d8	25% 1d6	—	25% 2d6	10% armour, 10% weapon
12	20% 4d6	30% 1d8	10% 1d8	—	—	25% 1d8	20% any 2
13	10% 2d8	15% 4d6	—	60% 2d6	—	30% 2d8	15% any 2, 1d4 potions
14	05% 3d6	30% 4d6	25% 1d8	25% 2d8	—	10% 3d6	25% any 3, 1d8 scrolls
15	—	10% 3d6	20% 2d8	45% 4d6	30% 2d6	15% 6d6	30% any 1, 1 potion, 2d6 scrolls
16	25% 2d6	30% 2d6	20% 1d8	35% 4d6	25% 1d8	50% 9d8	30% any 3
17	—	—	—	—	30% 6d6	50% 4d8	15% any 1
18	—	—	—	50% 9d8	50% 4d6	25% 5d6	35% any 4, 2d6 scrolls
19	—	—	—	40% 2d8	50% 8d8	50% 4d8	—
20	25% 8d6	80% 9d8	50% 9d8	50% 8d8	25% 9d8	80% 9d8	15% any 4, 1 potion, 3d6 scrolls

TREASURE HOARDS

A treasure hoard is only found in a lair. If a hoard contains magic items that its owners can use, they will do so; examples may be an heirloom or a sacred object which must be kept safe, or a useful magic weapon is carried by the tribe's most senior warrior.

The procedure for generating lair treasure is similar to that used for rolling individual treasure. However, every type of item is given a percentage chance, which must be rolled first on d% to determine whether it is present in the hoard at all. All coin quantities are given in lots of 500, thus "2d6" could yield 1,000 to 3,000 coins.

'X' MARKS THE SPOT

At the referee's discretion (or on a roll of 1 on 1d6), all or part of a hoard may actually consist of a map or other artefact describing the location of the treasure.

The directions can be as clear or as obscure as appropriate to provide the players with the maximum amount of fun. Of course, the referee must prepare such maps in advance.

COINS

Coins of precious metal are the most common method of exchange, and gold pieces set the standard. Coins may be minted in any value, of course, but on average the relative value of coins is as follows:

$$250\text{cp} = 50\text{sp} = 10\text{ep} = 5\text{gp} = 1\text{pp}$$

JEWELS

The real monetary value of any hoard usually lies in its gemstones and jewellery. The particular type may be elaborated on by the referee; fabulous pearls, jewel-encrusted robes, solid golden torques, or carved crystal goblets are just some of the possibilities. Jewellery is delicate and easily damaged; if this happens, the resale value is reduced by half. The following table determines the value of each item.

GEMSTONE AND JEWELLERY VALUE TABLE

1d10	Value (gp)	1d10	Value (gp)
1	10	6	2d6 x 100
2	50	7	2d8 x 100
3	100	8	2d6 x 150
4	500	9	2d8 x 150
5	1,000	10	3d6 x 150

ABANDONED TREASURE

Not all valuables found in the Underworld or Wilderness are owned by creatures. Ancient or not-so-ancient inhabitants of the Underworld or Wilderness may have left behind precious items which are likely to be hidden, and may be trapped.

When using the random adventure stocking method (see **Part 8: Campaigns**), there is always a possibility of abandoned treasure being present in any location. If there are also creatures in that location the chance is 1-3 on 1d6; if not, the chance drops to 1 in 1d6.

Silver is always present in an abandoned stash; other items have a percentage chance of being found.

Multiply coin by 1d10 to find the actual amount. At most 1 jewel and/or magic item is present.

The amount and type of loot present whether it be coinage, jewels, or magic items, depends on the adventure level as shown on the table below.

ABANDONED TREASURE TABLE

Level	sp	gp		Jewel	Magic
1	50	50%	5	10%	05%
2-3	100	50%	50	20%	05%
4-5	500	50%	100	30%	10%
6-7	1,000	50%	250	40%	15%
8-9	2,500	50%	500	50%	20%
10-12	5,000	50%	1,000	60%	25%
13-15	7,500	50%	2,500	70%	30%
16-18	10,000	50%	5,000	80%	35%
19+	15,000	50%	10,000	90%	40%

PART 7: TREASURE

MAGIC ITEMS

The last column of the Treasure Hoard Table gives the chance for items from different magic item sub-tables to be present. An entry of 'any' requires a further roll:

1d20	Sub-Table
1	Accoutrements
2-3	Armour
4-5	Paraphernalia
6-10	Potions
11	Rings
12	Rods, Staves and Wands
13-14	Swords
15-16	Weapons
17-20	Writing

Thus an entry of "30% any 1, 2 potions, 1d6 scrolls" means that there is a 30% chance that 1 random item will be present, and the hoard will always contain 2 potions and 1 to 6 scrolls.

MAGIC ARMOUR

Magic armour, including shields, offers improved magical protection to the wearer. Unless otherwise determined, all magic armour includes an appropriate helmet which must be worn together with the armour to gain the magical modifier. The type of armour can be determined randomly or chosen by the referee.

1d100	Item
01-04	-4 Armour
05-08	-3 Armour
09-12	-2 Armour
13-16	-1 Armour
17-20	-1 Armour, Cursed
21-24	-1 Shield
25-28	-1 Shield, Arrow Catching
29-32	+1 Armour
33-36	+1 Armour, Invisibility
37-40	+1 Armour, Protection from Fire
41-44	+1 Armour, Stealth
45-48	+1 Shield
49-52	+1 Shield, Mirror
53-56	+1 Shield, Protection from Arrows
57-60	+2 Armour
61-64	+2 Shield
65-68	+2 Shield, Protection from Evil
69-72	+3 Armour
73-76	+3 Armour, Gaseous Form
77-80	+3 Shield
81-84	+4 Armour
85-88	+4 Shield
89-92	+5 Armour
93-96	+5 Armour, Cursed
97-00	+5 Shield

-4 to +5: Each +1 improves the wearer's AC by 1; thus a suit of +1 plate provides AC2, or, if worn with a +1 shield, AC0. Cursed armour has the opposite effect; a suit of -2 mail provides only AC7 (still better than nothing), a -1 shield does nothing for AC.

Arrow Catching: A shield with this ability attracts ranged weapons to its user, reducing his AC by 1 against missile attacks because projectiles and thrown weapons veer toward it.

Cursed: Once a character wears a suit of cursed armour into combat he or she may never willingly remove it, and is compelled to seek out battle wherever possible.

Gaseous Form: At will, once per day, the wearer can assume *gaseous form* as per the spell.

Invisibility: While this armour is worn the character is invisible as per the spell. The wearer becomes visible upon attacking, or removing the helmet.

Mirror: This gleaming silver shield acts like a mirror to reflect gaze attacks, such as those of a medusa.

Protection from Missiles: When worn, this shield protects the user from all normal missiles as the spell.

Protection from Evil: A shield with this ability protects the wearer from evil as per the spell.

Protection from Fire: A suit of armour with this ability protects the wearer from fire as per the spell.

Stealth: While wearing this armour a character will not make any noise whatsoever, unless talking.

MAGIC ACCOUTREMENTS

Magic accoutrements include cloaks, hats, helms, gloves, and gauntlets, boots and shoes, jewellery, and anything else that can be worn on the person (other than rings). In the case of boots, gauntlets or bracers, both items of a pair must be worn.

Amulet of Inescapable Location: This device appears to prevent location, scrying, or detection by magical means. In fact, the wearer will *always* be found by such attempts.

Amulet of Proof against Detection and Scrying: This amulet protects the wearer and his or her equipment from scrying and magical location such as *clairaudience*, *clairvoyance*, *locate object*, *read thoughts*, and *detect* spells. It also prevents location by magic items, such as crystal balls.

Boots of Dancing: These boots initially appear and function as one of the other kinds of magic boots. But when the wearer is in (or fleeing from) melee combat, boots of dancing impede movement as per the spell *irresistible dance*. Only a *remove curse* spell enables the wearer to be rid of the boots once are used.



TABLE OF MAGIC ACCOUTREMENTS

1d100	Item
01-04	Amulet, Inescapable Location
05-08	Amulet, Proof vs. Detection and Scrying
09-12	Boots, Dancing
13-16	Boots, Elven
17-20	Boots, Levitation
21-24	Boots, Striding and Springing
25-28	Boots, Travelling
29-32	Bracers, Defence
33-36	Bracers, Defencelessness
37-40	Circlet, Brilliance
41-44	Circlet, Languages and Magic
45-48	Circlet, Misalignment
49-52	Circlet, Teleportation
53-54	Circlet, Telepathy
55-56	Cloak, Displacement
57-58	Cloak, Elven
59-60	Cloak, Poison
61-62	Gauntlets, Ogre Power
63-64	Gauntlets, Swimming and Climbing
65-66	Gloves, Dexterity
67-68	Gloves, Fumbling
69-70	Girdle, Giant Strength
71-72	Girdle, Opposite Sex
73-74	Lenses, Charming
75-76	Lenses, Petrification
77-78	Medallion, Project Thoughts
79-80	Medallion, Read Thoughts
81-82	Necklace, Fire Balls
83-84	Necklace, Strangulation
85-86	Robe, Archimage
87-88	Robe, Blending
89-90	Robe, Eyes
91-92	Robe, Powerlessness
93-94	Scarab, Death
95-96	Scarab, Insanity
97-98	Scarab, Protection +4
99-00	Scarab, Rage

Boots, Elven: These soft boots enable the wearer to move completely quietly in any surroundings. Both cloak and boots are usable by any character.

Boots of Levitation: On command, these boots allow the wearer to *levitate* as per the spell.

Boots of Striding and Springing: These boots increase the wearer's endurance, permitting any amount of walking without ever tiring. In addition, the boots allow the wearer to make great leaps up to 30' in length and 10' in height.

Boots of Travelling: The wearer can move at a rate of 45 for one day, but must rest for a day afterwards.

Bracers of Defence: These forearm guards enhance the wearer's armour class by between 1 and 4 points. They cannot be worn together with normal or magical armour, but they do work with rings and scarabs of protection.

Bracers of Defencelessness: These appear to be bracers of defence until the wearer is attacked in anger. At that moment and thereafter, the bracers cause the wearer to drop to AC9. Once they are activated they can only be taken off with the aid of a *remove curse* spell.

Circlet of Brilliance: This normal circlet takes its true form and manifests its powers when the user places it upon brow or helm: that of a crown set with blazing gems. It can be sold for 50,000gp, or worn to provide a number of magical benefits to the user.

Fire-using creatures react positively to the wearer, so encounters result in one step better reaction than rolled; unfortunately, the opposite is true for creatures of cold. The circlet acts as a *light* spell. The wearer is able to ignore normal fire for up to 4 rounds at a time, and also gains a +4 bonus to saving throws against fire attacks. At will, the circlet can generate a circular *wall of fire* around its wearer.

Clerics may cast one *continual light* spell in addition to their normal spell allowance per day if they wear the circlet. They can also set fire to any flammable objects within a range of 30 at will.

Fighters may command any weapon they wield to burst into magical flame, gaining a +2 bonus to hit and damage hippogriffs, pegasi, raptors, and trolls, rising to +3 against plant creatures and the undead.

Magic-users add +1 to each die of damage caused by fire spells they cast while wearing the circlet.

Thieves lose all ability to Hide in Shadows, Open Locks, Pick Pockets or Backstab.



PART 7: TREASURE

Circlet of Languages and Magic: This circlet grants its wearer the ability to understand the spoken words of any creature and to read text in any language, as well as any magical writing.

Circlet of Misalignment: This cursed circlet changes the alignment of the wearer to its polar opposite: a chaotic evil character becomes lawful good, a lawful evil character becomes chaotic good, and so on. Neutral wearers become narcissistic in the extreme, interested in only their own welfare.

A wearer of this circlet may never willingly remove it unless a *dispel curse* is cast. A circlet of alignment cannot be worn with a helmet.

Circlet of Telepathy: The wearer can read the thoughts of any creature within 90' at will. It can also implant a *suggestion*, as per the spell, in a target less intelligent than the wearer. Targets save at -2. It cannot be worn with a helmet.

Circlet of Teleportation: A character wearing this device may *teleport* at will, exactly as per the spell of the same name, but only if the wearer already knows the spell.

Cloak of Displacement: When worn, the magical properties of this cloak distort and warp light, making attacks against the wearer harder. It functions continually, granting a +2 bonus to AC and save.

Cloak, Elven: This cloak of neutral grey cloth is indistinguishable from an ordinary cloak. However, when worn with the hood drawn up around the head, the wearer can only be seen on a roll of 6 on 1d6 or through the use of magic.

Cloak of Poison: This garment can be handled without harm, but as soon as it is actually donned the wearer must save vs. poison or die instantly.

Gauntlets of Ogre Power: These gauntlets grant the wearer great strength, causing 1d10 damage on a successful attack with a weapon. Even bare-handed, a blow from these gauntlets will cause 1d6 damage. The wearer can carry up to 100 pounds in hand without affecting encumbrance.

Gauntlets of Swimming and Climbing: These lightweight gauntlets grant a Swim rate of 30 and a Climb Smooth Surfaces ability like that of a Thief of the same level as the wearer.

Girdle of Giant Strength: This belt gives the wearer the strength of a hill giant, causing 2d8 points of damage with a weapon or 1d8 with only fists. Thrown rocks have a range of 200, causing 2d6 damage to everything within 10' of the point of impact.

Girdle of the Opposite Sex: As soon as this girdle is donned, the wearer's gender changes to its opposite. Even if removed the change remains permanent, and can only be undone by a *wish* spell.

Gloves of Dexterity: These soft leather gauntlets raise the wearer's Dexterity score to 18.

Gloves of Fumbling: These gloves appear to be typical magical accessories until the wearer is under attack or in a life-or-death situation. At that time, he or she becomes fumble-fingered, with a 1-3 in 1d6 chance each round of dropping anything held in either hand. The gloves also lower Dexterity to 5. Once the curse is activated, the gloves can be removed only by means of a *remove curse* spell.

Lenses of Charming: These two crystal lenses fit over the user's eyes. The wearer is able to use *charm person* at will merely by meeting a target's eye. Victims must save vs. gaze to avoid the effect.

Lenses of Petrification: These items are made of special crystal and fit over the eyes of the wearer. They allow the use of a *flesh to stone* gaze attack. Victims must save vs. gaze or be petrified.

Medallion of Thought Projection: This device seems like a medallion of *read thoughts*. However, while the user thinks they are picking up the thoughts of others, the cursed medallion actually broadcasts their own thoughts to all creatures within a range of 60, regardless of language. A thin layer of lead or more than 2' of stone blocks the effect.

Necklace of Fire Balls: This device consists of beads dangling from a string. The spheres are individually detachable by the wearer, who can hurl one of them as if it were a *fire ball* spell.

The market price of a sphere is 150 gp for each die of damage it deals. Each necklace contains a combination of a different number *fire ball* beads of various strengths. The different strengths of each *fire ball* is indicated by the size of its bead.

5-bead necklaces produce the following *fire balls*:
2 x 5d6, 2 x 7d6, and 1 x 9d6.

7-bead necklaces produce the following *fire balls*:
2 x 4d6, 2 x 6d6, 2 x 8d6 and 1 x 10d6.

9-bead necklaces produce the following *fire balls*:
2 x 3d6, 2 x 5d6, 2 x 7d6, 2 x 9d6, and 1 x 11d6.

Necklace of Strangulation: This appears to be a typical magical necklace and is only revealed as a cursed item once placed around a character's neck. The necklace immediately begins to contract, strangling the wearer in 1d4+1 turns unless removed by a *limited wish* or *wish* spell.

Robe of the Archmage: This normal-appearing garment can be white (1-6 on 1d10, good alignment), grey (7-9, neutral), or black (10, evil alignment). When magic-user of matching alignment wears the robe, victims of any level must roll an unadjusted 20 on their saving throw to save against any *charm*, *hold*, or *polymorph* spells cast by the wearer.

Robe of Blending: A robe of blending can appear like any variety of normal or magical robe until worn. It enables its wearer to appear to blend completely into the surroundings. He or she can hide out in the open, or adopt the appearance of another creature at will.

Observers have a 10% chance for each level or HD over 10 to detect the wearer. Anyone acquainted with, and friendly to the wearer is unaffected.

Robe of Eyes: The wearer of this robe is able to see to 240' in all directions at the same moment. It also grants darkvision and the ability to see invisible or magically obscured creatures and objects.

It is impossible to hide from or surprise the wearer, and he or she can plainly see the tracks of anything that has passed by up to a day prior.

Robe of Powerlessness: As soon as a character dons this garment, all ability scores drop to 3 and all spells and magical knowledge are forgotten. The robe can only be removed with a *remove curse* spell.

Scarab of Death: This large pin appears to be any one of the various beneficial scarabs. However, if it is held or carried for more than 1 turn, it changes into a horrible burrowing creature which tears through leather or cloth, burrows into flesh, and reaches the victim's heart in 1 round, causing death.

Scarab of Insanity: This scarab has 25 charges. Each time it is used, all creatures within 30' that see it become insane for 12 rounds. Creatures of 10 or more HD may save vs. gaze to avoid the effect.

Scarab of Protection: This scarab requires no charges, and provides its wearer with a bonus of +4 to saving throws or ability checks.

Scarab of Rage: This scarab has 25 charges. Each time it is used, all creatures within 60' that see it go berserk for 6 rounds, attacking the nearest creature and fighting until the effect ends or they are killed.

If the nearest creature is a friend they will attack on a roll of 1-3 on 1d6, otherwise they will go for the nearest enemy.

MAGIC SWORDS

Magic swords are the most common type of magical weapon to be found, and many are valued family heirlooms passed down through the generations. Most magical swords are normal, one-handed swords, although they may be straight, curved, stabbing, single-edged, or double-edged. At the referee's discretion, an occasional short sword or great sword may be found instead.

Magic swords generally shed light when drawn, roughly equivalent to the illumination from a torch. This is not a hard-and-fast rule; the light may be brighter, dimmer, a strange colour, or there may not be any light at all.

TABLE OF MAGIC SWORDS

1d100	Sword
01-04	-2, Cursed
05-08	-1, Cursed
09-12	+1, Cursed
13-16	+1
17-20	+1, +2 vs. Lycanthropes
21-24	+1, +2 vs. Mages & Summoned Creatures
25-28	+1, +2 vs. Summoned Creatures
29-32	+1, +3 vs. Clerics & Trolls
33-36	+1, +3 vs. Dragons
37-40	+1, Draining
41-44	+1, Flaming
45-48	+1, Holy
49-52	+1, Keen
53-56	+1, Locate Object
57-60	+1, Speed
61-64	+1, Wishes
65-68	+2
69-72	+2, Charming
73-76	+2, Nine Lives Stealer
77-80	+2, Vorpal
81-84	+3
85-88	+3, Cold
89-92	+3, Dancing
93-96	+4
97-00	+4, Cursed

-2 to +4: Each +1 is added as a bonus to attack rolls (but not to damage). A cursed sword subtracts from attack and damage rolls. Some swords provide better bonuses against certain types of creatures; these also add their bonus to the damage rolled. Finally, some swords have other powers in addition to this basic bonus, as detailed below.

Bonus vs. Creature: Some swords excel at attacking one or more types of creatures. Normally they act as typical +1 swords; however, against their designated foe the higher bonus is applied both to hit and to damage rolls.

Charming: Once per day a charming sword may be used by its wielder to ensnare a humanoid being in the same way as a *charm person* spell. Only one person may be so affected at a time.

Cold: This blade is sheathed in icy cold. A cold sword gains a +5 bonus to hit and damage against creatures that use or dwell in fire.

Cursed: Once a character uses a cursed sword in anger he or she will never willingly use another weapon, and is compelled to seek out battle whenever the opportunity presents itself.

Dancing: A dancing sword can be loosed to attack on its own after being wielded in combat for 3 rounds. It fights for 3 rounds using the base attack rolls of its user and then returns to his or her hand.

PART 7: TREASURE

Draining: If the wielder of a sword of draining rolls 20 on the attack die, the victim loses 1 experience level or hit die.

Flaming: A flaming sword is sheathed in fire, though it does not harm the wielder. It gains a +2 bonus to hit and damage hippogriffs, pegasi, raptors, and trolls. The bonus increases to +3 against plant creatures and the undead.

Holy: A holy sword is imbued with the power of good. It acts as a normal +1 sword except in the hands of a knight of the church, whereupon it gains +5 to hit and damage, and neutralises all magic such as spells, staves, wands, etc. within a 10' radius of the bearer.

Keen: On a to-hit roll of 20 this sword will sever one of the target's extremities, such as a limb or head. The particular appendage is determined randomly.

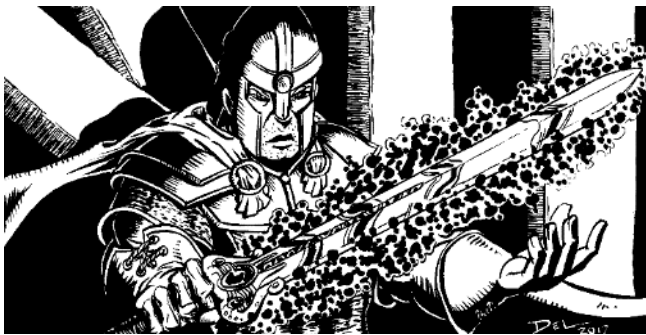
Locate Object: Once per day this sword can be used to *locate objects* as per the spell of the same name.

Nine Lives Stealer: A nine lives stealer is similar to a sword of draining. The first time its user rolls 20 on his attack die, the victim is drained of 1 experience level, the second time a 20 is rolled it drains 2 levels, and so forth. After the ninth time (when it drains 9 levels) the blade loses its withering ability and becomes a simple +2 sword.

Speed: A sword of speed moves at blinding speed, allowing its wielder to make a second attack at the end of every round (this is not cumulative with *haste*).

Wishes: When found, this sword will have 2-8 wishes stored within it. In effect, these are identical to *wish* spells

Vorpal: This potent and feared sword can sever the heads of those it strikes on an attack roll of 20. In addition, it has the powers of a holy sword (above).



MAGIC WEAPONS

Other magical weapons also exist. In terms of attack bonus (or penalty) they act exactly like magic swords. However, they generally do not glow. Magical melee weapons that can be thrown add their modifiers to ranged attacks as well as hand-to-hand. The type of weapon found should be determined randomly or according to campaign preferences. Either weapons or ammunition may be found.

TABLE OF MAGIC WEAPONS

1d100	Weapon
01-04	-2, Cursed
05-08	-1, Cursed
09-12	+1, Cursed
13-16	+1
17-20	+1, +2 vs. Goblinoids
21-24	+1, +2 vs. Humanoids
25-28	+1, +3 vs. Kobolds
29-32	+1, +3 vs. Orcs
33-36	+1, +4 vs. Reptiles
37-40	+1, +5 vs. Undead
41-44	+1, Assassin
45-48	+1, Longing
49-52	+1, Reach
53-56	+1, Returning
57-60	+1, Sleep
61-64	+1, Speed
65-68	+1, Thunder
69-72	+1, Warning
73-76	+2
77-80	+2, Backstabber
81-84	+2, Lightning
85-86	+2, Submission
87-88	+2, Terror
89-90	+3, Animal Charm
91-90	+3, Dwarven
93-94	+3, Luck
95-96	+3, Slaying
97-98	+4
99-00	+4, Cursed



-2 to +4: Each +1 is added as a bonus to attack and damage rolls. A cursed weapon subtracts from attack and damage rolls.

Assassin: Once a month, this weapon can be dedicated in advance to target one specific individual. Any successful hit kills the target immediately, unless a successful save vs. spells is made. The weapon cannot then be used in against anyone else, or it will break.

Backstabber: This cursed weapon turns on its user. When used to attack, the missile arcs around and strikes the unfortunate in the back.

Bonus vs. [Creature]: Some weapons excel at attacking one or more types of creatures, such as dragons, humans, or undead. Against their designated foe the higher bonus is applied both to hit and to damage. Any weapon with a +5 vs. undead bonus will be a clerical weapon, such as a mace.

Animal Control: The magical properties of this weapon enable its wielder to charm all animals within 60' at will, as per *control animals*. However, the effect only lasts for 12 turns per charge. The weapon has 25 charges; when they are used up it remains a simple magical weapon with a +3 bonus.

Cursed: Once a character uses a cursed weapon in anger he or she may never willingly use another, and is compelled to seek out battle at every opportunity.

Dwarven: This weapon is either a war hammer or hand axe. It is only a +1 weapon for other species, but the bonus is +3 to hit and damage for dwarves. In addition, a dwarf can throw it, and it will return to his or her hand ready for the next round.

Lightning: This weapon crackles with arcs of lightning, which do not harm its user. It causes an additional 1d6 electrical damage on a successful attack. Against lightning-using creatures it acts as a normal, non-magical weapon.

Longing: This cursed weapon awakens an irresistible yearning in the heart of the holder to plunge into the deepest body of water that can be found. Only a *dispel magic* will loosen the wielder's grip from the weapon.

Luck: This melee weapon grants its wielder a +1 bonus to all saving throws. It must be held in hand to have this effect.

Reach: All weapons of reach are missile weapons or ammunition. They have twice the usual range.

Returning: Only missile weapon ammunition or thrown weapons have this ability, returning to the hand of the user ready for use in the next round.

Slaying: This weapon can be invoked once to slay any creature of a general type, e.g. dragons, giants, undead, etc. When used in this way, a successful attack immediately kills the target in one blow. The weapon loses all magic thereafter.

Sleep: Any wound from this weapon acts exactly like a *sleep* spell.

Speed: A melee weapon of speed moves at blinding speed, allowing its wielder to make a second attack at the end of every round. Missile weapons and ammunition load twice as fast as normal, i.e. a short bow can fire a second time at the end of the round, while a light crossbow can fire every round. This is not cumulative with similar effects such as *haste*.

Terror: When wielded by an evil character, a successful attack from this weapon can *inflict fear* as per the spell.

Warning: A weapon of this type alerts its wielder to the location, kind, and number of enemies within a radius of 240.



MAGIC RODS, STAVES, AND WANDS

Magic rods are sceptre-like devices with unique magical powers, which do not usually have charges. Anyone can use a rod. They range from 3' to 4' long, and may be delicate, or they can be robust enough to use as a club or even a mace.

A staff is a long shaft of wood or other material that holds specific powers. A magic staff is similar to a quarterstaff in stoutness, and can be so used.

A wand is a thin baton that contains a single type of magic spell that can be cast on command, but only by a magic-user. The spells contained in a wand are normally cast as a 6th level caster, though some may be more or less powerful.

Some wands have a limited number of charges; 100 when created, but usually less when found. A typical wand is 6" to 12" long, made of any material.

TABLE OF MAGIC RODS, STAVES, AND WANDS

1d100	Item	Class
01-04	Rod of Absorption	Any
05-08	Rod of Charming	Any
09-12	Rod of Cancellation	Any
13-16	Rod of Lordly Might	Fighter
17-20	Rod of Resurrection	Any
21-24	Rod of Rulership	Any
25-28	Staff of Ageing	Cleric, Magic-User
29-32	Staff of Clouting	Any
33-36	Staff of Constriction	Cleric
37-40	Staff of Control	Cleric, Magic-User
41-44	Staff of Healing	Cleric
45-48	Staff of Power	Magic-User
49-52	Staff of Wizardry	Magic-User
53-56	Wand of <i>Cone of Cold</i>	Magic-User
57-60	Wand of <i>Detect Magic</i>	Magic-User
61-64	Wand of <i>Detect Traps</i>	Magic-User
65-68	Wand of <i>Dispel Magic</i>	Magic-User
69-72	Wand of <i>Flesh to Stone</i>	Magic-User
73-76	Wand of <i>Fire Ball</i>	Magic-User
77-80	Wand of <i>Hold Creature</i>	Magic-User
81-84	Wand of <i>Inflict Fear</i>	Magic-User
85-88	Wand of <i>Locate Object</i>	Magic-User
89-92	Wand of <i>Lightning Bolt</i>	Magic-User
93-96	Wand of <i>Passwall</i>	Magic-User
97-00	Wand of <i>Prismatic Spray</i>	Magic-User

Rod of Absorption: This rod draws hostile spells directed at its possessor into itself and stores their power. The wielder can use the captured spell energy to cast any spell he or she knows. The levels of spell energy stored in the rod must be equal to or greater than the level of the spell the wielder wants to cast.

A rod of absorption absorbs a maximum of 100 spell levels in total, and can thereafter only discharge any remaining potential it might have. A spent rod cannot be reactivated by normal means.

PART 7: TREASURE

Rod of Charming: This rod acts like a *charm creature* spell on all enemies within 20' of the wielder, with no saving throw. The effect lasts as long as the character and the victim stay within 20' of each other.

Rod of Cancellation: This dreaded rod is a bane to magic items, for its touch drains one item of all magical properties. Upon draining the item, the rod itself becomes non-magical.

Rod of Lordly Might: This rod transforms into magic weapons of various sorts.

It has two studs; pressing the first causes a blade to spring from one end, transforming it into a +2 sword. In sword form a command ignites it into a *flaming sword* (see magic swords, above).

Pressing the other stud extends the rod's shaft, turning it into a +3 spear.

Anyone facing such a weapon must save vs. spells or be paralysed; if they succeed they must then save vs. ray or run away in fear as per *inflict fear*. Only those who succeed in both saving throws may stand and face the wielder.

Rod of Resurrection: This rod allows the user to bring the dead back to life just as per the *raise dead* spell. However, this power may be used only 10 times before the rod loses its magic.

Rod of Rulership: The wielder can command the obedience and fealty of creatures within 100' feet when activated. Creatures totalling 1d4+1 x 100 HD (200-500) can be so controlled for 10 turns. The rod can be used a total of 10 times.

Staff of Ageing: Touching a creature and using one charge ages the victim by 10 years. The staff has 100 charges when created.

Staff of Clouting: This stout cudgel acts in all ways as a normal quarterstaff, but it does 2d6 points of damage on a successful strike instead of 1d6.

Staff of Constriction: This staff can only be used by a cleric. It acts as a magical quarterstaff +1 in combat.

In addition, on a successful blow it can be commanded to curl around the target like a snake, holding it motionless for 1d4 rounds or until countermanded by the wielder. After releasing its victim, the staff slithers back to its owner.

Staff of Control: This staff allows its bearer to cast any *control* spell at will (*animals, plants, snakes, undead, or weather*). The staff holds 100 charges, and one charge is used for each spell level cast.

Staff of Healing: This staff can only be used by a cleric. It can be used to cure 1d6+1 points of damage suffered by any person it touches. There is no limit to the number of times the staff may be used, but it can only heal a specific individual once per day.

Staff of Power: This staff allows the user to cast a *cone of cold, fire ball* or *lightning bolt*, each for 6d6 points of damage, by expending one of its 200 charges. It can also cast *continual light* at no cost, and it may be wielded as a *staff of clouting*.

As a last resort, it may be broken by its wielder, causing 8 points of damage per remaining charge distributed amongst all creatures within 30' (including the one breaking the staff).

Staff of Wizardry: This staff embodies all of the potential of a staff of power (see above). It also gains a +1 bonus to hit. Expendng 1 charge allows the user to cast *hold person, invisibility, passwall, summon elemental, wall of fire, or web*.

MAGIC RINGS

Rings bestow magical powers upon their wearers. Only a rare few have charges. Anyone can use a magic ring, but some have powers only available to certain classes. A character can only effectively wear one on each hand; none of them will function if a character wears more. Rings operate as 12th level casters (or more if abilities require).

TABLE OF MAGIC RINGS

1d100	Ring
01-04	Charm Creature
05-08	Charm Person
09-12	Clumsiness
13-16	Comfort
17-20	Contradiction
21-24	Control Plants
25-28	Delusion
29-32	Djinn
33-36	Elemental Command
37-40	Feather Falling
41-44	Fire Resistance
45-48	Free Movement
49-52	Invisibility
53-56	Protection +1
57-60	Protection +2
61-64	Protection +4
65-68	Regeneration
69-72	Shooting Stars
73-76	Spell Storing
77-80	Spell Turning
81-84	Telekinesis
85-88	Three Wishes
89-92	Water Walking
93-96	Wizardry
97-00	Vision

Ring of Charm Creature: On command, this ring affects creatures exactly like a *charm creature* spell (no save). The effect lasts as long as the wearer can maintain concentration upon it.

Ring of Charm Person: On command, this ring affects humanoids exactly like a *charm person* spell (no save). The effect lasts as long as the wearer can maintain concentration upon the person.

Ring of Clumsiness: Once a character slips it on, this ring can only be removed with a *remove curse*. A roll of 1d20 is made when the ring is first put on. On a roll of 1-19 on 1d20, it will drain 4 points of Dexterity from the wearer exactly like a *Ray of Clumsiness*, where it will remain while he wears the ring. However, on a roll of 20 the ring actually boosts the wearer's Dexterity by 2 points.

Ring of Comfort: This ring maintains the wearer at a comfortable temperature regardless of climate or weather conditions. Saving throws against fire or cold attacks are made at +2. Damage from the same is reduced by 1 point per die, and regenerated at 1 hit point per turn.

Ring of Contradiction: Once a character slips it on, this ring can only be removed with a *remove curse*. It makes the wearer unreasonably contrary, doing the exact opposite of that which is asked or expected. For example, the wearer is liable to start a loud argument with a person who asks him or her to keep quiet.



Ring of Control Plants: On command, this ring affects plants exactly like a *control plants* spell. The effect lasts as long as the wearer can maintain his concentration.

Ring of Delusion: Once a character slips it on, this ring can only be removed with a *remove curse*. It affects the wearer's vision, showing only what he or she wants or expects to see.

Ring of the Djinni: This ring holds a djinni imprisoned within. When the ring is rubbed, the djinni appears and faithfully obeys and serves the wearer of the ring. The djinni can be killed in the normal way, making the ring useless (although possibly still valuable).

Ring of Elemental Command: All four kinds of elemental command rings (air, earth, fire, water) appear to be lesser magical rings until activated. Each has the following common properties:

Elementals of the ring's element cannot attack the wearer, or approach within 5' without permission. The wearer may attempt to charm the elemental (as *charm creature*). If the attempt fails, protection is lost and no further attempt at charming can be made.

Creatures from the ring's plane take a -1 penalty to attack the wearer. The wearer makes saving throws against the appropriate element at +2. He gains a +4 bonus on all attack rolls against such creatures.

The wearer of the ring is able to converse with creatures related to the appropriate element. These creatures recognise the wearer of the ring, and they show a healthy respect. If alignments are opposed, creatures fear the wearer (if strong) or hate and desire to slay him or her (if apparently weak).

In addition to these powers, each specific ring gives its wearer the following abilities according to its kind:

Air: Appears to be a ring of invisibility. Allows *invisibility* and *wind walk* at will; *gust of wind* 1/round; *wall of force* 1/day; *control wind* 1/week.

Earth: Appears to be a ring of feather falling. Allows *feather fall* at will, *passwall* 2/day; *wall of stone* 1/day; *move earth* 1/week; *rock to mud* 2/week; *mud to rock* 2/week; *earthquake* 1/month.

Fire: Appears to be a ring of fire resistance (see below). Allows *burning hands* 1/turn; *wall of fire* 1/day; *pyrotechnics* 2/day; *flame strike* 2/week.

Water: Appears to be a ring of water walking (see below). Allows *water breathing* at will; *create water* 1/day, *wall of ice* 1/day; *part water* 2/week; *lower water* 2/week; *ice storm* 2/week.

Ring of Feather Falling: This ring acts exactly like a *feather fall* spell, activated immediately if the wearer falls more than 5'.

Ring of Fire Resistance: This ring continually protects the wearer from damage from normal fire as per the spell *resist fire*.

Ring of Free Movement: This ring allows the wearer to move and attack normally, even under the influence of effects such as paralysis, *hold person*, *slow*, or *web*, or while underwater. It does not, however, provide the wearer with *water breathing*.

Ring of Invisibility: By activating this ring, the wearer can benefit from *invisibility* exactly as per the spell.

Ring of Protection: This ring offers continual magical bonus to armour class and on all saving throws. It cannot be worn together with armour, but it can be combined with *bracers of defence*.

PART 7: TREASURE

Ring of Regeneration: This ring continually allows a living wearer to heal 1 point of damage every turn. Even if the wearer loses a limb, an organ, or is completely dismembered while wearing this ring, he or she will eventually recover fully.

The only way to permanently harm the character is through fire or acid, although such can still be healed through other magic or rest.

Ring of Shooting Stars: During the night under the open sky, this ring can cast the following: *light* at will; *fire ball* 1/day; *meteor swarm* 1/week.

Ring of Spell Storing: A ring of spell storing contains 1d6 spells, each of level 1d6, that the wearer can cast. The ring magically imparts to the wearer the names of all spells currently stored within it. A spellcaster can cast any spells into the ring, so long as the total spell levels do not add up to more than 36.

Ring of Spell Turning: This ring automatically reflects a percentage (1d10 x 10) of any spell cast at the wearer back at the caster. It has no effect on wands, staves, or the *finger of death* spell.

Ring of Telekinesis: This ring allows the caster to use the spell *telekinesis* on command.

Ring of Three Wishes: This ring stores 3 *wish* spells, activated at will by the wearer.

Ring of Water Walking: This ring allows the wearer to tread on any water surface as if it were firm ground. The subject can walk, run, or otherwise move across the surface as if it were normal ground.

Ring of Wizardry: This special ring comes in several kinds. The wearer's spells per day are doubled for one or more specific spell levels, as follows:

1d20	Spell Level	1d20	Spell Level
1-8	1st	17	5th
9-13	2nd	18	6th
14-15	3rd	19	1st, 2nd, 3rd
16	4th	20	4th, 5th

Ring of Vision: On command, this ring allows its possessor to see into and through solid matter. The vision can penetrate 10' of stone or 6" of metal, to a distance of 30' beyond. Thicker substances or a thin sheet of lead blocks the vision. The wearer can scan a 10' x 10' area per turn, uncovering any traps or secrets.



MAGIC WRITINGS

Most magic writings can be used only once. The most common type are scrolls, but there are also various types of books. Writings are normally on paper, vellum, papyrus, or the like, but may come in any form such as stone, clay, wax, wood, cloth, and so forth. Some writings are restricted by class as described.

TABLE OF MAGIC WRITINGS

1d100	Item
01	Book of Blankness
02	Book of Infinite Spells
03	Book of Golems
04	Gimoiere of Eldritch Magic
05	Grimoire of Vacuousness
06	Libram of Fighting Skill
07	Libram of Perfect Theft
08	Libram of Unshakeable Faith
09	Manual of Bodily Health
10	Manual of Gainful Exercise
11	Manual of Quickness of Action
12-19	Scroll, Cursed
20-24	Scroll, Protection from Lycanthropes
25-32	Scroll, Protection from Magic
33-39	Scroll, Protection from Undead
40-48	Scroll, Spell (Magic-User x 1d4)
49-58	Scroll, Spell (Magic-User x 1)
59-66	Scroll, Spell (Magic-User x 3)
67-74	Scroll, Spell (Magic-User x 5)
75-82	Scroll, Spell (Other x 1)
83-90	Scroll, Spell (Other x 3)
91-97	Scroll, Spell (Other x 1d4)
98	Tome of Clear Thought
99	Tome of Leadership and Influence
00	Tome of Understanding

Book of Blankness: Any spell caster who opens this work and reads so much as a single word therein must save vs. spells or lose all ability to cast spells. Casting *remove curse* and burning the book negates this.

Book of Infinite Spells: This work allows any character of the appropriate spell-casting class to use the spells within its pages. Any character not able to use spells takes 5d4 points of damage on opening it.

The nature of each book is determined by rolling 1d6: 1-2 cleric, 5-6 magic-user. A book of infinite spells contains 24 pages, 3d6 of which contain a random spell. The owner of the book need not have the book on their person in order to use its power. The owner can cast the spell on the open page at will.

Once a page is turned, it can never be flipped back. Pages are subject to accidental turning like any normal book, through wind, being dropped, etc. Each time a spell is cast there is a 10% chance that the energy connected with its use causes the page to magically turn despite all precautions.

Book of Golems: This book contains instructions, incantations, and the magical power to help a magic-user to craft a golem. Other characters that open it are subject to 5d6 points of damage, and clerics also lose 1 level of experience.

Each manual holds instructions needed for a specific golem, determined by rolling 1d10:

1-4 Flesh, 5-7 Rock, 8-9 Stone, 10 Iron

Crafting a golem takes 1d3 months and costs 1,000gp per hit point in ingredients and materials.

Grimoire of Eldritch Magic: This monograph contains secret teachings on the use of magic for one alignment; roll 1d10:

1=CE, 2=CG, 3-6=N, 7-8=LG, 9-10=LE

Any magic-user of the appropriate alignment reading the grimoire gains 1 level of experience. Magic-users of other alignments opening the book take 3d10 points of damage, other characters or creatures take 2d10.

Grimoire of Vacuousness: Any character who opens this work and reads so much as a single word therein must make a saving throw vs. magic or lose 5 points each from Intelligence and Wisdom scores. If *remove curse* is cast on the book and it is burned, the character is released from its influence.



Libram of Fighting Skill: This dissertation contains secret teachings on the art of war. Any fighter reading the grimoires gains 1 level of experience. Spell casters take 5d6 points of damage and lose 5,000 XP; thieves simply take 4d6 damage.

Libram of Perfect Theft: This codex contains secret teachings on the art of stealth and thievery. Any thief reading the grimoires gains 1 level of experience. Other characters or creatures opening the book take 5d6 points of damage and lose a number of experience points as follows:

- Clerics –7,000XP
- Magic-users –5,000XP
- Fighters –2,000XP

Libram of Unshakeable Faith: This epistle contains inner revelations of faith for one particular alignment; roll 1d10:

1-2=CE, 3-4=CG, 5-7=LG, 8-10=LE

Any cleric of the appropriate alignment reading the libram gains 1 level of experience. Clerics of other alignments opening the book lose 1 experience level per degree of separation. Fighters are not harmed by the book, but thieves, magic-users, or other beings take 4d10 damage.

Manual of Bodily Health: This thick tome contains tips on health and fitness, but entwined within the words is a powerful magical effect. Anyone reading this book permanently gains 1 point of Constitution.

Manual of Gainful Exercise: This thick tome contains exercise descriptions and diet suggestions, but the pages also harbour a powerful magical effect. Any being reading this book from cover to cover permanently gains 1 point of Strength.

Manual of Quickness of Action: This thick tome contains tips on coordination exercises and balance, but, more importantly, a powerful magical effect. Anyone reading this book all the way through permanently gains 1 point Dexterity.

Scroll, Cursed: These scrolls are activated as soon as they are looked at, immediately affecting the holder. The curse could be anything the referee desires and deems appropriate. Possible examples could be changing the victim into an animal; rendering him or her deaf, dumb, and blind; summoning a creature, etc.

Scroll, Protection: These spells work just like the *protection from evil* spell, but they target a particular group instead (undead or lycanthropes). A protection from magic scrolls prevents all magic, including benign, from affecting the character. Protection scrolls act as 6th level casters.

Scroll, Spell: These are typical scrolls that can be created by any magic-user, or a mysterious “other” type of caster. A spell on a scroll can be used only once by reading the spell aloud. The writing vanishes from the scroll when the spell is activated. If a scroll contains more than one spell, only the spell cast disappears. Deciphering a spell scroll to determine its contents does not activate its magic.

PART 7: TREASURE

Tome of Clear Thought: This heavy book contains instruction on improving memory and logic, but ingrained in the text is a powerful magical effect. Anyone reading this book gains a permanent increase of 1 point of Intelligence.

Tome of Leadership and Influence: This ponderous book details suggestions for persuading and inspiring others, but also conceals a powerful magical effect. Anyone who reads this book gains a permanent increase of 1 point of Charisma.

Tome of Understanding: This thick book contains tips for improving instinct and perception, but entwined within the words is a powerful magical effect. Anyone reading this book gains a permanent +1 Wisdom.

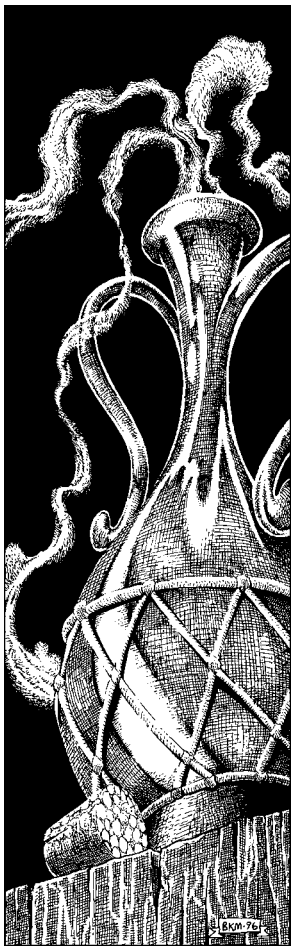


MAGIC POTIONS

A potion is a magic substance that produces its effect when imbibed or applied, or shortly thereafter, and has a duration of 1d6+6 turns unless otherwise noted. A potion can be used only once. A typical potion consists of 1 dose of liquid, oil, salve, or dust held in a ceramic or glass vial fitted with a tight stopper. In addition to the standard methods of identification, characters can sample each container they find to attempt to determine the nature of the contents.

TABLE OF MAGIC POTIONS
1d100 Potion

01-04	Acid
05-06	Dust, Appearance
07-08	Dust, Disappearance
09-10	Dust, Sneezing
11-16	Poison
17-20	Potion, Control
21-24	Potion, Defence
25-28	Potion, Delusion
29-32	Potion, Diminution
33-36	Potion, Ether
37-40	Potion, Extra Healing
41-44	Potion, Giant Strength
45-48	Potion, Growth
49-52	Potion, Healing
53-56	Potion, Heroism
57-60	Potion, Invulnerability
61-64	Potion, Longevity
65-68	Potion, Resistance
69-72	Potion, Speed
73-76	Potion, Spell (Level 1)
77-80	Potion, Spell (Level 2)
81-84	Potion, Spell (Level 3)
85-88	Potion, Spell (Level 4)
89-92	Potion, Spell (Level 5)
93-96	Potion, Spell (Level 6)
97-00	Potion, Spell (Level 7)



Acid: Corrosive acids deals 1d6 points of damage per round of exposure, usually through splashes or touch. This differs in the case of total immersion, which deals 10d6 points of damage per round.

Dust of Appearance: A single handful of this substance flung into the air coats objects within a 10' radius, making them visible even if they are invisible or otherwise magically or mundanely obscured. The dust is effective for 12 turns. A container holds 25 uses.

Dust of Disappearance: Any creature or object within 10' is coated by this dust and becomes completely invisible. It cannot be detected, even with *detect invisibility*. The invisibility bestowed by the dust lasts for 5d6 turns. A container holds enough for 25 uses.

Dust of Sneezing and Choking: If cast into the air, this fine dust causes those within a 10' radius to fall into fits of sneezing and coughing; save vs. poison or die.

Poison: This potion is a deadly poison that slays the drinker immediately unless a save vs. poison is made. Some poisons are merely spoilt magical potions.

Potion of Control: This potion allows the user to control a single creature within 30' by concentrating (save vs. gaze). At the end of the duration the subject reverts to its normal behaviour; intelligent creatures remember that they were controlled.

Potion of Defence: The user gains a +2 AC bonus.

Potion of Delusion: This potion differs from all others in that it has no physical effect at all; the imbiber merely *thinks* it does. As far as he or she is concerned, the potion is whatever is first thought of, such as a potion of *cure light wounds*, or even *fly*, which could land the character in a lot of trouble.

Potion of Diminution: This potion has the effect of shrinking the user and gear down to a height of one-tenth normal size. Movement, damage, hit points, and so on are similarly affected.

Potion of Ether: This potion makes the user and gear insubstantial, though not invisible. He or she is able to pass through solid substances but cannot touch them.

Potion of Extra Healing: This potion or salve cures 3d6 points of damage when drunk or applied.

Potion of Giant Strength: This potion gives the drinker the strength of a stone giant, causing 3d6 points of damage with a weapon or 1d10 with only fists. Thrown rocks have a range of 240, and cause 3d6 damage to everything within 15' of the impact.

Potion of Growth: This potion causes instant growth of the user, doubling size and multiplying weight by 4. Armour class, hit dice and hit points remain unaffected, but any damage dealt is doubled.

Potion of Healing: Heals 1d6+1 points of damage.

Potion of Heroism: This potion gives the drinker a +2 bonus to attack and damage.

Potion of Invulnerability: This powerful potion gives the drinker a +2 bonus to armour class, as well as all attack, damage, and saving throw rolls.

Potion of Longevity: This potion reverses the effects of 10 years of ageing upon the imbiber.

Potion of Looting: This potion gives the drinker the exact direction and distance to the nearest large treasure of more than 5,000gp value within a mile.

Potion of Protection: This potion offers a magical bonus of +2 to armour class and all saving throws.

Potion of Resistance: Grants +2 on saving throws.

Potion of Speed: This potion doubles the drinker's movement rate while it lasts.

Spell Potion: These can be derived from any spell. It is up to the referee to determine how the latter are created. The effect is identical to the relevant spell.

MAGICAL PARAPHERNALIA

Anyone can use one of these items, unless specified otherwise in the description. They may be activated automatically or by command word, but details vary.

TABLE OF MAGICAL PARAPHERNALIA

1d100	Item
01-02	Animated Broom
03-04	Bag of Beans
05-06	Bag of Devouring
07-08	Bag of Holding
09-10	Bag of Transmutation
11-12	Bag of Tricks
13-14	Beaker of Potions
15	Bowl of Water
16-17	Bowl of Drowning
18	Brazier of Fire
19-20	Brazier of Sleep
21-22	Broom of Flying
23	Censer of Air
24-25	Censer of Whirlwinds
26-27	Chime of Opening
28-29	Crystal Ball
30-31	Cube of Force
32-33	Decanter of Endless Water
34-35	Deck of Many Things
36-37	Drums of Deafness
38-39	Drums of Panic
40-41	Efreeti Bottle
42	Figurines of Wondrous Power
43-44	Flask of Curses
45-46	Flying Carpet
47-48	Gem of Brightness
49-50	Gem of Seeing
51-53	Horn of Blasting
54-55	Horn of Collapsing
56-57	Horn of War
58-60	Horseshoes of Speed
61-62	Jewel of Combat
63-64	Jug of Fluids
65-66	Loadstone
67-68	Luckstone
69-70	Lyre of Building
71-72	Mattock of the Titans
73-74	Mirror of Mental Prowess
75-76	Mirror of Life Trapping
77-78	Mirror of Opposition
79-80	Pipes of the Sewers
81-82	Portable Hole
83-84	Rope of Climbing
85-86	Rope of Constriction
87-88	Rope of Entanglement
89-90	Rug of Asphyxiation
91-92	Saw of Might
93-94	Spade of Colossal Excavation
95	Sphere of Annihilation
96	Stone of Earth Elementals
97	Talisman of Pure Good
98	Talisman of the Sphere
99	Talisman of Ultimate Evil
00	Wings of Flying

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Animated Broom: This item is indistinguishable in appearance from a normal broom or a broom of flying. However, if the command is spoken, the broom attacks the speaker, swatting with the straw end and beating with the handle. The broom must be destroyed to make it stop.

Bag of Beans: This bag appears to be a common small sack. There are three magical beans inside which, if planted in the ground, immediately react in various unpredictable ways. Some may be beneficial, such as providing a useful item; others sprout inimical monsters or cause the character to be cursed in some way. The number of beneficial or cursed beans in the bag is as follows:

1d100	Beneficial	Cursed
01-80	1	2
81-99	2	1
00	3	0

Bag of Devouring: This appears to be a common small sack and it functions exactly like a bag of holding (see below). However, any object placed inside disappears within 1d6+6 turns and is lost forever, never to be seen again. It is not known where the objects go or what happens to them.

Bag of Holding: This appears to be a common small sack. It is larger inside than its outside dimensions. Regardless of what is put into the bag, it weighs 60 pounds. The limits in weight and volume of the bag's contents are 1,000 pounds and 3' x 5' x 10'.



Bag of Transmutation: This appears to be a common small sack and it functions exactly like a bag of holding (see above). However, any metal placed inside turns to stone within 1d6+6 turns. The limits in weight and volume are the same as for a bag of holding, but it bursts open 1d6+6 turns after being completely filled.

Bag of Tricks: This small sack appears empty. However, anyone reaching into the bag can pull out a normal animal from the following table:

1d6	Animal
1	Ape, Large
2	Bear, Large
3	Horse, Heavy
4	Raptor, Huge
5	Snake, Constrictor
6	Wolf, Large

The animal obeys the character that drew it from the bag until slain. Only one animal may be active at any one time, another cannot be drawn until it dies.

Beaker of Potions: This beaker holds 1d4+1 different potions, randomly determined. Any potion can be poured out at will, replenishing itself 1 week later.

Bowl of Water: When this large bowl is filled with fresh water, the owner can cause a medium water elemental to appear. Setting up the bowl takes 1 round, and the summoning itself requires 1 more round. The bowl functions like *summon elemental*.

Bowl of Drowning: This item looks similar to a bowl of water, but if the owner tries to summon an elemental he or she is reduced to a tiny size and drawn into the bowl to drown in 1d4+1 rounds. Various means of rescue are efficacious, such as *dispel magic* or *enlarge*, or emptying a potion of growth into the basin.

Brazier of Fire: When a fire is lit in this brazier, the owner can summon a medium fire elemental. Setting up the brazier takes 1 round, and the summoning itself requires 1 more round. The brazier functions like the *summon elemental* spell.

Brazier of Smoke: This item looks similar to a brazier of fire, but if the owner tries to summon an elemental it belches forth smoke in a 10' radius. All within the area must save vs. poison or fall into a magical sleep from which only *dispel magic* can awaken them.

Broom of Flying: Upon uttering the command word, this broom is able to fly its rider through the air at a rate of 240 per turn, or 180 per turn if an extra person is carried. It flies to its owner from as far away as a range of 240 when the command word is spoken. The latter can usually be found written or engraved somewhere on the broom itself.

Censer of Air: When burning incense is placed in this perforated container, the owner can summon a medium air elemental. Inserting the incense and igniting it takes 1 round, and the summoning itself requires 1 more round. The censer functions exactly like the *summon elemental* spell.

Censer of Whirlwinds: This item looks similar to a censer of air, but the elemental attacks the user.

Chime of Opening: A chime of opening is a hollow silver tube encrusted with jewels, worth 30,000gp just for its artistry. When struck, it sends forth magical vibrations that cause doors and portals to open. It automatically dispels *hold portal* or even *magic lock*.

Crystal Ball: A magic-user can use this device to see over virtually any distance, although the vision loses clarity the further away the scene is. The more familiar the place, the clearer the vision is. It is not possible to cast spells through a crystal ball, and using it for a long period requires the user to rest for a full day. Using a crystal ball more than 3 times in one day is a sure route to madness.

Cube of Force: This device is about 1" across and is made of carnelian. It enables its possessor to put up a cube of force 8' on a side around his or her person, up to 3 times per day, which moves with the character at a maximum rate of 10. It is impervious to everything except the attack forms mentioned on the table below, but the user can drop the screen at any time.

- *Disintegrate*
- *Fire ball*
- Fire/burning oil (in quantity)
- Horn of blasting (4 blasts)
- *Lightning bolt*
- *Passwall*
- *Phase door*
- *Time stop*

Decanter of Endless Water: If the stopper is removed from this ordinary-looking flask, a stream of water pours out at a rate of 10 gallons per round. The stopper must be replaced to halt the flow.

Deck of Many Things: A deck of many things (both beneficial and baneful) contains 18 cards or plaques engraved with glyphs, characters, and sigils. As soon as one of these cards is drawn from the pack, its magic is bestowed upon the person who drew it. Summoned creatures and their gear disappear if slain.

Each time a card is taken, it reappears somewhere within the deck, making it possible to draw the same card again. If one of the two jokers is drawn, the character may elect to draw two additional cards. The deck disappears after the fourth use, or when the character declines to ever draw any more cards.

The effect of each card depends on what is depicted:

Card	Effect
Clubs	
Jack	Lower prime requisite ability by 1 point.
Queen	Petrification with no saving throw.
King	Most valued magic item vanishes.
Ace	Random change to a different alignment.
Diamonds	
Jack	Add 1 point to ability of choice.
Queen	Scroll with 7 spells of 2nd level or higher.
King	5d6 jewels of random values.
Ace	Map to greatest treasure in the adventure.
Hearts	
Jack	8th level fighter, +3 gear, 1 hour.
Queen	1d3 wishes when needed.
King	Chose 1 item of magic paraphernalia.
Ace	Gain 50,000XP immediately.
Spades	
Jack	5th level wandering creature attacks.
Queen	Death with no saving throw.
King	9th level fighter with +4 gear attacks.
Ace	Lose 1 experience level immediately.
Joker	Gain 25,000XP or draw 2 more cards.

Drums of Deafness: These kettle drums deafen everyone within 60' when struck, including the user. The deafness is permanent unless the victim is cured with *remove curse*.

Drums of Panic: These kettle drums come in pairs and are unremarkable in appearance. If both are sounded, all creatures of 5HD or lower within hearing, with the exception of a 10' radius safe zone around the drums, must flee. Higher-level creatures may save vs. spells to stand their ground.

Efreeti Bottle: When opened, the efreeti imprisoned within issues from the bottle instantly to loyally serve the opener for up to 1,001 days.

Figurines of Wondrous Power: Each of the several kinds of figurines of wondrous power appears to be a miniature statuette of a creature. When the correct command word is spoken, it activates as described:

Ebony Fly: Can be used once per week for up to 1 day per use, growing to gigantic size (4HD, AC5, movement rate 30, fly 60). If slain in animal form, the figurine is destroyed.

Golden Lions: These figurines come in pairs. They enlarge and shrink upon speaking the command word. They become lions once per week. If slain in combat, the lions revert to statuette form.

Ivory Goats: These figurines come in threes. If the goats are slain in animal form, or if the possessor dies while mounted on one, all three become non-magical statuettes for up to a day, once per week. Each goat of this trio has a different function:

- *The Goat of Fighting:* This statuette becomes an enormous creature with the size and statistics of a large buffalo.
- *The Goat of Fleeing:* This statuette provides a speedy and enduring mount able to carry two persons at a movement rate of 120. The goat can travel for a maximum of one day or until its goal is reached, whichever comes sooner. At this point, or when the command word is uttered, it returns to statuette form.
- *The Goat of Slaying:* This statuette becomes a mount with the statistics of a heavy warhorse. Its rider can employ the goat's horns as weapons; one horn as a lance dealing double damage on a charge, the other as a sword dealing quadruple damage.

Marble Elephant: This is the largest of the figurines, about the size of a human hand. Upon command, it grows to the size of a large elephant. The animal created from the statuette is fully obedient to the figurine's owner, serving as a beast of burden, a mount, or a combatant, once per month for up to a week at a time. If the elephant is slain in animal form, the figurine is destroyed.

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Onyx Dog: When commanded, this statuette changes into a hound with the ability to detect invisible or magically obscured creatures and objects up to 240' in all directions at once. It is impossible to hide from or surprise the dog. It can see tracks up to a day old. The statuette can be used 12 times, whereupon it loses its powers. If the dog is slain, the figurine is destroyed.

Flask of Curses: This item looks like an ordinary beaker, bottle, container, decanter, flask, or jug. When the flask is unstoppered, it releases a curse of a similar nature to that of a cursed scroll (see above).

Flying Carpet: This rug is able to fly one person through the air at a movement rate of 90, two passengers at 70, or three at 50. Beautifully and intricately made, each carpet has its own command word which activates it. The command word is usually woven into the carpet itself as part of the pattern.

Gem of Brightness: Upon utterance of a command word, the crystal emits a bright ray 10' long. This strikes as a short range missile attack (+1 to hit). Any creature struck is partially blinded and suffers -5 to attack rolls until removed with a *cure serious wounds* spell. The gem can be temporarily made powerless with *darkness* or *continual darkness* for 1d4 turns or 1d4 days, respectively.

Gem of Seeing: This finely cut and polished stone is indistinguishable from an ordinary jewel in appearance. When it is gazed through, a gem of seeing enables the user to see things as they really are. Invisible, mundanely or magically disguised beings are revealed, illusions become apparent, shape-shifters are unmasked, even good and evil can be read on the faces of creatures.

Horn of Blasting: This horn appears to be a normal instrument. It can be sounded to deafen and deal 2d6 points of damage to creatures within a 100' long cone, 20' across at its end. Objects such as walls or gates are weakened and may be brought down.

Horn of Collapsing: This instrument looks just like any other horn. When sounded indoors, it causes the ceiling to collapse upon the user for 6d10 damage. Blowing the horn outdoors results in a shower of 5d6 rocks causing 1d3 damage each.

Horn of Froth: This instrument looks just like any other horn. When sounded it spews forth a dense, foaming froth, blinding the user for 4d3 rounds.

Horn of War: This magic instrument comes in four varieties. Each appears to be normal until someone blows the horn, summoning 2d4 berserkers to fight for the user. Each horn can be blown just once every seven days. The horn's material determines the level of the berserkers summoned by its blast; 1st level for horn, 2nd level for silver, 3rd level for bronze, and 4th level for iron.

Horseshoes of Speed: These iron shoes come in sets of four like ordinary horseshoes. When affixed to an animal's hooves, they double the animal's speed.

Jewel of Combat: This jewel appears normal, but its possessor is twice as likely to draw the attention of wandering creatures (1-2 on 1d6), and creatures are more likely to engage in pursuit.

Jug of Fluids: On command this jug pours forth any non-magical liquid wished for, such as 10 gallons of water, 5 gallons of wine, 2 gallons of oil, 1 gallon of acid, or 1 quart of poison. The jug may be emptied 7 times a day, but only one type of liquid may be produced each day.

Loadstone: This smooth round stone increases in weight whenever its owner is pursued by enemies, slowing movement by half.

Luckstone: This smooth round stone acts as a good luck charm, adding a +1d4 (or +05% to +20%) bonus to every roll made in the possessor's favour.

Lyre of Building: If the proper chords are struck, this lyre negates the effects of a *horn of blasting* once per day, with the protection lasting for 6 turns. The lyre is also useful with respect to building. Twice a week its strings can be strummed so as to magically construct buildings, mines, tunnels, ditches, or the like, equal to the work of 100 humans labouring for a week.



Mattock of the Titans: This mallet is 10' long. Any creature of at least giant size can use it to drive a colossal pile into the ground or smash a castle gate in one blow.

Mirror of Mental Prowess: This magical mirror can perform as the spells *clairaudience*, *clairvoyance* and *read thoughts*. Once per week the mirror answers one question regarding any image shown on its surface.

Mirror of Life Trapping: This crystal device is usually about the size of a buckler. Any creature within 10' looking at its own reflection in the device becomes trapped within the mirror in one of 20 separate cells. Size is not a factor, and even undead can be trapped. The probability of an unaware creature seeing its reflection is 90%, but drops to 10% if the creature is aware that the mirror traps life, and seeks to avoid looking at it. The reflection of any creature trapped within can be engaged in conversation, but is otherwise powerless. If the mirror is full, no one can be trapped.

Mirror of Opposition: If a creature sees its reflection in the mirror's surface, an exact duplicate of that creature comes into being. This opposite immediately attacks the original.

Pipes of the Sewers: These wooden pipes can attract 3d6 x 10 normal rats (20%) or 1d6 x 10 giant rats (80%) if they are within 400'. For each 50' distance the rats have to travel, there is a 1-round delay. The piper must continue playing until the rats appear, and when they do so they obey the piper 95% of the time. Failure indicates that they turn on the piper. If for any reason the piper ceases playing, the rats leave immediately. If they are called again within a day, their probability of obeying drops to 70% and the chance of attack becomes 30%.

If the rats are under the control of another creature, such as a vampire, the piper has a cumulative chance of 30% per round to take over. Once control is assumed, there is a 70% chance each round to maintain it if the other creature is actively seeking to reassert its control, or if anyone else tries to summoning the affected rats.

Portable Hole: A portable hole is a circle of cloth spun from magic. When opened fully, a portable hole is 6' in diameter. When spread upon any surface, it causes an extra-dimensional space 10' deep to come into being. This hole can be picked up from inside or out by simply taking hold of the edges of the cloth and folding it up. The only air in the hole is that which enters when the hole is opened.

Rope of Climbing: A 50' long rope of climbing is no thicker than a wand, but it is strong enough to support 1,000 pounds. Upon command, the rope snakes forward, upward, downward, or in any other direction, attaching itself securely wherever its owner desires. It weighs, and takes up the space, of one-fifth of a normal rope.

Rope of Constriction: When the user tries to command this 50' long rope, it wraps itself around him and up to 5 other human-sized creatures nearby. The rope then squeezes its victims to death in 1d4+1 rounds unless *dispel magic* is used to free them.

Rope of Entanglement: Upon command, this 50' long rope lashes forward to entangle 2d4 human-sized victims or the equivalent. The rope has 20 hit points and can only be hit on a natural roll of 20.

Rug of Asphyxiation: This item seems to be a flying carpet, but when the command word is uttered it wraps itself around all who are seated upon it. It will smother its victims in 1d4+1 rounds, but *animate objects* can be used to cause it to let go.

Saw of Might: Anyone wielding this enchanted tool can use it to fell a tree with a trunk of up to 18" diameter in a mere 6 rounds.

Spade of Colossal Excavation: This digging tool can excavate, loosen or collapse earth at the rate of a 10' cube every turn.

Sphere of Annihilation: This absolutely black globe is a 2' diameter ball of nothingness. Any matter that comes in contact with a sphere is instantly sucked into the void, gone, and utterly and irrevocably destroyed. A magic-user can move it at a rate of 10 by mental effort. The chance of gaining control of a sphere of annihilation (or to keep controlling one) is based on the user's level and Intelligence:

Level	Chance	Intelligence	Chance
1-8	+25%	13	+02%
8	+30%	14	+04%
9	+35%	15	+06%
10-11	+45%	16	+08%
12-13	+55%	17	+10%
14-16	+65%	18	+12%
17	+70%		
18-20	+75%		

If a control check fails, the sphere slides 10' in the direction of the character attempting to move it. If two or more creatures vie for control of a sphere of annihilation, the chance is reduced by -10%. If both succeed, or if both fail, the sphere slips 10' closer the one with the lowest chance.

Stone of Earth: The possessor of this polished sphere of stone can summon a medium earth elemental. The summoning requires 1 full round to speak, and in all other ways the stone functions as a *summon elemental* spell.

Talisman of Pure Good: A good cleric of 8th level or above who possesses this item can cause a flaming crack to open at the feet of an evil cleric of 8th level or above. The victim is swallowed up forever and sent hurtling to the centre of the earth. The talisman has 7 charges. An evil cleric touching one of these stones takes 5d10 points of damage; all other characters take 5d6 damage.

Talisman of the Sphere: When held by a magic-user who is concentrating on control of a sphere of annihilation, this talisman adds +20% to the character's chance. Anyone other than a magic-user touching the talisman takes 3d10 points of damage.

Talisman of Ultimate Evil: An evil cleric of 8th level or above who possesses this item can cause a flaming crack to open at the feet of a good cleric of 8th level or above. The victim is swallowed up forever and sent hurtling to the centre of the earth. The talisman has 6 charges. A good cleric touching one of these stones takes 5d10 points of damage; all other characters or creatures take 5d6 damage.

PART 7: TREASURE

Wings of Flying: A pair of these wings, when attached to the wearer's back, empower him or her to fly with a movement rate of 40.

IDENTIFYING MAGIC ITEMS

Magical powers are not always, or even often, easily recognised. *Detect magic* only detects the presence of magic, not its nature. Experimentation is often the only way to be sure. Hirelings who are used as subjects of experimentation, unwitting or no, will not be pleased with their treatment!

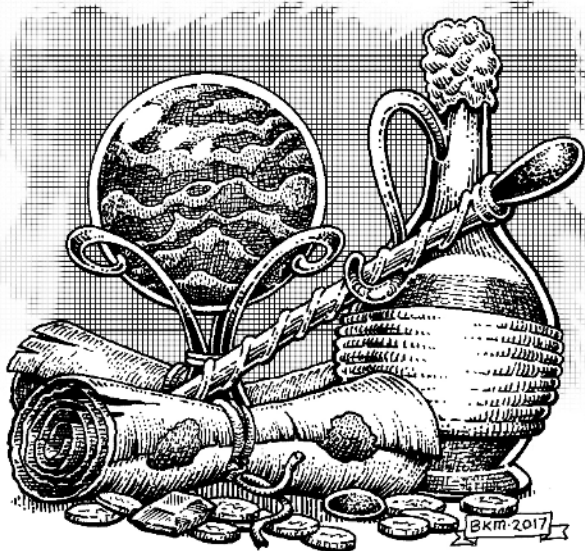
CREATING MAGIC ITEMS

Scrolls are the common magical items, created by magic-users as described in **Part 2: Characters**. Most other items, including non-magic-user scrolls and potions, are created as unique items by spell casters of high levels, who have spent a lot of time, wealth and effort to discover the secret.

Magic books are far too large and cumbersome to be carried on adventures (see **Part 3: Spells**). However, magic-users are able to transcribe the essentials of a spell onto a magic scroll. Scrolls are simple sheets of vellum or the like, rolled up for convenience. For each spell level, creating a magic scroll takes 1 week of work and costs 100gp in materials. Magic scrolls are read aloud, casting the spell and erasing the magic words from the scroll in the process; anyone other than the creator must use *read magic*.

Casters may be able to create potions at the referee's discretion. They cost 200gp in ingredients, and 2 weeks in time, per level of the spell.

If a player really wants a character to create, say, a *wand of magic missiles*, a suitable cost in time and money may be worked out with the referee. Wands are easy – simply use the cost for an equivalent scroll, and multiply by 100 (1 for each charge). Other items should be determined on a case-by-case basis; permanent items that do not use charges should be very costly



EXAMPLE

Cedric Catweazle's player decides that his character really needs the additional firepower of a wand of magic missiles and light. The referee has already determined that magic-users must be at least 5th level to create wands; Cedric is 6th so that is not an issue. Normally wands only hold 1 spell; in this case the referee decides to allow it but the final cost will be 20% higher than normal and each spell will have only 50 charges. Cedric wants a flashy wand, spending 1,000gp on a finely carved crystal baton. Next, the scroll-equivalent cost for 50 light spells and 50 magic missiles would normally be 10,000gp and 100 weeks each. However, Cedric wants to throw 2 missiles per shot, as he does when he casts the spell himself. The referee decides that this will triple the cost for this component, to 15,000gp and 150 weeks. The total, including the 20% mark-up, is 200 weeks of time and 24,000gp in components.

So, years later, Cedric Catweazle emerges from his laboratory with a splendid new magic wand, ready to go in search of adventure to replenish his sadly depleted coffers.

UNUSUAL TREASURES

The Underworld is a vast place, and mysterious. While adventurers always seek coin and jewels to fill their packs and purses, many other found items may be valuable, even if they are not always transportable. To keep the players alert and the adventures fresh, a referee should always strive to be original in creating and placing treasure. Some examples of some less common treasures are:

- Enchanted tools or entire workshops which can be used to forge magical items.
- Apparently normal treasures under a curse that causes their owners to bicker, fall out, or even attack one another.
- Magic items which negate other items or effects, such as a magic sword that makes its owner unable to assume any form of invisibility.
- Magic items that, over time, transform the bearer into something else such as a wraith, an elf, or a living but inanimate statue.
- Treasures that are part of a creature, such as valuable fur, magical horns, swallowed gems, skin, shells, teeth, and the like may be valuable as arcane ingredients to magic-users.
- Non-magical writings, precious because of the information they contain, their artistic worth, or the costly materials in their bindings.
- Trade goods, such as rare wines or fabrics.

DESIGNING THE CAMPAIGN

A campaign is a series of adventures, which may or may not be linked, featuring the same group of characters. Over time the characters may die or be replaced by others, and they may travel to other lands or even other worlds, but as long as there is continuity there will be a campaign. Largely, the tone of the campaign is set by the preferences of the group.

The players' characters should have a reason for doing what they are doing, and for doing it as a party. They could simply be treasure seekers banding together for mutual convenience, or they could be sworn allies fighting to right wrongs. Crafting a campaign can be broken down into several steps, but note these are not hard-and-fast; referees are free to change the order, drop some, substitute others, and generally do whatever works for them to create an exciting and memorable experience.

1. THE SETTING

In the beginning, there is no need to design a detailed game world for the campaign. It can be assumed that the characters can travel unmolested from their home base to the entrance of a nearby Underworld maze. Later, the referee can flesh out the setting, perhaps by detailing the town or village where the characters are staying, then mapping the area between that and the maze. Only the most general parameters of the world need to be decided at this stage. Further elucidation of world design can be gleaned from the sections on Wilderness and Realm design later in this chapter.

2. THE GOAL

Campaigns are defined by the location in which they occur, but this need not restrict the type of adventure to be played. The classic "Rescue the Prince(ss)" trope can be set in an Underworld dungeon, an evil baron's castle in the Wilderness, or a temple within a city of the Realm. There is no limit to the kind of hook that can be used to draw the characters.

EXAMPLE

Our adventuring group consists of Cedric Catweazle the magic-user, Sarissa Strangelove the cleric, Lucilla Longfinger the thief, and Thorklin Thorkhammer and Hubert Hartburne, a dwarven and human fighter, respectively. They are neither particularly good nor evil, although Stangelove diligently tries to raise their moral standard. Their adventures generally revolve around enriching themselves, albeit in a manner consistent with the well-being of the Realm.

3. THE VILLAIN

Behind the scenes of the campaign, and possibly never discovered, is the arch enemy. Whether a being or an organisation, he, she or it is pulling the strings and will prevail unless the characters can put a stop to his schemes. The villain should have sound motivations and the means to put them into action.

4. THE SUB-PLOTS

The goal is the main driving force of the campaign, whether the players know it or not. However, within this main story arc there is room for any number of sub-plots, which may or may not involve clues to or protagonists from the goal.

Sub-plots can be used to take a break from the pursuit of the goal or to provide comic relief. Sub-plots can also arise during play as a consequence of the characters' actions.

5. THE FACTIONS

Aside from the characters and the villain, many other forces are at play in the world. Some are active opponents of the characters, like monsters and the villain's minions; some are neutral, like the authorities within the realm and the majority of non-player characters, and some are or may become allies in the character's fight.

6. THE RUMOURS

Much of what the characters find out about the goal is in the form of rumours, which may or may not be true. Rumours are gleaned from interaction with the other beings of the settings, or they can appear in the form of physical clues or omens. Every locale where characters may talk rather than fight can be a source of rumours true or false.

DESIGNING THE UNDERWORLD

The focus of adventure, especially at beginning levels, is usually the Underworld. There are a host of suitable adventures available which may be easily adapted to the game, or one of the modules specifically written for BLUEHOLME™ may be used. Alternatively, pre-generated Creature Collections, Treasure Troves and Maze Maps can be used in combination to create an adventure on the fly. For those referees with the time and inclination, however, a home-brewed maze can be a very satisfying solution.

The first step is to draw a maze, usually in plan form although a cross-section can sometimes come in useful, too. For the first adventure, a simple single or split-level maze drawn on a sheet of squared paper will be quite sufficient.

PART 8: CAMPAIGNS

Larger, multi-level Underworld complexes may benefit from a schematic section to keep the layout clear in the referee's mind. The deeper the level, the more dangerous the traps and opponents become, and the greater the rewards. As with everything this can, of course, be varied by the referee.

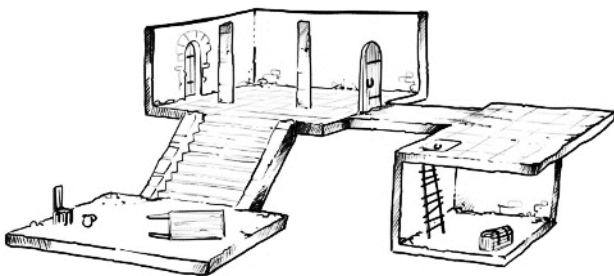
An easy scale to use is 10' per square, but this can vary depending on the size and complexity of the maze. For example, it may be that corridors and rooms get progressively larger the deeper you go, perhaps to accommodate more sizeable opponents or simply because the long-gone ancient species that constructed them always built on a cyclopean scale.

A maze is most versatile when there are multiple connections, both between areas within the maze as well as between the maze and the outside, but these need not be considered at the start. It is advisable to draw maze maps in pencil, to allow for later changes or additions to the complex.

EXAMPLE

Given the inclinations of his players, our referee decides to motivate them with the tale of the fabulous Spear of the Sea King, a magical weapon that was lost in the ruins of the nearby Shrine of Sobek when the local lord sent his champion to lay waste to the complex. He will introduce other twists to the tale once they are inside.

For reasons of space a sample setting is not included in this book. The introductory adventure "The Shrine of Sobek" describes a step-by-step design of a sample Underworld, Wilderness and Realm, and is freely available in PDF format from online retailers.



STOCKING A MAZE

Although it is perfectly possible to rely entirely on random creature and treasure tables to determine the contents of a maze, the apparent logic of an adventure can be improved by deliberately choosing and placing at least the major inhabitants and hoards. The remaining areas can then be filled randomly, or even determined in play to avoid preparation time spent on areas that may not even be discovered by the characters. The latter approach does require that the referee is familiar with the tables so as not to hold up play. Even so, magical treasure should be checked first for items which may potentially be in use by the inhabitants and guardians of the hoard.

EMPTY ROOMS

As a general guide, up to two-thirds of rooms in a maze are likely to be empty (a roll of 1-4 on 1d6).

ELEMENTS OF A MAZE

Physically, a maze can be anything – a natural cave complex, a castle dungeon, and abandoned mine – the possibilities are endless. The deepest levels may have been built by a long-vanished civilisation. Only the most recent are likely to still be in use by their original makers, so the layout need not be very carefully designed. However, the parts of the Underworld can generally be divided into the following five elements:

1. ROOMS

Most numbered locations within a maze are considered rooms, regardless of size. This is where most of the denizens reside and where their treasures are kept or hidden; even so, the majority are likely to be empty. Rooms need not be static; they could feature any number of strange effects triggered automatically, by manipulating a switch, through a command, or even by thought.

EXAMPLES

- *Dropping ceilings, rising floors, or sliding walls designed to crush intruders.*
- *Rooms filled with hallucinogenic gas that causes characters to fall asleep, attack one another, run away screaming, and so on.*
- *Rooms that rise, drop, slide or otherwise move to deposit characters in other rooms.*
- *Magical illusions or physical constructions such as false ceilings, floors or walls, hiding openings or traps.*
- *Invisible force fields creating an unseen maze.*

2. CORRIDORS

The main purpose of corridors is to connect rooms within a maze to one another and to the outside. They can come in any shape or form, from natural tunnels to hewn corridors to halls lined with stone or other worked material. Not all corridors are horizontal, such as stairs, slides, and shafts. Like rooms, corridors can spring various tricks and traps on the unwary.

EXAMPLES

- *Misleading corridors such as slightly sloping corridors followed by steps, giving the impression of going up or down levels while actually remaining at the same depth.*
- *Dead ends that can trap the unwary.*
- *Trapped stairs that collapse or retract to form slides when stepped on.*
- *Apparently endless corridors where characters are repeatedly teleported back to the start.*
- *Natural fissures which are impossible for characters to map accurately.*

3. PORTALS

As well as the standard dungeon door described in **Part 4: Adventures**, portals include gates, portcullises, drawbridges, hidden or illusory doors, magical gateways to another reality, and so on. As well as the typical doors that are always stuck and close by themselves, the referee must decide on the type of door, whether it swings into the room or into the corridor, if it has a lock, and so forth.

EXAMPLES

- One-way doors that cannot be opened or disappear once passed.
- Magical gateways, obvious or hidden or disguised as a normal door, that transport characters to another place.
- Doors that only open for specific classes, species or individuals.



4. TRAPS

Denizens are not the only danger that awaits adventurers in the Underworld. An endless variety of traps is at the referee's disposal to ensure that the explorations never become routine or unchallenging.

EXAMPLES

- Vegetation that entangles or trips characters, emits gases or sap with various dangerous or confusing effects, speaks or otherwise makes noise, and so on.
- Pits, open or concealed, containing spikes (poisoned or not), acid, snakes or nothing but a long drop.
- Weapons such as javelins, quarrels, or scything blades that are triggered by passers-by.
- Poison needles, blades or darts.
- Rooms or corridors that are actually the insides of a huge monster.

5. TRICKS

Even more common than traps are tricks; not often lethal but frequently inconvenient and always baffling.

EXAMPLES

- Animated statues that point in the direction of a nearby treasure or monster, scream loudly, speak in riddles, offer to answer questions if stroked in a certain way, and so on.
- Levers, rope pulls, switches, pressure plates or other mechanisms that activate traps, release attackers, imprison users, spew forth treasures, empower characters with magical abilities, cast spells, etc.
- Furniture that moves or animates or traps unwary adventurers looking for a place to rest.
- Magical wall reliefs that grant wishes, tell the future or pronounce curses.
- Wells that grant wishes if treasure is dropped within, or which are the abode of terrible monsters or tragic ghosts.
- Chests, cupboards, closets or wardrobes with secret compartments containing hidden treasures, undead creatures or a portal to another world.
- Damaged statues which come to life if the missing part is replaced.

DESIGNING THE WILDERNESS

The wilderness consists not only of wild, unexplored lands uninhabited by civilised beings, but also tribal territories, isolated castles, and other remote habitations beyond the reach of the law of the Realm. As with the Underworld, a new referee should begin small. To start with, only the area between the characters' home town, village or castle needs to be detailed. It can also be useful to have a very basic map of the campaign area, to record the major geography, populations and known locales. This may be as large as the whole game world, but this is rarely necessary unless the referee anticipates his players' characters travelling so widely.

When drawing a wilderness map it is well to bear in mind some basic facts of geography, such as rivers flowing downhill and cities generally being located near sources of food or on trade routes. This is not to say, of course, that there can't be magically uphill-flowing rivers or cities on islands floating in the sky, but there should always be some in-game rationale in the referee's mind if the campaign is to retain a sense of internal consistency.



PART 8: CAMPAIGNS

TERRAIN

Terrain in game terms is divided into several types in line with the wandering creature tables given earlier in **Part 5: Encounters**. These are *open*, *river*, *desert*, *swamp*, and *mountain*. In addition, there are roads, seas, hills and other features. That is not to say these are the only possibilities, or that all of them must be represented in the same campaign.

Deserts are inhospitable places with little to sustain wildlife and less for travellers. Settlements and trade routes usually rely on oases for their existence.

Mountains can create impassable barriers and are generally inhospitable to most life, but their lower slopes as well as their internal depths are home to many species.

Open terrain includes farmland, prairies, plains, tundra and the like. It is relatively easy to travel over and visibility is good, but there are few places to hide.

Rivers include lakes, and come in many sizes. Some are wide or placid, others may be narrow, deep, shallow, twisting or turbulent. Navigable rivers are often the most preferred route of transportation.

Swamps, fens, marshes and mangroves are treacherous places rife with disease and other less pleasant perils.

Of course, not all of these will be present in the same place, nor is the referee limited to only these terrain types.

PLACING POPULATIONS

It is up to the referee to decide whether the world is a racial melting pot or different species or cultures stick to their own geographical areas. Some creatures may be linked to specific types of terrain, but it is always possible to change this; lizard folk could as easily be desert nomads as swamp dwellers.

Creature types could be placed randomly by use of the wandering creature tables in **Part 5: Encounters**, or individually selected by the referee.

CASTLES

These islands of civilisation may be havens for travellers or deadly traps, depending on their inhabitants. These range from pure and noble knights to depraved necromancers and evil high priests, and almost anything between.

Castles control the lands immediately around as far as their garrisons can patrol. These will usually intercept travellers passing through their lands unless they appear clearly too powerful and dangerous to approach. Many castles maintain flying mounts to extend their range, as seen from the tables in **Part 5: Encounters**.

EXAMPLE

Our referee decides that the characters will be based in the town of Vyones. An old road runs north, at first through farmlands but soon becoming disused and overgrown as it passes beyond the reach of the Duke. An abandoned shrine of Chaos lurks some way off the road to the east, surrounded by the slow expansion of the Wildwood.

Stepping back to a larger scale, she quickly sketches in the area she expects her campaign to cover. A cluster of cities at the centre and some outlying towns further away define the civilised areas of the Realm. Between are dotted lonely castles, separated by vast stretches of plains, deserts, forests, swamps and mountains. Sometimes there are connections in the form of roads or rivers. To leave open the possibility of future maritime adventures, she decides to make the north-western portion of her map a sea.

This world's intelligent species tend to cluster with their own kind in the Wilderness, but the civilised towns and cities have a mixed population with all the potential for cooperation and conflict that brings.

DESIGNING THE REALM

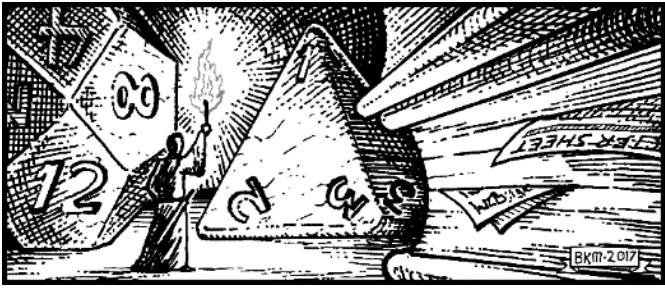
Again, the part of the realm that should most concern the beginning referee is the characters' home base and its surroundings. This will normally be in a border region, as adventure locales may be difficult to find in civilised lands – although it is quite possible to run an entire campaign without ever leaving the Realm.

As with the wilderness, the referee should decide on the population mix and density of the Realm. The game of BLUEHOLME™ assumes a pseudo-medieval level of technology, but it is a simple matter to introduce elements that give a more ancient or modern atmosphere to the game. Political centres and their spheres of influence should also be determined, and major non-player characters can be fleshed out.

EXAMPLE

Obviously the main portion of the realm to be designed is the town of Vyones. For this, the referee adopts a map of a real medieval town. Complete with walls, towers, a moat, a castle, and an impressive cathedral, Vyones is safe from most attacks out of the Wilderness. The town has a market, inns, taverns, mercenary hiring halls, and many less salubrious establishments. This is where the characters will go to buy equipment, hire specialists and seek powerful aid when needed.

Their more immediate refuge while exploring the Shrine is a tiny fortified village at the edge of civilisation surrounded by a stout palisade, known to all simply as "The Hamlet".



THE FINE ART OF THE REFEREE

The role of a referee, as might be expected, is to administer the rules of the game fairly and even-handedly. However, in BLUEHOLME™ there is more to it than that. There are times when the referee could or even should bend and sometimes outright break the rules. There is only one cardinal guideline for the referee: to make the game as much fun for everyone as it can possibly be. If that means fudging the odd die roll, so be it!

The other side of the coin is that players won't like it if they know the referee is making their characters' lives easier (or harder) than the dice dictate. If dice are rolled in full view of the players, the results stand. The dice never lie.

GAME BALANCE

When designing an adventure, the strength and versatility of the party should be kept in mind. This does not mean that every encounter should be finely balanced to ensure that no character ever dies; character death is part of the game, but it should be down to player misjudgement most of the time. A trap that can only be bypassed by a thief is not a good thing to spring on a party without a thief, but if a 1st level party insists on making a frontal assault on a dragon's lair the players should expect to lose some of their characters.

Game balance is maintained by providing options other than death or glory for the party. Experience awarded for treasure far outweighs that gained for defeating creatures, which should serve as a clue. Also, 'defeating' is not the same as 'killing'.

Discretion can be the better part of valour, and characters can relieve a powerful monster of its treasure without risking their lives. The rules reward skilful play more than skilful characters.

WANDERING CREATURES

Wandering creature encounters should be controlled to some extent by the referee, even if only by creating specific tables for each area in his or her game world. The level and power of the creatures should be appropriate for the location, if not the characters; if 1st level characters are blundering about in a 3rd level Underworld adventure in spite of the referee's best and heaviest hints, they may well run into more or tougher creatures than they can handle.

RUNNING A CAMPAIGN

A campaign is a very different kettle of kraken compared to a series of one-off adventures. Not only are the players likely to develop an attachment to their characters as they advance, they will also make friends and enemies in the game world and possibly even enter politics as they acquire their own strongholds. The referee must track these things, and run with them if the game world is to truly come to life.

Then, there are the referee's own creations which grow, recede, appear or die (or all four) throughout the campaign. Running a campaign is like writing an ongoing story, but the players also have a say.

No referee could hope to run a campaign in which every location is carefully detailed and every character has a distinct personality. The best way to stay on top is to have a stable of important characters and creatures, and a few important places, and then to let the game world develop as needed. World building can be fun, but the focus should always be on what the player characters are doing.

RUMOURS

Although characters can always hire a scholar to find out facts, most of the information they gather about potential adventures is in the form of rumours. The referee should prepare a number of rumours, both true and false, for every adventure. These rumours may change the next time they are in town, either because they have grown in the telling, the tellers have changed, or perhaps the characters themselves have given rise to new rumours!



PART 8: CAMPAIGNS

OPTION: ABILITY ROLL

There may be times when characters attempt to do things, or something is done to them, that is not covered by a specific rule. Often this can be resolved by an ability roll. Simply roll equal to or under a relevant ability score on 3d6 to succeed.

EXAMPLE

Longfinger decides to try her luck at running across a log spanning a chasm. Better than facing the giant chameleon squatting on the other end, she thinks. The referee decides that a hasty exit like this calls for a Dexterity roll. The player rolls 3d6 for a score of 7, well below her character's Dexterity of 17, and Longfinger heaves a sigh of relief as she jumps off the end of the log onto solid ground. And keeps running.

CHARACTERS

There are many possibilities for characters that cannot be covered in these rules. Below is just a small selection of the things a referee might face.

ADDITIONAL CLASSES

Additional classes such as assassins, druids, rangers, and the like are easy to port into BLUEHOLME™. Alternatively, the referee may wish to introduce classes unique to his or her game world.

NO-HOPE CHARACTERS

BLUEHOLME™ characters are not as dependant on their ability scores as their counterparts in many other games. Although prime characteristics are important in giving characters an edge in advancement, the abilities have relatively little direct impact on play.

Nevertheless, sometimes players want their characters' ability scores to reflect their heroic nature. In this case, simply allow players to re-roll any character whose ability scores add up to less than 60 in total.

Don't discard these "no-hoppers", though – they can come in handy if you need an NPC on the spot!

ALIGNMENT CHANGE

Alignments are intended to be an indication of a character's approach to life. They can be useful for players who have difficulty in role playing a character very different from themselves.

However, if a character consistently acts out of alignment, the referee may want to talk to the player to see if an alignment change might be in order.

It is also possible for alignment change to occur in-game, usually through magical means. This can have dire consequences for characters that are limited in alignment by their class, such as clerics, paladins or even thieves.



BLUEHOLME™ CHARACTER RECORD SHEET

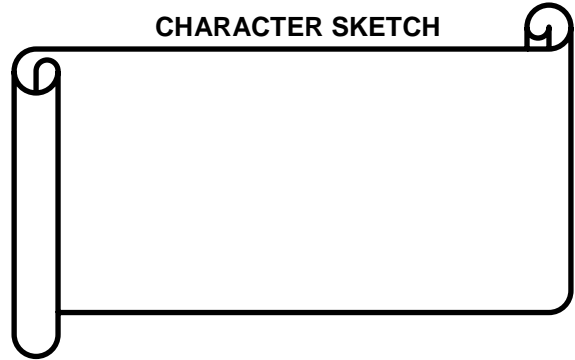
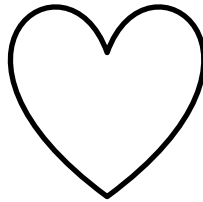
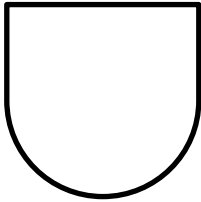
CHARACTER: _____ PLAYER: _____ REFEREE: _____

RACE: _____ CLASS: _____ LEVEL: _____

ARMOUR CLASS

HIT POINTS

CHARACTER SKETCH



ABILITY

SCORE

ADJUSTMENT

SAVE VS.

THROW

STRENGTH

BREATH WEAPON

INTELLIGENCE

MAGIC WAND

WISDOM

GAZE

CONSTITUTION

RAY OR POISON

DEXTERITY

SPELL OR STAFF

CHARISMA

ATTACK ROLL:

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ARMOUR CLASS:

9 8 7 6 5 4 3 2 1 0 -1 -2

RACIAL TRAITS:

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CLASS TALENTS:

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EQUIPMENT:

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MAGIC ITEMS:

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EXPERIENCE:

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WEALTH:

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BACKERS

Being a list of the investors, without whom the interior of this book would be sorely lacking in artwork.

HIRELING

Bud Wright, because every party needs a hireling.

PRENTICES

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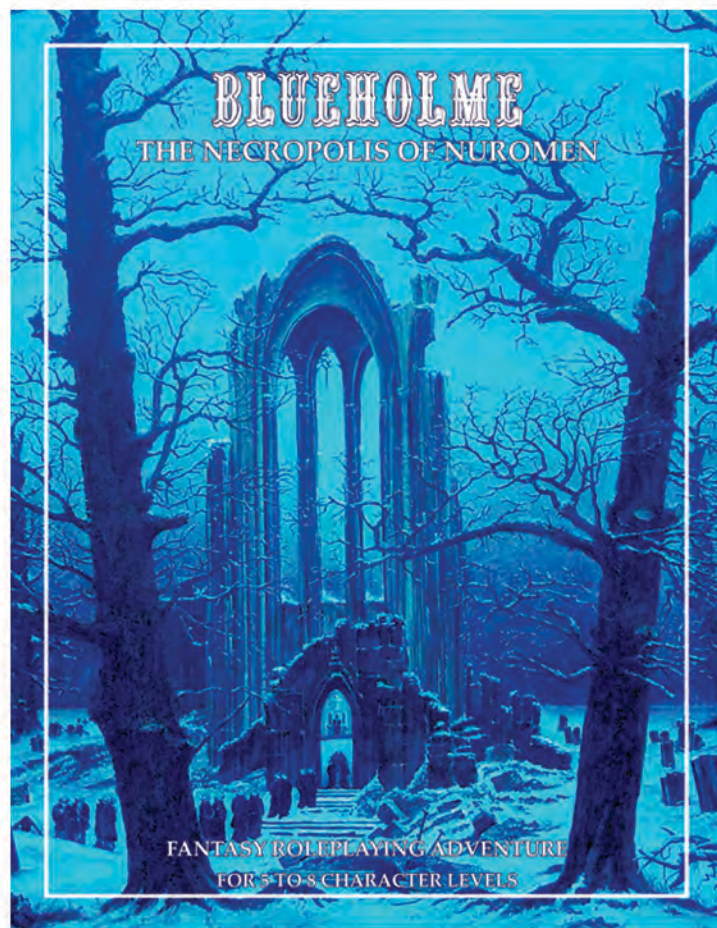
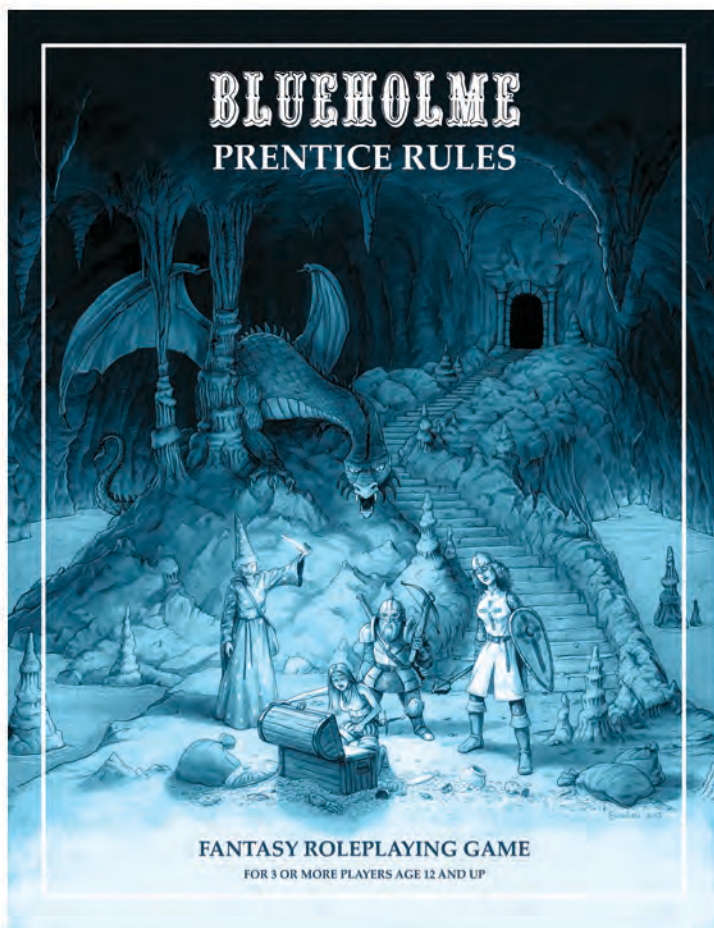
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LEVEL: 1 XP: 1,240
RACE: DWARF ALIGNMENT: N

HIT POINTS
6 MAX CURRENT
AC 2

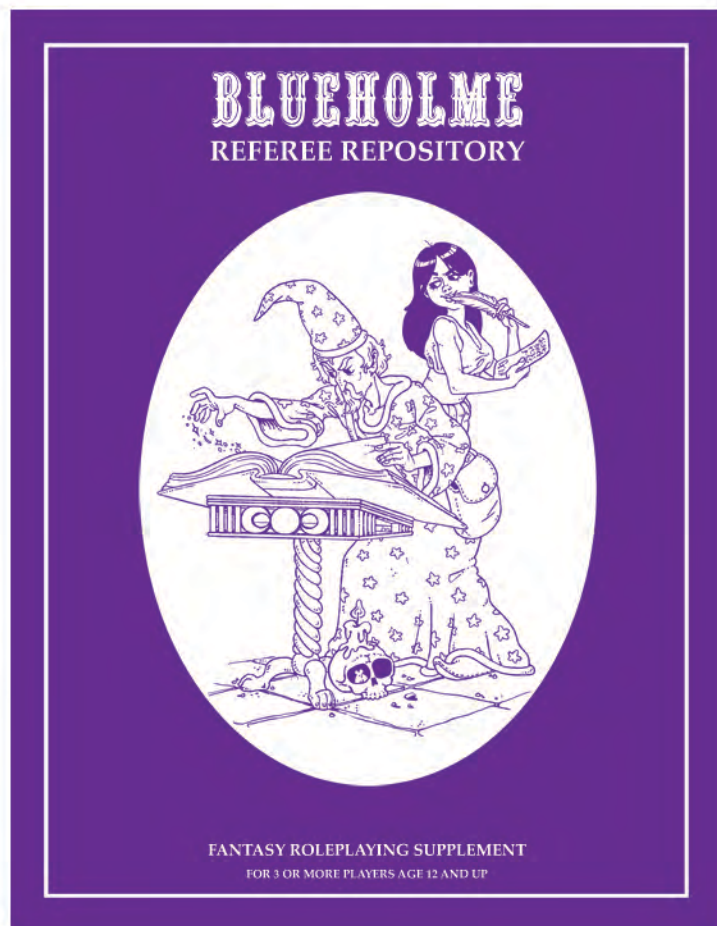
ABILITIES
STR 18 INT 9 WIS 10 CON 18 DEX 13 CHA 9

SAVES
BREATH WEAPON 13
WAND or TOUCH 11
GAZE 12
RAY or POISON 10
SPELL or STAFF 14
TREASURES

TO HIT AC
10 9
11 8
12 7
13 6
14 5
15 4
16 3
17 2
18 1
19 0

WEAPONS/ARMOR
PLATE & SHIELD
WAR HAMMER
LIGHT CROSSBOW (20 QUARRELS)
BACKPACK
WINE SACK (1 QUART OF WINE)
IRON RATIONS (1 WEEK) 3 DAYS
ROPE (50')

NOTES
60' DARKVISION
SPOT CONSTRUCTION STUFF 1-2 ON 106
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