



## A Sourcebook of Monsters and Treasure for Castles & Crusades

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### **Monsters and Treasure Volume 2 of Three Books**



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## Castles & Crusades Monsters

**Name (Size):** The monster's name and size appears first. Size will be either small (S), medium (M), or large (L).

**Hit Dice (HD):** This column gives the monster's number and type of Hit Dice (HD). All monsters attack as fighters of a level equal to the monster's number of HD. Thus, a monster's number of HD equals the monster's bonus to hit in combat (ex. a 5d8 HD monster has a +5 bonus to hit).

**Saves (SV):** This reflects a monster's prime attributes for saving throw purposes. Physical (P) indicates that the monster has prime attributes of Str, Dex, and Con. Mental (M) indicates that the monster has prime attributes of Int, Wis, and Cha. Some monsters have both physical and mental prime attributes (P/M), and some have either one or the other (P or M) as decided by the CK.

**Armor Class (AC):** The monster's armor class.

**# of Attacks:** This column indicates the number of attacks a monster gets each round. Sometimes the specific type of attack used and any special attacks is given.

**Damage:** The amount of damage the monster's attack inflicts on a successful roll to hit. Extra damage is recorded. For example, a Black Pudding strikes for 1d4 points of damage and possibly doing a further 2d4 in acid damage.

Monster (Size)	HD	SV	AC	# of Attacks	DMG
Basilisk (M)	6d8	P	16	bite, gaze	1d10, turn to stone
Black Pudding (L)	10d10+20	P	3	constrict	1d4 + 2d4 acid
Blink Dog (M)	4d8	P	16	bite	1d6
Bugbear (M)	3d8	P	17	1	by weapon
Centaur (L)	4d10	P	14	hoof (2) or weapon	1d6 ea or weapon
Chimera (L)	9d10	P	19	claw (2); or gore/bite (2)	1d3 ea; 1d4, 2d4,3d4
Cockatrice (S)	5d6	M	14	bite	1d3, turn to stone
Djinni (L)	7d10	M	16	pummel	2d8
Dragon, Yng Red (L)	13d12+39P/M	21		bite, claw (2), tail, wings (2), or breath	2d6, 1d8 ea, 1d8, or breath
Dryad (M)	2d8	M	17	weapon	by weapon
Dwarf (S)	1d8	P	16	weapon	by weapon
Eagle, Giant (L)	10d6	P	18	talon (2), beak	1d12 ea, 1d12
Efreeti	10d10	M	18	pummel	3d8
Elemental, Er. (M)	4d8	P	18	pummel	2d6
Elf (L)	1d8	M	15	weapon	by weapon
Ettercap (M)	5d8	M	14	claw (2), bite	1d3 ea, 1d8+poison
Ettin (L)	10d10	P	18	weapon	by weapon+6
Frost Worm (L)	14s10+20	P	18	bite or breath	2d8+8 or breath
Gargoyle (M)	4d8	P	16	claw (2), bite, gore	1d3 ea, 1d6,1d4
Ghost (M)	10d8	M	20	special	special
Ghoul (M)	2d8	P	14	claw (2), bite	1d3 ea, 1d6 (paralysis)
Giant, Hill (L)	9d10	P	20	club	2d8
Gibbering M. (M)	4d8	M	19	bite (6) or spittle	1d4 ea, 1d4 (blind)
Gnoll (M)	2d8	P	15	by weapon	by weapon
Gnome (S)	1d6	M	16	by weapon	by weapon
Goblin (S)	1d6	P	15	by weapon	by weapon
Golem, Flesh (M)	7d10	P	18	fists (2)	2d8 (ea)
Gorgon (L)	8d10	P	20	gore	2d6, breath weapon
Griffon (L)	7d10	P	15	claw (2), bite	1d4 ea, 2d8
Halfling (S)	1d6	P	16	by weapon	by weapon
Harpy (M)	3d8	M	13	claw (2), weapon	1d3, by weapon
Hell Hound (M)	4d8	P	16	bite	1d6 +1d6 fire
Hippogriff (L)	3d10	P	15	claw (2), bite	1d6 ea, 1d10

Hobgoblin (M)	1d8	P	15	by weapon	by weapon
Horse, lt. Riding (L)	3d10	P	13	hoof (2)	1d4 ea
Hydra (L)	6d10	P	15	bite (5)	1d10 ea
Invisible Stalker (M)	8d10	M	30	pummel	4d4
Kobold (S)	1d4	P	15	by weapon	by weapon
Kraken (L)	3d10	P	20	tentacle (6), bite	2d6 ea, 5d4
Lammasu (L)	7d10	P	20	claw (2)	1d6 (ea)
Lich (M)	18d8	M	20	touch and special	1d10+1d6 cold (paralysis)
Lizard (giant) (L)	4d8	P	16	claw (2), bite	1d4 ea, 1d8
Lizardfolk (M)	2d8	P	15	claw (2), weapon	1d2 ea, or by weapon
Lycanthrope	4d8	P	16	bite	2d4 (lycanthropy)
Manticore (L)	6d10	P	17	claw (2), bite, tail (6)	1d3 ea, 1d8, 1d6 ea
Medusa (M)	6d8	M	15	by weapon snakes	by weapon, 1d4+poison
Mimic (L)	7d10	M	15	pummel	3d4
Minotaur (L)	6d10	P	14	ram, bite, weapon	2d4, 1d4, weapon
Mummy (M)	6d8	P	20	pummel	1d12+rot
Naga, Water (L)	7d10	M	15	bite or spells	1d4+poison
Night Hag (M)	8d8	M	22	bite	2d6
Nightmare (L)	6d10	M	24	hoof (2), bite	1d4+1d4 fire ea, 2d4
Nymph (M)	3d8	M	17	spells, gaze	special
Ogre (L)	4d10	P	16	pummel, weapon	1d12+3, or by weapon
Orc (M)	1d8	P	14	by weapon	by weapon
Owlbear (L)	5d10	P	15	claw (2), bite	1d6 ea, 2d6
Pegasus (L)	4d10	P	14	hooves (2), bite	1d8 ea, 1d3
Purple Worm (L)	15d10	P	19	bite, sting	2d12, 2d4
Roc (L)	20d10	P	17	talon (2), beak	3d6 ea, 4d6
Roper (M)	10d10	P	24	strand (6), bite	poison ea, 5d4
Rust Monster (L)	5d8	P	18	touch	rust
Satyr (M)	5d8	P	15	ram or by weapon	2d4 or by weapon
Shadow (M)	3d8	M	13	touch	1d4+1pt Str dmg
Shambling (M)	8d8	P	20	pummel (2)	2d8
Skeleton (M)	1d8	P	13	by weapon	by weapon
Snake, Giant (L)	4d10	P	15	bite	1d6+poison
Spectre (M)	7d8	M	15	touch	1d8+energy drain
Sphinx, Andro (L)	12d10s	M	22	claw (2)	2d6 ea
Spider, Giant (M)	2d8	P	14	bite	1d6 + poison
Sprite, Pixie (S)	1d6	M	16	by weapon	1d2
Stirge (S)	1d4	P	16	beak	1d3 blood drain
Titan (L)	18d10	P	38	fist or by weapon	8d6, by weapon
Treant (L)	9d10	M	20	pummel	2d8
Troglodyte (M)	2d8	P	15	by weapon	by weapon
Troll (L)	6d10	P	16	claw, bite	1d4+4 ea, 2d6
Unicorn (L)	4d10	M	18	hooves (2), horn	1d6 ea, 1d1
Vampire (M)	8d8	P/M	20	pummel	1d6+4+energy drain
Wight (M)	4d8	P	15	pummel	1d4+energy drain
Will-O'-Wisp (S)	9d6	M	29	touch	2d8
Wolf, Worg (M)	4d8	P	14	bite	2d4
Wraith (M)	5d8	P o/M	15	touch	1d6+energy drain
Wyvern (L)	7d10	P	18	bite, sting	2d8, 1d6+poison
Zombie (M)	2d8	P	12	fist	1d8

## Monster Descriptions

**Basilisk** A basilisk is an eight-legged, reptilian monster that petrifies living creatures with its terrible gaze. A basilisk usually has a dull brown body with a yellowish underbelly. Some specimens sport a short, curved horn atop the nose. An adult basilisk's body grows to about 6 feet long, not including its tail, which can reach an additional length of 5 to 7 feet. The creature weighs about 300 pounds. The gaze of a basilisk can turn its victims to stone if they fail their Wis save. A basilisk relies on its gaze attack, biting only when opponents come within reach. Though it has eight legs, its slow metabolism renders it relatively sluggish, so it does not expend energy unnecessarily. Those who flee a basilisk rather than fight can expect, at best, a halfhearted pursuit. These creatures tend to spend most of their time lying in wait for prey, which includes small mammals, birds, reptiles, and similar creatures.

**Black Pudding** These are amorphous creatures, as black as pitch, that live only to devour. They inhabit underground areas throughout the world, scouring caverns, ruins, and dungeons in search of living or dead organic matter to engulf and dissolve. The typical black pudding measures 15 feet across and 2 feet thick.

**Blink Dog** The blink dog is an intelligent canine that has limited teleportation ability. Blink dogs have their own language, a mixture of barks, yaps, whines, and growls that can transmit complex information. Blink dogs hunt in packs, teleporting in a seemingly random fashion until they surround their prey, giving some of them positional advantages. They are good-natured and are often found in the company of elves or halflings.

**Bugbear** Bugbears are barrel-chested creatures with small, ungainly legs. They seem a bit top heavy on first sight, for they have extraordinarily large eyes and ears that make the head seem larger than it is. However odd in appearance, they are fierce when roused and attack with cunning and force. Bugbears prefer to ambush opponents whenever possible. When hunting, they normally send scouts ahead of the main group. If bugbear scouts spy prey, they will immediately return to report and summon reinforcements. Bugbear attacks are coordinated, and their tactics are fundamentally sound, if lacking in brilliance.

**Centaur** A centaur is a creature from myth: man and horse conjoined into one form. Centaurs have equine bodies, but in place of a normal horse's head, they have the torso and head of a man. They are as big as a heavy horse, but much taller and slightly heavier, averaging about 7 feet tall, and weighing about 2,100 pounds. They are intelligent creatures that prefer to live in sylvan glades or quiet forests far from the haunts of man. They typically wield bows and spears in combat.



**Chimera** A chimera is a creature of horror and chaos. The beast has the body of a lion, but three divergent heads. The lion's head is central, and largest. The head of a

dragon emerges from the creature's right shoulder, and the head of a ram emerges from the left. The dragon is foul-tempered, and the goat equally so. The creature is brutish and slays for no reason save its own pleasure. Chimeras are about 5 feet tall at the shoulder, nearly 10 feet long, and weigh about 4,000 pounds. The dragon's head may be black, blue, green, red, or white. The dragon head can also breath fire causing 2d8 damage (Dex save for half).

**Cockatrice** The cockatrice is a small beast that is properly dreaded by most knowledgeable men. This small, bird-like creature is preternaturally aggressive, and attacks without provocation. A male cockatrice has wattles and a comb, but a scaled and feathered body, resembling a hideous reptilian rooster. Females are much more rare than males, and differ only in that they lack wattle and comb. A cockatrice weighs about 25 pounds. A cockatrice fiercely attacks anything that it deems a threat to itself or its lair. Flocks of cockatrices do their utmost to overwhelm and confuse their foes, and sometimes fly directly into their opponents' faces. The source of the dread, however, is this: the mere touch of a cockatrice can petrify a victim if they fail their Wis save vs. petrification. It is thus common to see stone statues and figurines of unfortunate animals and adventurers strewn about the entrance to a cockatrice den.



**Djinni** The djinn (singular djinni) are a type of genie from the Elemental Plane of Air. They can create illusions, walk on air, and cause wind storms and other elemental disturbances. They are generally good, and are at times enslaved for their ability to grant a number of wishes to their masters. Of course these wishes are interpreted liberally by the djinni, and once the wishes are spent, the creature is freed from further bondage. A djinni may range in size from 6 to 12 feet in height with a powerful build.

**Dragon** The known varieties of dragon fall into two broad categories: chromatic and metallic. The chromatic dragons vary between black, blue, green, red, and white; they are all evil and extremely fierce. The metallic dragons vary between brass, bronze, copper, gold, and silver; they are all good, usually noble, and highly respected by the wise.

All true dragons gain greater power as they age. (Some draconic creatures, like chimeras, are not true dragons, and do not gain additional powers due to age.) They range in length from several feet upon hatching to more than 100 feet after centuries of life, attaining the status of great wyrm. The size of a particular dragon varies according to age and variety. A dragon's metabolism operates like a highly efficient furnace and can metabolize even inorganic material. Some dragons have developed a taste for such fare.

Although goals and ideals vary among varieties, all dragons are covetous. They like to hoard wealth, collecting mounds of coins and gathering as many gems, jewels, and magic items as possible. Those with large hoards are loath to leave them for long, venturing out of their lairs only to patrol the immediate area or to hunt. For dragons, no amount of treasure is enough. Riches and rarities are pleasing to look upon, and dragons bask in treasure's radiance. Dragons like to make beds of their hoards, shaping nooks and mounds to fit their bodies. By the time a dragon matures to the age of great wyrm, hundreds of gems and coins may be imbedded in its hide.

In battle, dragons possess a number of weapons. They can bite or rend victims, strike them with their tails, beat them with their wings, cause minor wind storms to blind opponents and are often known to scoop up prey and carry them to great heights, there to release them to certain doom. And, of course, dragon breath may be composed of deadly toxins, magical fire, acid, lightning, cold, or some other formulation.

All dragons are immensely intelligent and crafty.

**Black** Black dragons possess the foulest of tempers, and are wickedly treacherous. They dwell in swamps or other inhospitable places, as they are solitary creatures. Black dragons prefer to ambush their targets, using their surroundings as cover. When fighting in heavily forested swamps and marshes, they try to stay in the water or on the ground; trees and leafy canopies limit their aerial maneuverability. When outmatched, a black dragon attempts to fly out of sight (so as not to leave tracks) to hide in a deep pond or bog. Black dragons have an acidic breath weapon.

**Blue** Blue dragons prefer hot sands and clear skies, and contend with brass dragons for rule of the deserts. They are evil and curious, a deadly combination that has destroyed many a caravan and village. Typically, blue dragons attack from above or burrow beneath the sands until opponents come within 100 feet. Older dragons use their special abilities, such as hallucinatory terrain, in concert with these tactics to mask the land and improve their chances to surprise the target. Blue dragons flee from a fight only if they are severely damaged, since they view retreat as cowardly. Blue dragons breathe lightning as their breath weapon.

**Green** Green dragons are smaller than average and are often found in thick forests or jungles. They are quiet and seem almost docile. This attitude is deceptive, for they are known to spring suddenly upon a foe, often in the middle of discourse. Green dragons initiate fights with little or no provocation, picking on creatures of any size. If the target is intriguing or seems formidable, the dragon stalks the creature to determine the best time to strike and the most appropriate tactics to use. If the target appears weak, the dragon makes its presence known quickly—it enjoys evoking terror. Sometimes, the dragon elects to control a humanoid creature through intimidation and suggestion. Green dragons especially like to question adventurers to learn more about their society and abilities, news about the countryside, and if there is treasure nearby. Green dragons emit a gas cloud as their breath weapon.

**Red** Red dragons are the most evil of all wyrms. They rarely hunt for food, but hunt often for the joy of killing. They revel in their might and lust for power. Because red dragons are so confident, they seldom pause to appraise an adversary. Upon spotting a target, they make an immediate decision whether to attack, using one of many strategies worked out ahead of time. A red dragon lands to attack small, weak creatures with its claws and bite rather than obliterating them with its breath weapon, so as not to destroy any treasure they might be carrying. Red dragons breathe fire.

**White** White dragons are found in the high, frozen places of the earth. They prefer mountainous, glacial landscapes. White dragons prefer sudden assaults, swooping down from aloft or bursting from beneath water, snow, or ice. They use their breath weapon, and



then try to eliminate a single opponent with a follow-up attack. White dragons breathe a blast of frost and cold.

**Brass** Brass dragons are found in the deep deserts, preferring scorching heat to all else. They often content with their blue dragon rivals for territory and treasure. Brass dragons are inquisitive and do much to learn about all manner of man and beast. They are often sought by magi of all stripes as founts of knowledge. Brass dragons would rather talk than fight. If an intelligent creature tries to leave without engaging in conversation, the dragon might force compliance in a fit of pique, using suggestion or a dose of sleep gas. A creature put to sleep may wake to find itself pinned or buried to the neck in the sand until the dragon's thirst for small talk is slaked. When faced with real danger, younger brass dragons fly out of sight, and then hide by burrowing into the sand. Older dragons spurn this ploy but still prefer to have the advantage in combat. Brass dragons can breathe a cloud of sleeping gas or a line of flame.

**Bronze** Bronze dragons are curious belligerents. They prefer to lair in deep caves near oceans and seas more than all else. They are eager combatants, curious about warfare, and will often masquerade in other forms to join armies. When attacking, they blind their opponents with a fog cloud and then charge. If flying, they will snatch opponents in their claws to drop them from great heights. Against seafaring opponents, they may conjure a storm or use their tails to smash a vessel's hull. If a bronze dragon is inclined to be lenient, ships might be merely becalmed, fogbound, or broken-masted. Bronze dragons breathe a line of lightning or a cloud of repulsion gas.

**Copper** Copper dragons dwell in barren lands, steppes or high mountains. They are clever but kind creatures. A copper dragon appreciates wit and usually will not harm creatures that can relay a joke, humorous story, or riddle the dragon has not heard before. Copper dragons become annoyed with anyone who doesn't laugh at their jokes or accept their tricks with good humor. They like to taunt and annoy opponents into committing foolish acts or surrendering. Copper dragons breathe either a line of acid or a cloud of slow gas.

**Golden** Gold dragons are the most powerful of all metallic drakes. They are found in temperate climes, deep within forested hills and mountains. They are wise, thoughtful, and deliberate in all that they do. When roused, they are slow to act, but an angered gold dragon is horrible to behold when incited to battle. Gold dragons may breathe a cone of fire or a cloud of weakening gas.

**Silver** Silver dragons are found at high, mountainous altitudes. They enjoy the open air and sunlight and are often seen flying above the clouds, where it is said they are able to dwell. They are noble, intelligent creatures and are quick to discern real threats to their well-being. Everything else they ignore. Silver dragons are not violent and avoid combat except when faced with highly evil or aggressive foes. Silver dragons can breathe either a cone of cold or a paralyzing gas.

**Dryad** Dryads are magical fey that dwell in the deep shadows of primeval forests. They are wild spirits that are joined in life with one of the great hardwoods: oak, elm or ash. They possess a symbiotic relationship with their trees, residing within them, and they communicate with them on many levels. A dryad's delicate features are much like those of a female elf, though her flesh is like bark or fine wood, and her hair is like a canopy of leaves that changes color with the seasons. Although they are generally solitary, up to seven dryads have been encountered in one place on rare occasions.

Shy, intelligent, and resolute, dryads are as elusive as they are alluring—they avoid physical combat and are rarely seen unless they wish to be. If threatened, or in need of an ally, a dryad uses charm person or suggestion, attempting to gain control of the attacker(s)



who could help the most against the rest. Any attack on her tree, however, provokes the dryad into a frenzied defense.

**Dwarf** Dwarves live under the earth, and have done so for ages. Much like stone, they possess great strength and exhibit stubbornness. Dwarves are a proud, loyal and honorable people. Their lives are as long as the tunnels in which they spend much of their life, where they mine for metals and gems. Renowned for their stonework and metal craft, dwarves expend lifetimes in pursuit of perfecting their arts. Tales speak of giant cities of pillared stone, great carved halls, and paved roads that spread out beneath the world. Their mining beneath the earth has a baneful effect though, for it brings them into direct conflict with denizens of the underworld. Dwarves often find themselves at war with orcs, goblins, and other foul creatures that dwell beneath the earth.



Dwarves resemble the rock and stone they so love. They are short, stocky, and muscled from years of labor at the forge or tunneling through the earth. They sport long, often thick, beards and mustaches, which are considered a sign of maturity and honor. The proudest dwarves sport great beards hanging to their feet. Dwarven skin is dark and ruddy, and cracked and fissured, even at an early age. Dwarves have piercing eyes, tending toward blue, hazel and gray, and most dwarves have large noses.

**Eagle, Giant** These majestic creatures dwell in high mountain aeries. A typical giant eagle stands about 10 feet tall, has a wingspan of up to 20 feet, and resembles its smaller cousins in nearly every way except size. It weighs about 500 pounds. They attack with their claws or a slashing beak to strike at its target's head and eyes. A solitary giant eagle is typically hunting or patrolling in the vicinity of its nest and generally ignores creatures that do not appear threatening. A mated pair attacks in concert, making repeated diving attacks to drive away intruders, and fights to the death to defend their nest or hatchlings.

**Efreeti** The efreet (singular efreeti) are genies from the Elemental Plane of Fire. They can create walls of fire, pyrotechnics, and other magical effects. See Djinni above. An efreeti stands about 12 feet tall and weighs about 2,000 pounds.

**Elf** Elves are an ancient, almost timeless race that embodies the grace and beauty of the natural world. They draw upon its strength, and at times, its unrelenting wrath and fury. Elves live exceedingly long lives, giving them patience unknown to other races. It also allows them a great amount of time in which to acquire knowledge of the world and its history. They are sage-like in their depth of perspective on action and consequence. Naturally nimble and lithe, elves are the most graceful race. They often appear ethereal to those seeing them for the first time.

Elves range in size and coloration depending upon their nature. Generally, elves are light skinned and pale in color, although green hues are not unknown. At maturity they average 5 ft. 6 in. in height, and weigh around 115 lbs. Their nature lends them an extraordinary grace and beauty. Elves have thin, sharp facial features with large, searching eyes of mixed colors. Their ears are long and tapered, and they often wear their hair long and uncropped.



**Ettin** Ettins, or two-headed giants, are vicious and unpredictable hunters that stalk prey through remote wilderlands. Both heads have foul tempers and disagreeable personalities. An ettin's heads are often at odds with one another and they can be heard arguing from far off. An ettin never bathes if it can help it, which usually leaves it so grimy and dirty its skin resembles thick, gray hide. Adult ettins are about 13 feet tall and weigh 5,200 pounds.

**Shrieker** A shrieker is a stationary, mushroom-like fungus that emits a loud, piercing noise when disturbed. Shriekers live in dark, subterranean places, often in the company of violet fungi (to which they have immunity). Often underground hunters such as owlbears dwell near shriekers, knowing that they can find food when the creature sounds off. Clever races cultivate shriekers as crude alarms.

**Gargoyle** Gargoyles are magical creatures that often appear to be winged stone statues, for they can perch indefinitely without moving. They use this disguise to surprise the unwary. They require no food, water, or air, but often eat their fallen prey out of fondness for inflicting pain.

**Ghost** Ghosts are the spectral remnants of intelligent beings that, for one reason or another, cannot rest easily in their graves. A ghost greatly resembles its corporeal form in life, but in some cases the spiritual form is somewhat altered. A ghost's touch can drain 1-2 levels. They are undead, and can be turned.

**Ghoul** Ghouls are undead creatures, evil in life and corrupted in death. Ghouls arise when evil souls or spirits linger in a particular place, usually where the deceased perished or was buried. The evil of their lingering spirit keeps their bodies intact and animate, but causes them to be hideously warped and twisted. Ghouls strike with claws or rend with their teeth, and a successful hit can cause paralyzation in the victim. They can be turned.

**Giant** There are many types of giant, all varying in size, but all are powerful and fierce. They are found in most climes and cultures. Giants relish melee combat. They favor massive two-handed weapons and wield them with impressive skill. They have enough cunning to soften up a foe with ranged attacks first, if they can. A giant's favorite ranged weapon is a thrown boulder.

**Cloud** Cloud giant skin ranges in color from milky white to light sky blue. Their hair is silvery white or brass, and their eyes are iridescent blue. Adult males are about 18 feet tall and weigh about 5,000 pounds. Females are slightly shorter and lighter. Cloud giants can live to be 400 years old, and typically dwell in great halls in tall mountain ranges.

Cloud giants dress in the finest clothing available and wear jewelry. To many, appearance indicates station: the more refined the clothes and the finer the jewelry, the more important the wearer. They also appreciate art and music, and most can play one or more instruments (the harp is a favorite).

**Fire** Fire giant skin ranges in color from a gray ash to a ruddy black. Their hair is usually bright red or orange. Fire giants are stoutly built. An adult male is 12 feet tall, has a chest that measures 9 feet around, and weighs about 7,000 pounds. Females are slightly shorter and lighter. Fire giants can live to be 350 years old, and dwell in tropical or volcanic areas. Fire giants wear sturdy cloth or leather garments that are usually colored red, orange, yellow, or black. Warriors wear helmets and half-plate armor of blackened steel.

**Frost** Frost giant skin ranges from pale white to sky blue in color. A frost giant's hair can be dark blue or dirty yellow, and its eyes usually match its hair color. Frost giants dress in skins and pelts, along with any jewelry they own. Frost giant warriors add chain shirts and metal helmets decorated with horns or feathers.

Adult males are about 15 feet tall and weigh about 2,800 pounds. Females are slightly shorter and lighter, but otherwise identical with males. Frost giants can live to be 250 years old, and reside in climes that are permanently cold and wintry. They prefer to wield large double-headed axes in combat.

**Hill** Skin color among hill giants ranges from light tan to deep ruddy brown. Their hair is brown or black, with eyes the same color. Hill giants wear layers of crudely prepared hides with the fur left on. They seldom wash or repair their garments, preferring to simply add more hides as their old ones wear out. Adults are about 10-1/2 feet tall and weigh about 1,100 pounds. Hill giants can live to be 200 years old, and make their homes in temperate foothills.



**Stone** Stone giants range in skin color from a dark gray to a slate blue, with hair of black or sand. Stone giants prefer thick leather garments, dyed in shades of brown and gray to match the stone around them. Adults are about 12 feet tall and weigh about 1,500 pounds. Stone giants can live to be 800 years old, and often dwell in large mountain caves.

**Storm** Rarest and most noble of all giants, storm giants have violet skin. Storm giants have deep violet or blue-black hair with silvery gray or purple eyes. Adults are about 21 feet tall and weigh about 12,000 pounds. Storm giants can live to be 600 years old, and live in great keeps on towering hillsides, far removed from the civilizations of smaller races. Storm giants usually wear a short, loose tunic belted at the waist, sandals or bare feet, and a headband. They wear a few pieces of simple but finely crafted jewelry, anklets (favored by barefoot giants), rings, or circlets being most common. They live quiet, reflective lives and spend their time musing about the world, composing and playing music, and tilling their land or gathering food.

**Gibbering Moulder** A gibbering moulder is a horrible creature seemingly drawn from a lunatic's nightmares. With undulating flesh peopled with countless eyes and mouths, the creature slithers across the floor to bemuse and devour its intended prey. Although not evil, it thirsts after bodily fluids and seems to prefer the blood of intelligent creatures. The creature spews a hideous amount of noise from its chattering mouths, making it a dangerous spectacle. Its spittle can blind. A gibbering moulder is about 3 feet across and 3 to 4 feet high. It weighs about 200 pounds.

**Gnoll** Gnolls are hyena-headed, evil humanoids that wander in loose tribes. Most gnolls have dirty yellow or reddish-brown fur. Gnolls are sadistic nocturnal carnivores, and prefer intelligent creatures for food because they scream more. A gnoll is about 7-1/2 feet tall and weighs 300 pounds. Gnolls like to attack when they have the advantage of numbers, using horde tactics and physical strength to overwhelm opponents. They show little discipline when fighting unless they have a strong leader; at those times, they can maintain ranks and fight as a unit.

**Gnome** Many mistakenly consider gnomes to be related to dwarves or halflings. In fact, much like elves, gnomes are closely related to nature and its essence. The gnomes emerged from primordial forests and from under the deep roots of massive trees. Small, even by dwarven standards, the gnome is nonetheless a powerful ally and deadly foe. Drawn to live and travel in forests, deserts, and mountains, the gnome is a world traveler who enjoys visiting strange lands and foreign places, ever curious about the doings of others.

The gnome is small, averaging 3 feet 6 inches tall. They have ruddy, earthy skin that appears dry and cracked with age, like an ancient mud flat. They seem old and wizened, even in their youth. They sport large, long noses and wide, gleeful eyes. Gnomes prefer dark earthy-colored clothing, mixing browns and greens with the occasional deep hued blue. They make exception during festivals or celebrations, tending to dress in clothes of an array of colors and styles.

**Goblin** Goblins are fierce tribal humanoids. Goblins stand 3 to 3-1/2 feet tall and weigh 40 to 45 pounds. Their eyes are usually dull and glazed, varying in color from red to yellow. Goblin skin color ranges from yellow through any shade of orange to a deep red; usually all members of a single tribe are about the same color. Goblins wear clothing of dark leather, tending toward drab, soiled-looking colors. Goblins speak their own language; those with Intelligence scores of 12 or higher also speak Common.

Being bullied by bigger, stronger creatures has taught goblins to exploit what few advantages they have: sheer numbers and malicious ingenuity. The concept of a fair fight is meaningless in their society. They favor ambushes, overwhelming odds, dirty tricks, and any other edge they can devise.

**Golem** Golems are magically created automatons, created by powerful rituals from a variety of materials and elements. The animating force for a golem is a spirit from the Elemental Plane of Earth. The process of creating the golem binds the unwilling spirit to the artificial body and subjects it to the will of the golem's creator. Golems can range in size from very small to huge.

Golems are tenacious in combat, and large golems are prodigiously strong as well. They are mindless, and do nothing without orders from their creators. They follow instructions literally and are incapable of strategic or tactical thought. They are emotionless in combat and cannot be provoked into rash actions that would defy orders.

A golem's creator can command it if the golem is within 60 feet and can see and hear its creator. If not actively commanded, a golem usually follows its last instruction to the best of its ability. If attacked, a golem will always return the attack. The creator can give the golem a simple command to govern its actions in his or her absence. The golem's creator can order the golem to obey the commands of another person (who might in turn place the golem under someone else's control, and so on), but the golem's creator can always resume control over his creation by commanding the golem to obey him alone.

**Gorgon** Gorgons are huge magical bull-like creatures covered in metallic scales. Gorgons usually stand over 6 feet tall at the shoulder and measure 8 feet from snout to tail. They weigh about 4,000 pounds. Gorgons are vicious and aggressive. They attack on sight, attempting to trample, gore, or petrify foes. There is no way to calm these furious creatures, and they are impossible to domesticate. Their breath can turn creatures to stone.

**Griffon** Griffons are powerful, majestic creatures. They have the body, tail, and hind legs of a lion, and the wings and head of an eagle. The front legs and claws are eagle talons. From nose to tail, an adult griffon can measure as much as 8 feet. Neither males nor females are endowed with a mane. The wings are broad and golden, and can span 25 feet or more. A griffon weighs about 500 pounds. Griffon eggs are worth 3,500 gp apiece on the open market, while young are worth 7,000 gp each. Professional trainers charge 1,500 gp to rear or train a griffon.

**Halfling** At first sight, halflings appear to be human children. Closer inspection, however, reveals large hairy feet, pointed ears, and wide eyes. Halflings are generally an agrarian people, preferring open pasture and lush farmlands to cities or other places crowded with tall folk. They relate well with most peoples. Only rarely does a halfling leave the safety of his home, and then generally at the behest of others. Meticulous and prosperous, halflings enjoy good food and relaxation.

Halflings appear as small, well-fed humans, averaging 3 ft. in height. They have wide, round eyes and pointed ears. Their broad feet are well padded and hairy, so they usually wear no shoes. Most halflings prefer dull colored clothing, but some of the wealthy wear finer, brightly colored clothes. Halflings can move quietly and hide themselves from unwanted eyes. When armed, they favor small swords, axes, short bows and leather armor with wooden shields.

**Harpy** A harpy is a horrific creature: half buzzard and half human woman. They are disgustingly ugly (only the most determined find anything attractive about them), have a foul stink, and are obnoxiously crude. They taunt and insult prey, shouting all manner of foul names and casting aspersions on families and individuals. If this fails to garner a reaction, they hurl feces and other disagreeable elements at intended victims. Harpies like to charm hapless travelers with their magical songs and lead them to unspeakable torments. Only when a harpy has finished playing with its new "toys" will it release them from suffering by killing and consuming them.

**Hellhound** These are evil, dog-like creatures that are often found in the service of some greater evil creature. A typical hellhound stands 4-1/2 feet high at the shoulder and weighs 120 pounds. Hellhounds are efficient hunters. A favorite pack tactic is to surround prey quietly. One or two hounds will then attack, driving prey toward the rest with their fiery breath. If the prey doesn't run, the pack closes in. Hell hounds track fleeing prey relentlessly and with almost certain success.

**Hippogriff** Hippogriffs resemble griffons, but are a combination of horse and eagle, rather than lion and eagle. They are aggressive, voracious omnivores; hippogriffs will hunt humanoids as readily as any other creature. A typical hippogriff is 9 feet long, has a wingspan of 20 feet, and weighs 1,000 pounds. Hippogriffs dive at their prey and strike with their clawed forelegs. When they cannot dive, they slash with claws and beak. Mated pairs and flights of these creatures attack in concert, diving repeatedly to drive away or kill intruders. Hippogriffs fight to the death to defend their nests and their hatchlings, which are prized as aerial mounts and fetch a handsome price in many civilized areas. Hippogriff eggs are worth 2,000 gp apiece on the open market, while young are worth 3,000 gp each. Professional trainers charge 1,000 gp to rear or train a hippogriff.

**Hobgoblin** Hobgoblins are generally thought to be greater cousins to the goblins or lesser cousins to the orcs. This is far from the truth. Hobgoblins are rare in the world, and their origin is shrouded in mystery. No females are known to exist, and it is believed they come from the breeding pens of orcs or goblins. Hobgoblins are sometimes thought to be mutations that occasionally rear their ugly heads in orc broods, and they embody the foulest and most cruel characteristics of that vile race.

When a hobgoblin is born, it is set aside, raised separately, and revered. They are cast in with shamans or the warriors, and raised to exemplify those classes. There seems to be an intimate connection between hobgoblins and the gods to which orcs pay dark homage, for they are some of the most powerful warriors and religious leaders of orc tribes. Their prowess on the battlefield brings them great status. Many become renowned warlords and leaders of some of the most nefarious orc nations and tribes.

They travel with bands of orcs, unger and others, and usually act as leaders. They are occasionally found with trolls and evil giants. It is not unknown for them to serve in some human armies, though this practice is rare.

**Horse** Horses come in a variety of types. They range from simple riding horses, to heavy workhorses, and to trained war destriers of varying size. Ponies, mules, donkeys and burrows are all equines, and are treated as horses.

**Hydra** Hydrae are reptile-like monsters with multiple heads. They resemble dragons to some degree and are often mistaken for such. These creatures are not intelligent and possess nothing beyond simple animal instincts. Hydrae are gray-brown to dark brown, with a light yellow or tan underbelly. Their eyes are amber and their teeth are stained yellow. They are about 20 feet long and weigh about 4,000 pounds. Hydrae do not speak. They attack with as many heads as they possess. This number is typically five, though legends recount tales of hydrae with many more heads and horrific magical abilities.

**Invisible Stalker** Invisible stalkers are creatures native to the Elemental Plane of Air. They sometimes serve wizards and sorcerers, who summon them to perform specific tasks. A summoned invisible stalker undertakes a task assigned by the summoner, even if the task sends it hundreds or thousands of miles away. The creature will perform the task until completed, and will obey only the summoner. However, it resents protracted missions or complex tasks and seeks to pervert its instructions accordingly. Invisible stalkers have an amorphous form. A see invisibility spell shows only a dim outline of a cloud, while a true seeing spell reveals a roiling cloud of vapor.

An invisible stalker attacks by using the air itself as a weapon. It creates a sudden, intense blast of wind that pounds a single target on the same plane as the creature.

**Kobold** Kobolds are short, reptilian humanoids with sadistic tendencies. They are wickedly clever and are able to develop all manner of battlefield tactics. A kobold's scaly skin ranges from dark rusty brown to a rusty black color. It has glowing red eyes. Kobolds wear ragged clothing, favoring red and orange. A kobold is 2 to 2-1/2 feet tall and weighs 35 to 45 pounds. Kobolds speak Draconic with a voice that sounds like that of a yapping dog.

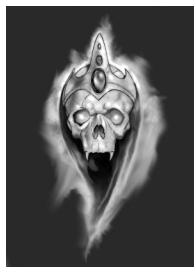
Kobolds prefer to attack with overwhelming odds—at least two to one—and trickery; should the odds fall below this threshold, they usually flee. However, they attack gnomes on sight if their numbers are equal. They begin a fight by slinging bullets or other missiles, closing only when they can see that their foes have been weakened. Whenever they can, kobolds set up ambushes near trapped areas.

**Kraken** These huge creatures inhabit large bodies of water, lurking in desolate places. They look something like a squid, with long tentacles and a sharp beak. Six of the beast's tentacles are shorter arms about 30 feet long; the remaining two are nearly 60 feet long and covered with barbs. Its beaklike mouth is located where the tentacles meet the lower portion of its body.

Krakens strike their opponents with their barbed tentacles, then grab and crush with their arms or drag victims into their huge jaws. An opponent can attack a kraken's tentacles and arms to attempt to break free from their grip. A kraken's tentacles have 20 hit points, and its arms have 10 hit points. Severing a kraken's tentacle or arm deals damage to the kraken equal to half the limb's full normal hit points. A kraken usually withdraws from combat if it loses both tentacles or three of its arms. A kraken regrows severed limbs in 1d10+10 days.

**Lammasu** A lammasu has the body of a lion, feathered wings, and the face of a man. They are wise, benevolent creatures. A typical lammasu is about 8 feet long and weighs about 500 pounds. A lammasu attacks with spells or its razor-sharp claws. It almost always enters combat if it observes a good creature being threatened by evil. A lammasu casts spells as a fifth level wizard.

**Lich** A lich is a fearsome undead spellcaster, usually a wizard, who has used powerful magical energies to unnaturally extend its life. A lich is a gaunt and skeletal humanoid with withered flesh stretched tight across horribly visible bones. Bright pinpoints of crimson light burn in a lich's empty eye sockets. Liches speak Common, and any other languages known in life. A lich fights with the same spell like powers as their spell casting class before becoming a lich (either a 12th to 18th level cleric or wizard). They can cause fear and paralyze with a touch.



**Lycanthrope** Lycanthropes are humanoids that can transform themselves into animals. In its humanoid form, a lycanthrope looks like other members of its kind, though naturally born lycanthropes (and those who have been afflicted for a long time) tend to have features reminiscent of their animal forms. In animal form, a lycanthrope resembles a powerful version of the normal animal, but on close inspection, its eyes (which often glow red in the dark) show a faint spark of unnatural intelligence. A lycanthrope in its humanoid form uses tactics and weapons that are favored by others of its kind, though it tends to be slightly more aggressive. A lycanthrope possesses the senses of its animal form, and it has a deep empathy for (and ability to communicate with) animals of its animal form. An afflicted lycanthrope that is damaged in combat may be overwhelmed by rage, causing it to change to its animal form involuntarily. A lycanthrope in animal form fights like the animal it resembles, but its bite carries the disease of lycanthropy. Lycanthropes are preternaturally cunning and strong, and possess supernatural resistance to damage that can be overcome only by silvered or magical weapons.

**Manticore** A typical manticore is about 10 feet long and weighs about 1,000 pounds. It is a horrible combination of a man's head mounted on a lion's body. The tail of a manticore is ringed with wickedly barbed, poisonous spikes that it can fire like missiles. They are aggressive creatures, hunting for both sport and food. A manticore begins most attacks with a volley of spikes, and then closes to melee. Whenever possible, it uses its powerful wings to stay aloft during battle, firing tail spikes upon foes.

**Medusa** Medusae appear as shapely human women. Instead of hair, the heads of medusae are covered with masses of writhing snakes growing outward from the scalp. They often wear garments that enhance their physical appearance while hiding their faces behind hoods or veils, as a medusa's gaze can turn a victim to stone. Medusae try to disguise their true nature until the intended victim is within range of its petrifying gaze (Wis save), using subterfuge and bluffing games to convince the target that there is no danger. It uses normal weapons to attack those who avert their eyes or survive its gaze, while the writhing poisonous snake-hair strikes at adjacent opponents.

**Mimic** Mimics are bizarre, fairly intelligent creatures that possess the ability to disguise themselves in the form of inanimate objects. They often lay on floors, taking on the appearance of the floor and attacking victims when walked upon. Other assumed shapes may include doors, chairs, tables, and chests. A mimic can have almost any dimensions, but usually is not more than 10 feet long. A typical mimic has a volume of 150 cubic feet (5 feet by 5 feet by 6 feet) and weighs about 4,500 pounds. A mimic often surprises an unsuspecting adventurer, lashing out with a heavy pseudopod. The creature does not necessarily fight to the death if it can succeed in extorting treasure or food from a party.

**Minotaur** A minotaur is a giant of a man with a bull's head. The creature can fight with a weapon in hand, usually a stout axe, but can also strike with a horrific head butt. They are strong, but nearly mindless. They stand more than 7 feet tall and weigh about 700 pounds.



**Mummy** Mummies are preserved corpses animated through the auspices of malevolent preservative magic. Most mummies are 5 to 6 feet tall and weigh about 120 pounds. When a mummy strikes in combat, it can inflict a terrible rotting disease akin to leprosy upon the victim.

**Naga** All nagas have long, snakelike bodies covered with glistening scales, and human-like heads and faces. They range in length from 10 to 20 feet and weigh from 200 to 500 pounds. The eyes of a naga are bright and intelligent, burning with an almost hypnotic inner light. Nagas favor spells over other forms of combat. Because they are almost always found in the lairs they guard and know well, they can arrange most encounters to suit their wishes. They cast spells as a 5th level wizard.

**Night Hag** A night hag is about the same height and weight as a female human, though horrible looking and foul smelling. They have black or greenish skin. Night hags attack good creatures on sight if the odds of success seem favorable. These creatures rip through armor and flesh with their deadly teeth. They love to use sleep spells and subsequently strangle those who are overcome by it.

**Nightmare** A nightmare is an evil steed conjured by the haunted dreams of the damned. These creatures bear messages from the dreaming sea to the worlds of men. They are large beasts of the color of darkest night, about the size of a light warhorse, with flaming hooves and a hollow red gaze. They never touch the ground, always hovering a few



inches above the earth. They strike with hooves and breath a cloud of stinking, acidic gas on opponents that can inflict up to 1d6 points of damage.

**Nymph** Nymphs are beautiful, female fey who live in wild, forgotten places. They adorn their bodies with loose-fitting gowns of silk and gossamer and spend evenings reveling under the stars. They are often mistaken by travelers as dreams or will-o-wisps. They typically avoid contact with others, but will defend themselves when threatened. A nymph is about the height and weight of a female elf. If a nymph reveals herself in all her beauty she can cause those who see her to be stricken blind or charmed. They can usually cast spells as a wizard.

**Ogre** Ogres are the moronic cousins of giants. Adult ogres stand 9 to 10 feet tall and weigh 600 to 650 pounds. Their skin color ranges from dull yellow to dull brown. Their clothing consists of poorly cured furs and hides, which add to their naturally repellent odor. Ogres favor overwhelming odds, sneak attacks, and ambushes over a fair fight. They are intelligent enough to fire ranged weapons first to soften up their foes before closing, but ogre gangs and bands fight much like a gaggle of idiots with no coordination whatsoever.

**Orc** Orcs are the most common of the evil humanoids. They are fierce, and possess a great love for destruction and war. Orcs have black hair, and their skin ranges from a deep red to a dark black. Their equipment is dirty and unkempt. An adult male orc is just over 6 feet tall and weighs about 210 pounds. Orcs are proficient with almost all weapons, preferring powerful cleaving and chopping weapons above all. They enjoy attacking from concealment and setting ambushes, and they obey the rules of war (such as honoring a truce) only as long as it is convenient for them.

**Owlbear** These large, freakish creatures have the head of a massive owl, with a toothy beak, perched atop a powerful bear's frame. An owlbear's coat ranges in color from brown-black to yellowish brown; its beak is a dull ivory color. A full-grown male can stand as tall as 8 feet and weigh up to 1,500 pounds. Adventurers who have survived encounters with the creature often speak of the bestial madness they glimpsed in its red-rimmed eyes. Owlbears attack prey "any creature bigger than a mouse" on sight, always fighting to the death. They slash with claws and beak, trying to grab their prey and rip it apart. If they strike with both claws, they can hold a victim immobile, inflicting an extra 1d12 points of damage with their beak.

**Pegasus** The pegasus is a magnificent winged horse that sometimes serves the cause of good. Though highly prized as aerial steeds, pegasi are wild and shy creatures that are not easily tamed. A typical pegasus stands 6 feet high at the shoulder, weighs 1,500 pounds, and has a wingspan of 20 feet. They attack by rearing or kicking with two hooves. Pegasus eggs are worth 2,000 gp each on the open market, while young are worth 3,000 gp per head. Pegasi mature at the same rate as horses. Professional trainers charge 1,000 gp to rear or train a pegasus, which serves a good or neutral master with absolute faithfulness for life.

**Purple Worm** These strange creatures burrow deep within the earth. They are large and always hungry, constantly looking for food. The body of a mature purple worm is 5 feet in diameter and 80 feet long, weighing about 40,000 pounds. The creature has a poisonous

stinger in its tail. They typically attack by trying to swallow prey whole. If they swallow their prey they do an extra d12 points of damage. Creatures that are swallowed whole and survive the ordeal can attempt to cut their way out of the worm's innards with a bladed weapon. Attacks from inside the worm automatically hit and deal normal damage. The worm must die in order for a creature to succeed in cutting free. Any creature trapped inside the worm that is not cut free takes d10 damage per round.

**Roc** These enormous raptors are 30 feet long from the beak to the base of the tail, with wingspans as wide as 80 feet. A roc weighs about 8,000 pounds. A roc's plumage is either dark brown or golden from head to tail. A roc attacks from the air, swooping earthward to snatch prey in its powerful talons. A roc will typically carry prey to its nest for itself and its young to devour. A solitary roc is typically hunting and will attack any human-sized or larger creature that appears edible. A mated pair of rocs attacks in concert, fighting to the death to defend their nests or hatchlings.

**Roper** These strange creatures look much like a stalagmite, inhabiting abandoned well shafts or caves. They have six tentacles protruding from their bodies three to either side. Ropers are about 9 feet tall and taper from 3 or 4 feet in diameter at the base to 1 foot across at the top. A roper's coloration and temperature change, chameleon-like, to match the features of the surrounding cave. A roper hunts by standing very still and imitating a bit of rock. This tactic often allows it to attack with surprise. When prey comes within reach, it lashes out with its tentacles, and tries to pull victims into its mouth. In melee, it bites adjacent opponents with its powerful maw. Ropers have a particular liking for human flesh, and will attack humans first if given a choice.

**Rust Monster** Rust monsters are strange, four legged creatures with an armored carapace and tentacles rising from their heads. The hide of these creatures varies in color from a yellowish tan underside to a rust-red upper carapace on the back. A rust monster's touch causes metals to crumble into rust on contact. This includes metal weapons that strike the creature anywhere on its body. A rust monster can smell a metal object from up to 90 feet away. When it detects metal, it dashes toward the source and attempts to strike it with its antennae. The creature is relentless, chasing characters over long distances if they still possess intact metal objects. However, it will usually cease attacks to devour a freshly rusted meal. The creature targets the largest metal object available, striking first at armor, then at shields and smaller items. It prefers ferrous metals (steel or iron) to precious metals (such as gold or silver) but will devour the latter if given the opportunity.

**Satyr** A satyr is a magical creature that has the upper half of a man and the legs and hooves of a goat. A satyr's hair is red or chestnut brown, while its hooves and horns are jet black. Satyrs often have small horns protruding from their foreheads. A satyr is about as tall and heavy as a half-elf. The keen senses of a satyr make it almost impossible to surprise one in the wild. Conversely, with their own natural grace and agility, satyrs can sneak up on travelers who are not carefully watching the surrounding wilderness. Once engaged in battle, an unarmed satyr attacks with a powerful head butt. A satyr expecting trouble is likely to be armed with a bow and a dagger and typically looses arrows from hiding, weakening an enemy before closing.

**Shadow** Shadows are undead creatures of nightmare that inhabit the waking worlds of men. They are evil and desire little beyond draining and killing the living. A shadow can be difficult to see in dark or gloomy areas but stands out starkly in brightly illuminated

places. A shadow is 5 to 6 feet tall and is weightless. Shadows cannot speak intelligibly. Shadows lurk in dark places, waiting for living prey to happen by.

**Shambling Mound** Shambling mounds, also called shamblers, appear to be heaps of rotting vegetation. They are found in swamps, forests and jungles. They are actually intelligent, carnivorous plants. A shambler's brain and sensory organs are located in its upper body. A shambler's body has an 8-foot girth and is about 6 feet tall when the creature stands erect. A shambling mound batters or constricts its opponents with two huge, arm-like appendages.

**Skeleton** Skeletons are the animated bones of the dead, mindless creatures that obey the orders of their masters. A skeleton is seldom garbed in more than the rotting remnants of any clothing or armor it was wearing when slain. A skeleton does only what it is ordered to do, draws no conclusions of its own and takes no initiative. Because of this limitation, its instructions must always be simple. A skeleton attacks until destroyed or turned.

**Spectre** A spectre is the restless undead spirit of one who died a violent death. The spectre resembles its former self and can be easily recognized by those who knew the individual or have seen the individual's face in a painting or a drawing. In many cases, the evidence of the violent death is visible on its body. A spectre is roughly human-sized and is weightless. In close combat a spectre attacks with its numbing, life-draining touch. It makes full use of its incorporeal nature, moving through walls, ceilings, and floors as it attacks. Spectres can be turned.

**Sphinx** Sphinxes are enigmatic creatures with great, feathery wings and leonine bodies. All sphinxes are territorial, but the more intelligent ones can differentiate between deliberate intrusion and temporary or inadvertent trespass.

A typical sphinx is about 10 feet long and weighs about 800 pounds. Most sphinxes fight on the ground, using their wings to help them pounce much as lions do. If outnumbered by earthbound creatures, a sphinx takes wing and attacks on the fly.

**Sprite & Pixie** Sprites are reclusive fey. They actively endeavor to fight evil and cruelty within their homelands. Sprites fight their opponents with spell-like abilities and pint-sized weaponry. They prefer ambushes and other trickery more than direct confrontation. Pixies wear bright clothing, often including a cap and shoes with curled and pointed toes. A pixie stands about 2-1/2 feet tall and weighs about 30 pounds. Normally carefree, pixies ferociously attack evil creatures and unwanted intruders. They take full advantage of their invisibility and other abilities to harass and drive away opponents.



**Stirge** A stirge looks much like a bat, but for its long, tapered beak. They are the bane of many a dungeoneer. They attack in flocks, until they are satiated with the blood of their victims. A stirge's coloration ranges from rust-red to reddish-brown, with a dirty yellow underside. The beak, or proboscis, is pink at the tip, fading to gray at its base. A stirge's body is about 1 foot long, with a wingspan of about 2 feet. A stirge attacks by landing on a victim, finding a vulnerable spot, and plunging its proboscis into the flesh.

**Titan** Titans are rare, magical giants of legend. They tend to be solitary, each titan differing drastically from the next. They are sometimes called the fathers of the gods due to their legendary status, depending on local myth and custom. A titan is about 25 feet tall. These magical giants can use any number of weapons and armor. They always possess some innate magical ability. One might control the weather, while another might be able to call down bolts of chain lightning upon opponents, and yet another might be able to transform himself into a giant bear.

**Treant** Treants are powerful tree-like creatures that are mobile, moving about on two legs to patrol old, magical forests. A motionless treant is nearly indistinguishable from a tree. A treant's leaves are deep green in the spring and summer. In the fall and winter the leaves change to yellow, orange, or red, but they rarely fall out. A treant's legs fit together when closed to look like the trunk of a tree. A treant is about 30 feet tall, with a "trunk" about 2 feet in diameter. Treants prefer to watch potential foes carefully before attacking. They often charge suddenly from cover to trample the despoilers of forests. If sorely pressed, they are able to magically animate trees as reinforcements.



**Troglodyte** Troglodytes are amphibious, reptilian humanoids who live in dark, dank places, often swamps or murky caves. They are communal and hunt in bands. Troglodytes are primitive, rarely using anything more than wooden or stone weapons. A troglodyte stands about 5 feet tall, they are thin and muscular, with long arms and webbed hands and feet. Troglodytes usually smell hideous, like a mixture of rotting animals and vegetation.

**Unicorn** A unicorn is a magical horse-like creature that has a single spiral horn emerging from above its brow. They live in temperate woodlands, away from all forms of civilization. All unicorns are white, but unicorns can have deep sea-blue, violet, brown, or fiery gold eyes. Males have a white beard. A typical adult unicorn grows to 8 feet in length, and stands 5 feet high at the shoulder. Females are slightly smaller and slimmer than males. Unicorns normally attack only when defending themselves or their forests. They may either charge, impaling foes with their horns like lances, or strike with their hooves. The horn acts as a +3 magic weapon, though its power fades if removed from the unicorn. Unicorns are immune to all poisons, and can detect evil and teleport without error once per day within the confines of their forests.

**Vampire** Vampires appear just as they did in life, although their features are often hardened and feral, with the predatory look of wolves. Like lichs, they often embrace finery and decadence and may assume the guise of nobility. Despite their human appearance, vampires can be easily recognized, for they cast no shadows and throw no reflections in mirrors. Vampires are powerful supernatural creatures. They can summon wolves, rats or bats. They can change their shape into a gaseous cloud, a wolf, or a large bat at will, and upon successfully biting a victim, vampires can drain a level from victims. Each level drained makes the vampire stronger, through regenerating hit points or by adding 1d4 hit points per level drained to the vampire's actual hit points. The gaze of a vampire acts as a charm person.

**Wight** A wight's appearance is a weird and twisted reflection of the form it had in life. Wights lurk in barrows and tombs, unable to rest, and animated in a mockery of life. A wight is about the height and weight of a human. Wights attack with their claws, raking their opponents to cause a pestilence-ridden wound. Victims must save vs. disease or lose one level.

**Will-O'-Wisp** Will-o'-wisps are evil creatures that are highly feared by travelers in the wild. They are easily mistaken for lanterns, especially in the foggy marshes and swamps where they reside. A will-o'-wisp's body is a globe of spongy material about 1 foot across and weighing about 3 pounds, and its glowing body sheds as much light as a torch. Will-o'-wisps can be yellow, white, green, or blue. Will-o'-wisps usually avoid combat. They prefer to confuse and bewilder adventurers, luring them into morasses or other hazardous places where they revel in their discomfort and hope for their demise. When they are forced to fight, they loose small electrical shocks. They can completely dampen their glow for 5 rounds if not attacking.

**Wolf** There are many types of wolves. The most common are gray, winter and worg. Typical gray wolves stand 2 feet at the shoulder and weigh about 75 pounds. They hunt in packs. Winter wolves are crafty, powerful hunters that dwell in frosty regions. They can breathe a cone of frost for 4d8 points of damage (halved if a Dex save is successful). Their size, cunning, and formidable breath weapon allow them to hunt and kill creatures much larger than themselves. A pack usually circles an opponent, each wolf attacking in turn to exhaust it. If they're in a hurry, winter wolves try to pin their foes. A winter wolf grows about 8 feet long and stands about 4-1/2 feet at the shoulder. It weighs about 450 pounds. Worgs are the most intelligent of all wolves. They run in packs and work closely together to bring down prey. They possess a simple language and, for this reason, can communicate and cooperate with goblins. A typical worg has gray or black fur, grows to 5 feet long and stands 3 feet tall at the shoulder. It weighs 300 pounds.

**Wraith** Wraiths are incorporeal creatures born of evil and darkness. In some cases, the grim silhouette of a wraith might appear armored or outfitted with weapons. This appearance does not affect the creature's AC or combat abilities but only reflects the shape it had in life. A wraith is about as tall as a human, while a dread wraith is roughly the size of an ogre. Since both are incorporeal, they are weightless. A blow from a wraith can cause the loss of 1-2 constitution points.

**Wyvern** A distant cousin to the true dragons, the wyvern is a huge flying reptile with a poisonous stinger in its tail. A wyvern's body is 15 feet long, and dark brown to gray; half that length is tail. Its wingspan is about 20 feet. A wyvern weighs about one ton. Wyverns are rather stupid but always aggressive: They attack nearly anything that isn't obviously more powerful than themselves. A wyvern dives from the air, snatching the opponent with its talons and stinging it to death. Stricken victims must save vs. death or perish. A wyvern can slash with its talons only when making a flyby attack

**Zombie** 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 attack in the simplest of manners, by punching opponents until slain.

## TREASURE TYPES

Treasure can consist of any, some or all of the following: coins, gems, jewels, art objects, mundane items, treasure maps, spellbooks, and magic items. Treasure can be found in lost dungeons, hidden in a merchant's pocket, or serve as the bed for an ancient red dragon.

Treasure reflects the wealth that a character or monster owns or has acquired in a lair. In most cases, a creature keeps valuables in its home or lair, and carries little or no treasure when it travels. Intelligent creatures that own useful, portable treasure such as magic items tend to carry and use them, leaving bulky and valuable monies and gems in their lair. The following charts may be used to generate treasure for monsters and other adversaries.

**Table: Monster Treasure by Hit Dice**

Roll d% three times, once each for coins, good, and items depending upon the HD of the monster. Further sub-tables for gems, art, mundane items, and magic items appear below.

HD	d%	Coins	d%	Goods	d%	Items
1	01–14	—	01–90	—	01–71	—
	15–29	1d6x1,000 cp	91–95	1 gem	72–95	1 mundane
	30–52	1d8x100 sp	96–100	1 art	96–100	1 magic
	53–95	2d8x10 gp				
	96–100	1d4x10 pp				
2	01–13	—	01–81	—	01–49	—
	14–23	1d10x1,000 cp	82–95	1d3 gems	50–85	1 mundane
	24–43	2d10x100 sp	96–100	1d3 art	86–100	1 magic
	44–95	4d10x10 gp				
	96–100	2d8x10 pp				
3	01–11	—	01–77	—	01–49	—
	12–21	2d10x1,000 cp	78–95	1d3 gems	50–79	1d3 mundane
	22–41	4d8x100 sp	96–100	1d3 art	80–100	1 magic
	42–95	1d4x100 gp				
	96–100	1d10x10 pp				
4	01–11	—	01–70	—	01–42	—
	12–21	3d10x1,000 cp	71–95	1d4 gems	43–62	1d4 mundane
	22–41	4d12x1,000 sp	96–100	1d3 art	63–100	1 magic
	42–95	1d6x100 gp				
	96–100	1d8x10 pp				
5	01–10	—	01–60	—	01–57	—
	11–19	1d4x10,000 cp	61–95	1d4 gems	58–67	1d4 mundane
	20–38	1d6x1,000 sp	96–100	1d4 art	68–100	1d2 magic
	39–95	1d8x100 gp				
	96–100	1d10x10 pp				
6	01–10	—	01–56	—	01–54	—
	11–18	1d6x10,000 cp	57–92	1d4 gems	55–59	1d4 mundane
	19–37	1d8x1,000 sp	93–100	1d4 art	60–99	1d2 magic
	38–95	1d10x100 gp	100	1 magic		
	96–100	1d12x10 pp				
7	01–11	—	01–48	—	01–51	—
	12–18	1d10x10,000 cp	49–88	1d4 gems	52–97	1d3 magic
	19–35	1d12x1,000 sp	89–100	1d4 art	98–100	1d4 magic
	36–93	2d6x100 gp				
	94–100	3d4x10 pp				

## Castles & Crusades

8	01–10	—	01–45	—	01–48	—
	11–15	1d12x10,000 cp	46–85	1d6 gems	49–96	1d4 magic
	16–29	2d6x1,000 sp	86–100	1d4 art	97–100	1d4 magic
	30–87	2d8x100 gp				
	88–100	3d6x10 pp				
9	01–10	—	01–40	—	01–43	—
	11–15	2d6x10,000 cp	41–80	1d8 gems	44–91	1d4 magic
	16–29	2d8x1,000 sp	81–100	1d4 art	92–100	1d6 magic
	30–85	5d4x100 gp				
	86–100	2d12x10 pp				
10	01–10	—	01–35	—	01–40	—
	11–24	2d10x1,000 sp	36–79	1d8 gems	41–88	1d4 magic
	25–79	6d4x100 gp	80–100	1d6 art	89–99	1d6 magic
	80–100	5d6x10 pp	100	1d2 magic		
11	01–08	—	01–24	—	01–31	—
	09–14	3d10x1,000 sp	25–74	1d10 gems	32–84	1d4 magic
	15–75	4d8x100 gp	75–100	1d6 art	85–98	1d6 magic
	76–100	4d10x10 pp	99–100	1d2 magic		
12	01–08	—	01–17	—	01–27	—
	09–14	3d12x1,000 sp	18–70	1d10 gems	28–82	1d6 magic
	15–75	1d4x1,000 gp	71–100	1d8 art	83–97	1d6 magic
	76–100	1d4x100 pp	98–100	1d4 magic		

**Table: Gems**

d%	Value	Average	Examples
01–25	4d4 gp	10 gp	Banded, eye, or moss agate
26–50	2d4x10 gp	50 gp	Bloodstone
51–70	4d4x10 gp	100 gp	Amber
71–90	2d4x100 gp	500 gp	Black pearl
91–99	4d4x100 gp	1,000 gp	Emerald
100	2d4x1,000 gp	5,000 gp	Green emerald

**Table: Art Objects**

d%	Value	Average	Examples
01–10	1d10x10 gp	55 gp	Silver or ivory
11–25	3d6x10 gp	105 gp	Cloth of gold
26–40	1d6x100 gp	350 gp	Large well-done wool tapestry
41–50	1d10x100 gp	550 gp	Silver comb with moonstones
51–60	2d6x100 gp	700 gp	Carved exotic wood
61–70	3d6x100 gp	1,050 gp	Gold dragon comb w/garnet eyes
71–80	4d6x100 gp	1,400 gp	Fire opal pendant
81–85	5d6x100 gp	1,750 gp	Embroidered silk
86–90	1d4x1,000 gp	2,500 gp	Embroidered and bejeweled glove
91–95	1d6x1,000 gp	3,500 gp	Golden circlet with four aquamarines
96–99	2d4x1,000 gp	5,000 gp	Jeweled gold crown
100	2d6x1,000 gp	7,000 gp	Gold and ruby ring





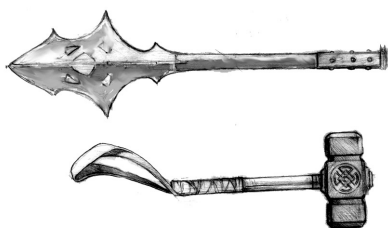
## Mundane Items

Table: Random Magic Item Generation	
d%	Item
01–05	Acid (2d4 flasks, 10 gp each)
06–15	Holy water (1d4 flasks, 25 gp each)
16–18	Antitoxin (1d4 doses, 50 gp each)
19–25	Poison (1d4 doses, 50 gp each)
26–35	Silver melee weapon
36–45	2d12 silver arrows
46–55	Leather or studded leather, superior
56–60	Chain shirt or chain mail, superior

Table: Random Magic Item Generation	
d%	Item
61–65	short or long bow, superior
66–70	composite bow, superior
71–75	Breastplate, superior
76–80	Helmet and Shield, superior
81–88	Common melee weapon, superior
89–91	Uncommon weapon, superior
92–95	Ranged weapon, superior
96–98	Plate mail, superior
99–00	Full plate, superior

## Magic Items

Table: Random Magic Item Generation	
d%	Item
01–15	Armor and shields
16–35	Weapons
36–55	Potions
56–65	Rings
66–75	Rods, Staves, Wands
76–90	Scrolls
91–100	Miscellaneous Magic



## Armor

Roll on the below chart to determine how powerful the magical armor found is. Once the magical bonus of the armor is determined, roll on the below chart to determine the type of armor. As with any magical item the CK should feel free to choose one of the following if that suits the game purpose.

Table: Armor and Shields	
d%	Item
01–20	+1 shield
21–40	+1 armor
41–50	+2 shield
51–60	+2 armor
61–70	+3 shield
71–75	+3 armor
76–85	+1 armor/+1 shield
86–90	+2 armor/+1 shield
91–95	+2 armor/ +2 shield
96–100	+3 armor/+1 shield

Table: Random Armor Type	
d%	Armor
01– 05	Padded
06– 20	Leather
21–35	Studded leather
36–45	Chain shirt
46–50	Hide
51– 60	Scale mail
61–70	Chainmail
71– 75	Breastplate
76– 85	Splint mail
86– 90	Banded mail
91–95	Plate mail
96–100	Full plate

## Weapons

Roll on the below chart to determine how powerful the magical weapon found is. Once the magical bonus of the weapon is determined, roll on the below chart to determine the type of weapon. As with any magical item the CK should feel free to choose one of the following if that suits the game purpose.

Table: Weapons	
d%	Weapon Bonus
01-50	+1
51-85	+2
86-100	+3

Table: Weapons	
d%	Type
01-50	Swords
51-100	Miscellaneous Weapons

## Swords

Table: Swords	
d%	Sword Type
01-15	Bastard Sword
16-30	Broad Sword
31-50	Short Sword
51-80	Long Sword
81-90	Two Handed Sword
91-100	Roll on Special Sword Table

Special Swords*	
d%	Sword Type
01-15	+4 Defending
16-30	+3 Wounding
31-60	+1 Flaming Sword
61-90	+2 Frost Sword
91-95	Vorpal Sword
96-100	Dragon Slayer

\* Roll an Sword chart to determine what type of sword the special blade is, ignoring rolls 91-100.

## Miscellaneous Weapons

Table: Miscellaneous Weapons	
d%	Weapon type
01-05	Arrow*
06-10	Bolt*
11-15	Bow*
16-20	Club
21-25	Crossbow*
26-30	Dagger
31-35	Dart
36-40	Flail*
41-45	Hammer*
46-50	Hand Axe
51-55	Javelin
56-60	Lance
61-65	Mace*
66-70	Morningstar
71-75	Quarterstaff
76-80	Scimitar
81-85	Sling
86-90	Spear*
91-95	Trident
96-100	Roll on Special Weapons Table

Table: Special Miscellaneous Weapons	
d%	Weapon type
01-15	Dagger of Venom
16-30	Dwarven Thrower
31-60	Javelin of Lightening
61-90	Mace of Terror
91-95	Trident of Fish Command
96-100	Slaying Arrow



\* Castle Keeper's Choice

## Potions

<b>Table: Potions</b>	
d%	Potion
01–10	Healing
11–20	Clairaud./Clairvoyance
21–30	Flying
31–40	Giant Strength
41–50	Invisibility
51–60	Neutralize poison
61–70	Longevity
71–80	Levitation
81–90	Protection
91–100	Speed

## Rings

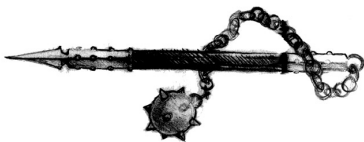
<b>Table: Rings</b>	
d%	Ring Type
01–10	Animal Friendship
11–24	Invisibility
25–40	Protection (+1–3)*
41–50	Regeneration
51–60	Spell Storing (6 Sp. Lvl)
61–70	Spell Turning
71–80	Telekinesis
81–90	Teleportation
91–100	Three Wishes

\* Castle Keeper's Choice

## Rods, Staves, Wands

<b>Table: Rods, Staves &amp; Wands</b>	
d%	Item
01–14	Rod of Cancellation
15–20	Rod of Lordly Might*
21–30	Rod of Rulership
31–44	Staff of Divination
45–59	Staff of Healing
60–69	Staff of Size Alteration
70–79	Wand of Fireballs
80–89	Wand of Dispel Magic
90–100	Wand of Suggestion

\* Fighter Only



## Scrolls

<b>Table: Scrolls</b>	
d%	Spell
01–10	1 Spell Level*
11–20	2 Spell Levels*
21–30	3 Spell Levels*
31–40	4 Spell Levels
41–50	5 Spell Levels
51–60	7 Spell Levels
61–70	Restoration
71–80	Protection
81–90	Anti-Magic Field
91–100	Heal

\* The CK can choose any number of magic spells that equal the number given. For example for the 3 spell levels the CK may choose to have 1 first and 1 second level spell.

## Miscellaneous Magic

<b>Table: Miscellaneous Magic</b>	
d%	Item
01–10	Amulet of the Planes
11–24	Bag of Holding
25–34	Boots of Elvenkind
35–44	Brooch of Shielding
45–59	Crystal Ball
60–69	Decanter Endless Water
70–74	Gauntlets of Ogre Power
75–84	Horn of Valhalla
85–100	Robe of Useful Items



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## MAGIC TREASURE

Magic items are divided into categories: armor, weapons, potions, rings, rods/staves/wands, scrolls, and miscellaneous magic items. In addition, some magic items are cursed or intelligent.

**Armor and Shields:** Magic armor (including shields) offers improved, magical protection to the wearer. Some of these items confer abilities beyond a benefit to Armor Class.

**Weapons:** Magic weapons are created with a variety of combat powers and almost always improve the attack and damage rolls of the wielder as well.

**Potions:** A potion is an elixir concocted with a spell-like effect that affects only the drinker.

**Rings:** A ring is a circular metal band worn on the finger (no more than two rings per wearer) that has a spell-like power (often a constant effect that affects the wearer).

**Rods:** A rod is a scepter-like item with a special power unlike that of any known spell. Rods cast as 6th level casters.

**Staffs:** A staff has a number of different (but often related) spell effects. A newly created staff has 50 charges, and each use of the staff depletes one or more of those charges. Staffs cast as 6th level casters.

**Wands:** A wand is a short stick imbued with the power to cast a specific spell. A newly created wand has 50 charges, and each use of the wand depletes one of those charges. Wands cast as 5th level casters.

**Scrolls:** A scroll is a spell magically inscribed onto paper or parchment so that it can be used later.

**Misc. Magic Items:** These are various types of items with unique special powers.

### *Using Magic Items*

To use a magic item, it must be activated. Some items, once donned, function constantly. In most cases, using an item requires an action, either by command word, using the item, or triggering or casting a spell with the item. Command word activation means that a character speaks the word and the item activates. Use activation is self-explanatory, simply use the item to activate it. The casting time of the corresponding spell is the time required to activate the same power in an item, unless the item description states otherwise.

### *Limit on Magic Items Worn*

Only so many items of a certain kind can be worn and be effective at the same time. The limits include the following: 1 helmet; 1 cloak, cape, or mantle; 1 amulet, brooch; 1 suit of armor; 1 robe; 1 pair of bracers; 1 pair of gloves or gauntlets; 2 rings; 1 belt; 1 pair of boots.

### *Size*

When an article of magic clothing or jewelry is discovered, most of the time size shouldn't be an issue. Many magic garments are made to be easily adjustable, or they adjust themselves magically to the wearer. Size should not keep characters of various kinds from using magic items. There may be rare exceptions, especially with racial specific items.

**Armor and Weapon Sizes:** Armor and weapons that are found at random have a 30% chance of being Small (01–30), a 60% chance of being Medium (31–90), and a 10% chance of being any other size (91–100).

## *Charges and Multiple Uses*

Rods, staves and wands all possess charges. Each of these items can have up to 50 charges. Some can be recharged by casting similar spells into them, while others cannot be recharged and simply dissolve when the last charge is expended.

## *Armor & Weapons*

In general, magic armor protects the wearer to a greater extent than nonmagical armor. Magic armor bonuses never rise above +3, and stack with regular armor bonuses (and with shield and magic shield enhancement bonuses).

Magic weapons have bonuses ranging from +1 to +3. They apply these bonuses to both attack and damage rolls when used in combat. Weapons come in two basic categories: melee and ranged. Some of the weapons listed as melee weapons can also be used as ranged weapons. In this case, their enhancement bonus applies to either type of attack.

## *Special Swords*

**+4 Defending:** A defending weapon allows the wielder to transfer some or all of the sword's bonus to his AC.

**+3 Wounding:** A wounding weapon deals 1 point of Constitution damage from blood loss when it hits a creature.

**+2 Flaming:** Upon command, a flaming weapon is sheathed in fire. The fire does not harm the wielder. The effect remains until another command is given. A flaming weapon deals an extra 1d6 points of fire damage.

**+2 Frost:** Upon command, a frost weapon is sheathed in icy cold. The cold does not harm the wielder. The effect remains until another command is given. A frost weapon deals an extra 1d6 points of cold damage.

**Vorpal:** This potent and feared ability allows the weapon to sever the heads of those it strikes. Upon a roll of natural 20, the weapon severs the opponent's head (if it has one) from its body. Some creatures, such as many aberrations and all oozes, have no heads. Others, such as golems and undead creatures other than vampires, are not affected by the loss of their heads. Most other creatures, however, die when their heads are cut off.

**Dragon Slayer:** The dragonslayer is normally a +2 sword, but when pitted against any dragon it becomes +4.

## *Special Miscellaneous Weapons*

**Dagger of Venom:** This black +1 dagger has a serrated edge. It allows the wielder to use a poison effect upon a creature struck by the blade once per day.

**Dwarven Thrower:** This weapon commonly functions as a +2 warhammer. In the hands of a dwarf, the warhammer gains an additional +1 (for a total enhancement bonus of +3) and gains the returning special ability. It can be hurled with a 30-foot range increment. When hurled, it deals an extra 2d8 points of damage against giants or an extra 1d8 points of damage against any other target.

**Javelin of Lightning:** This javelin becomes a 5d6 lightning bolt when thrown. It is consumed in the attack.

**Mace of Terror:** On command, this +2 mace causes the wielder's clothes and appearance to transform into an illusion of darkest horror such that living creatures in a 30-foot radius become panicked as if by a fear spell.

**Trident of Fish Command:** The magical properties of this +1 trident with a 6-foot-long haft enable its wielder to charm up to 14 HD of aquatic animals, no two of which can be more than 30 feet apart. The wielder can use this effect up to three times per day. The wielder can communicate with the animals as if using a speak with animals spell. Animals making their saving throw are free of control, but they will not approach within 10 feet of the trident. Slaying Arrow: This +1 arrow is keyed to a particular type of creature. If it strikes such a creature, the target must make a save or die instantly. The CK determines the particular type of creature.

### Potions

A potion is a magic liquid that produces its effect when imbibed. Potions are like spells cast upon the imbiber. The character taking the potion doesn't get to make any decisions about the effect—the caster who brewed the potion has already done so. The person applying an oil is the effective caster, but the object is the target.

A typical potion or oil consists of 1 ounce of liquid held in a ceramic or glass vial fitted with a tight stopper. The stoppered container is usually no more than 1 inch wide and 2 inches high. Vials hold 1 ounce of liquid.

In addition to the standard methods of identification, PCs can sample from each container they find to attempt to determine the nature of the liquid inside. An experienced character learns to identify potions by memor.

**Healing:** The CK should roll a d6 to determine which type of potion the healing potion is,

- 1-2 cure light wounds
- 3-4 cure serious wounds
- 5-6 cure critical wounds

The potion acts as the spell if the entire flagon is consumed.

**Clairaudience/Clairvoyance:** Drinker can hear or see known locale at any distance for 5 min./level of the potion's creator.

**Flying:** Quaffing this potion allows the character to fly at speed of 90 for 10 minutes. Giant Strength: This potion conveys a strength of 19 or higher, determined by rolling a d6. It lasts 10 minutes.

- 1 Str 19 (+3)
- 2 Str 20 (+4)
- 3 Str 21 (+4)
- 4 Str 22 (+5)
- 5 Str 23 (+5)
- 6 Str 24 (+6)

**Invisibility:** A potion of invisibility can be used up to three times. Drinking a third of the potion makes the character invisible for 1 hour or until it attacks. Drinking the whole potion makes the character invisible for a full day.

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**Neutralize poison:** Detoxifies venom in or on target.

**Longevity:** An elixir of youth. If an entire potion of longevity is consumed the character becomes younger, shedding 2-12 years off of their age. There is a small percentage chance that the potion will have the reverse affect and age the character 1-6 years.

**Levitation:** Drinking a potion of levitation allows the character to moves up and down at their own direction. It lasts 10 minutes.

**Protection from Alignment:** Protection from Chaos/Evil/Good/Law: Once drank the character gains +2 AC and saves against chosen aspect for 2 rds/1vl. It lasts 10 minutes.

**Speed:** Drinking this potion allows the recipient to move at twice their normal speed and to make one extra attack per round. It lasts 10 minutes.

### Rings

Rings bestow magical powers upon their wearers. Anyone can use a ring. A character can only effectively wear two magic rings. A third magic ring doesn't work if the wearer is already wearing two magic rings.

Rings have no appreciable weight. Although exceptions exist that are crafted from glass or bone, the vast majority of rings are forged from metal—usually precious metals such as gold, silver, and platinum.

**Animal Friendship:** On command, this ring affects an animal as if the wearer had cast charm animal.

**Invisibility:** By activating this simple silver ring, the wearer can benefit from invisibility, as the spell.

**Protection:** This ring offers continual magical protection in the form of a bonus of +1 to +3 to AC.

**Regeneration:** This ring continually allows a living wearer to heal 1 point of damage every hour rather than every day. If the wearer loses a limb, an organ, or any other body part while wearing this ring, the ring regenerates it as the spell. In either case, only damage taken while wearing the ring is regenerated.

**Spell Storing:** A ring of spell storing contains up to six levels of spells that the wearer can cast. Each spell has a caster level equal to the minimum level needed to cast that spell. The user need not provide any material components or focus to cast the spell.

**Spell Turning:** Up to three times per day on command, this simple platinum band automatically reflects the next five levels of spells cast at the wearer

**Telekinesis:** This ring allows the caster to use the spell telekinesis on command.

**Teleportation:** This ring allows the wearer to use the spell teleport 3 times per day.

**Three Wishes:** This ring is set with three rubies. The wishes must be dealt with carefully in order to not unbalance the game. Characters should be required to recite their specific wishes and the CK should be very strict in interpreting the wishes themselves. All manner



of harm can be caused by this device, and rarely little good. When all the wishes are used, the ring becomes a nonmagical item.

## Rods

Rods are scepterlike devices that have unique magical powers and do not usually have charges. Anyone can use a rod. Rods weigh approximately 5 pounds. They range from 2 feet to 3 feet long and are usually made of iron or some other metal.

**Rod of Cancellation:** This dreaded rod is a bane to magic items, for its touch drains an item of all magical properties. The item touched must make a successful save to prevent the rod from draining it. In such cases, contact is made by making a melee touch attack roll. Upon draining an item, the rod itself becomes brittle and cannot be used again. Drained items are only restorable by wish.

**Rod of Lordly Might:** This rod has functions that are spell-like, and it can also be used as a magic weapon of various sorts. It also has several more mundane uses. The rod of lordly might is metal, thicker than other rods, with a flanged ball at one end and six studlike buttons along its length. (Pushing any of the rod's buttons is equivalent to drawing a weapon.) It weighs 10 pounds. The following spell-like functions of the rod can each be used once per day.

- Hold person upon touch, if the wielder so commands. The wielder must choose to use this power and then succeed on a melee touch attack to activate the power. If the attack fails, the effect is lost.
- Fear upon all enemies viewing it, if the wielder so desires. Invoking this power is a standard action.
- Deal 2d4 hit points of damage to an opponent on a successful touch attack and cure the wielder of a like amount of damage. The wielder must choose to use this power before attacking, as with hold person.

The following weapon functions of the rod have no limit on the number of times they can be employed.

- In its normal form, the rod can be used as a +2 light mace.
  - When button 1 is pushed, the rod becomes a +1 flaming longsword. A blade springs from the ball, with the ball itself becoming the sword's hilt. The weapon lengthens to an overall length of 4 feet.
  - When button 2 is pushed, the rod becomes a +4 battleaxe. A wide blade springs forth at the ball, and the whole lengthens to 4 feet.
  - When button 3 is pushed, the rod becomes a +3 spear. The spear blade springs forth, and the handle can be lengthened up to 12 feet (wielder's choice), for an overall length of from 6 feet to 15 feet. At its 15-foot length, the rod is suitable for use as a lance.
- The following other functions of the rod also have no limit on the number of times they can be employed.

- Climbing pole/ladder. When button 4 is pushed, a spike that can anchor in granite is extruded from the ball, while the other end sprouts three sharp hooks. The rod lengthens to anywhere between 5 and 50 feet in a single round, stopping when button 4 is pushed again. Horizontal bars three inches long fold out from the sides, 1 foot apart, in staggered progression. The rod is firmly held by the spike and hooks and can bear up to 4,000 pounds. The wielder can retract the pole by pushing button 5.

- The ladder function can be used to force open doors. The wielder plants the rod's base 30 feet or less from the portal to be forced and in line with it, then pushes button 4..

- When button 6 is pushed, the rod indicates magnetic north and gives the wielder a knowledge of his approximate depth beneath the surface or height above it.

**Rod of Rulership:** This rod looks like a royal scepter worth at least 5,000 gp in materials and workmanship alone. The wielder can command the obedience and fealty of creatures within 120 feet when she activates the device (a standard action). Creatures totaling 300 Hit Dice can be ruled, but creatures with Intelligence scores of 12 or higher are entitled to saving throw. Ruled creatures obey the wielder as if they were their absolute sovereign. Still, if the wielder gives a command that is contrary to the nature of the creatures commanded, the magic is broken.

### Staves

A staff is a long shaft of wood that stores several spells. Unlike wands, which can contain a wide variety of spells, each staff is of a certain kind and holds specific spells. A staff has 50 charges when created.

A typical staff is 4 feet to 7 feet long and 2 inches to 3 inches thick, weighing about 5 pounds. Most staffs are wood, but a rare few are bone, metal, or even glass. (These are extremely exotic.) Staffs often have a gem or some device at their tip or are shod in metal at one or both ends. Staffs are often decorated with carvings or runes.

**Staff of Divination:** Made from a supple length of willow, often with a forked tip, this staff allows use of the following spells:

- Detect secret doors (1 charge)
- Locate object (1 charge)
- Tongues (1 charge)
- Locate creature (2 charges)
- True seeing (3 charges)

**Staff of Healing:** This white ash staff, with inlaid silver runes, allows use of the following spells:

- Lesser restoration (1 charge)
- Cure serious wounds (1 charge)
- Cure blindness/deafness (2 charges)
- Cure disease (3 charges)

**Size Alteration:** Stout and sturdy, this staff of dark wood allows use of the following spells:

- Alter Size (1 charge)

### Wands

A wand is a thin baton that contains a single spell of 4th level or lower. Each wand has 50 charges when created, and each charge expended allows the user to use the wand's spell one time. A wand that runs out of charges is just a stick.

A typical wand is 6 inches to 12 inches long and about 1/4 inch thick, and often weighs no more than 1 ounce. Most wands are wood, but some are bone. A rare few are metal, glass, or even ceramic, but these are quite exotic. Occasionally, a wand has a gem or some device at its tip, and most are decorated with carvings or runes.

**Fireballs:** Exploding ball of fire causing 1d6 hp/lvl in 25 x 25 ft area; save for half damage.

**Dispel Magic:** Cancels magical spells and effects on creature, object, or 25 x 25 ft. area.

**Suggestion:** Compels subject to follow stated course of action.

### *Scrolls*

A scroll is a spell (or collection of spells) that has been stored in written form. A spell on a scroll can be used only once. The writing vanishes from the scroll when the spell is activated. Using a scroll is basically like casting a spell, though a spell caster of any level can cast the spells on the scroll: ie a first level cleric could cast a 3rd level cleric spell scroll.

A scroll is a heavy sheet of fine vellum or high-quality paper. An area about 10 inches wide and 12 inches long is sufficient to hold one spell. The sheet is reinforced at the top and bottom with strips of leather slightly longer than the sheet is wide. A scroll holding more than one spell has the same width but is an extra foot or so long for each extra spell. Scrolls that hold three or more spells are usually fitted with reinforcing rods at each end rather than simple strips of leather.

To decipher a scroll with arcane magic spells on it, a wizard must first cast read magic. Once the wizard successfully casts read magic, they can attempt to add the new spell to their spell book, or, use the scroll by casting the spell from it.

**Restoration:** This spell acts as the 4th level cleric spell.

**Protection:** A scroll of protection contains a magical spell which serves to protect the caster. The nature of the magical protection is only limited by the CK's imagination. The protection can be, but is not limited to, one of the following types of protective spells: evil/good/chaos/law, the undead, lycanthropes and magic. The spell acts as the first level cleric spell but for 8 turns.

**Anti-Magic Shell:** This spell acts as the 6th level wizard spell and negates all magic within mobile 20-ft. dia sphere around caster for 10 turns.

**Heal:** The heal spell scroll heals all damage to the recipient, including broken bones.

### *Miscellaneous Magic*

This is a catch-all category for anything that doesn't fall into the other groups. Anyone can use a miscellaneous item (unless specified otherwise in the description).

**Amulet of the Planes:** This device usually appears to be a black circular amulet, although any character looking closely at it sees a dark, moving swirl of color. The amulet allows its wearer to utilize plane shift. However, this is a difficult item to master. The user must make an Intelligence check in order to get the amulet to take them to the plane (and the specific location on that plane) that they wants. If they fails, the amulet transports them to a random location on that plane (01-60 on d%) or to a random plane (61-100).

**Bag of Holding:** This appears to be a common cloth sack about 2 feet by 4 feet in size. The bag of holding opens into a non-dimensional space: Its inside is larger than its outside dimensions. Regardless of what is put into the bag, it weighs a fixed amount of 10 lbs. The bag can hold up to 1000 lbs of weight.

**Boots of Elvenkind:** These soft boots enable the wearer to automatically move silently in virtually any surroundings.

**Brooch of Shielding:** This appears to be a piece of silver or gold jewelry used to fasten a cloak or cape. In addition to this mundane task, it can absorb magic missiles of the sort generated by spell or spell-like ability. A brooch can absorb up to 101 points of damage from magic missiles before it melts and becomes useless.

**Crystal Ball:** This is the most common form of scrying device, a crystal sphere about 6 inches in diameter. A character can use the device to see over virtually any distance or into other planes of existence.

**Decanter of Endless Water:** If the stopper is removed from this ordinary-looking flask and a command word spoken, an amount of fresh or salt water pours out. Separate command words determine the type as well as the volume and velocity.

- “Stream” pours out 1 gallon per round.
- “Fountain” produces a 5-foot-long stream at 5 gallons per round.
- “Geyser” produces a 20-foot-long, 1-foot-wide stream at 30 gallons per round. The force of the geyser deals 1d4 points of damage but can only affect one target per round. The command word must be spoken to stop it.

**Gauntlets of Ogre Power:** These gauntlets are made of tough leather with iron studs running across the back of the hands and fingers. They grant the wearer great strength, raising the character’s Str score to 19. Both gauntlets must be worn for the magic to be effective.

**Horn of Valhalla:** This magic instrument comes in four varieties. Each appears to be normal until someone speaks its command word and blows the horn. Then the horn summons a number of human barbarians to fight for the character who summoned them. Each horn can be blown just once every seven days. Roll d% and refer to the table below to see what type of horn is found. The horn’s type determines what barbarians are summoned and what prerequisite is needed to use the horn. Any character who uses a horn of Valhalla but doesn’t have the prerequisite is attacked by the barbarians she herself summoned.

d%	Type of Horn	Barbarians Summoned
01–40	Silver	2d4+2, 2nd level
41–75	Brass	2d4+1, 3rd level
76–90	Bronze	2d4, 4th level
91–100	Iron	1d4+1, 5th level

Summoned barbarians arrive with the starting equipment for barbarians. They attack anyone the possessor of the horn commands them to fight until they or their opponents are slain or until 1 hour has elapsed, whichever comes first.

**Robe of Useful Items:** This appears to be an unremarkable robe, but a character who dons it notes that it is adorned with small cloth patches of various shapes. Only the wearer of the robe can see these patches, recognize them for what items they become, and detach them. One patch can be detached each round. Detaching a patch causes it to become an actual item, as indicated below. A newly created robe of useful items always has two each of the following patches:

- Dagger
- Bullseye lantern (filled and lit)

- Mirror (a highly polished 2-foot-by-4-foot steel mirror)
- Pole (10-foot length)
- Hempen rope (50-foot coil)
- Sack

In addition, the robe has several other patches. Roll 4d4 for the number of other patches and then roll for each patch on the table below to determine its nature.

d%	Result
01–08	Bag of 100 gold pieces
09–15	Coffer, silver (6 in. by 6 in. by 1 ft.), 500 gp value
16–22	Door, iron (up to 10 ft. wide and 10 ft. high and barred on one side— must be placed upright, attaches and hinges itself)
23–30	Gems, 10 (100 gp value each)
31–44	Ladder, wooden (24 ft. long)
45–51	Mule (with saddle bags)
52–59	Pit, open (10 ft. by 10 ft. by 10 ft.)
60–68	Potion of cure serious wounds
69–75	Rowboat (12 ft. long)
76–83	Minor scroll of one randomly determined spell
84–90	War dogs, pair (treat as riding dogs)
91–96	Window (2 ft. by 4 ft., up to 2 ft. deep)
97–100	Portable ram

Multiple items of the same kind are permissible. Once removed, a patch cannot be replaced.



## Experience Points

After characters defeat monsters or acquire treasure, they earn experience points (xp). The Castle Keeper is free to award experience points in whatever manner desired, but the following is a recommended general method.

**Monsters:** Using the table below, the CK adds the value of all monsters defeated or overcome on the adventure. Each monster has a base xp value, and a bonus value should be given for each special ability the monster. The total xp are then divided by the number of characters that defeated the monsters.

**Money:** Although not all CKs do so, some award xp for non-magical treasure. The CK should award 1 xp to the party for every 1 gp value of non-magical treasure such as money, gems, art, and other items acquired during the adventure.

**Magic Items:** Like monsters, magic items have a xp value. The CK should award a magic item's xp value to a character who possesses and uses the item for a period of time, based upon the table below, awarding the bonus value for each special ability.

**Story:** The CK should assign a xp value to each adventure and award that total to each character who completed the adventure successfully. An easy way to determine the story xp value is by assigning the adventure a HD and then referencing the monster table below.

**Roleplaying:** The CK can also award specific characters xp bonuses for good roleplaying (or penalties for bad). Like the story award, using the special ability bonus in the monster chart is a good measure for bonus xps, with the HD column in the table reflecting the level of the adventure or the characters involved.

Table: XP for Monsters		
HD	Base Value	Spec. Abil. Bonus
1	15	10
2	30	20
3	50	30
4	75	45
5	110	60
6	175	75
7	250	90
8	350	125
9	650	175
10	950	225
11	1300	300
12	1600	375

Table: XP for Magic Items			
Item Type	Base	each "+"	Spec. Abil. (ea)
Armor	250	100	100-300
Weapon	100	100	100-300
Potion	50	—	100/spell level
Ring	350	100	100/spell level
Rods, etc.	150	10/charge	100-1000
Scrolls	50	—	100/spell level
Misc. Magic	500	—	100-1000

## Castles & Crusades

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