First 5 Fantasy
Roleplaying

Old School Black Box Roleplaying

First Five Fantasy Roleplaying is an easy-to-master game based on the fifth introductory boxed version of the original fantasy roleplaying game. It is ideal for young players and players who are young at heart. This book contains all the rules you need to play exciting dungeon adventures, through levels 1 to 5. Just add some funny shaped dice and friends!

This book is completely compatible with adventure modules written for basic versions of the original fantasy roleplaying game. It is also compatible with the popular encyclopedia of rules, which is suggested for use once your adventurers gain enough experience to move beyond the first five levels.

F5FR01

For Ages 11 and Up

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First Five Fantasy Roleplaying

CREDITS

Inspired by the work of Timothy B. Brown and Troy Denning, whose version of the game introduced me to the hobby, and dedicated to my children.

First Five Fantasy Roleplaying by Andrew Marrington, based on the text of *B/X Essentials* by Gavin Norman and *Labyrinth Lord™* by Daniel Proctor.

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INTRODUCTION

First Five Fantasy Roleplaying (*F5FR*) is a roleplaying game. Specifically, it is intended to be a restatement of the "black box" version of the world's oldest roleplaying game. This version of the game, produced by Troy Denning and Timothy B. Brown, was my introduction to a hobby which I've enjoyed for over two and a half decades. *First Five Fantasy Roleplaying* is a simulacrum of that version of the game, which I created to help pass my love of this hobby onto my own children. I hope that it proves to be a doorway to a world of imagination, fun, and friendship for them, as the original was for me.

PLAYERS

First Five Fantasy Roleplaying requires 2 or more people to play - one *referee* and one or more players. The players play the roles of adventurers, exploring deep and dark dungeons in search of treasure. The characters they play are called *player characters* (PCs), and are created using the rules in Part 1. There is no upper limit to the number of players except the tastes of the group and the size of the table. The referee describes the world, controls all the *non-player characters* (NPCs) and monsters, interprets the rules, and gives rulings to adjudicate the actions of player characters.

DICE

Beyond a group of a few friends, some pencils and paper, you need special roleplaying game dice to play this game. By convention, roleplaying game dice are referred to with a leading number indicating how many dice to roll, the letter d, then the number of sides of the dice to roll. For example, "roll 3d6" means that you are to roll three six-sided dice. You need at least 1d4, 1d6, 1d8, 1d10, 1d12 and 1d20 to play, and having several for each player is even better.

In addition, there are a few other dice you can simulate with these:

- 1d2, by flipping a coin, or by rolling any other dice with odd = 1, and even = 2.

- 1d100 or d%, by rolling 1d10 twice, the first roll for the "tens" column and the second for the "ones" column.

- 1d3, by rolling 1d6, with 1 or 2 = 1, 3 or 4 = 2, 5 or 6 = 3.

PART 1: CHARACTERS

In *First Five Fantasy Roleplaying* players take the role of adventurers exploring the depths of the underworld, braving terrible monsters and traps in the hope of escaping with treasure. These adventurers are the player characters (PCs). The rules given here are intended primarily for creating player characters, but can be equally used by the referee to create non-player characters as well. The most important information about a player character is recorded on a *character sheet*. The basic process for creating a character is as follows:

1. Roll ability scores

2. Choose character class (see Part 2)

3. Adjust ability scores

4. Roll hit points

5. Choose alignment

6. Choose known languages

7. Buy starting equipment

8. Complete biographical details

Table 1: Prime Requisite Modification to Experience

Score	Modifier to Experience Points Earned
3-5	-20% from experience points earned
6-8	-10% from experience points earned
9-12	No modification to experience points earned
13-15	+5% to experience points earned
16-18	+10% to experience points earned

ABILITY SCORES

There are six abilities, with scores ranging from 3 to 18 (higher is better):

- Strength

- Dexterity

- Constitution

- Intelligence

- Wisdom

- Charisma

Roll 3d6 for each ability score in order and note the score on your character sheet. If you roll a character with very poor ability scores, the referee may allow you to discard the ability scores you've rolled and roll all six again.

Each character class has a *prime requisite* (or two prime requisites in the case of halflings and elves). The higher your prime requisite is, the faster your character will gain experience (see Table 1), and the better they will be at their chosen character class. It therefore makes sense to pick a character class based on the ability scores you rolled. The prime requisite for each class is listed below:

Class	Prime Requisite/s
Cleric	Wisdom
Dwarf	Strength
Elf	Strength and Intelligence
Fighter	Strength
Halfling	Strength and Dexterity
Magic-User	Intelligence

Table 1 shows how prime requisite scores influence the experience points earned by the character. The higher their prime requisite, the faster the character will gain experience. Character classes with two prime requisites have slightly different modifications for experience, as explained in their class description.

Once you have selected a character class, you can raise your prime requisite by lowering other ability scores. For every two points by which an ability score is reduced, one point may be added to your prime requisite. The following restrictions apply:

- Only Intelligence, Strength, and Wisdom may be lowered in this way.

- No score may be lowered below 9.

Once you have noted your final ability scores on your character sheet, you can also note the modifiers to various other rolls as noted in the explanation for each ability which follows.

STRENGTH

Strength (STR) rates a character's brawn, muscle, and physical power. This ability is especially important for characters who focus on melee combat.

STR	Modifier
3	-3
4-5	-2
6-8	-1
9-12	None
13-15	+1
16-17	+2
18	+3

The character's Strength modifier applies to attack and damage rolls with melee weapons and to attempts to force open a stuck door.

DEXTERITY

Dexterity (DEX) measures hand-eye coordination, agility, reflexes, and balance. This ability is important for combat-oriented classes, as it affects Armour Class, and for characters who focus on missile combat.

DEX	Modifier
3	-3 (increase AC by 3)
4-5	-2 (increase AC by 2)
6-8	-1 (increase AC by 1)
9-12	None
13-15	+1 (reduce AC by 1)
16-17	+2 (reduce AC by 2)
18	+3 (reduce AC by 3)

The character's Dexterity modifier is applied to attack rolls (but not damage rolls) made with a ranged weapon and modifies the character's Armour Class (a bonus lowers AC, a penalty raises it).

CONSTITUTION

Constitution (CON) represents a character's health and stamina. A Constitution bonus increases a character's hit points, making this ability important for all classes.

CON	Modifier
3	-3
4-5	-2
6-8	-1
9-12	None
13-15	+1
16-17	+2
18	+3

The character's Constitution modifier applies when rolling a character's hit points (i.e. at 1st level and every time a level is gained thereafter). A character always gains at least 1 hit point per Hit Die, regardless of CON modifier.

INTELLIGENCE

Intelligence (INT) determines how well a character learns, remembers, and reasons. Intelligence also affects literacy and bonus languages known at character generation.

INT	Literacy	Bonus
3	Unable to read or write, broken speech	0
4-5	Unable to read or write	0
6-8	Can write simple words	0
9-12	Can read and write native languages	0
13-15	Can read and write native languages	1
16-17	Can read and write native languages	2
18	Can read and write native languages	3

If a character has bonus languages, they can be chosen from the list on p. and/or any campaign-specific language list the referee provides.

WISDOM

Wisdom (WIS) encompasses a character's willpower, common sense, perception, and intuition. Wisdom represents being aware of one's surroundings and understanding the wider world.

WIS	Modifier
3	-3 on magic-based saving throws
4-5	-2 on magic-based saving throws
6-8	-1 on magic-based saving throws
9-12	No modifier to saving throws
13-15	+1 on magic-based saving throws
16-17	+2 on magic-based saving throws
18	+3 on magic-based saving throws

The character's Wisdom modifier applies to saving throws versus magical effects. This normally does not include saves against Breath, but may apply to any other saving throw category.

CHARISMA

Charisma (CHA) measures a character's force of personality, persuasiveness, personal magnetism, physical attractiveness, and ability to lead.

CHA	Reaction Modifier	Retainer Morale
3	-3	4
4-5	-2	5
6-8	-1	6
9-12	None	7
13-15	+1	8
16-17	+2	9
18	+3	10

The reaction modifier applies to rolls the referee makes when NPCs or monsters are encountered. The retainer morale is rolled against by the referee on 2d6 when retainers must make a morale check.

HIT POINTS

Determine your character's hit points by rolling the die type given in the class description. Modifiers for high or low Constitution apply. Your character always starts with at least 1 hit point, regardless of CON modifier.

SAVING THROWS

There are five types of saving throws which must be rolled whenever a character is targeted by certain special attacks, spells, or other effects:

- *Death* - rolled against poisons, death rays, and similar attacks.

- *Wands* - rolled against magic wands and similar attacks.

- *Paralysis* - rolled against paralyzation, petrification, and similar attacks.

- *Breath* - rolled against dragon breath and similar attacks.

- *Spells* - rolled against magic spells, rods, and staves.

To make a saving throw, roll 1d20 and compare it to the number given for that save for the character's class and level in Part 2. Saving throws versus spells are modified by a character's WIS modifier. If the roll is equal to or greater than the number given for the save by the character's class and level, then the character passes their saving throw. If not, they fail, and may suffer ill-effects, depending on the situation.

ALIGNMENT

All beings, whether player characters, NPCs, or monsters, adhere to one of three philosophies or spheres of behaviour, known as alignments. These spheres are Law, Neutrality, and Chaos. A player must choose one of these paths when his or her character is created.

- **Law:** Lawful beings believe in truth and justice. To this end, they will follow laws and believe all things must adhere to order. Lawful beings also believe in sacrifice to a greater good and will choose the good of a larger group over the good of an individual.

- **Neutrality:** Neutral beings believe in a balance between the ideas of Law and Chaos and, in their actions, they tend to do what will serve themselves. They might commit good or evil acts in order to further their own ends and generally will not put others' needs ahead of their own.

- **Chaos:** Chaotic beings are in direct opposition to Law. These beings should seldom be trusted, for they tend to act in "evil" ways and will be much more selfish than a neutral being. Chaotic characters believe in chance and that there is no innate order to life.

The player must inform the referee of their character's alignment, but does not have to tell other players. When determining the character's actions, players should do their best to adhere to their chosen alignment. The referee will take note when behaviour deviates too much and may assign a new alignment more appropriate to actual character actions. Deviation from alignment may also be penalised, as the referee sees fit.

LANGUAGES

All PCs know the common tongue and their alignment language. Some classes grant further languages, as noted in the class descriptions, and characters with high Intelligence receive bonus languages, chosen at the referee's discretion. The following list of languages may be used:

1.	Bugbear	11.	Halfling
2.	Doppelgänger	12.	Harpy
3.	Dwarvish	13.	Hobgoblin
4.	Dragon	14.	Kobold
5.	Elvish	15.	Lizard man
6.	Gargoyle	16.	Medusa
7.	Giant	17.	Minotaur
8.	Gnoll	18.	Ogre
9.	Gnome	19.	Orcish
10.	Goblin	20.	Human dialect

ALIGNMENT LANGUAGES

All intelligent beings know a secret, unwritten language of gestures, signs, and code words associated with their alignment. This secret language allows beings of the same alignment to communicate. Beings of another alignment will recognise when an alignment language other than their own is being used, but will not understand. It is impossible to learn the alignment language of another alignment. If a character (or intelligent monster) changes their alignment, they will forget the alignment language of their old alignment, and immediately learn the alignment language of their new alignment.

STARTING EQUIPMENT

Your character starts play with 3d6 × 10 gold pieces. You may spend as much of this money as you wish to equip your character for adventure. See Part 3 starting on p.13 for the list of equipment and prices. Remember that your character class may restrict your character's use of some equipment (e.g. weapons and armour).

Be sure to note the equipment you purchase on your character sheet. The equipment you select will also help you to determine your character's Armour Class, which should also be noted on your character sheet.

BIOGRAPHICAL DETAILS

You need to decide on some basic biographical details for your character. In some campaigns, there may be setting-specific guidance for determining social background, family details, and so on. Consult your referee to be sure. These details probably don't have an effect in game mechanic terms but can make a very big difference to your character's place in the world of the game!

You should decide on the character's gender and name. Neither has any impact in game mechanic terms but can influence social interactions with your character. There is no advantage or disadvantage in game mechanics to playing as any gender, for example, but some societies in the game world may have strong conventions about gender roles. Give your character a name which is appropriate for the campaign setting and the character's culture - although it has no impact in game mechanic terms, a "silly" name will surely colour your character's social interactions.

Table 2: Random Starting Ages

Race	Years
Human	14+1d6
Dwarf	35+1d20
Elf	75+1d100
Halfling	22+1d12

Table 3: Random Height and Weight

Race, Gender	Base Height	Height Mod.	Base Weight	Weight Mod.
Human, male	4′8″	+2d10	1000	×2d4 × 10
Human, female	4′5″	+2d10	850	×2d3 × 10
Dwarf, male	3′8″	+2d4	1300	×2d4 × 10
Dwarf, female	3′6″	+2d4	1170	×2d3 × 10
Elf, male	4′8″	+2d6	920	×2d3 × 10
Elf, female	4′6″	+2d6	680	×1d6 × 10
Halfling, any	2′8″	+2d3	580	×10

You should decide on your character's physical description, and even draw a portrait of them if you have the talent and inclination. When doing this, remember that a character's Charisma ability describes a combination of personal, emotional, and physical qualities. A character may be physically unattractive but still have a high Charisma score due to their personality and evident leadership qualities. Likewise, a physically attractive character with little emotional presence could have a mediocre Charisma score.

You should also decide on your character's height, weight, and age. Optionally, you may use Table 2 to determine your character's starting age and Table 3 to determine the character's physical dimension. Using Table 3, roll the dice indicated in the "Height Mod." column. This indicates how many inches to add to the base height to determine your character's height. The same value rolled should then be multiplied by the dice indicated in the "Weight Mod." column to determine the number to be added to the base weight to determine the character's base weight. Note that weights given in Table 3 are in coins - there are 10 coins in one pound.

LEVELS

Unless otherwise directed by the referee, all new player characters start play at level 1. As you read the class descriptions in Part 2, you will note that the term level is used to describe two different things:

- Character level, which describes the power level of the character. Characters advance character levels by gaining experience points (see "Experience Points" on p.15).

- Spell level, which describes the power level of the spell. As magic-users, elves, and clerics gain levels, they gain the ability to cast spells of higher spell levels.

Referees will also note that the term level is also used for dungeon level and monster level, which describes how dangerous the dungeon/monster is. In the case of multi-level dungeons, deeper levels are generally of a higher dungeon level and will therefore be more dangerous.

PART 2: CLASS DESCRIPTIONS

CLERIC

Clerics are humans who have sworn to serve a deity. They conduct their lives in a way to further the will of their deity and channel the power of their deity. Clerics are trained for combat; they should be thought of as fighting holy crusaders, not as passive priests.

Prime Requisite: Wisdom
Hit Dice: 1d6

RESTRICTIONS

Clerics can wear any armour and use shields. Due to their religious beliefs, clerics can only use blunt weapons, e.g. clubs, maces, hammers, slings, etc.

ADVANCEMENT

Clerics advance quickly compared to most classes - only the thief advances more quickly.

Level	XP	Hit Dice	Lvl 1 spells/day	Lvl 2 spells/day
1	0	1d6	-	-
2	1,500	2d6	1	-
3	3,000	3d6	2	-
4	6,000	4d6	2	1
5	12,000	5d6	2	2

SAVING THROWS

Note your saving throws on your character sheet as per your character level:

Save	Level 1-4	Level 5
Death	11	9
Wands	12	10
Paralysis	14	12
Breath	16	14
Spells	15	13

ATTACK TABLE

Note what your character needs to roll on 1d20 to hit each Armour Class on your character sheet. This roll is modified by Strength for melee attacks and Dexterity for ranged attacks.

Level	9	8	7	6	5	4	3	2	1	0	-1	-2	-3
1-4	10	11	12	13	14	15	16	17	18	19	20	20	20
5	8	9	10	11	12	13	14	15	16	17	18	19	20

SPECIAL ABILITIES

In order to use their class special abilities, a cleric must carry a holy symbol of their deity.

Cleric Spells: Clerics gain the ability to cast a limited number of spells per day when they reach level 2 as shown in their advancement table. See Part 8 for spell descriptions. The cleric's spell list is as follows (spells marked with an asterisk can be reversed to have the opposite effect as explained in Part 8):

1st Level Spells	2nd Level Spells
Cure Light Wounds*	Bless*
Detect Evil	Find Traps
Detect Magic	Hold Person*
Light*	Know Alignment*
Protection from Evil	Resist Fire
Purify Food and Water	Silence 15′ Radius
Remove Fear*	Snake Charm
Resist Cold	Speak With Animals

Turn Undead: Clerics are able to call upon the name and power of their deity to repel or even destroy undead. This ability is known as *turning the undead*. Table 4 lists a dash, a "T", a "D", or a number corresponding to the Hit Dice of an undead creature and the level of the cleric:

- A dash means an automatic failure.

- A number indicates that the player must roll that number or higher on 2d6 in order to successfully turn the undead.

- A "T" means that the turning automatically succeeds for this type of undead.

- A "D" means that the turning automatically succeeds for this type of undead and that the monsters are destroyed, not simply caused to flee.

If the turning attempt succeeds, the player rolls 2d6 to determine the number of Hit Dice of undead affected (either turned or destroyed). No matter what the dice roll result, at least one undead creature will always be turned or destroyed, as appropriate, on a successful turning. Turned

Table 4: Turning Undead Table

Level	1 HD	2 HD	2+ HD	3 HD	4 HD	5 HD	6 HD
1	7	9	11	-	-	-	-
2	T	7	9	11	-	-	-
3	T	T	7	9	11	-	-
4	D	T	T	7	9	11	-
5	D	D	T	T	7	9	11

undead will leave the area, if possible, and will not harm or make contact with the cleric. If turn undead is used against a mixed group of undead monsters of different types, those with the lowest HD are affected first.

A cleric can do nothing else in the same round when they attempt to turn undead. If a cleric fails to turn undead during a particular battle, then they cannot successfully turn undead again through the course of that battle. So long as they are successful with their turning rolls, however, a cleric may attempt to turn undead every round until they fail or until the battle is over.

FIGHTER

Fighters are humans who dedicate themselves to mastering the arts of combat and war. In a group of adventurers, fighters are often particularly burdened because they are tougher and must take the lead to defend other characters.

Prime Requisite: Strength
Hit Dice: 1d8

RESTRICTIONS

There are no restrictions on the weapons and armour a fighter can use.

ADVANCEMENT

Fighters advance at a moderate pace.

Level	XP	Hit Dice
1	0	1d8
2	2,000	2d8
3	4,000	3d8
4	8,000	4d8
5	16,000	5d8

SAVING THROWS

Note your saving throws on your character sheet as per your character level:

Save	Level 1-3	Level 4-5
Death	12	10
Wands	13	11
Paralysis	14	12
Breath	15	13
Spells	16	14

ATTACK TABLE

Note what your character needs to roll on 1d20 to hit each Armour Class on your character sheet. This roll is modified by Strength for melee attacks and Dexterity for ranged attacks.

Level	9	8	7	6	5	4	3	2	1	0	-1	-2	-3
1-3	10	11	12	13	14	15	16	17	18	19	20	20	20
4-5	8	9	10	11	12	13	14	15	16	17	18	19	20

MAGIC-USER

Sometimes called wizards, warlocks, or witches, magic-users are humans who study arcane secrets and cast spells. Magic-users are able to cast a greater number of increasingly powerful spells as they advance in level.

Prime Requisite: Intelligence
Hit Dice: 1d4

RESTRICTIONS

Magic-Users can only use daggers as weapons. They cannot wear armour or use shields.

ADVANCEMENT

Magic-Users advance slowly compared to most classes - only the elf advances more slowly.

Level	XP	Hit Dice	Lvl 1 spells/day	Lvl 2 spells/day	Lvl 3 spells/day
1	0	1d4	1	-	-
2	2,500	2d4	2	-	-
3	5,000	3d4	2	1	-
4	10,000	4d4	2	2	-
5	20,000	5d4	2	2	1

SAVING THROWS

Note your saving throws on your character sheet as per your character level:

Save	Level 1-5
Death	13
Wands	14
Paralysis	13
Breath	16
Spells	15

ATTACK TABLE

Note what your character needs to roll on 1d20 to hit each Armour Class on your character sheet. This roll is modified by Strength for melee attacks and Dexterity for ranged attacks.

Level	9	8	7	6	5	4	3	2	1	0	-1	-2	-3
1-5	10	11	12	13	14	15	16	17	18	19	20	20	20

SPECIAL ABILITIES

Magic-users carry spell books that hold the written formulae for magical spells. A magic-user can only memorize a certain number of spells at any given time, as per the advancement table. Thus, a 1st level magic-user has one spell in their spell book, selected by the referee (who may allow the player to choose). The rules for magical spell casting and spell books are described in Part 7. The description of spells available to magic-users is provided in Part 8. The list of spells available to magic-users is as follows (spells marked with an asterisk can be reversed):

1st Level Spells	2nd Level Spells	3rd Level Spells
Charm Person	Continual Light*	Clairvoyance
Detect Magic	Detect Evil	Dispel Magic
Floating Disc	Detect Invisible	Fire Ball
Hold Portal	ESP*	Fly
Light*	Invisibility	Haste*
Magic Missile	Knock	Hold Person*
Protection from Evil	Levitate	Infravision
Read Languages	Locate Object	Invisibility 10′ Radius
Read Magic	Mirror Image	Lightning Bold
Shield	Phantasmal Force	Protection from Evil 10′ Radius
Sleep	Web	Protection from Normal Missiles
Ventriloquism	Wizard Lock	Water Breathing

A magic-user of any level may spend time and money to research new spells to add to their spell book.

As spell casters, magic-users are able to use magic scrolls of spells on their spell list. There are also items (e.g. magic wands) that may only be used by magic-users or elves.

THIEF

Thieves are humans who live by their wits and skills of deception and intrigue. Their range of unique skills makes them very handy companions in adventures. However, thieves are not always to be trusted.

Prime Requisite: Dexterity
Hit Dice: 1d4

RESTRICTIONS

A thief can use any one-handed melee weapon. They need to keep one hand free thus cannot use shields. They can use any missile weapon. They can only wear leather armour.

ADVANCEMENT

Thieves advance the most rapidly of all character classes.

Level	XP	Hit Dice
1	0	1d4
2	1,200	2d4
3	2,400	3d4
4	4,800	4d4
5	9,600	5d4

SAVING THROWS

Note your saving throws on your character sheet as per your character level:

Save	Level 1-4	Level 5
Death	13	11
Wands	14	12
Paralysis	13	11
Breath	16	14
Spells	15	13

ATTACK TABLE

Note what your character needs to roll on 1d20 to hit each Armour Class on your character sheet. This roll is modified by Strength for melee attacks and Dexterity for ranged attacks.

Level	9	8	7	6	5	4	3	2	1	0	-1	-2	-3
1-4	10	11	12	13	14	15	16	17	18	19	20	20	20
5	8	9	10	11	12	13	14	15	16	17	18	19	20

SPECIAL ABILITIES

Thieves can *backstab* their opponents. When attacking an unaware opponent from behind, a thief receives a +4 bonus to hit and doubles any damage dealt. The referee may require the thief to make a Move Silently or Hide in Shadows roll to achieve this.

Thieves also have a number of skills, expressed as a percentage chance of success (see Table 5). Note that dice rolls for these abilities are usually made by the referee, because a thief is not always aware that they have failed!

Climb Sheer Surfaces: Thieves are adept at scaling sheer surfaces, including walls or steep cliffs. A skill roll is required for each 100 feet to be climbed. If the roll fails, the thief falls a distance equal to half the attempted distance, taking 1d6 points of damage per 10 feet.
Find or Remove Traps: A thief may only try one time to find or remove a trap in an area. Note that these are separate skills, for a thief must find a trap before they can remove it!
Hear Noise: Thieves can attempt to listen for noises in a cave or hallway, at a door, or in other locations, but the thief must be quiet and in a quiet environment.
Hide in Shadows: A thief will always think they are successful using this skill and will not know otherwise until others react to their presence. A thief must remain motionless when hiding.
Move Silently: When successful, others will not hear the movements of a thief. However, the thief always thinks they are moving silently and will only know otherwise by the reaction of others.
Pick Locks: A thief is skilled in picking locks, but needs thieves' tools to do so (see Part 3). They can only try to pick a lock one time and, if the roll fails, they may not try the same lock again before gaining an experience level.
Pick Pockets: This skill is the bread and butter of non-adventuring thieves; it is a quick (if perilous) source of income. Failure indicates that the thief could not grab what they were trying to pick-pocket. A roll of more than twice the percentage required for success means the intended target notices the thieving attempt!

Table 5: Thief Skills

Level	Climb	Find/Remove Traps	Hear Noise	Hide in Shadows	Move Silently	Pick Locks	Pick Pockets
1	87	10	30	10	20	15	20
2	88	15	35	15	25	20	25
3	89	20	40	20	30	25	30
4	90	25	45	24	35	30	35
5	91	30	50	28	40	35	40

DWARF

Dwarves are stout, bearded demi-humans who average a height of approximately 4 feet and weigh about 150 pounds. Dwarves live underground and value precious metals, fine craftsmanship, and stones. Perhaps not surprisingly, they have skin, hair, and eye colours in earth tones. Dwarves have a reputation for having surly attitudes and are particularly gruff with elves. Dwarves are particularly hardy people and have a strong resistance to magic, as reflected in their saving throws.

Requirements:	Constitution 9 or higher
Prime Requisite:	Strength
Hit Dice:	1d8

RESTRICTIONS

Dwarves can wear any armour and use shields. They can use any small or medium-sized weapons.

ADVANCEMENT

Dwarves advance at a moderate pace.

Level	XP	Hit Dice
1	0	1d8
2	2,200	2d8
3	4,400	3d8
4	8,800	4d8
5	17,000	5d8

SAVING THROWS

Note your saving throws on your character sheet as per your character level:

Save	Level 1-3	Level 4-5
Death	8	6
Wands	9	7
Paralysis	10	8
Breath	13	10
Spells	12	9

ATTACK TABLE

Note what your character needs to roll on 1d20 to hit each Armour Class on your character sheet. This roll is modified by Strength for melee attacks and Dexterity for ranged attacks.

Level	9	8	7	6	5	4	3	2	1	0	-1	-2	-3
1-3	10	11	12	13	14	15	16	17	18	19	20	20	20
4-5	8	9	10	11	12	13	14	15	16	17	18	19	20

SPECIAL ABILITIES

Dwarves have two special abilities which they evolved as a result of living underground for most of their lives.

Detect Traps and Construction Tricks: From their experience underground, dwarves have a 2-in-6 chance of detecting non-magical traps, false walls, hidden construction, or sloping passages. A dwarf must be actively searching for these abilities to function.

Infravision: Due to their habit of living underground in great mines, dwarves have the ability to see in the dark with infravision up to 60′.

NATIVE LANGUAGES

Dwarves speak their alignment language, Common, dwarvish, gnome, goblin, and kobold.

ELF

Elves are slender, fey demi-humans with pointed ears. They are typically slightly built as compared to humans and are are little shorter than humans. Though a peaceful people, elves are very talented fighters and users of magic.

Requirements:	Intelligence 9 or higher
Prime Requisite:	Strength and Intelligence
Hit Dice:	1d6

Elves get an experience bonus of 5% if both their Strength and Intelligence are over 13. They get an experience bonus of 10% if their Strength is over 13 and their Intelligence is over 16.

RESTRICTIONS

Elves can use any type of armour, shield, or weapon.

ADVANCEMENT

Elves advance the most slowly of all the classes, since they have to improve their skills both as a warrior and as a mage.

Level	XP	Hit Dice	Lvl 1 spells/day	Lvl 2 spells/day	Lvl 3 spells/day
1	0	1d6	1	-	-
2	4,000	2d6	2	-	-
3	8,000	3d6	2	1	-
4	16,000	4d6	2	2	-
5	32,000	5d6	2	2	1

SAVING THROWS

Note your saving throws on your character sheet as per your character level:

Save	Level 1-3	Level 4-5
Death	12	8
Wands	13	10
Paralysis	13	10
Breath	15	11
Spells	15	11

ATTACK TABLE

Note what your character needs to roll on 1d20 to hit each Armour Class on your character sheet. This roll is modified by Strength for melee attacks and Dexterity for ranged attacks.

Level	9	8	7	6	5	4	3	2	1	0	-1	-2	-3
1-3	10	11	12	13	14	15	16	17	18	19	20	20	20
4-5	8	9	10	11	12	13	14	15	16	17	18	19	20

SPECIAL ABILITIES

The elves are a long-lived race steeped in magic, and they have developed a number of special abilities as a result:

Infravision: Elves have the ability to see in the dark up to 60′.
Detect Secret Doors: When actively searching, Elves can detect hidden and secret doors with a 2-in-6 chance.

Immunity to Ghoul Paralysis: Elves are completely unaffected by the paralysis ghouls can inflict.
Spell Casting: Elves carry spell books that hold the written formulae for magical spells. An elf can only memorize a certain number of spells at any given time, as per the advancement table. A 1st level elf has one spell in their spell book, selected by the referee (who may allow the player to choose). An elf of any level may spend time and money to research new spells to add to their spell book. The rules for magical spell casting and spell books are described in Part 7. The description of spells available to elves is provided in Part 8. The list of spells available to elves is as follows (spells marked with an asterisk can be reversed):

1st Level Spells	2nd Level Spells	3rd Level Spells
Charm Person	Continual Light*	Clairvoyance
Detect Magic	Detect Evil	Dispel Magic
Floating Disc	Detect Invisible	Fire Ball
Hold Portal	ESP*	Fly
Light*	Invisibility	Haste*
Magic Missile	Knock	Hold Person*
Protection from Evil	Levitate	Infravision
Read Languages	Locate Object	Invisibility 10′ Radius
Read Magic	Mirror Image	Lightning Bold
Shield	Phantasmal Force	Protection from Evil 10′ Radius
Sleep	Web	Protection from Normal Missiles
Ventriloquism	Wizard Lock	Water Breathing

As spell casters, elves are able to use magic scrolls of spells on their spell list. There are also items (e.g. magic wands) that may only be used by magic-users or elves.

LANGUAGES

Elves speak their alignment language, Common, elvish, gnoll, hobgoblin, and orcish.

HALFLING

Halflings are small, rotund demi-humans with furry feet and curly hair. They weigh about 60 pounds and only attain a height of around 3 feet. They are as diverse in appearance as humans. Halflings are gentle-natured and value relaxation, good food, and good drink. They love comfort and will spend their riches on the most extravagant items.

Requirements:	Dexterity and Constitution 9 or higher
Prime Requisite:	Strength and Dexterity
Hit Dice:	1d6

If the halfling has either Strength or Dexterity of 13 or greater, they will gain a 5% bonus to experience gained. If they have both Strength and Dexterity of 13 or greater, they will gain a 10% bonus to experience gained.

RESTRICTIONS

Halflings can only used small-sized weapons, like daggers, short swords, short bows, and so on. Halflings can wear any type of armour and use a shield, but these must be specially manufactured for halflings in order to fit them.

ADVANCEMENT

Halflings advance at a moderate pace.

Level	XP	Hit Dice
1	0	1d6
2	2,000	2d6
3	4,000	3d6
4	8,000	4d6
5	16,000	5d6

SAVING THROWS

Note your saving throws on your character sheet as per your character level:

Save	Level 1-3	Level 4-5
Death	8	5
Wands	9	6
Paralysis	10	7
Breath	13	9
Spells	12	8

ATTACK TABLE

Note what your character needs to roll on 1d20 to hit each Armour Class on your character sheet. This roll is modified by Strength for melee attacks and Dexterity for ranged attacks.

Level	9	8	7	6	5	4	3	2	1	0	-1	-2	-3
1-4	10	11	12	13	14	15	16	17	18	19	20	20	20
5	8	9	10	11	12	13	14	15	16	17	18	19	20

SPECIAL ABILITIES

As a result of their size and their upbringing in halfling communities, halflings have a number of special abilities:

Defensive Bonus: Because they are so small, halflings have a lower Armour Class (-2 bonus) when attacked by creatures greater than human-sized.

Missile Attack Bonus: Halflings' keen coordination grants them +1 on any missile attacks.

Initiative: A side which is composed entirely of halflings get +1 to their initiative roll in combat.

**Hiding:** Halflings have an uncanny ability to disappear from sight:

- In bushes or other outdoor cover, a halfling can hide with 90% ability.

- In dungeons, a halfling can also hide in shadows or behind other forms of cover, so long as they remain silent and motionless. The chance of success is 2-in-6.

LANGUAGES

Halflings speak their alignment language, Common, and halfling.

Table 6: Exchange Rates

Value in	1 pp	1 gp	1 ep	1 sp	1 cp
pp	1	1/10	1/20	1/100	1/1,000
gp	10	1	1/2	1/10	1/100
ep	20	2	1	1/5	1/50
sp	100	10	5	1	1/10
cp	1,000	100	50	10	1
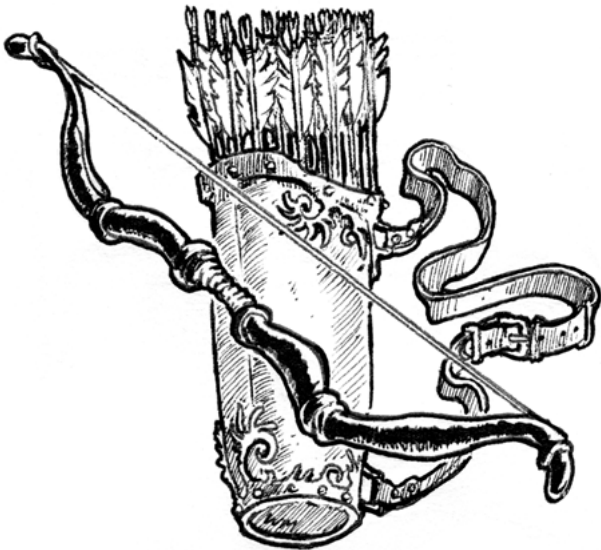
PART 3: EQUIPMENT

MONEY AND WEALTH

The most common coin is the gold piece (gp). Coins made of other types of precious metals - platinum, electrum, silver, and copper - are also used. Platinum is more valuable than gold: a platinum piece (pp) is worth 10 gold pieces. Coins of the other metals are less valuable than gold: a gold piece is worth 2 electrum pieces (ep), 10 silver pieces (sp), or 100 copper pieces (cp). A coin in *F5FR* is assumed to weigh one tenth of a pound - thus the base unit of currency in the game world, the gold piece, is worth one pound of silver - which was the base unit of account in Medieval Europe.

Player characters start with 3d6 × 10 gold pieces to spend on equipment during character generation.

WEAPONS

Table 7 shows the cost (in gp), weight (in coins), size (Small/Medium/Large), and damage dealt by weapons. Two-handed weapons are marked with "2H" and weapons useable by a cleric are marked with an asterisk (*). Ammunition for missile weapons is listed in Table 8 - its weight is already included in the weight of the weapon itself given in Table 7.

Table 7: Weapons

Weapon	Cost (gp)	Weight	Size	Damage
Battle Axe 2H	7	70	Large	1d8
Club*	3	50	Medium	1d4
Crossbow	30	50	Medium	1d6
Dagger	3	10	Small	1d4
Hand Axe	4	30	Small	1d6
Long Bow	40	30	Large	1d6
Mace*	5	30	Medium	1d6
Polearm 2H	7	150	Large	1d10
Short Bow	25	20	Small	1d6
Short Sword	7	30	Small	1d6
Silver Dagger	30	10	Small	1d4
Sling*	2	20	Small	1d4
Spear	3	30	Medium	1d6
Staff*	2	40	Large	1d6
Sword	10	60	Medium	1d8
2H Sword	15	100	Large	1d10
Warhammer*	5	50	Medium	1d6

Table 8: Ammunition

Ammunition	Cost
Crossbow bolts (case of 30)	10
Arrows (quiver of 20)	5
Silver-tipped arrow (1)	5
Sling stones	Free

ARMOUR

Table 9 shows the cost (in gp), weight (in coins), and Armour Class (AC) of different suits of armour. Lower Armour Class is better. A character's Armour Class is modified by their Dexterity modifier. Since a lower Armour Class is better, and positive Dexterity modifier gives a bonus to Armour Class, a +1 Dexterity modifier reduces Armour Class by one, a -1 Dexterity modifier increases Armour Class by one, and so on.

ADVENTURING GEAR

Table 10 shows the cost (in gp) and weight (in coins) of various pieces of adventuring gear. It is important for a character to be properly provisioned and equipped with the necessary tools and gear to explore dark dungeons.

Table 9: Armour

Armour	AC	Cost (gp)	Weight
Unarmoured	9	-	-
Leather	7	20	200
Chain mail	5	40	400
Plate mail	3	60	500
Shield	-1 bonus	10	100

Table 10: Adventuring Gear

Equipment	Cost (gp)	Weight
Backpack	5	20
Hammer (small)	2	10
Holy symbol	25	1
Holy water (vial)	25	1
Iron spikes (12)	1	60
Lantern	10	30
Mirror (hand-sized, steel)	5	5
Oil (1 flask)	2	10
Mule	30	-
Pole (10′)	1	20
Rations (iron, 7 days)	15	-
Rations (standard, 7 days)	5	-
Rope (50′)	1	50
Sack (small)	1	1
Sack (large)	2	5
Thieves' tools	25	10
Tinder box (flint & steel)	3	5
Torches (6)	1	120
Waterskin	1	5
Wine (2 pints)	1	30
Wolfsbane (1 bunch)	10	-

PART 4: ADVENTURING

GOLDEN RULE

The referee is the moderator of the game, and is the ultimate arbiter of the rules. In the course of running the game, the referee must make rulings to determine the outcome of particular actions. There are many circumstances which might arise during a game of *First Five Fantasy Roleplaying* which are not covered in these rules - the referee needs to decide what happens in those circumstances based on their own ruling. Likewise, the referee may modify, replace, discard, override, or supplement the written rules in any way which they judge works best for the game and for the collective enjoyment of the group.

Players must not argue with the referee once the referee has made a ruling. Out of character discussions about rules, rulings, house rules etc should be deferred until after the session of play is over. They should not take place during play.

NON-PLAYER CHARACTERS

Non-Player Characters (NPCs) are characters under the control of the referee rather than a player. Whereas the player characters are the stars of the story, non-player characters are the supporting cast. Every person in the game world other than the player characters is an NPC and under the referee's control. Some NPCs are fully developed with ability scores, character classes and levels according to the procedure found in Part 1 and others are just described without cause to revert to statistics (this is usually the case with NPCs who are unlikely to get into combat, like townsfolk and the like). The latter are sometimes called Level 0 characters.

MONSTERS

Like NPCs, monsters are also under the referee's control. In many ways they are the same as NPCs, although they do not have character classes. Much like more powerful characters have more levels of a character class, more powerful monsters have more Hit Dice. Monsters are generally drawn from the list in Part 9, although experienced referees often make their own as well.

CAMPAIGNS

F5FR can be played in a single game session as a standalone game. These are often called "one-shot" games. However, it is most fully enjoyed when played in a *campaign*, which lasts for many sessions and indeed may have no defined end-point. The player characters in a campaign start as lowly adventurers just finding their way in the world, and gain experience on their adventures and eventually gain character levels. As they do so, they explore

progressively deeper and more dangerous dungeons, and fight more terrible monsters.

The basic sequence of play in a campaign generally goes as follows:

1. In town, the player characters equip themselves (see Part 3) and hire retainers (see below), preparing to go adventuring.

2. When they are ready, the player characters travel to the dungeon (see Part 5).

3. In the dungeon, the player characters may encounter monsters and NPCs (see Part 6).

4. When they have either achieved their objectives, looted as much treasure as they can carry, or suffered too many wounds to carry on in the dungeon any longer, the player characters return to town, to rest, recover, and spend their treasure!

When in town, the game is fairly freeform. Time is measured in days, if not weeks, as player characters recover from their wounds, transcribe spells, and re-equip themselves. When in town, the player characters can buy and sell equipment using the price lists in Part 3.

EXPERIENCE POINTS

All characters that make it through an adventure alive receive experience points (XP). XP is gained from two sources: treasure recovered and monsters defeated.

Characters gain XP from treasure returned to their base in town at the rate of 1 XP per 1 gold piece (gp) value of the item. The values of all items are added together and converted to gold pieces. Only treasure of a non-magical nature grants XP in this way.

All monsters defeated by the party (slain, outsmarted, captured, scared away, etc.) grant XP based on how powerful they are. The XP value of a monster is determined by its Hit Dice plus a bonus for each special ability it has (e.g. breath attacks, spell-like abilities, etc.). See Table 11. A monster defeated under especially dangerous circumstances may be treated as one Hit Dice category higher on the chart.

The XP awards for treasures recovered and monsters defeated are totalled and divided evenly between all characters who survived the adventure. Note that total XP is divided evenly between all party members (including Retainers, see p.15), irrespective of how the players decide to divide the treasure.

In addition, characters receive XP bonuses or penalties based on their score in their class prime requisites, as described in Part 1. All bonuses or penalties to experience are applied to the grand total XP a particular character receives at the end of an adventure.

Characters should not be given enough experience to advance two or more levels in one adventure. Any additional points that would take a character to a level two above his or her current level are lost.

HIRING RETAINERS

Retainers are NPCs that are hired by player characters for extra hands during an adventure. Retainers are generally hired in town. Any party with less than four player characters can hire enough retainers to make them a party of

Table 11: Experience Points for Monsters

Monster HD	Base XP	Bonus XP / Ability
≤ 1	5	1
1	10	3
1+	15	4
2	20	5
2+	25	10
3	35	15
3+	50	25
4	75	50
4+	125	75
5	175	125
5+	225	175
6	275	225
6+	350	300
7	450	400
7+	550	475
8	650	550

four. A party of four player characters can hire enough retainers to make them a party of six. Parties of more than six cannot hire retainers (and do not need them).

Retainers are level 1 characters. They get an equal share of treasure and experience points. Retainers are not mindless slaves and, although they will usually share the party's risks, they will not willingly act as battle fodder. If abused in any way, retainers will typically warn others of this and the PCs will soon find it difficult to hire other retainers.

Retainers are subject to morale checks, like NPCs and monsters encountered by the party. Their morale is based on the Charisma of the player character who hired them, as described in Part 1.

PART 5: THE DUNGEON

Once the party leaves their base in town and head to the dungeon, the adventure begins. The referee must now keep track of time on a much closer scale than they did when the party was in town.

THE TURN

Once in the dungeon, *F5FR* is played in turns, which represent about 10 minutes of time in the game world. The basic sequence of play during a turn is as follows:

1. The referee checks for Wandering Monsters, if applicable.

2. The party decides what action to take (e.g. moving, searching, listening, entering rooms).

3. The referee describes what happens.

4. If no encounter occurs, the turn is over, continue to step 5. If monsters are encountered, first follow the encounter sequence, below.

5. The turn ends. The referee should update time records, with special attention to light sources, spell durations, and the party's need to rest.

WANDERING MONSTER CHECK

Every second turn the referee rolls 1d6. On the roll of a 1, a wandering monster appears. In some areas, the referee may decide to roll more often (i.e. every turn) or less often (e.g. once every three turns or more), depending on how common wandering monsters are in the area.Many areas also have their own wandering monster table, otherwise, the referee can use the generic wandering monster table, Table 12 on p.17, based on *dungeon level*.

MOVEMENT

In a turn, an unencumbered characters can move up to 120 feet. Movement is slow inside a dungeon and this speed allows a character time to map, adjust equipment, use their torch to notice details in the darkness, and so on.

It is important to keep track of how much player characters are carrying, because this affects how much treasure they can haul from a dungeon. A character's encumbrance value is calculated based on adding the weights of all significant items carried, including treasure, weapons, and armour (see Part 3). Weight is measured in coins to make it easy to determine how much treasure a character can carry! The character's movement rate is then based on the total encumbrance value as per Table 13. A character cannot carry more than the weight of 2,400 coins and still be able to move. A mule cannot carry more than 6,000 coins and still be able to move.

Some items do not have a defined weight, in which case the referee will have to estimate an accurate weight, remembering that there are ten coins in one pound (or 22 coins in one kilogram). Table 14 provides weights for common classes of treasure to assist in the determination of encumbrance.

MAPPING

Only the referee can see the prepared map of the dungeon - the players need to make their own map. Some groups designate one player to do this, and others rotate or have everyone maintain their own map. These maps represent maps being drawn by the player characters as they explore the dungeon, and therefore, players are not allowed to map while their player characters are fleeing from combat or pursuing fleeing enemies. Their characters are simply too busy to take the detailed observations required and note them down while running headlong through the darkness!

LIGHT

Elves and dwarves have infravision and can see in the dark (up to 60 feet) but humans and halflings cannot, and thus require light sources underground. Torches and lanterns illuminate 30 feet in all directions. Torches last 6 turns once lit and lanterns burn one flask of oil over 24 turns. Record who is holding the light source/s and mark off one

Table 12: Wandering Monster Table

d20	Level 1	#	Level 2	#	Level 3	#	Levels 4 & 5	#	Levels 6 & 7	#
1	Bat, Giant	1d3	Beetle, Oil	1d6	Beetle, Tiger	1d4	Basilisk	1	Basilisk	1d3
2	Beetle, Fire	1d6	Carcass Crawler	1	Bugbear	1d6	Bugbear	2d4	Cockatrice	1d3
3	Ghoul	1d2	Ghoul	1d4	Bugbear	1d6	Cockatrice	1d2	Giant, Hill	1d2
4	Goblin	1d6	Gnoll	1d4	Carcass Crawler	1d3	Phase Tiger	1	Giant, Stone	1d2
5	Goblin	1d6	Gnoll	1d4	Doppelgänger	1d2	Gargoyle	1d4+1	Gorgon	1
6	Gnoll	1d3	Goblin	2d4	Gargoyle	1d3	Giant, Hill	1	Hellhound (4+1d3 HD)	1d4
7	Gnome	1d6	Grey Ooze	1	Gargoyle	1d3	Harpy	1d4+1	Hydra (5+1d3 heads)	1
8	Hobgoblin	1d6	Harpy	1	Gelatinous Cube	1	Hellhound (2+1d3 HD)	1d4	Weretiger	1d3
9	Kobold	2d6	Hobgoblin	1d6	Harpy	1d3	Hydra (5 heads)	1	Manticore	1
10	Kobold	2d6	Hobgoblin	1d6	Wererat	1d6	Leech, Giant	1	Minotaur	1d4
11	Lizard Man	1d3	Lizard Man	1d6	Wererat	1d6	Werewolf	1d4	Mummy	1d4
12	NPC Party	1 party	NPC Party	1 party	Medusa	1	Medusa	1d2	NPC Party	1 party
13	Orc	1d6	Orc	1d10	NPC Party	1 party	Mummy	1d3	Ochre Jelly	1
14	Orc	1d6	Orc	1d10	Ochre Jelly	1	NPC Party	1 party	Ogre	2d4
15	Skeleton	1d10	Skeleton	2d6	Ogre	1d3	Ochre Jelly	1	Rust Monster	2d2
16	Skeleton	1d10	Snake, Pit Viper	1d6	Ogre	1d3	Rhagodessa	1d3	Spectre	1d3
17	Spider, Crab	1d2	Spider, Black Widow	1	Shadow	1d4	Rust Monster	1d2	Spider, Tarantella	1d3
18	Spider, Crab	1d2	Wight	1	Snake, Giant Rattler	1d4	Scorpion, Giant	1d3	Troll	1d4+1
19	Stirge	1d8	Zombie	1d6	Spider, Tarantella	1	Troll	1d2	Vampire	1
20	Zombie	1d3	Zombie	1d6	Wight	1d3	Wraith	1d2	Wyvern	1

Table 13: Speed and Encumbrance

Weight Carried (coins)	Speed (feet/turn)
Up to 400	120
401-800	90
801-1,200	60
1,201-1,600	30
1,601-2,400	15
2,401+	0
Mule:	
Up to 3,000	120
3,001-6,000	60
6,001+	0

Table 14: Treasure Weights

Item	Weight (coins)
Coin	1
Gem	1
Jewellery (1 piece)	10
Potion	10
Rod	20
Scroll	1
Staff	40
Wand	10

turn of light every turn. If the party runs out of light, mapping and exploration is impossible, and those members of the party without infravision will be effectively blind.

HEARING NOISES

Sound is one way to determine whether enemies are nearby. The referee rolls 1d6 for any player character, non-player character, or monster who is listening (whether in an area or at a door) for noise in the dungeon. Demi-humans and monsters hear noises on a roll of 1 or 2. Clerics, fighters, and magic-users hear noises on a roll of a 1. Thieves use their Hear Noise skill instead, rolling 1d100 equal to or underneath their Hear Noise skill value rather than rolling 1d6. It is important that the referee makes these rolls as the players should not know whether their characters don't hear anything because there is nothing to hear or because they rolled badly.

DOORS

Dungeons often have many doors, some secret and others obvious. Many are locked and many are stuck.

Locks must be picked by a character proficient with lock picks or opened by magic. Locked doors cannot be forced. If they have a set of thieves tools, a thief can use their Pick Locks skill to pick the lock on a door. They must roll equal to or underneath their Pick Lock skill on 1d100 - if they fail, they cannot try the same lock again until they gain a level of experience. A magic-user or an elf can magically force a door open with the *knock* spell.

Stuck doors can be forced open by rolling 1d6 and applying the character's Strength modifier. A roll of a 5 or 6 indicates that the door is successfully forced open. A failed attempt to force open a door eliminates any possibility of surprise that the party may have against any monsters on the other side of the door.

Monsters can always pass through stuck doors without rolling - but they cannot pass through locked doors without the key.

A thief can check a door for traps. The referee should roll 1d100 (whether the door is trapped or not). If the door is trapped, the referee should compare the roll to the thief's Find Traps skill value. If the roll is equal to or underneath the skill value, then the thief finds the trap and knows broadly what it does. Otherwise, the thief finds no traps. The thief can safely remove the trap with a separate Remove Traps skill roll, or deliberately set the trap off after taking protective measures for their own safety.

SEARCHING

Traps and secret doors can only be spotted if characters are specifically looking for them. The player must declare the particular object or $10' \times 10'$ area to be searched. Searching takes one turn.

If a character is searching in the right location, they can find a secret door or trap on the roll of a 1 on 1d6 (modified to 1 or 2 for elves searching for secret doors or dwarves searching for traps or construction tricks). Thieves can use their Find Traps skill to search for traps - roll equal to or underneath the value of their Find Traps skill on 1d100 - success indicates that they find all of the traps in the area. The referee should always roll for the character searching, so that the player never knows if the roll failed or if there simply are no hidden features in the area searched.

PART 6: ENCOUNTERS

If the player characters encounter monsters or NPCs during the turn, then the game switches from turns to *rounds*. A round is ten seconds of time in the game world, as compared to ten minutes of time for the turn. An encounter is assumed to take at least one full turn to complete, including time to recover afterwards.

ENCOUNTER SEQUENCE OF EVENTS

The basic sequence of events in an encounter is as follows:

1. The referee rolls for surprise, if applicable, and determines how far away the monsters are.

2. Any sides that are not surprised roll initiative (see "Combat Sequence") to determine who acts first.

3. The referee determines the monsters' reaction to the party by rolling on Table 15. The players decide how they will act:

   (a) If both sides wish to talk, the negotiation may be role-played. The referee may make reaction rolls, as applicable.

   (b) If the players decide to flee, the referee determines whether the monsters pursue by rolling a morale check for the monsters.

   (c) If combat breaks out, follow the steps listed in the "Combat Sequence" section.

Once the encounter ends, return to the regular turn sequence (see "The Turn" on p.15).

SURPRISE

Checks for surprise are made whenever an encounter is unexpected by at least one side. For instance, if the player characters are making a lot of noise, a monster may not have a chance to be surprised, but the characters might be, if the monster was waiting quietly.

Each side that is not already aware of the other's presence rolls 1d6. The referee rolls for monsters and one player rolls for the adventuring party as a whole. A result of 1 or 2 means the side is surprised and cannot act for one round. If both sides are surprised, there is simply a momentary confusion - neither side has any advantage. If one side is

Table 15: Monster Reactions

2d6	Reaction
≤ 3	Hostile, attacks
4-6	Unfriendly, roll again in one round with -4 to roll
7-9	Neutral/uncertain, roll again in one round
10-11	Friendly, roll again in one round with +4 to roll
≥ 12	Monster is friendly

Table 16: NPC Reactions

2d6	Reaction
≤ 5	Angry with PCs and leave
6-8	Negotiate with PCs
≥ 9	Buy/sell information about dungeon

surprised but the other is not, then the side that is not surprised gains a one round advantage.

DISTANCE

The situation in which the encounter occurs often determines how far away the monster is. If there is uncertainty (for example, in the case of Wandering Monsters), the monster encountered is 2d6 × 10 feet away, moving in the direction of the party.

REACTIONS

Monsters are generally hostile when encountered by player characters, but not always. If the referee is uncertain about a monster's reaction to the player characters, they can roll 2d6 on Table 15 to determine the reaction of a group of monsters when they first encounter the player characters - this roll may be modified by the Charisma modifiers of whichever player character seems to be in charge.

NPCs generally react more positively to the player characters than monsters do - if the NPCs are not pre-inclined to be hostile to any other adventurers they encounter, then the referee should rely primarily on the roleplayed conversation between both parties to decide how the NPC party responds. Table 16 can be rolled on instead of the monster reaction table for NPC parties encountered in the dungeon. NPC parties may offer to buy or sell information about the dungeon being explored (for example, parts of maps, locations of traps, monsters, etc) for 10 to 500gp depending on the value of the information in question. A typical NPC party consists of one NPC per player character, plus 1d4 fighters, and is generally the same level as the dungeon being explored.

EVASION

The player characters may decide they are outmatched and flee an encounter or a monster might flee. Player characters may choose whether they chase a fleeing monster. The referee will decide if monsters chase fleeing characters by making a morale check for the monsters.

Each round, initiative is rolled as usual, and each side can move its full movement rate in its round. It is important

to note that a side's movement rate in a chase is usually determined by the speed of the slowest member, although if everybody in the side wants to run at their full rate, the side may break up while fleeing, with the slower members falling behind. Burning oil or other obstacles may also slow or stop a pursuit. If the player characters flee before the fight begins then the player characters get a one-round head start. Initiative rolls are made on subsequent rounds.

If the player characters are the ones fleeing, monsters will generally pursue them until the player characters get out of their sight, at which point they will only continue to pursue if the referee rolls a 1 on 1d4. Monsters pursuing player characters also have to pass a morale check every fifth round of the chase, or give up their pursuit. If the monsters enjoy treasure, there is a 3-in-6 probability that they will stop pursuit to collect any treasure the characters drop (this can only be tried once per encounter). Hungry or less intelligent monsters may do the same if the characters drop food. If the monsters catch up to the player characters, they will attack them.

If the monsters are the ones fleeing, they will keep fleeing until the player characters catch up or they escape. The monsters escape if they turn around a corner, go through a door, enter a secret passage, or similar, out of the sight of the player characters. The player characters have one round to find the monsters, and if they fail then the monsters have escaped. Otherwise, if the monsters are chased into a dead-end, locked door, or overrun, then they will surrender.

COMBAT SEQUENCE

The sequence of actions in each round of combat is broken down as follows:

1. Characters who wish to cast a spell or perform a full retreat from melee must declare it.

2. Initiative: 1d6 is rolled by each opposing side.

3. The winner of initiative acts first:

   (a) The referee may check Morale for monsters.

   (b) Movements are made.

   (c) Missile attacks are made, accounting for DEX modifiers, cover, range, and magic adjustments.

   (d) Spells are cast and applicable saving throws are made.

   (e) Melee combat and other actions occur; attacks are made, accounting for STR modifiers and magic adjustments.

4. Other sides act through step 3, in order of initiative.

5. When all sides of a conflict have acted, the round is over. If the combat has not come to an end, the sequence begins again at step 1.

Players can declare their actions in each stage in the sequence, but they cannot declare an action which belonged to an earlier step in the sequence. For example, a player character cannot move once missile attacks are made - the decision to move has to be made before missile attacks are made.

INITIATIVE

At the start of each round, each side rolls 1d6 to determine initiative. The side with the highest result on 1d6 acts first for that round. Other sides in a conflict will react in order from highest to lowest roll.

Table 17: Attack Table

Attacker	Defender Armour Class														
	9	**8**	**7**	**6**	**5**	**4**	**3**	**2**	**1**	**0**	**-1**	**-2**	**-3**	**-4**	**-5**
Monster, up to 1 HD	10	11	12	13	14	15	16	17	18	19	20	20	20	20	20
Monster, 1+ to 2 HD	9	10	11	12	13	14	15	16	17	18	19	20	20	20	20
Monster, 2+ to 3 HD	8	9	10	11	12	13	14	15	16	17	18	19	20	20	20
Monster, 3+ to 4 HD	7	8	9	10	11	12	13	14	15	16	17	18	19	20	20
Cleric, levels 1 to 4	10	11	12	13	14	15	16	17	18	19	20	20	20	20	20
Cleric, level 5	8	9	10	11	12	13	14	15	16	17	18	19	20	20	20
Fighter, levels 1 to 3	10	11	12	13	14	15	16	17	18	19	20	20	20	20	20
Fighter, levels 4 to 5	8	9	10	11	12	13	14	15	16	17	18	19	20	20	20
Magic-User, levels 1 to 5	10	11	12	13	14	15	16	17	18	19	20	20	20	20	20
Thief, levels 1 to 4	10	11	12	13	14	15	16	17	18	19	20	20	20	20	20
Thief, level 5	8	9	10	11	12	13	14	15	16	17	18	19	20	20	20
Dwarf, levels 1 to 3	10	11	12	13	14	15	16	17	18	19	20	20	20	20	20
Dwarf, levels 4 to 5	8	9	10	11	12	13	14	15	16	17	18	19	20	20	20
Elf, levels 1 to 3	10	11	12	13	14	15	16	17	18	19	20	20	20	20	20
Elf, levels 4 to 5	8	9	10	11	12	13	14	15	16	17	18	19	20	20	20
Halfling, levels 1 to 4	10	11	12	13	14	15	16	17	18	19	20	20	20	20	20
Halfling, level 5	8	9	10	11	12	13	14	15	16	17	18	19	20	20	20
Normal Person	11	12	13	14	15	16	17	18	19	20	20	20	20	20	20

If initiative is a tie, each side in the tie acts at the same time. All actions are completed, unaffected by opposed actions. For example, two opponents in melee may both inflict enough damage to kill the other. As the initiative is tied, both attacks occur simultaneously, resulting in both characters being killed.

MORALE (OPTIONAL RULE)

Players may always decide whether they will fight, surrender, or run away in an encounter. The referee decides whether monsters or NPCs surrender or run away.

Monsters have a listing for morale, rated from 2 to 12, which represents how likely they are to fight or flee when in an encounter. A score of 2 means the monster never fights (unless absolutely cornered) and a score of 12 means the monster will fight until killed, with no morale check necessary in either case. Retainers also have a morale rating determined by the Charisma of the player character who recruited them, as described in Part 1.

The referee rolls 2d6 and, if the roll is higher than the morale of the monster, the check is a failure and the monster will either surrender or attempt a full retreat or a fighting retreat. If the result is equal to or lower than the morale score, a monster will continue to fight. On the roll of a 12, the monster/NPC becomes a fanatic and does not need to check morale again in the same encounter.

The referee usually makes a morale check for monsters under two conditions:

1. When the side first loses a member due to death.

2. When half the side is killed or incapacitated.

Retainers signed up to work as adventurers, so are not frightened off at the first sign of danger. They only check morale in combat when confronted with extraordinary danger, for example, when they are placed in more danger than the player characters, or when they have one quarter or less of their hit points remaining.

MOVEMENT (COMBAT)

A character can move up to one third of their normal movement rate every round and can also attack (if an enemy is within that distance) or perform another action (except spell casting) during a round. Encumbrance rules still apply (see p. 16).

When in melee with a foe, a combatant may only move out of melee combat by making a *fighting retreat* or a *full retreat*.

A fighting retreat allows a character to move backwards at five feet per round. The character can engage in combat again if the attacker follows them.

A full retreat occurs when a character turns and runs away at his top speed. The character making the movement forfeits attacking this round and the opponent gains a +2 bonus to all attacks against the character this round. Retreating characters cannot strike back at their attackers.

MISSILE ATTACKS

Missile attacks are possible when opponents are more than 5′ from the attacker but within the range of the attacker's missile weapon. The player or referee rolls 1d20, modified by their Dexterity modifier. The result is compared to the appropriate attack table given in the class description in Part 2 or to the combined attack table (Table 17). A +1 bonus is added if the opponent is at short range, and a -1 penalty is added if the opponent is at long range (see the ranges given in Table 18). The attacker has a penalty of -1 for each quarter of the target's body protected by cover. A further -1 penalty applies if the missile cannot penetrate the cover. A cumulative cover penalty of -5 means that the attacker cannot attempt the shot at all. Shields do not count

Table 18: Missile Weapon Ranges (in feet)

	Short	Medium	Long
Long Bow	6-70	71-140	141-210
Crossbow	6-60	61-120	121-180
Short Bow	6-50	51-100	101-150
Sling	6-40	41-80	81-160
Thrown:			
Dagger	6-10	11-20	21-30
Hand Axe	6-10	11-20	21-30
Spear	6-20	21-40	41-60
Holy Water/Oil	6-10	11-30	31-50
Improvised	6-10	11-20	21-30

Table 19: Missile Attack Modifiers

Circumstance	Modifier
Short Range	+1
Medium Range	0
Long Range	-1
Cover (25%)	-1
Cover (50%)	-2
Cover (75%)	-3
Cover (100%)	-4
Hard Cover	-1

as cover. The bonuses and penalties to missile attacks are summarized in Table 19.

A result that is equal to or above the attack value corresponding to the attacker's level/Monster Hit Dice and the opponent's Armour Class results in a hit. Upon a successful attack, damage is inflicted as per the damage listed for the weapon in Table 7 (p.13).

THROWING HOLY WATER

Holy water can be thrown against undead monsters. If a vial of holy water hits, the glass breaks, and the holy water does 1d8 damage against undead.

THROWING OIL

Oil can be thrown at an opponent, and then lit on fire on the following round. The oil is thrown as any other missile weapon. If it hits, then the flask breaks and the oil covers the target. An attacker carrying a torch (or another flame) must then make a successful attack against the oil-covered opponent, rolling to hit Armour Class 9.

SPELL CASTING (COMBAT)

Spell casters can cast spells in combat. The following conditions apply:

- The caster must be able to speak and to move his or her hands, in order to bring a magic effect into being. As a result, a spell caster cannot cast spells if gagged, bound, or in an area of magical silence.

- Spell casters may take no other actions (including movement) during the same round they intend to cast a spell.

- Unless otherwise noted in a spell's description, a spell caster must have the intended target (a specific monster, character, or area of effect) within visual range.

Player characters cannot tell what spell a monster or NPC is casting just by observing it being cast, so the referee should not tell them what spells their opponents are casting.

MELEE ATTACKS

Melee attacks are possible when opponents are 5′ or less from each other. The player or referee rolls 1d20, modified by their Strength modifier. This result is further modified by the circumstances given in Table 20. The result is compared to the appropriate attack table given in the class description in Part 2 or to the combined attack table (Table 17).

Table 20: Melee Attack Modifiers

Circumstance	Modifier
Attacking opponent's back	+2
Cannot see target	-4
Exhausted target	+ 2
Exhausted attacker	-2
Large monster attacking halfling	-1

A result that is equal to or above the attack value corresponding to the attacker's level/Monster Hit Dice and the opponent's Armour Class results in a hit. Upon a successful attack, damage is inflicted as per the damage listed for the weapon in Table 7 (p.13), modified by the attacker's Strength modifier.

DAMAGE

Damage should be noted as it is sustained on the character's sheet or by the referee in their notes. A character or monster reduced to 0 hit points or less is killed.

HEALING

Magical healing through the use of spells, staves, potions, or other magical items happens instantly. Player characters (and NPCs and monsters for that matter) can use magical healing during an encounter if they have a suitable spell prepared or item to hand.

Once out of the dungeon, player characters can heal 1d4 hit points per day they spend resting in town.

END OF AN ENCOUNTER

At the end of an encounter, the referee should note the monsters fought and what happened to the monsters (e.g. killed, escaped, surrendered). These notes will help the referee award the appropriate experience at the end of the adventure (see Table 11 on p.15). The player characters may wish to search the bodies of their fallen foes for treasure and/or the surrounding area for their lair.

PART 7: MAGIC

SPELLS

Some character classes have the ability to memorize and cast magical spells. There are two types of magic spells: clerical spells, which a deity or higher power grants, and magic-user spells, which are learned by magic-users and elves through esoteric study. Clerics cannot use magic-user spells, and magic-users and elves cannot use clerical spells.

MEMORIZING SPELLS

A spell consists of a pattern of magical energy stored in a character's mind. A spell caster is able to memorize a certain number of spells of different spell levels, depending on his or her experience level. A character can memorize the same spell more than once if he or she is capable of memorizing more than one spell of the given level.

Magic-users and elves memorize spells from spell books and are thus limited to choosing from the spells in their spell book, which must be to hand.

Clerics do not study from books, but instead receive the knowledge of how to cast spells through prayer to their gods. When praying for spells, clerics have access to all spells in their spell list which they are of high enough level to cast.

All spell casters can memorize new spells after an uninterrupted night's sleep. It takes one hour to memorize all spells the character is capable of learning.

CASTING SPELLS

A memorized spell may be cast by precisely replicating the required set of hand gestures and mystical spoken words. When a spell is cast, knowledge of the spell is erased from the mind of the caster. Look up the description of the spell in Part 8 to see exactly what each spell does.

All spell casters need to be able to move their hands and speak in order to make the gestures and speak the magical phrases that bring magic effects into being. As a result, a spell caster cannot cast spells if gagged, bound, or in an area of magical silence.
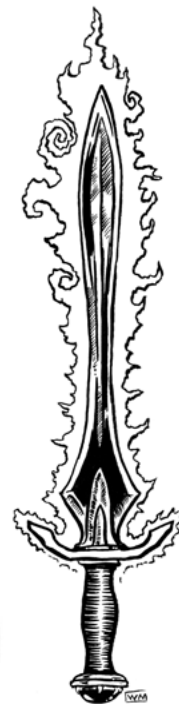
REVERSIBLE SPELLS

Some spells are reversible; this is indicated in each spell's description and marked with an asterisk in each spell caster's class description.

Magic-users and elves must select the normal or reversed form of a spell when the spell is memorized. A magic-user or an elf may memorize both forms of a spell, if they are able to memorize more than one spell of the given level.

A cleric can use either form of a spell without having to pray for the different versions separately; the character may decide which version (normal or reversed) to use when the spell is cast. However, a cleric may draw dissatisfaction from their deity when casting spells (or their reversed versions) whose effects go against the deity's alignment.

USING MAGICAL ITEMS

Magical items are those which have been enchanted by a powerful wizard or magical creature, which have special properties reflected in game mechanics. Most magical items are weapons, armour, potions, rings, rods, staves, wands, or scrolls. Example magic items are described in Part 10, p.54.

WEAPONS

Magic weapons follow the same class restrictions as normal weapons. A magic weapon has a "+" value, indicating the degree of its enchantment. This value is applied to attack and damage rolls using the weapon. Cursed weapons have the opposite effect, incurring penalties to attack and damage equal to the "-" value specified. The possessor of a cursed weapon will prefer to use this weapon in combat above any other weapon.

ARMOUR

Magic armour follows the same class restrictions as normal armour. A suit of magical armour has a "+" value indicating its degree of enchantment. The wearer's AC is improved (i.e. reduced) by the "+" value. Cursed armour has a "-1" value indicating the degree of penalty imposed by the curse. This penalizes the wearer's AC, thus their AC is increased by the "-" value. Magical armour weighs half of the weight of regular armour of the same type.

POTIONS

Most potions are found as a single dose, enough to affect one person. Potions usually bear no label and vary in their appearance, aroma, etc. Even two potions of the same type will differ. A potion may be identified by sampling a small amount.
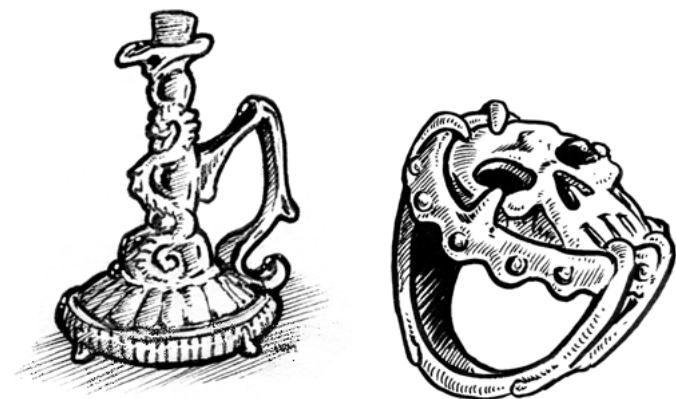
RINGS

Magical rings are usable by any character class. A magical ring must be worn on a finger or thumb. It is only possible to wear two magical rings: one on each hand. If more than two are worn, none of them will function.

RODS, STAVES, OR WANDS

Rods are generally usable by characters of any class. Wands are only usable by magic-users and elves. Staves are only usable by clerics.

SCROLLS

Scrolls are pieces of parchment, imbued with potent magical writings. A scroll can contain up to three spells on it. Reading a spell from a scroll aloud casts the spell.

Some scrolls can be deciphered and read by any class (*protection* scrolls and cursed scrolls), while others have restrictions. Scrolls that contain magic-user spells can only be read by magic-users and elves employing the spell *read magic*. Scrolls with clerical spells can be read without special deciphering, but are usable only by clerics.

Once a scroll is used, the magical writing disappears. In the case of scrolls containing multiple spells, only the spell cast disappears. Spells cast from scrolls do not count against the spells per day that the caster is allowed.

PART 8: SPELLS

Presented here are the full descriptions of the spells available to clerics, magic-users, and elves. The spell list of spells actually available to each class are listed in each class description in Part 2. Spells are presented here in alphabetical order for ease of reference during a play.

Each spell description includes the following:

- **Spell type and level.** Both elves and magic-users cast magic-user spells, clerics cast cleric spells. Most spells are either magic-user spells or cleric spells, but some are both.

- **Range.** Usually expressed in feet, this is the range at which the spell can be cast. Some spells have a range of touch (meaning the caster must touch the target) or apply to the caster only.

- **Duration.** The period of time for which the spell remains in effect.

- **Reversible.** Some spells can be "reversed" to have the opposite effect. Where so this is clearly marked - the spell's description itself describes the effect of the reversed version of the spell. A spell must be specifically prepared in its reversed form to be case in reverse. These spells are also indicated in the class spell list with an asterisk.

BLESS

Type & Level: Cleric 2
Range: 60 feet
Duration: 6 turns
Reversible: True

Allies within a 20' square area who are not yet in melee gain a +1 bonus to attack and damage rolls and a +1 bonus to morale.

The reversed version of this spell, *Blight* causes a -1 penalty to morale checks, attacks rolls, and damage rolls of enemies within a 20' square area. A save versus spells is allowed to resist the blight.

CHARM PERSON

Type & Level: Magic-User 1
Range: 120 feet
Duration: See description
Reversible: False

A single person must save versus spells or be charmed. The subject regards the caster as its trusted friend and ally and will come to the caster's defence. If they share a language, the caster may give the charmed creature commands, which it will obey. Actions that the charmed creature wouldn't ordinarily do, based on its nature or alignment, may be abstained from. An affected creature never obeys suicidal or obviously harmful orders. This spell can target humans, demi-humans, and certain human-like creatures. It does not affect animals, undead, creatures with 6 or more HD, or fantastic creatures.

The charm lasts indefinitely, but the subject is allowed to make further saves vs spells every month (if they have Intelligence 8 or below), every week (if they have Intelligence 9 to 12), or every day (if they have Intelligence 13 or above).

CLAIRVOYANCE

Type & Level: Magic-User 3
Range: 60 feet
Duration: 12 turns
Reversible: False

This spell grants the caster the ability to see through the eyes of other living creatures. To establish a clairvoyant connection with a creature, the caster must focus his or her concentration in one particular direction for one turn. After this turn, the visual perceptions of one creature within range in that direction are relayed to the caster. Once a connection has been established, the caster may choose to maintain it or to change to another subject. Clairvoyance is obstructed by a thin layer of lead or by rock of 2' thick or greater.

CONTINUAL LIGHT

Type & Level: Magic-User 2
Range: 120 feet
Duration: Permanent
Reversible: True

This spell has three usages:

- Conjuring light in a $30'$ radius. The magical light is sufficient for reading, but is not as bright as daylight. The spell may be cast upon an object, in which case, the light moves with the object.

- Blinding a creature by casting the spell upon its eyes. If the target fails a saving throw versus spells, it is blinded. A blind creature cannot attack.

- Cancelling *continual darkness.*

The reversed version of this spell, *Continual Darkness*, creates a 30 foot radius area of magical blackness, preventing both normal sight and infravision. Light sources brought within the area of darkness do not illuminate it. Like continual light, it may alternatively be used to blind creatures or to dispel a continual light spell.

CURE LIGHT WOUNDS

Type & Level: Cleric 1
Range: Touch
Duration: Permanent
Reversible: True

This spell can heal a living subject of 1d6+1 hit points of damage. This cannot grant more hit points than the subject's normal maximum. Instead of healing hit points, the spell can cure the subject of paralysis.

The reversed version of this spell, *Cause Light Wounds*, inflicts 1d6+1 hit points of damage to a touched creature. In combat, a melee attack roll is required.

DETECT EVIL

Type & Level: Cleric 1, Magic-User 2
Range: 120 feet (cleric), 60 feet (magic-user)
Duration: 6 turns (cleric), 2 turns (magic-user)
Reversible: False

Objects enchanted for evil purposes or living beings with evil intentions are caused to magically glow. This spell does not grant the ability to read minds, but only grants a general sense of evil intent.

The referee must decide what is "evil" (which does not automatically coincide with "chaotic"). Some things that are potentially harmful, like traps, are not "evil."

DETECT INVISIBLE

Type & Level: Magic-User 2
Range: 10 feet per caster level
Duration: 6 turns
Reversible: False

Invisible creatures or items in range are revealed to the caster.

DETECT MAGIC

Type & Level: Cleric 1, Magic-User 1
Range: Caster
Duration: 2 turns
Reversible: False

Enchanted objects, areas, or creatures within 60 feet of the caster appear to the caster (alone) to glow. Both permanent and temporary enchantments are revealed.

DISPEL MAGIC

Type & Level: Magic-User 3
Range: 120 feet
Duration: Permanent
Reversible: False

Dispel magic ends ongoing spells (i.e. those with a non-instantaneous duration) within a 20' cube area. If the level of the caster of the effect to be dispelled is higher than the level of the caster of dispel magic, there is a 5% chance per level difference that the attempt to dispel will fail. Magic items are unaffected.

ESP

Type & Level: Magic-User 2
Range: 60 feet
Duration: 12 turns
Reversible: False

This spell grants the caster the ability to perceive and understand the thoughts of other living creatures. To pick up thoughts, the caster must focus their concentration in one particular direction for one turn. After this turn, the thoughts of all creatures within range in that direction can be perceived. If multiple creatures are within the range in the direction being focused on, their thoughts mingle into a confusing jumble. The caster must spend an additional turn to sort out one creature's thoughts. The caster understands the meaning of all thoughts even if they do not share the creature's language. The ability to perceive thoughts is obstructed by a thin layer of lead or by rock of 2' thick or greater.

FIND TRAPS

Type & Level: Cleric 2
Range: Caster
Duration: 2 turns
Reversible: False

Trapped objects or areas within range of the cleric glow with a magical blue light. Both magical and mechanical traps are detected, however, no knowledge about the nature of the trap or how to deactivate it is granted.

FIRE BALL

Type & Level: Magic-User 3
Range: 240 feet
Duration: Instantaneous
Reversible: False

This spell conjures a streak of flame that shoots towards an area within range and detonates in a 40' diameter sphere of fire. Creatures caught in the fire ball suffer 1d6 damage per level of the caster, with a successful save versus spells indicating half damage.

FLOATING DISC

Type & Level: Magic-User 1
Range: Caster
Duration: 6 turns
Reversible: False

The caster conjures a slightly concave, circular disc of magical force that follows them about and carries loads. The disc is 3 feet in diameter and 1 inch deep at its centre. It can hold a maximum load of 5,000 coins (500 pounds). The disc floats at waist height and remains level, floating along horizontally within spell range. When the disc winks out at the end of the spell's duration, anything it was supporting is dropped.

FLY

Type & Level: Magic-User 3
Range: Touch
Duration: 1d6 turns + 1 turn/caster level
Reversible: False

The subject gains the ability to fly with a movement rate of up to 360' (120'). Free movement in any direction is possible, including the ability to levitate and to hover in mid-air.

HASTE

Type & Level: Magic-User 3
Range: 240 feet
Duration: 3 turns
Reversible: True

4d6 creatures in a 30' radius area are enchanted to be able to move and act twice as quickly as normal. The maximum movement rates of the affected creatures are doubled, and they may make double the normal number of attacks per round. The number of spells an affected creature may cast per round is not doubled. The use of magical devices such as wands is also not doubled.

HOLD PERSON

Type & Level: Cleric 2, Magic-User 3
Range: 180 feet (cleric), 120 feet (magic-user)
Duration: 9 turns (cleric), 1 turn/level (magic-user)
Reversible: True

This spell causes one or more humans, demihumans, or humanoid monsters to be paralysed if they fail a saving throw versus spells. It may be cast against an individual, who makes their saving throw with a -2 penalty, or against a group, affecting 1d4 individuals. Humanoids of greater than 5 HD and undead are not affected.

The reversed version of this spell, *Free Person*, removes the paralysis of 1d4 victims of the *Hold Person* spell.

HOLD PORTAL

Type & Level: Magic-User 1
Range: 10 feet
Duration: 2d6 turns
Reversible: False

This spell magically holds shut a door, gate, window, or other kind of portal. A knock spell opens the held portal instantly. Creatures with at least 3 Hit Dice more than the caster can open the held portal with one round of effort.

INFRAVISION

Type & Level: Magic-User 3
Range: Touch
Duration: 24 hours
Reversible: False

The subject is able to see 60' in the dark with infravision.

INVISIBILITY

Type & Level: Magic-User 2
Range: 240 feet
Duration: Permanent (until broken)
Reversible: False

The caster or another creature or object within range becomes invisible. If cast on a creature, any gear the subject is carrying is also rendered invisible (this includes clothing and armour). Items dropped or put down by an invisible creature become visible. If the subject attacks or casts a spell, the invisibility is broken, ending the spell.

If the spell is cast on an object, the invisibility is permanent. Note that if a light source is made invisible (either as part of a creature's gear or as an individual object), the light it casts is unaffected.

INVISIBILITY (10' RADIUS)

Type & Level: Magic-User 3
Range: 120 feet
Duration: Permanent (until broken)
Reversible: False

A selected creature and all creatures within 10' of it become invisible. The 10′ radius area of the spell's effect moves with the chosen creature. Subjects that move more than 10′ away from the chosen creature become visible. Creatures that move into the area after the spell is cast do not become invisible. Any gear a subject is carrying is also rendered invisible (this includes clothing and armour). Items dropped or put down by an invisible creature become visible. If a subject attacks or casts a spell, the invisibility is broken for that subject.

KNOCK

Type & Level: Magic-User 2
Range: 60 feet
Duration: See description
Reversible: False

The knock spell opens stuck, barred, or locked doors, gates, chests, and so forth. Magically held doors (for example with *hold portal*) are affected. Secret doors may be opened, but they must be known to the caster.

KNOW ALIGNMENT

Type & Level: Cleric 2
Range: Caster
Duration: 1 round
Reversible: True

The caster gains immediate knowledge of the alignment of one character, monster, object, or location within 10 feet. Most objects or locations do not have an alignment, but magic items or holy places might.

The reversed version of this spell, *Confuse Alignment*, has a duration of one turn per level of the caster, a range of touch, and has the effect of giving a false answer to any use of the *Know Alignment* spell against the target.

LEVITATE

Type & Level: Magic-User 2
Range: Caster
Duration: 6 turns + 1 turn/caster level
Reversible: False

This enchantment allows the caster to move up and down through the air. The caster mentally directs movement up or down at up to 20′ per round. The spell does not allow movement from side-to-side, but the caster can push against solid objects to move sideways. A normal amount of weight can be carried while levitating.

LIGHT

Type & Level: Cleric 1, Magic-User 1
Range: 120 feet
Duration: 12 turns
Reversible: True

This spell has three usages:

- Conjuring light in a 15′ radius. The magical light is sufficient for reading, but is not as bright as daylight. The spell may be cast upon an object, in which case, the light moves with the object.

- Blinding a creature by casting the spell upon its eyes. If the target fails a saving throw versus spells, it is blinded for the duration. A blind creature cannot attack.

- Cancelling a darkness spell (see below).

The reversed version of this spell, *Darkness*, creates a 15' radius area of magical blackness, preventing normal sight (but not infravision). Like light, it may alternatively be used to blind creatures or to dispel a light spell.

LIGHTNING BOLT

Type & Level: Magic-User 3
Range: 180 feet
Duration: Instantaneous
Reversible: False

A powerful stroke of electrical energy, 60' long and 5' wide, is conjured. Creatures caught in the lightning bolt suffer 1d6 damage per level of the caster, with a successful save versus spells indicating half damage. If the lightning bolt hits a solid barrier before its full length is reached, it is reflected and travels for any remaining distance of its full length in the direction of the caster.

LOCATE OBJECT

Type & Level: Magic-User 2
Range: 60 feet + 10 feet/caster level
Duration: 2 turns
Reversible: False

The caster can sense the direction (but not distance) of an object. This spell can be used to locate an object of a general class (e.g. a stairway, an altar, etc). In this case, the nearest object of the type is located. It can also be used to locate a specific object known to the caster. This spell cannot be used to locate creatures.

MAGIC MISSILE

Type & Level: Magic-User 1
Range: 150 feet
Duration: 1 round
Reversible: False

This spell conjures a glowing dart of energy that the caster may choose to shoot at a visible target within range. The missile hits unerringly (no attack roll or saving throw is required). The missile inflicts 1d6+1 damage.

Higher level casters may conjure more missiles: two additional missiles are conjured per five experience levels the caster has gained (i.e. three missiles at 6th-10th level, five missiles at 11th-15th level, etc). Multiple missiles may be directed at a single target.

MIRROR IMAGE

Type & Level: Magic-User 2
Range: Caster
Duration: 6 turns
Reversible: False

1d4 illusory duplicates of the caster appear. The mirror images look and behave exactly as the caster. Any attack (whether successful or not) on the caster will destroy one of the mirror images.

PHANTASMAL FORCE

Type & Level: Magic-User 2
Range: 240 feet
Duration: See description
Reversible: False

An illusion of the caster's choosing manifests in a 20' cube area. Three types of illusion may be created:

- An illusionary monster that can be directed to attack. The monster has an Armour Class of 9 and will vanish if hit in combat.

- An illusionary attack of some kind (an avalanche, a falling ceiling, a magic missile, etc). Targets who save versus spells are unaffected.

- A scene of some kind, either changing the appearance of the affected area or creating the appearance of something new. The scene disappears if touched.

Concentration is required to maintain the illusion: if the caster moves or is affected by an attack, the spell ends. Illusionary monsters or attacks may appear to be harmful but no real damage is ever inflicted. A character who appears to die actually falls unconscious, a character turned to stone will actually be paralysed, and so on. Such effects last for 1d4 turns. If the illusion is of something the caster has not personally seen, the referee should grant targets a bonus to any applicable saving throws.

PROTECTION FROM EVIL

Type & Level: Cleric 1, Magic-User 1
Range: Caster
Duration: 12 turns
Reversible: False

This spell wards the caster from attacks by creatures of another alignment, granting the caster a +1 bonus to saving throws against the attacks and special abilities of evil creatures, and giving evil creatures a -1 penalty to attacks against the caster.
Additionally, the spell prevents enchanted, constructed, or summoned creatures from attacking the caster in melee, though they may still make ranged attacks. If the caster engages such a creature in melee, this protection is broken (the caster still gains the bonuses to saving throws and attack rolls mentioned above).

PROTECTION FROM EVIL 10' RADIUS

Type & Level: Magic-User 3
Range: Caster
Duration: 12 turns
Reversible: False

This spell wards the caster and all allies within $10'$ from attacks by creatures of another alignment, granting them a +1 bonus to saving throws against attacks or special abilities of evil creatures, and giving evil creatures a -1 penalty to attacks against the caster and their warded allies.
Additionally, the spell prevents enchanted, constructed, or summoned creatures from making melee attacks against those warded, though they may still make ranged attacks. If any of the warded party engages such a creature in melee, this protection is broken (those warded still gain the bonuses to saving throws and attack rolls mentioned above).

PROTECTION FROM NORMAL MISSILES

Type & Level: Magic-User 3
Range: 30 feet
Duration: 12 turns
Reversible: False

A single subject in range is completely unharmed by small, non-magical missiles (e.g. no protection is granted against hurled boulders or enchanted arrows).

PURIFY FOOD AND WATER

Type & Level: Cleric 1
Range: 10 feet
Duration: Permanent
Reversible: False

This spell makes spoiled, rotten, poisonous, or otherwise contaminated food and water pure and suitable for eating and drinking. This spell may purify 6 water skins of drink, or one ration (iron or standard), or a quantity of unpreserved food for 12 human-sized beings.

READ LANGUAGES

Type & Level: Magic-User 1
Range: Caster
Duration: 2 turns
Reversible: False

For the duration of this spell, the caster may read any language, coded message, map, or other set of written instructions. This spell does not grant any ability to speak unknown languages.

READ MAGIC

Type & Level: Magic-User 1
Range: Caster
Duration: 1 turn
Reversible: False

By means of read magic, the caster can decipher magical inscriptions or runes. This spell can be cast on a scroll, spell book, or other object or surface inscribed with the magical writings of another magic-user/elf. The caster is then able to read (and cast from) the scroll, spell book, or inscribed object/surface at any time in the future.

REMOVE FEAR

Type & Level: Cleric 1
Range: Touch
Duration: 2 turns
Reversible: True

The creature touched is calmed and purged of fear. Magically induced fear may dispelled, but this requires the subject to make a saving throw versus spells. The save is modified by +1 per level of the cleric.

The reversed form of this spell, *Remove Fear*, will cause a target within 120' to flee for the duration unless it saves versus spells.

RESIST COLD

Type & Level: Cleric 1
Range: Caster
Duration: 2 turns
Reversible: True

All creatures within 30 feet of the cleric are protected from cold. They are unharmed by non-magical freezing temperatures. Protected creatures gain a +2 bonus to all saving throws versus cold-based magical or breath attacks. Cold-based damage against protected creatures is reduced by 1 point per damage die rolled, to a minimum of 1 hit point damage per die. No saving throw is possible.

RESIST FIRE

Type & Level: Cleric 2
Range: 30 feet
Duration: 2 turns
Reversible: False

A single creature is bestowed with supernatural resistance to fire. They are unharmed by non-magical heat or fire. The affected creature gains a +2 bonus to all saving throws versus fire-based magical or breath attacks. Fire-based damage against the affected creature is reduced by 1 point per damage die rolled, to a minimum of 1 hit point damage per die. No saving throw is possible.

SHIELD

Type & Level: Magic-User 1
Range: Caster
Duration: 2 turns
Reversible: False

Shield creates an invisible field of force that protects the caster, granting an AC of 2 against missile attacks and AC 4 against other attacks. Shield also grants a saving throw (vs spells) against magic missiles. A successful saving throw negates the effects of the missile.

SILENCE 15' RADIUS

Type & Level: Cleric 2
Range: 180 feet
Duration: 12 turns
Reversible: False

A $15'$ radius area is rendered utterly silent. Within this area, all sound is stopped and conversation and spell casting are impossible. Noise originating from outside the silenced area can be heard by those within it. Silence may be cast upon a creature, which must save versus spells. If the save fails, the $15'$ radius area of silence moves with the creature. If the save succeeds, the spell's effect remains stationary - the targeted creature may move out of it.

SLEEP

Type & Level: Magic-User 1
Range: 240 feet
Duration: 4d4 turns
Reversible: False

A sleep spell causes a magical slumber to come upon creatures, excluding the undead and very large creatures. The spell affects 2d8 Hit Dice worth of creatures with 4+1 Hit Dice or less within a $40' \times 40'$ area.
Creatures enchanted by this spell are helpless and can be killed instantly with a dagger, sword, or other blade. Slapping or wounding awakens an affected creature.
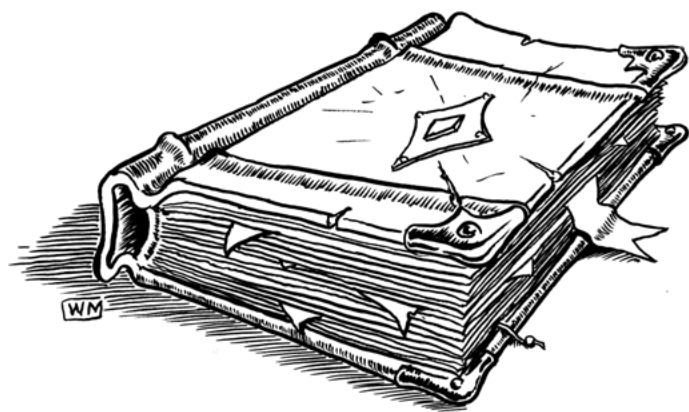
SNAKE CHARM

Type & Level: Cleric 2
Range: 60 feet
Duration: 1d4+1 rounds or turns
Reversible: False

One or more snakes are rendered non-hostile, rearing up and swaying to and fro but not attacking. The spell affects snakes whose total Hit Dice do not exceed the cleric's level. For example, a 7th level cleric can affect 7 HD of snakes, which can equal seven 1 HD snakes, or two 3 HD snakes and one 1 HD snake, or any other combination. When cast on snakes that are already attacking, the spell lasts for 1d4+1 rounds. Otherwise, it lasts for 1d4+1 turns.

SPEAK WITH ANIMALS

Type & Level: Cleric 2
Range: Caster
Duration: 6 turns
Reversible: False

The cleric can communicate with one type of animal within range when the spell is cast. Ordinary animals or giant versions of ordinary animals may be targeted. The cleric can ask questions of and receive answers from animals of the chosen kind, although the spell doesn't make animals any more friendly or cooperative than normal (a reaction roll may be required). If an animal is friendly toward the cleric, it may perform some favour or service.

VENTRILOQUISM

Type & Level: Magic-User 1
Range: 60 feet
Duration: 2 turns
Reversible: False

The caster may make his or her voice appear to come from any location or source (e.g. a statue or animal) within the spell's range.

WATER BREATHING

Type & Level: Magic-User 3
Range: 30 feet
Duration: 1 day
Reversible: False

The subject can breathe water freely by means of this spell. The spell does not make creatures unable to breathe air and grants no additional proficiency at swimming.

WEB

Type & Level: Magic-User 2
Range: 10 feet
Duration: 48 turns
Reversible: False

Web conjures a many-layered mass of strong, sticky threads, blocking a $10'$ cube area. Creatures caught within a web become entangled among the gluey fibers. Entangled creatures can't move, but can break free depending on their strength. This takes 2d4 turns for creatures with Strength in the normal human range (3 to 18), 4 rounds for creatures with Strength above 18, or 2 rounds for creatures with giant strength. The strands of the web are flammable and can be destroyed by fire in two rounds. All creatures caught within flaming webs suffer 1d6 points of damage from the flames.

WIZARD LOCK

Type & Level: Magic-User 2
Range: 10 feet
Duration: Permanent
Reversible: False

A wizard lock spell magically locks a door, gate, similar portal, or any item that has a lock. The magical lock is permanent, but a *knock* spell allows passage, and any magic-using character or creature of 3 levels higher than the caster of the wizard lock may pass through freely, as may the caster themselves. Bypassing a wizard lock does not destroy it.

PART 9: MONSTERS

HIT DICE

Monsters have hit dice just like characters. Monster hit dice are used to measure the power of a monster instead of character class levels. Monster hit points are rolled by rolling 1d8 for each hit dice. Some monsters have a modifier to their hit dice (e.g. HD 2+1), which is applied to the total number of hit points rolled. A monster's hit dice also influences what they need to roll to hit each Armour Class on Table 17 (on p.20).

A monster's level is its hit dice plus any asterisks listed next to its hit dice. Each asterisk indicates a special ability, which will be described in the monster's description. The referee can use a monster's level to judge whether the monster is an appropriate opponent for the player characters. Most monsters of a particular level will generally be found on a dungeon of the same level - although they may also appear in dungeons two levels higher and two levels lower than their monster level. If the dungeon level is less than the monster level, then less of this sort of monster should appear than usual when compared to the "No. Appearing" field in the monster description. If the dungeon level is more than the monster level, then more of this sort of monster should appear than usual.

SAVING THROWS

Like characters, monsters have saving throws. The monster description indicates which character class and level the monster "saves as". For example, a monster which saves as a Fighter 3 has the same saving throws as a level 3 fighter.

Some monsters (and level 0 NPCs) save as a "Normal Person" rather than as a character of a specific class and level. A normal person's saving throws are:

Save	Normal Person
Death	14
Wands	15
Paralysis	16
Breath	17
Spells	17

INFRAVISION

Most non-human monsters have $60'$ infravision which allows them to see in the dark. Light sources disrupt infravision and make it useless.

SPECIAL ATTACKS

Many monsters have special attacks, which generally permit a saving throw as per the monster description. The effects of these special attacks are:

- **Blindness**: Blinded creatures have a -4 penalty to their to hit rolls, and their opponents get a +4 bonus to their to hit rolls. Blinded creatures move at a third of their normal speed (two thirds if led by an ally with sight).

- **Charm**: Monster charm special attacks work similar to the *Charm Person* spell. Charmed characters cannot use any spells or magical items which require concentration. Charmed characters cannot make decisions, obeys the monster's commands (if understood), and cannot attack or harm the monster which charmed them in any way. The character tries to protect the monster as if they were a close friend or ally. If the monster is killed, the character is no longer charmed. *Dispel Magic* can also remove the effect.

- **Energy Drain**: Energy drain does not permit a saving throw. If a character is hit by an energy drain attack they lose one level of experience (monsters lose one hit dice). The character's experience point total is reduced to the mid-point of their new level, and they lose all the benefits of the lost level immediately, including hit points, spells, saving throws, attack values, etc. Level 1 characters who get hit by an energy drain die.

- **Paralysis**: Paralyzed creatures are awake and aware of what is going on around them but cannot move or do anything that requires movement, including speaking and spell-casting. Any attack against a paralyzed creature or character automatically hits. By default, paralysis lasts for 2d4 turns. *Cure Light Wounds* can remove the paralysis, but will not cure hit point damage if cast on a paralyzed creature.

- **Poison**: Poisonous attacks usually kill a character who fails a saving throw versus death. Optionally, the referee can choose for poisonous attacks to do 1d6 hit points of damage per monster hit die instead.

- **Petrification**: Some fantastical creatures can petrify opponents. If the victim fails a saving throw versus paralysis, then they turn to stone. All of the equipment carried on their person, including magical items, becomes part of the resulting stone statue.

MONSTER DESCRIPTIONS

Each monster entry has the following fields:

- **Armour Class** - the monster's AC.

- **Hit Dice** - the number of hit dice the monster has. Roll this many d8 to determine how many hit points the monster has.

- **Move** - shown as feet/turn first, then feet/round in combat.

- **Attacks** - what attack/s the monster can make in one round.

- **Damage** - how much damage is done by each of the monster's attacks.

- **No. Appearing** - how many of these monsters typically appear together in a given area of the dungeon. The second number listed shows how many appear in the lair of monsters of this type.

- **Save As** - the monster's saving throws are the same as characters of this class and level

- **Morale** - the suggested morale of the monster.

- **Treasure Type** - indicates the sort of treasure the monster is carrying/guarding (see Part 10). If there are two values, one in brackets and one not, the value in brackets is the treasure carried by an individual monster of this type, and the value out of brackets is the treasure in the monster's lair.

- **Alignment** - the monster's alignment.

- **XP** - indicates how many experience points a character gains for defeating this monster.

MONSTER LIST

Basilisk

Armour Class:	4	No. Appearing:	1d6 (1d6)
Hit Dice:	6+1**	Save As:	Fighter: 6
Move:	60' (20')	Morale:	9
Attacks:	1 bite + gaze	Treasure Type:	F
Damage:	1d10 + petrification	Alignment:	Neutral
XP:	950		

A basilisk is a reptilian monster that petrifies living creatures with a mere gaze. A basilisk usually has a dull brown body with a yellowish underbelly. Some specimens sport

a short, curved horn atop the nose. An adult basilisk's body grows to about 10 feet long. Basilisks often live in dense woods or dungeons. Any victim that either gazes directly at the basilisk or touches the basilisk is required to make a saving throw versus paralysis or they turn to stone. The only way a character may avoid meeting the basilisk's gaze when in combat is to look away or view the creature through a mirror. Looking away reduces attack rolls by −4 and gives the basilisk a +2 bonus, and attacking while viewing through a mirror has a penalty of −2. A character cannot use a shield as well as a mirror. A basilisk is not immune to its own gaze, and if it sees itself in a mirror (on a roll of 1 on 1d6 each round) it must succeed in a saving throw versus paralysis or it turns itself to stone.

Bat

	Normal Bat	Giant Bat
Armour Class:	6	6
Hit Dice:	1 hp	2
Move:	9' (3')	30' (10')
Fly:	120' (40')	180' (60')
Attacks:	Confusion	1 bite
Damage:	Nil	1d4
No. Appearing:	1d100 (1d100)	1d10 (1d10)
Save As:	Normal Person	Fighter: 1
Morale:	6	8
Treasure Type:	Nil	Nil
Alignment:	Neutral	Neutral
XP:	5	20

Bats live in sheltered caverns or abandoned buildings, and are nocturnal mammals with leathery wings. Their nocturnal lifestyle has made typical eyesight useless to them, but they are able to navigate with a refined use of sound, or echo location. For this reason, no spells or other influence that would normally blind an opponent will affect bats, but the spell *silence 15' radius* negates their ability to echolocate.

Bats, Normal: These bats are small and do not attack for significant damage. However, when in a group of 10 or more they are able to confuse by swarming around an opponent. When confused by a swarm of bats, an opponent makes all rolls to hit and all saving throws with a penalty of −2. No spell casting is possible. Normal bats are not particularly prone to fight, and as such they are susceptible to a morale check once each round. This does not apply to bats that are under another's control.

Bats, Giant: These bats are larger than normal bats and are fierce carnivores. About 95% of giant bats are of this normal variety, but the remaining portion are also vampiric and have a paralyzing bite that will cause paralysis if a saving throw versus paralyze is not rolled successfully. This paralysis lasts for 1d10 rounds. Unless otherwise distracted, a giant vampiric bat will feed on a paralyzed victim, dealing 1d4 hit points of damage per round. If the opponent is killed by this attack, they must succeed in a saving throw versus spells or they will rise again as a vampire one day after their death.

Bear

	Black Bear	Grizzly Bear
Armour Class:	6	6
Hit Dice:	4	5
Move:	120' (40')	120' (40')
Attacks:	2 claws/1 bite	2 claws/1 bite
Damage:	1d3/1d3/1d6	1d4/1d4/1d8
No. Appearing:	1d4 (1d4)	1 (1d4)
Save As:	Fighter: 2	Fighter: 2
Morale:	7	8
Treasure Type:	U	U
Alignment:	Neutral	Neutral
XP:	75	175

	Polar Bear	Cave Bear
Armour Class:	6	5
Hit Dice:	6	7
Move:	120' (40')	120' (40')
Attacks:	2 claws/1 bite	2 claws/1 bite
Damage:	1d6/1d6/1d10	1d8/1d8/2d6
No. Appearing:	1 (1d2)	1d2 (1d2)
Save As:	Fighter: 3	Fighter: 3
Morale:	8	9
Treasure Type:	U	V
Alignment:	Neutral	Neutral
XP:	275	450

Bears can live in many different climates, and are dangerous predators. They attack with both claws and a bite, and if both claws successfully strike in one round, the bear also squeezes the character in a powerful hug that does an additional 2d8 hit points of damage. All bears are omnivorous, but some kinds of bears prefer flesh more than other kinds.

Black Bear: A black bear averages 6 feet tall, has black fur, and eats a variety of fruits and other foliage more frequently than meat. Though they will give their lives in defence of their cubs, black bears do not usually engage in combat unless they are forced to.

Cave Bear: These immense prehistoric bears are 15 feet tall and are vicious hunters. They live in caves and caverns, and particularly savour humanoid flesh. They are able to follow wounded creatures by the smell of their blood.

Grizzly Bear: A grizzly bear may have red or brown fur, and in older individuals it may be silver-tipped. These large bears average 9 feet tall, and are more aggressive and interested in meat than black bears.

Polar Bear: These bears live in very cold climates, usually by the sea. They average about 11 feet tall and almost exclusively eat meat. They are adept at swimming and moving on ice and snow.

Beetle

	Giant Fire Beetle	Giant Oil Beetle	Giant Tiger Beetle
Armour Class:	4	4	3
Hit Dice:	1+2	2*	3+1
Move:	120' (40')	120' (40')	150' (50')
Attacks:	1 bite	1 bite + special	1 bite
Damage:	2d4	1d6 + special	2d6
No. Appearing:	1d8 (2d6)	1d8 (2d6)	1d6 (2d4)
Save As:	Fighter: 1	Fighter: 1	Fighter: 1
Morale:	7	8	9
Treasure Type:	Nil	Nil	U
Alignment:	Neutral	Neutral	Neutral
XP:	15	25	50

Fire Beetle: These subterranean, nocturnal beetles are about 2½′ long. The fire beetle is so named for the light-producing organs it exhibits on its head and abdomen. They produce light within a 10′ radius. Two of these organs are on the head, and one is on the abdomen. If removed from the corpse of the beetle they will continue to illuminate an area for 1d6 days.

Spitting Beetle: These 3′ long beetles have immense horn-like jaws that inflict damage, in addition to a toxic spray that can squirt an opponent within 5′ of the beetle. When the toxic fluid successfully strikes an opponent, it is extremely painful and causes chemical burns and blisters. This effect makes the opponent suffer a -2 penalty to hit rolls for 1 day, or until the spell cure light wounds is used. These beetles can be found above and below ground.

Carnivorous Beetle: These fierce carnivorous beetles have a carapace with markings resembling the hide of a tiger. Though they often hunt giant insects, they also attack and eat large mammals, including humanoids.

Black Pudding*

Armour Class:	6	No. Appearing:	1 (0)
Hit Dice:	10*	Save As:	Fighter: 5
Move:	60' (20')	Morale:	12
Attacks:	1	Treasure Type:	Nil
Damage:	3d8	Alignment:	Neutral
XP:	1600		

 This black gooey mass slithers about in dungeon corridors, eating anything in its path. It is 5d6 feet in diameter. It is capable of moving not just on the floor, but also on the wall and ceiling, and may compress itself through small fissures and under the cracks of doors. It digests through even metal and wood. A black pudding is only damaged by fire, but does take full damage from a flame tongue sword. If a black pudding is attacked with other weapons, it splits into more individuals of reduced mass. Every successful attack creates a smaller pudding that has 2 HD and deals 1d8 hit points of damage to opponents.

Bugbear

Armour Class:	5	No. Appearing:	2d4 (5d4)
Hit Dice:	3+1	Save As:	Fighter: 3
Move:	90' (30')	Morale:	9
Attacks:	1 weapon	Treasure Type:	B (P+Q)
Damage:	2d4 or by weapon + 1	Alignment:	Chaotic
XP:	75		

 These large, hairy cousins of goblins are quite strong, and receive a +1 to rolls to hit and to damage when they employ weapons. Despite their bulk, they are deceptively stealthy, and will surprise opponents on a roll of 1-3 on 1d6.

Carcass Crawler

Armour Class:	7	No. Appearing:	1d4 (1d4)
Hit Dice:	3+1*	Save As:	Fighter: 2
Move:	120' (40')	Morale:	9
Attacks:	8 tentacles	Treasure Type:	B
Damage:	Paralysis	Alignment:	Neutral
XP:	75		

The dreaded carcass crawler is 4′ tall and 9′ long, and resembles a giant fat grub with multifaceted eyes, small legs, and with a head bearing 2′ long insect-like feelers tipped with a poisonous stinger. This creature is rumoured to be a magical abomination created from a giant maggot. When the tentacles strike an opponent, they must succeed in a saving throw versus paralysis or become paralyzed for 2d4 turns. If not faced with more opponents, the carcass crawler will swallow the paralyzed character after 3 turns.

Cat, Great

	Mountain Lion	Panther	Lion
Armour Class:	6	4	6
Hit Dice:	3+2	4	5
Move:	150' (50')	210' (70')	150' (50')
Attacks:	2 claws/1 bite	2 claws/1 bite	2 claws/1 bite
Damage:	1d3/1d3/1d6	1d4/1d4/1d8	1d4+1/1d4+1/1d10
No. Appearing:	1d4 (1d4)	1d2 (1d6)	1d4 (1d8)
Save As:	Fighter: 2	Fighter: 2	Fighter: 3
Morale:	8	8	9
Treasure Type:	U	U	U
Alignment:	Neutral	Neutral	Neutral
XP:	50	75	175

	Tiger	Sabre-tooth Tiger
Armour Class:	6	6
Hit Dice:	6	8
Move:	150' (50')	150' (50')
Attacks:	2 claws/1 bite	2 claws/1 bite
Damage:	1d6/1d6/2d6	1d8/1d8/2d8
No. Appearing:	1 (1d4)	1d4 (1d4)
Save As:	Fighter: 3	Fighter: 4
Morale:	9	10
Treasure Type:	U	V
Alignment:	Neutral	Neutral
XP:	275	650

Large cats are some of the most efficient hunters. They kill only for food or in defence, and generally remain above ground in wilderness settings. Sometimes a large cat will taste the blood of humans, preferring to hunt people over any other prey. Large cats will always give chase if an opponent runs away.

Mountain Lion: These large cats are light brown and blend in well in their preferred habitat, which includes mountains and high grassy meadows. However, they may be found in nearly any habitat. These cats will occasionally be found in dungeon.

Panther: These fast-running predators are at home in grassy plains and wooded areas.

Lion: Lions are very social cats, and live in groups. They prefer hot climates, typically living on savannah.

Tiger: These large hunters are extremely stealthy, and in a wooded environment surprise opponents with a roll result of 1-4 on 1d6. These cats typically live in subtropical or cooler environments. Their striped hides provide cover when hunting prey.

Sabre-tooth Tiger: These prehistoric hunters are fearsome and immense. They have extremely large canine teeth, which make them particularly dangerous killers.

Centipede, Giant

Armour Class:	9	No. Appearing:	2d4 (1d8)
Hit Dice:	½* (1-4 hp)	Save As:	Normal Person
Move:	60' (20')	Morale:	7
Attacks:	1 bite	Treasure Type:	Nil
Damage:	Poison	Alignment:	Neutral
XP:	6		

These 1 foot long centipedes prefer dark, wet locations. Giant centipedes attack with a poisonous bite. No damage is inflicted by the bite, but anyone bitten is entitled to a saving throw versus death. Failure indicates that the victim is horribly sick for a period of 10 days, and can only move at 50% of normal movement. No other physical activity is possible.

Chimera

Armour Class:	4	No. Appearing:	1d2 (1d4)
Hit Dice:	9**	Save As:	Fighter: 9
Move:	120' (40')	Morale:	9
Fly:	180' (60')		
Attacks:	2 claws/3 heads + special	Treasure Type:	F
Damage:	1d3/1d3/ 2d4/2d4/ 3d4 + special	Alignment:	Chaotic
XP:	2300		

The chimera is a magical hybrid of lion, goat, and red dragon. It has a head of each of these creature types, including the wings of a dragon, the front portion of the body from a lion, and the rear portion from a goat. The lion head may attack with a bite, the goat head may gore with horns, and the dragon head can both bite and emit a fire breath attack that is a cone 50 foot long and 10 foot wide at its terminal end. This fire breath attack deals 3d6 hit points of damage, and a saving throw is allowed to reduce damage by half. Like ordinary dragons, the red dragon head can only use the breath attack 3 times per day, and it will use either a bite or the breath attack 50% of the time, until the breath attack runs out and it may only bite. The chimera may live in the wilderness, particularly hilly terrain, but also takes up residence in dungeons.

Cockatrice

Armour Class:	6	No. Appearing:	1d4 (2d8)
Hit Dice:	5**	Save As:	Fighter: 5
Move:	90' (30')	Morale:	7
Fly:	180' (60')		
Attacks:	1 beak + special	Treasure Type:	D
Damage:	1d6 + petrification	Alignment:	Neutral
XP:	425		

The cockatrice is a magical creature that has the body of a rooster, but the tail of a reptile. It is a small creature, about the size of a natural rooster, but has a powerful beak that inflicts 1d6 hit points of damage. If an opponent touches a cockatrice, or if the cockatrice successfully attacks/touches an opponent, the opponent must succeed in a saving throw versus paralysis or turn to stone. Cockatrices are ill-tempered creatures, and though they primarily eat small insects or rodents, they will engage larger animals, and characters, in combat with little provocation. They live in any climate, including dungeons.

Crocodile

	Normal Crocodile	Large Crocodile	Giant Crocodile
Armour Class:	5	3	1
Hit Dice:	2	6	15
Move:	90' (30')	90' (30')	90' (30')
Swim:	90' (30')	90' (30')	90' (30')
Attacks:	1 bite	1 bite	1 bite
Damage:	1d8	2d8	3d8
No. Appearing:	0 (1d8)	0 (1d4)	0 (1d3)
Save As:	Fighter: 1	Fighter: 3	Fighter: 8
Morale:	7	7	9
Treasure Type:	Nil	Nil	Nil
Alignment:	Neutral	Neutral	Neutral
XP:	35	275	1350

Crocodiles are aggressive reptiles, with fearsome bites. They breathe air, but are aquatic and usually remain submerged or within shallow water. They primarily hunt in water, and are attracted by movement or blood. Large crocodiles, on average, grow to a length of 20 feet. Giant crocodiles are big, prehistoric beasts that can reach a length of 50 feet.

Cyclops

Armour Class:	5	No. Appearing:	1 (1d4)
Hit Dice:	13*	Save As:	Fighter: 13
Move:	90' (30')	Morale:	9
Attacks:	1 club or hurl rocks	Treasure Type:	E + 5,000gp
Damage:	3d10 or 3d6	Alignment:	Chaotic
XP:	2300		

Cyclopes (plural of cyclops) average 20 feet tall, and are giant humanoids. They have one large eye centered on their face. They have reduced depth perception due to having only one eye and suffer a -2 penalty to attack rolls. They employ large clubs as weapons, but also throw rocks up to 200 feet (60′ short range, 130′ medium range, 200′ long range) for 3d6 hit points of damage. A few cyclopes (1 cyclops in 20) have the ability to issue a *curse* one time per week (reverse of *remove curse*). Cyclopes are loners, and generally live together in small numbers only on occasion for the purpose of breeding and the earliest stages of child rearing. They typically keep flocks of sheep, and often cultivate grapes. They live in caves amongst mountains and hills.

Doppelgänger

Armour Class:	5	No. Appearing:	1-6 (1-6)
Hit Dice:	4*	Save As:	Fighter: 8
Move:	90' (30')	Morale:	8
Attacks:	1	Treasure Type:	E
Damage:	1d12	Alignment:	Chaotic
XP:	125		

Doppelgängers are strange beings that are able to take on the shapes of those they encounter. They can imitate the shape of a humanoid up to 7′ tall. In its natural form, the creature is 5½′ tall and looks more or less humanoid, but slender and frail, with gangly limbs and half-formed features. The flesh is pale and hairless. Its large, bulging eyes are yellow with slitted pupils. A doppelgänger's appearance is deceiving even when it's in its true form. A doppelgänger is hardy, with a natural agility not in keeping with its frail appearance. Doppelgängers make excellent use of their natural mimicry to stage ambushes, bait traps, and infiltrate humanoid society. They will often try to kill the person they imitate, so to then attack a group by surprise. Doppelgängers revert to their natural forms when slain. They are immune to the effects of *charm* and *sleep* spells.

Dragon

	White Dragon	Black Dragon
Armour Class:	3	2
Hit Dice:	6**	7**
Move:	90' (30')	90' (30')
Fly:	240' (80')	240' (80')
Attacks:	2 claws/1 bite + breath	2 claws/1 bite + breath
Damage:	1d4/1d4/2d8	1d4+1/1d4+1/ 2d10
No. Appearing:	1d4 (1d4)	1d4 (1d4)
Save As:	Fighter: 6	Fighter: 7
Morale:	8	8
Treasure Type:	H	H
Alignment:	Neutral	Chaotic
XP:	725	1250

Dragons are ancient, highly intelligent, treasure loving, and dangerous. They are a very old race of intelligent reptiles, which reproduce by laying eggs. They are completely carnivorous, and each race of dragon employs a particular kind of breath weapon attack (see Table 21). The races of dragons are identified by their predominant hide colour, preferred climate, and alignment. Dragons are a long-lived race, and individuals can live for over a hundred thousand years.

	Green Dragon	Blue Dragon
Armour Class:	1	0
Hit Dice:	8**	9**
Move:	90' (30')	90' (30')
Fly:	240' (80')	240' (80')
Attacks:	2 claws/1 bite + breath	2 claws/1 bite + breath
Damage:	1d6/1d6/3d8	1d6+1/1d6+1/ 3d10
No. Appearing:	1d4 (1d4)	1d4 (1d4)
Save As:	Fighter: 8	Fighter: 9
Morale:	9	9
Treasure Type:	H	H
Alignment:	Chaotic	Neutral
XP:	1750	2300

Because of their long history, dragons seldom take notice of the lesser insignificant intelligent races, and view them as primitive upstarts. Nonetheless, dragons are extremely intelligent and value their own lives. To this end, dragons will bargain and even surrender to characters to save their lives or otherwise richly benefit. Dragons have immense egos, and even the most evil dragon may stop to listen to the pleas or praise of a soon to be lunch. Dragons of differing alignment will interact with other intelligent creatures in different ways. Neutral dragons may or may not converse with characters, depending on the circumstances. Lawful dragons are more likely to aid a good party or a party on a noble mission. Chaotic dragons will likely attempt to destroy a party on sight, unless there is something to be gained by exercising restraint.

	Red Dragon	Gold Dragon
Armour Class:	−1	−2
Hit Dice:	10**	11**
Move:	90' (30')	90' (30')
Fly:	240' (80')	240' (80')
Attacks:	2 claws/1 bite + breath	2 claws/1 bite + breath
Damage:	1d8/1d8/4d8	2d4/2d4/6d6
No. Appearing:	1d4 (1d4)	1d4 (1d4)
Save As:	Fighter: 10	Fighter: 11
Morale:	10	10
Treasure Type:	H	H
Alignment:	Chaotic	Lawful
XP:	2300	2700
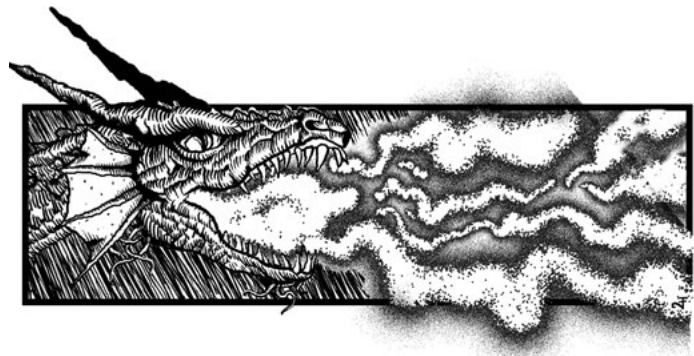
Dragon Breath Weapons: Dragons are able to produce a powerful attack with a breath weapon. Dragons' breath attacks deal a number of hit points damage equal to their total number of hit points when the attack occurs (not necessarily their maximum hit points). The classic breath attack is the fire from a "fire-breathing dragon," but different dragons breathe different kinds of effects. All breath weapons are usable 3 times per day. Unless the situation prevents it, dragons will tend to use their breath weapon as their initial attack when confronted with combat. Dragons will use their breath weapons about 50% of the time on all subsequent rounds of combat, and if the breath weapon is not employed they will attack with two claws and a bite attack.

A dragon's breath attack can have one of three potential shapes, cloud shaped, cone shaped, and linear. All cloud-shaped breath effects occupy an area that is 20′ high, 50′ long, and 40′ wide. Cone-shaped effects begin with a width of 2′, and spread out in a cone shape to a variable maximum length, but the terminal end of a cone is always 30′ wide. Linear breath attacks have the same 5′ width for their entire lengths (100′).

All creatures that find themselves the victims of a breath attack may attempt a saving throw versus Breath. Success indicates that only half of the normal hit point damage is done. Dragons are immune to the effects of their own breath attack, as well as the same kind of breath attack from other dragons. They are further immune to ordinary instances of a similar nature to their attack. For instance, a gold dragon is immune to all ordinary fire and the fire breath of all other dragons. However, dragons will sustain half damage from magical based attacks that are similar to the nature of their breath attacks. A blue dragon, for instance, will not suffer damage from a natural lightning

Table 21: Additional Dragon Information

Colour	Habitat	Breath Weapon	Breath Shape	Range (L×W)	Talks	Asleep	Spells
White	Cold	Cold	Cone	$80' \times 50'$	10%	30%	3 lvl 1
Black	Swamp	Acid	Line	$60' \times 5'$	20%	40%	4 lvl 1
Green	Forest	Chlorine Gas	Cloud	$50' \times 40'$	30%	30%	3 lvl 1, 3 lvl 2
Blue	Desert	Lightning	Line	$100' \times 5'$	40%	20%	4 lvl 1, 4 lvl 2
Red	Mountains	Fire	Cone	$90' \times 30'$	50%	10%	3 lvl 1, 3 lvl 2, 3 lvl 3
Gold	Anywhere	Fire	Cone	$90' \times 30'$	100%	5%	4 lvl 1, 4 lvl 2, 4 lvl 3
		Gas	Cloud	$50' \times 40'$			

strike, but will suffer half damage from the spell *lightning bolt.*

Let Sleeping Dragons Lie: When a dragon is encountered in its lair, or otherwise in a location on the ground, there is a chance that the dragon will be asleep when stumbled across. Dragons are an ancient, long-lived race, and as such they operate on a different schedule than humanoids. Dragons may sleep in a safe location for days and weeks if left undisturbed. The percentage chance that a dragon will be asleep when found is provided on Table 21. For one round, opponents may attack a sleeping dragon and receive a bonus of +2 to all attack rolls. The dragon will be roused this round regardless of whether attacks actually make contact, and combat will progress on the second round as normal. Or, more accurately, with the dragon's full fury.

Dragon Speech Capability: The more powerful the dragon type, the greater probability that any given member of that type has the capability to speak. All dragons that can speak know common, dragon, and their alignment language. They may also cast magic-user spells. Refer to Table 21 for the probability of speech and the spells available to dragons.

Dragon Surrender: Sometimes opponents seek to subdue dragons, so that they may be enslaved or bargained with. Any characters that wish to subdue a dragon must announce that they are attacking without intent to kill. All hand weapons with a blade may be employed to deal blunt blows with the flat of the blade. Combat and damage are calculated normally, noting how much damage is "subdue" damage. When a dragon reaches "0" hit points due to subdue damage, it is knocked unconscious and will surrender to the characters for the time being. Note that a dragon will always wish for its freedom, and unless restrained or otherwise under dire threat a dragon will make every effort to escape when the chance presents itself. Characters must choose to attempt to gain a service from a dragon, or sell it to a buyer if one can be found. As a general rule, a dragon may be sold, at most, for a number of gold pieces equal to $1{,}000 \times$ the dragon's maximum hit points.

Dragon Age, Hit Dice, and Treasure: The qualities presented for dragons assume that the dragon is a mature adult. However, the hit dice should be adjusted + or - 3 hit dice if the dragon is old or young, respectively. Older dragons are not only more powerful, but since they are older they have likely accumulated a larger treasure hoard. Old dragons may have up to twice the amount of listed treasure,

while young dragons may only have about half of the listed treasure.

Gold Dragons: Gold dragons are the most powerful of the dragon types, and require special note. They are able to breathe chlorine gas as a green dragon and fire as a red dragon, but can nonetheless use a breath attack only 3 times per day. In addition, all gold dragons are able to polymorph themselves into any animal or humanoid form.

Elemental*

	Lesser Air Elemental	Air Elemental	Greater Air Elemental
Armour Class:	2	0	−2
Hit Dice:	8	12	16
Move:	Fly 360' (120')	Fly 360' (120')	Fly 360' (120')
Attacks:	whirlwind	whirlwind	whirlwind
Damage:	1d8	2d8	3d8
No. Appearing:	1 (0)	1 (0)	1 (0)
Save As:	Fighter: 8	Fighter: 12	Fighter: 16
Morale:	10	10	10
Treasure Type:	Nil	Nil	Nil
Alignment:	Neutral	Neutral	Neutral
XP:	650	1100	1350

Elementals are living beings made up of one of the four primary elements. Elementals will leave when dispelled, destroyed, or ordered to by the summoner. They may be summoned in three different ways, and any time an elemental is summoned the summoner must concentrate completely. If the summoner stops concentrating or loses concentration due to being struck or taking other actions, the elemental will attack them and anyone in-between it and the summoner.

There are three different power levels of elementals, and the type present will be determined by the means used to summon them. Any elemental summoned with a staff is the weakest of the three, and can be considered to be lesser elementals. Elementals summoned with other magic items or devices are the normal type of elemental. Elementals conjured by a 5th level magic user spell are the most powerful type, greater elementals.

Only magic and magical weapons can harm elementals.

Air Elementals: For every hit die possessed by an air elemental, it will have a diameter of ½′ and be 2′ high. For instance, an air elemental summoned by a spell would be 32′ high and have a diameter of 8′. Their appearance is that of a twirling air mass. If a being of fewer than 2 HD is caught in the twirling mass, it is carried away, barring a successful saving throw versus death. Any aerial victim will suffer an extra 1d8 hit points of damage from an air elemental.

	Lesser Earth Elemental	Earth Elemental	Greater Earth Elemental
Armour Class:	2	0	−2
Hit Dice:	8	12	16
Move:	60' (20')	60' (20')	60' (20')
Attacks:	fists	fists	fists
Damage:	1d8	2d8	3d8
No. Appearing:	1 (0)	1 (0)	1 (0)
Save As:	Fighter: 8	Fighter: 12	Fighter: 16
Morale:	10	10	10
Treasure Type:	Nil	Nil	Nil
Alignment:	Neutral	Neutral	Neutral
XP:	650	1100	1350

Earth Elementals: For every hit die possessed by an earth elemental, it will be 1′ high. For instance, an earth elemental summoned by a spell would be 16′ high. Their appearance is that of a giant humanoid made of earth. Any victim standing on the ground will suffer an extra 1d8 hit points of damage from earth elementals. Earth elementals are unable to move through water that has a width greater than an elemental's height.

	Lesser Fire Elemental	Fire Elemental	Greater Fire Elemental
Armour Class:	2	0	−2
Hit Dice:	8	12	16
Move:	120' (40')	120' (40')	120' (40')
Attacks:	flame	flame	flame
Damage:	1d8	2d8	3d8
No. Appearing:	1 (0)	1 (0)	1 (0)
Save As:	Fighter: 8	Fighter: 12	Fighter: 16
Morale:	10	10	10
Treasure Type:	Nil	Nil	Nil
Alignment:	Neutral	Neutral	Neutral
XP:	650	1100	1350

Fire Elementals: For every hit die possessed by a fire elemental, it will have a diameter of 1′ and be 1′ high. For

instance, a fire elemental summoned by a spell would be 16′ high and have a 16′ diameter. Their appearance is that of a giant pillar of flame. Any victim that uses cold-based attacks will suffer an extra 1d8 hit points of damage from fire elementals. Fire elementals are unable to move through water that has a width greater than an elemental's diameter.

	Lesser Water Elemental	Water Elemental	Greater Water Elemental
Armour Class:	2	0	−2
Hit Dice:	8	12	16
Move:	60' (20')	60' (20')	60' (20')
Swim:	180' (60')	180' (60')	180' (60')
Attacks:	wave	wave	wave
Damage:	1d8	2d8	3d8
No. Appearing:	1 (0)	1 (0)	1 (1)
Save As:	Fighter: 8	Fighter: 12	Fighter: 16
Morale:	10	10	10
Treasure Type:	Nil	Nil	Nil
Alignment:	Neutral	Neutral	Neutral
XP:	650	1100	1350

Water Elementals: For every hit die possessed by a water elemental, it will have a diameter of 2′ and be ½′ high. For instance, a water elemental summoned by a spell would be 8′ high and have a 32′ diameter. Their appearance is that of a large mass of watery waves. Any victim that is standing in, or submerged in, water suffers an extra 1d8 hit points of damage from water elementals. Water elementals may not be further than 60′ from a source of water.

Gargoyle*

Armour Class:	5	No. Appearing:	1d6 (2d4)
Hit Dice:	4**	Save As:	Fighter: 8
Move:	90' (30')	Morale:	11
Fly:	150' (50')		
Attacks:	2 claws/1 bite/1 horn	Treasure Type:	C
Damage:	1d3/1d3/ 1d6/1d4	Alignment:	Chaotic
XP:	175		

Gargoyles are demonic-appearing beasts that are magical in nature, and may only be harmed by enchanted weapons or magic. They have large bat-like wings, horns, fangs, fearsome claws, and skin the colour of stone. Although they are not greatly intelligent, they make up for this with the sly nature of efficient predators.

Gelatinous Cube

Armour Class:	8	No. Appearing:	1 (0)
Hit Dice:	4*	Save As:	Fighter: 2
Move:	60' (20')	Morale:	12
Attacks:	1	Treasure Type:	V
Damage:	2d4 + special	Alignment:	Neutral
XP:	125		

The nearly transparent gelatinous cube travels slowly along dungeon corridors and cave floors, absorbing carrion, creatures, and trash. Inorganic material remains trapped and visible inside the cube's body. A typical gelatinous cube is 10 feet on each side, though much larger specimens are not unknown. The translucent appearance of the gelatinous cube makes characters surprised on a surprise check roll of 1-4 on 1d6. A gelatinous cube attacks by slamming its body into its prey to engulf foes. This attack deals 2d4 hit points of damage, and an opponent must succeed in a saving throw versus paralyze or become paralyzed for 2d4 turns. The spell *cure light wounds* causes a character to regain movement, but this use does not heal hit points with the same casting. Subsequent attacks against a paralyzed foe always hit. Gelatinous cubes are immune to the effects of lightning and cold-based attacks. They take normal damage from weapons and fire-based attacks.

Ghoul

Armour Class:	6	No. Appearing:	1d6 (2d8)
Hit Dice:	2*	Save As:	Fighter: 2
Move:	90' (30')	Morale:	9
Attacks:	2 claws/1 bite	Treasure Type:	B
Damage:	1d3/1d3/ 1d3 + special	Alignment:	Chaotic
XP:	25		

Formerly human, but now flesh-eating undead mockeries of their former existence, ghouls are fearsome enemies of all things living. Ghouls attack with claws and a vile bite. Any successful attack requires the opponent to attempt a saving throw versus paralysis, or become paralyzed for 2d4 turns. Elves are immune to the paralysis of ghouls, and the paralysis cannot take effect on humanoids larger than ogres. Ghouls will attempt to paralyze all members of a group, so that they can feast on their helpless bodies at leisure.

Giant

	Hill Giant	Stone Giant	Frost Giant
Armour Class:	4	4	4
Hit Dice:	8	9	10+1*
Move:	120' (40')	120' (40')	120' (40')
Attacks:	1	1	1
Damage:	2d8	3d6	4d6
No. Appearing:	1d4 (2d4)	1d2 (1d6)	1d2 (1d4)
Save As:	Fighter: 8	Fighter: 9	Fighter: 10
Morale:	8	9	9
Treasure Type:	E + 5,000gp	E + 5,000gp	E + 5,000gp
Alignment:	Chaotic	Neutral	Chaotic
XP:	650	900	1600

	Fire Giant	Cloud Giant	Storm Giant
Armour Class:	4	4	2
Hit Dice:	11+2*	13*	15**
Move:	120' (40')	120' (40')	150' (50')
Attacks:	1	1	1+special
Damage:	5d6	6d6	8d6+special
No. Appearing:	1d2 (1d3)	1d2 (1d3)	1 (1d3)
Save As:	Fighter: 11	Fighter: 12	Fighter: 15
Morale:	9	10	10
Treasure Type:	E + 5,000gp	E + 5,000gp	E + 5,000gp
Alignment:	Chaotic	Neutral	Lawful
XP:	1900	2300	3250

Hill Giant: In many ways hill giants resemble larger ogres, including having eyes rimmed with red and often wielding some bludgeoning weapon or a spear. They have skin of rust brown or tan, with similarly coloured rust or black hair. They dress in animal skins and are 12 feet tall. Hill giants enjoy pillaging human villages.

Stone Giant: Stone giants are partially named for their stone-like complexions and iron coloured eyes. Their hair is also dark-stone coloured, sometimes with hints of blue. They are 14' tall. Whereas hill giants often use wooden clubs, stone giants prefer stone clubs and wear skins the colour of stone. Stone giants can throw rocks to inflict 3d6 damage to a range of 300'. They keep guards (50% chance), which are typically bears (1d4 in number).

Frost Giant: Frost giants have the overall appearance of giant, 18' tall muscled barbarians. They have pale yellow or blue eyes, with white hair that can likewise be tinged with yellow or blue. Frost giants get their name for their love of the cold. They often live within frosty caverns, but have the propensity to take up residence in castles, as do some of their other giant kin. This love of the cold is reflected in the fact that frost giants are completely immune to ill effects from cold, including the bone-chilling breath of white dragons! Frost giants can throw rocks to inflict 3d6 damage to a range of 200'. They keep guards, which are usually (1-8 on 1d10) 6d6 wolves, or sometimes (9-10 on 1d10) 3d6 polar bears.

Fire Giant: Fire giants' hair is the red and orange colour of flames, and their skin is soot black. Their teeth are flame orange, and their eyes red. They are 16' tall. They commonly wear armour on their broad shoulders. This armour is usually brass, bronze, copper, or sometimes made from the skin of red dragons. Fire giants live in castles or large structures made of stone or dense fire-hardened earth. Like most giants, fire giants delight in throwing rocks at enemies. They can hit a target from a distance of 200' to inflict 3d6 hit points of damage. When not throwing rocks, fire giants wield large swords. Fire giants are immune to fire-based attacks, including the fire breath of a red dragon. They keep guards, which are usually (1-8 on 1d10) 3d6 hellhounds, or sometimes (9-10 on 1d10) 1d3 hydras.

Cloud Giant: Cloud giants often dress in flowing clothing and fancy jewellery. They have bronze to white hair, with skin in tones of blue ranging from nearly white to cold, light blue. They are 20' tall. Cloud giants usually live in giant castles at high elevations. When not high up in the mountains, their castles exist on clouds given substance by magic. Their strong olfactory sense and sharp eyesight make them surprised on a roll of 1 on 1d6. Cloud giants keep various guards, and if the giants are living on clouds the guards will be giant hawks (3d6 in number). If living in castles on mountains, the guards will be dire wolves (6d6 in number). Although they often wield clubs, all cloud giants can throw rocks to inflict 3d6 damage to a range of 200'.

Storm Giant: There are two typical appearances of storm giants, which are related to their preference for environment. Those who choose to live under water are often of green hair, eyes and skin, while those above water have purple skin, eyes either purple or cloud grey, and blue-tinted black hair. Both kinds are 22' tall. Storm giants are the most formidable of all giants. They live in remote locations; about 60% of the time they live on clouds like their cloud giant cousins, and 30% of the time in the mountains like their stone giant relatives. Somewhat more rarely, 10% of the time storm giants choose to live underwater. In all cases, they live in immense, luxurious castles. Like most other giants, storm giants keep guards, and if living above water will have 2d4 griffons. However, storm giants who have their castle abodes under water will instead have giant crabs (3d6 in number). Storm giants have the ability to summon thunderstorms that will arrive after 1 turn. In the presence of a thunderstorm, a storm giant is able to cast a lightning bolt 1 time per 5 rounds. The hit point damage inflicted is equal to the storm giant's current hit point total, and a saving throw versus spells can reduce this damage by 50%. Storm giants are immune to all forms of lightning, even the lightning breath attack of blue dragons.

Gnoll

Armour Class:	5	No. Appearing:	1d6 (3d6)
Hit Dice:	2	Save As:	Fighter: 2
Move:	90' (30')	Morale:	8
Attacks:	1 weapon	Treasure Type:	(P)D
Damage:	2d4 or by weapon + 1	Alignment:	Chaotic
XP:	20		

Gnolls are hyena-headed, chaotic humanoids that wander in loose tribes. Most gnolls have dirty yellow or reddish-brown fur. A gnoll is a nocturnal carnivore, preferring intelligent creatures for food because they scream more, though gnolls themselves are not particularly intelligent. In any group of 20 gnolls, there is a leader who has 16 hit points and is considered to have 3 HD for attack purposes.

Gnome

Armour Class:	5	No. Appearing:	1d8 (5d8)
Hit Dice:	1	Save As:	Dwarf: 1
Move:	60' (20')	Morale:	8 (10)
Attacks:	1 weapon	Treasure Type:	(P)C
Damage:	1d6 or by weapon	Alignment:	Any
XP:	10		

Gnomes stand 3′ to 3½′ tall and are slighter of build than dwarves. Their skin colour ranges from dark tan to woody brown, their hair is fair, noses large, and their eyes can be any shade of blue. Gnome males prefer long beards. Gnomes generally wear leather or earth tones, though they decorate their clothes with intricate stitching or fine jewellery. These cousins to dwarves share many of their likes, and often live in vast mines looking for precious metals and gems. Their tendency to underground life has granted them extended infravision to 90′. They have a fondness for contraptions, and often employ crossbows and fight hand-to-hand with war hammers. Gnomes have a particular hatred for kobolds, but are none too fond of goblins. Dwarves, however, are treated as welcome relatives.

In any group of 20 gnomes there is a leader who has 11 hit points. This leader attacks with an attack value of a monster with 2 HD. Gnomes are ruled by a grand chief, who is considered as a monster of 4 HD, and has 18 hit points. A grand chief is a particularly strong gnome, and receives a +1 bonus to all damage dealt. These chiefs have a small contingent of 1d6 bodyguards, who are considered to attack as monsters of 3 HD and each has 1d4 +9 hit points. When in the presence of the grand chief, all gnomes have an effective morale of 10.

Goblin

Armour Class:	6	No. Appearing:	2d8 (6d10)
Hit Dice:	1−1	Save As:	Normal Person
Move:	60' (20')	Morale:	7 (9)
Attacks:	1 weapon	Treasure Type:	(R)C
Damage:	1d6 or by weapon	Alignment:	Chaotic
XP:	5		

A goblin stands 3′ to 3½′ tall. Its eyes are usually dull and glazed, varying in colour from red to yellow. Their eyes sometimes flicker red in the dark. A goblin's skin colour ranges from yellow through any shade of orange to a deep red; usually all members of a single tribe are about the same colour. Goblins wear clothing of dark leather, tending toward drab, soiled-looking colours. They spend most of their days underground, and as such suffer a -1 penalty to all attack rolls when in full sunlight. They have a longer range of infravision, to 90′. Goblins are archenemies of dwarves, who they hate above all other humanoids.

Goblins often use dire wolves as mounts, and 25% of their number will be mounted 20% of the time. A goblin king is an exceptional goblin, who attacks like a monster of 3 HD, and all damage dealt receives a bonus of +1. A goblin king is always accompanied by a loyal bodyguard, totalling 2d6 individuals. The bodyguards each have 2d6 hit points, and attack as monsters with 2 HD. All goblins in the presence of the goblin king have a morale score of 9.

Golem*

	Wood Golem	Bone Golem
Armour Class:	7	2
Hit Dice:	2+2*	6*
Move:	120' (40')	120' (40')
Attacks:	1 fist	4 weapons
Damage:	1d8	1d8×4 or by weapons
No. Appearing:	1 (1)	1 (1)
Save As:	Fighter: 1	Fighter: 4
Morale:	12	12
Treasure Type:	Nil	Nil
Alignment:	Neutral	Neutral
XP:	35	500

	Amber Golem	Bronze Golem
Armour Class:	6	0
Hit Dice:	10*	20**
Move:	180' (60')	240' (80')
Attacks:	2 claws/1 bite	1 fist+special
Damage:	2d6/2d6/2d10	3d10 + special
No. Appearing:	1 (1)	1 (1)
Save As:	Fighter: 5	Fighter: 10
Morale:	12	12
Treasure Type:	Nil	Nil
Alignment:	Neutral	Neutral
XP:	1600	4300

  Golems are magically created automatons of great power. Constructing one involves the employment of mighty magic. As such, they are created by exceptionally powerful clerics and magic-users. The examples provided here are just a few of the possible kinds. The referee may design new forms using the examples as guidelines. All golems are unaffected by ordinary weapons. In addition, golems have no true intelligence, and are thus unaffected by *hold*, *charm*, or *sleep* spells. Since they are not truly alive, they are unaffected by poison or gases.

Wood Golem: Wood golems are about the size of halflings, and are shaped from wood. They are clumsy and suffer -1 to initiative. These golems are particularly susceptible to fire-based attacks, and make saving throws with a penalty of -2. In addition, for fire-based attacks they take 1 more point of damage per damage die rolled.

Bone Golem: Though they may be mistaken for undead, these human-sized constructs of bones are animated golems. These golems are usually given four arms, and each may wield a weapon to attack every round. They may direct attacks at up to two opponents each round. In addition to ordinary immunities enjoyed by golems, bone golems are unaffected by electrical, fire, or cold-based attacks.

Amber Golem: These golems are made of petrified tree sap, and this golden stone is commonly formed into the shape of dire wolves or large cats. They have the ability to detect invisibility to a range of 60′, and are able to track any being.

Bronze Golem: These giant humanoids are made of bronze, and have molten metal inside them. Powerful fists deal 3d10 hp damage. The touch of a bronze golem inflicts 1d10 hp damage, from intense heat. When a bladed weapon strikes this golem, the attacker suffers 2d6 hp of damage as some of the molten metal inside it gushes forth. A saving throw versus death can be made to avoid this damage entirely.

Gorgon

Armour Class:	2	No. Appearing:	1d2 (1d4)
Hit Dice:	8*	Save As:	Fighter: 8
Move:	120' (40')	Morale:	8
Attacks:	1 gore or breath	Treasure Type:	E
Damage:	2d6 or petrifaction	Alignment:	Chaotic
XP:	1200		

The gorgon resembles a large bull with red scales. A typical gorgon stands over 6 feet tall at the shoulder and measures 8 feet from snout to tail. It weighs about 4,000 pounds. Gorgons are nothing if not aggressive. They attack opponents on sight, attempting to gore or petrify them. If a gorgon gets a running start to charge it may gore with its horns for double damage. Gorgons have a breath attack that is a gas cloud 10 feet wide and 60 feet long. Any creature caught in this cloud must succeed in a saving throw versus paralysis or turn to stone. A gorgon is unaffected by its own breath attack. Gorgons live on hills and prairies.

Grey Ooze

Armour Class:	8	No. Appearing:	1d4 (1d4)
Hit Dice:	3*	Save As:	Fighter: 2
Move:	10' (3')	Morale:	12
Attacks:	1	Treasure Type:	Nil
Damage:	2d8	Alignment:	Neutral
XP:	50		

  Grey ooze can grow to a diameter of up to 10 feet, and a thickness of about 6 inches. It resembles damp stone so closely that it can be mistaken for that easily. A grey ooze strikes like a snake, slamming opponents with its body. A successful strike to an unarmoured being deals 2d8 hit points of damage from the acidic slime that covers it. If an opponent is armoured, whether the armour is magical or non-magical, it is destroyed 1 turn after a successful hit from the ooze, as the acid eats through it viciously. In either case, the ooze clings to an opponent and once armour is no longer a barrier the resilient acid continues to deal 2d8 hit points of damage every round until it can be neutralized. Grey ooze is immune to the effects of fire-based and cold-based attacks. They take normal damage from lightning and weapons.

Green Slime*

Armour Class:	All attacks hit	No. Appearing:	1 (0)
Hit Dice:	2**	Save As:	Fighter: 1
Move:	3' (1')	Morale:	12
Attacks:	1	Treasure Type:	(P+S) B
Damage:	Special	Alignment:	Neutral
XP:	30		

This animate, viscous green slime feeds on plants, animals, and metals, including weapons and armour, but does not digest stone. Green slime senses movements through subtle vibrations, and will drop from high places onto victims to feed, or will cling to an opponent who steps on it. Once

covering a victim, green slime will digest all clothing and armour in 6 rounds. The slime feeds so quickly that after this period, in only 1d4 rounds after contact with the bare skin of its victim, the slime will completely digest it, creating more slime in its place. No magical revival is possible for a victim as nothing material of the victim remains. Green slime is impervious to most attacks, but is susceptible to fire. The slime clings in such a way to make scraping it off ineffective. Note that if green slime is burned while it is on a character, the damage from the fire is divided evenly between the slime and the character. Green slime is killed instantly by a *cure disease* spell.

Harpy

Armour Class:	7	No. Appearing:	1d6 (2d4)
Hit Dice:	3*	Save As:	Fighter: 3
Move:	60' (20')	Morale:	7
Fly:	150' (50')		
Attacks:	2 claws/1 weapon + charm	Treasure Type:	C
Damage:	1d4/1d4/ 1d6	Alignment:	Chaotic
XP:	50		

From the waist up these monsters resemble unsightly women, and they have the legs and wings of giant eagles. Harpies like to entrance hapless travellers with their magical songs and lead them to unspeakable torments. If a character hears this magical song, a saving throw versus spells may be attempted, and failure indicates the victim has been charmed. A successful saving throw grants the character immunity to the effects of the song for the rest of the encounter. Any being under the charm of a harpy will attempt to move close to them, and will not make any attacks. Only when a harpy has finished playing with its new "toys" will it release them from suffering by killing and consuming them. Harpies have an innate magic resistance, and a +2 saving throw bonus on all save rolls.

Hellhound

Armour Class:	4	No. Appearing:	2d4 (2d4)
Hit Dice:	3-7**	Save As:	Fighter: 3-7
Move:	120' (40')	Morale:	9
Attacks:	bite or breath	Treasure Type:	C
Damage:	1d6 or special	Alignment:	Chaotic
XP:	65, 175, 425, 725, or 1250		

Hellhounds are sly and intelligent. They are roughly the size of dire wolves, with red to red-brown fur. They are immune to the effects of all non-magical fire. These demonic hounds favour hot environments, and may be found around volcanic activity, or with other creatures that prefer hot environments. They commonly take up residence in dungeons. Hellhounds will bite 67% of the time for 1d6 hit points damage, or breath fire 33% of the time. The fire breath attack deals 1d6 hit points of damage per hit die

the attacking hell hound possesses. A successful saving throw versus breath attack reduces the damage by half. Hell hounds will save as Fighters equal in level to their hit die. They have an imperfect ability to detect invisibility to a range of 60', with a 75% probability of detection.

Hobgoblin

Armour Class:	6	No. Appearing:	1d6 (4d6)
Hit Dice:	1+1	Save As:	Fighter: 1
Move:	90' (30')	Morale:	8 (10)
Attacks:	1 weapon	Treasure Type:	(Q)D
Damage:	1d8 or by weapon	Alignment:	Chaotic
XP:	15		

Hobgoblins are larger cousins of goblins. Hobgoblins' hair colour ranges from dark reddish-brown to dark grey. They have dark orange or red-orange skin. Hobgoblins' eyes are yellowish or dark brown, while their teeth are yellow. Their garments tend to be brightly coloured, often blood red with black-dyed leather. Their weaponry is kept polished and in good repair. Hobgoblins tend to reside below ground, but often live or venture to the surface, and suffer no penalties to daylight like their smaller cousins. A hobgoblin king is an exceptional hobgoblin, with 22 hp and he attacks like a monster of 5 HD. All damage dealt receives a bonus of +2. A hobgoblin king is always accompanied by a loyal bodyguard, totalling 1d4 individuals. The bodyguards each have 3d6 hit points, and attack as monsters with 4 HD. All hobgoblins in the presence of the hobgoblin king have a morale score of 10.

Hydra

Armour Class:	5	No. Appearing:	1 (1)
Hit Dice:	5-12	Save As:	Fighter: 5-12
Move:	120' (40')	Morale:	11
Attacks:	5-12 heads	Treasure Type:	B
Damage:	1d10 each	Alignment:	Neutral
XP:	175, 275, 450, 650, 900, or 1,100		

Hydras are reptile-like monsters with 1d8+4 heads. A hydra is grey-brown to dark brown, with a light yellow or tan underbelly. The eyes are amber and the teeth are yellow-white. It is about 20 feet long and weighs about 4,000 pounds. Hydras have a number of hit die equal to their number of heads. They have maximum hit points for their hit die. Each head attempts to bite an opponent in a round, so the number of attacks a hydra has each round is equal to the number of heads it has. When a hydra has suffered 8 hit points of damage, 1 head becomes useless. For each additional 8 hp damage, another head becomes useless, until all heads have been destroyed and the hydra dies. Hydras save as a Fighter equal in level to the hydra's HD number.

Invisible Stalker

Armour Class:	3	No. Appearing:	1 (1)
Hit Dice:	8*	Save As:	Fighter: 8
Move:	120' (40')	Morale:	12
Attacks:	1	Treasure Type:	Nil
Damage:	4d4	Alignment:	Neutral
XP:	1200		

Invisible stalkers are creatures of magic from another plane of existence. They sometimes serve magic-users, who summon them with a special spell to perform specific tasks. A summoned invisible stalker undertakes whatever task the summoner commands, even if the task sends it hundreds or thousands of miles away. The creature follows a command until the task is completed and obeys only the summoner. However, it resents protracted missions or complex tasks and seeks to pervert its instructions accordingly. Invisible stalkers may be dispelled, and return to their home plane. Creatures that cannot detect invisible are surprised by an invisible stalker on a surprise check result of 1-5 on 1d6.

Kobold

Armour Class:	7	No. Appearing:	4d4 (6d10)
Hit Dice:	½ (1-4 hp)	Save As:	Normal Person
Move:	60' (20')	Morale:	6 (8)
Attacks:	1 weapon	Treasure Type:	P (J)
Damage:	1d4 or by weapon−1	Alignment:	Chaotic
XP:	5		

Kobolds are short, dog-like humanoids with cowardly and sadistic tendencies. A kobold's scaly skin ranges from dark rusty brown to a rusty black colour. It has glowing red eyes. Kobolds wear ragged clothing, favouring red and orange. A kobold is 2 to 2½' tall. Kobolds live exclusively underground, and have an extended infravision to 90'. A kobold chief is an exceptional kobold, who attacks like a monster of 2 HD with 9 hit points. A kobold chief is always accompanied by a loyal bodyguard, totalling 1d6 individuals. Each bodyguard has 6 hit points, and attack as monsters with 1 + 1 HD. All kobolds in the presence of the kobold chief have a morale score of 8.

Leech, Giant

Armour Class:	7	No. Appearing:	0 (1d4)
Hit Dice:	6	Save As:	Fighter: 3
Move:	90' (30')	Morale:	10
Attacks:	blood suck	Treasure Type:	Nil
Damage:	1d6 + blood drain	Alignment:	Neutral
XP:	275		

Giant leeches are 4' long, brown, and slimy. They live in marshy terrain and other bodies of stagnant water. When a giant leech hits in combat, it latches on to a victim with its round barbed mouth, and drinks 1d6 hit points of blood from the victim each round. Once attached, a giant leech will only release a victim if the victim dies or the leech itself is killed.

Lizard Man

Armour Class:	5	No. Appearing:	2d4 (6d6)
Hit Dice:	2+1	Save As:	Fighter: 2
Move:	60' (20')	Morale:	12
Swim:	120' (40')		
Attacks:	1 weapon	Treasure Type:	D
Damage:	1d6+1 or by weapon + 1	Alignment:	Neutral
XP:	25		

These scaly humanoids resemble humans but have the heads and tails of lizards. They delight in feasting upon the flesh of other humanoids. They employ any kind of weapon, but prefer spears, tridents, and clubs. Their immense strength grants them a +1 bonus to damage. They often venture into dungeons, especially if there is an aquatic entrance. They are otherwise found to dwell in marshes and along the banks of bodies of water.

Lycanthrope*

	Wererat	Werewolf	Wereboar
Armour Class:	7 (9)	5 (9)	4 (9)
Hit Dice:	3*	4*	4+1*
Move:	120' (40')	180' (60')	150' (50')
Attacks:	1 bite or weapon	1 bite	1 tusk-bite
Damage:	1d4 or by weapon	2d4	2d6
No. Appearing:	1d8 (2d8)	1d6 (2d6)	1d4 (2d4)
Save As:	Fighter: 3	Fighter: 4	Fighter: 4
Morale:	8	8	9
Treasure Type:	C	C	C
Alignment:	Chaotic	Chaotic	Neutral
XP:	50	125	200

	Weretiger	Werebear
Armour Class:	3 (9)	2 (8)
Hit Dice:	5*	6*
Move:	150' (50')	120' (40')
Attacks:	2 claws/1 bite	2 claws/1 bite
Damage:	1d6/1d6/2d6	2d4/2d4/2d8
No. Appearing:	1d4 (1d4)	1d4 (1d4)
Save As:	Fighter: 5	Fighter: 6
Morale:	9	10
Treasure Type:	C	C
Alignment:	Neutral	Neutral
XP:	300	500

All lycanthropes are humans cursed with the disease lycanthropy. They are able to take the form of one kind of animal, and are able to summon the aid of 1 to 2 of this same kind of animal, which will appear in 1d4 rounds. Lycanthropes never wear armour, since this would hinder the shape-changing process. Wolfsbane is an effective ward against all lycanthropes, and if one is touched with it (whether thrown at it or otherwise hit with it) the lycanthrope must succeed in a saving throw versus death or flee out of fear. When killed, a lycanthrope takes its human form. Horses and sometimes other animals can sense lycanthropes when they are near, and will act restless or bolt.

Lycanthrope Forms: When a lycanthrope is in the human form, it may have subtle secondary characteristics in common with the animal type it is capable of transforming into. Examples could include extra body hair, striped "birth marks" on weretigers, or larger ears on a Wererat. When a lycanthrope is in its animal form, it may only communicate with other animals of its type, but may not speak any humanoid language. In addition, when in the animal form lycanthropes are immune to all attacks from normal weapons, but are harmed by spells, silver, and enchanted weapons.

The Disease: The horrid disease of lycanthropy is transmitted when the victim of a lycanthrope suffers a loss of hit points equal to or more than 50% of their maximum number. The victim will become a lycanthrope of the type that wounded them in 2d6 days, but several days before the disease has fully taken hold the victim will show signs and begin to take on some of the secondary characteristics mentioned above. Only humans may become a lycanthrope. Demi-humans and other non-humans do contract the disease, but they die after 2d6 days rather than become a lycanthrope. Lycanthropy may also be inherited. If one parent is a lycanthrope, there is a 50% chance that the child will become a lycanthrope at puberty. If both parents are lycanthropes, the child has a 100% chance of becoming a lycanthrope (in the rare event that the parents are not the same kind of lycanthrope, the type is determined randomly between the parental types). Contracted lycanthropy may be cured with the cleric spell cure disease, but the cleric must be of 11th level or greater.

Wererat: These highly intelligent, sly lycanthropes are capable of humanoid speech when in animal form. They are very stealthy, and will surprise opponents on a surprise check roll of 1-4 on 1d6. Wererats often use weapons, even in animal form, and any damage from a weapon must be noted and not considered when estimating damage that may cause lycanthropy.

Werewolf: Werewolves are not extremely intelligent in animal form, but they make up for this in cunning. They roam in packs, and a pack consisting of at least 5 individuals will have a pack leader that fights as a monster of 5 HD and has 30 hit points. This individual is of greater strength, and receives a damage roll bonus of +2.

MONSTERS

Wereboar: These aggressive, dim-witted, lycanthropes are easily enraged. If enraged, they will fight with a bonus of +2 to attack rolls, and continue fighting until there are no more enemies or until they are killed.

Weretiger: Weretigers have the natural cat-like grace of the animals they may transform into. They have great curiosity and are not particularly malicious. Their stealth allows them to surprise opponents on a surprise check roll of 1-4 on 1d6.

Werebear: Highly intelligent and thoughtful lycanthropes, werebears are not inherently evil and may be friendly if approached carefully. They tend to be quite solitary, though they occasionally live with normal bears. As other bears, if a Werebear achieves a successful attack with both claws in the same round, it may grab its opponent in a crushing hug for 2d8 hit points of damage.

Manticore

Armour Class:	4	No. Appearing:	1d2 (1d4)
Hit Dice:	6+1*	Save As:	Fighter: 6
Move:	120' (40')	Morale:	9
Fly:	180' (60')		
Attacks:	2 claws/1 bite or spikes	Treasure Type:	D
Damage:	1d4/1d4/2d4 or special	Alignment:	Chaotic
XP:	650		

This foul monster delights in feasting on human flesh. It has the face of a human, but there the similarities end. The manticore has giant bat wings, a lion's body, and a long reptilian tail that has 24 barbed spikes growing from its end. The manticore can throw 6 spikes per round, and can do so when airborne. They can hit a target up to 180′ away and deal damage of 1d6 hit points. The spikes grow back at a rate of 2 every day. These creatures usually live in the mountains, and have been known to venture into dungeons.

Medusa

Armour Class:	8	No. Appearing:	1d3 (1d4)
Hit Dice:	4**	Save As:	Fighter: 4
Move:	90' (30')	Morale:	8
Attacks:	1 snakebite + special	Treasure Type:	F
Damage:	1d6 + poison	Alignment:	Chaotic
XP:	175		

Medusa are indistinguishable from human women, except that they have vicious snakes on their heads rather than hair. They may attempt to disguise themselves with a hooded robe or a mask, only to suddenly reveal their true nature. Any character that looks at a medusa must succeed in a saving throw versus paralysis, or they turn to stone. A character may gaze at a medusa through a mir-

ror to avoid this effect. However, a medusa that sees her own reflection will need to succeed in a saving throw versus paralysis or become stone herself. Medusa may also attack with their snake hair, which inflicts 1d6 hit points of damage on a successful attack roll. In addition, a victim must succeed in a saving throw versus death or die after 1 turn. Any character that engages in combat with a medusa while shielding their eyes attacks with a penalty of -4, and the medusa receives a bonus of +2 to hit. All medusa have a bonus of +2 to saving throws versus spells.

Minotaur

Armour Class:	6	No. Appearing:	1d6 (1d8)
Hit Dice:	6	Save As:	Fighter: 6
Move:	120' (40')	Morale:	12
Attacks:	1 gore/1 bite or weapon	Treasure Type:	C
Damage:	1d6/1d6 or by weapon + 2	Alignment:	Chaotic
XP:	275		

These large, somewhat dimwitted, humanoids have the bodies of male humans but the heads of a horned bull. They usually live in labyrinths, where they prey upon anyone who ventures. They delight in the taste of human flesh. In combat, minotaurs may use any weapon, and due to their great strength receive a +2 bonus to weapon damage rolls. In a round, minotaurs will either attack with a weapon or attack with a bite and gore with their horns. Minotaurs are relentless, and will attempt to chase fleeing prey.

Mule

Armour Class:	7	No. Appearing:	1d2 (2d6)
Hit Dice:	2	Save As:	Normal Person
Move:	120' (40')	Morale:	8
Attacks:	1 kick or 1 bite	Treasure Type:	Nil
Damage:	1d4 or 1d3	Alignment:	Neutral
XP:	20		

Mules are a hybrid of a donkey and a horse. Mules are notoriously ornery, and may attack if particularly provoked. They can carry up to 3000 coins comfortably, and may carry a maximum of 6000 coins. In the latter case, movement rate is reduced to 60' per turn. At the referee's discretion, a mule may be taken into the depths of a dungeon to aid in transporting equipment or treasure, so long as conditions allow.

Mummy*

Armour Class:	3	No. Appearing:	1d4 (1d12)
Hit Dice:	5+1*	Save As:	Fighter: 5
Move:	60' (20')	Morale:	12
Attacks:	1 touch	Treasure Type:	D
Damage:	1d12 + disease	Alignment:	Chaotic
XP:	575		

Mummies are preserved undead corpses animated through the auspices of dark desert gods best forgotten. They haunt old tombs and lost ruins. These undead are so fearsome that any being seeing one must succeed in a saving throw versus paralysis or become paralyzed with dread. This effect passes if the mummy leaves the victims range of vision, or if the mummy engages in combat. When a mummy successfully strikes a victim, the victim suffers 1d12 hit points of damage and contracts mummy rot. Mummy rot is a powerful curse, not a natural disease. When under the effects of the curse, characters are unable to receive the benefits of any form of magical healing. Characters heal naturally at one tenth the normal rate. This magical disease may be removed with the spell *remove curse*. Like other undead, mummies are unaffected by *charm*, *sleep*, or *hold* spells. Further, mummies may only be harmed by magical weapons, spells, and fire-based attacks.

Ochre Jelly*

Armour Class:	8	No. Appearing:	1 (0)
Hit Dice:	5*	Save As:	Fighter: 3
Move:	30' (10')	Morale:	12
Attacks:	1	Treasure Type:	Nil
Damage:	2d6	Alignment:	Neutral
XP:	300		

The ochre jelly is named for its colour and the fact that it is a slimy, giant amoeba. The acidic slime that oozes from the ochre jelly can eat through cloth, wood, and leather after 1 round, but cannot affect stone or metal. It inflicts 2d6 hit points of damage to bare flesh, and is able to squeeze under doors and into other small spaces. When attacked with lightning or weapons, an ochre jelly will divide into 1d4+1 smaller amoebas with 2 HD each. These smaller jellies deal 1d6 hit points of damage.

Ogre

Armour Class:	5	No. Appearing:	1d6 (2d6)
Hit Dice:	4+1	Save As:	Fighter: 4
Move:	90' (30')	Morale:	10
Attacks:	1 club	Treasure Type:	(S×10)S×100+C
Damage:	1d10	Alignment:	Chaotic
XP:	125		

Adult ogres stand 9 to 10 feet tall, and resemble big brutish humans. Their skin colour ranges from dull yellow to dull brown. Their clothing consists of poorly cured furs and hides, which add to their naturally repellent odour. Ogres usually live under rock shelters, or in caves, and will venture into dungeons. When ogres are found away from their lair they will have sacks containing 1d6×100 gp.

Orc

Armour Class:	6	No. Appearing:	2d4 (10d6)
Hit Dice:	1	Save As:	Fighter: 1
Move:	120' (40')	Morale:	8 (6)
Attacks:	1 weapon	Treasure Type:	(P) D
Damage:	1d6 or by weapon	Alignment:	Chaotic
XP:	10		

Orcs' hair is usually black, and they have reddish eyes. Orcs prefer wearing vivid colours that many humans would consider unpleasant, such as blood red, mustard yellow, yellow-green, and deep purple. Their equipment is dirty and unkempt. An adult male orc is a little over 6 feet tall and females are slightly smaller. Orcs are primarily subterranean, but they are also nocturnal and may be found on the surface at night. They suffer a penalty of -1 to hit rolls when in sunlight. Orcs are exceedingly cruel and delight in the torment of others.

A party of orcs will have a leader who has 8 hit points, and is exceptionally strong. The leader receives a +1 bonus to weapon damage rolls. Should the leader of a party of orcs be slain, the remaining orcs have a morale of 6. Orcs are exceptionally greedy and love to kill, which makes them particularly attractive to chaotic rulers who hire orcs as mercenary soldiers. Orcs will employ any kind of hand or missile weapon.

Orcs are socially organized around warring tribes, which have repulsive names like the "Vile Eye" tribe or the "Bloody Skull" tribe. Tribes seldom work together unless united under strong (and fear inducing) leadership. Any tribe has a roughly equal number of males and females, with as many children as there are adults. The orc tribal chief fights as a monster with 4 HD and has 15 hit points. They will be very strong, having a weapon damage roll bonus of +2. There is a 1 in 6 chance that any tribe consisting of 20 or more orcs will have an ogre present.

Owl Bear

Armour Class:	5	No. Appearing:	1d4 (1d4)
Hit Dice:	5	Save As:	Fighter: 3
Move:	120' (40')	Morale:	9
Attacks:	2 claws/1 bite	Treasure Type:	C
Damage:	1d8/1d8/ 1d8	Alignment:	Neutral
XP:	175		

 Having the head of a giant owl and the body of a bear, owl bears are rumoured to be a magical hybrid created for an unfathomably chaotic purpose. Their coats range in colour from brown-black to yellowish brown; their beaks are a dull ivory colour. 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. They are mean spirited carnivores. Just like bears, an owl bear may hug an opponent for 2d8 hit points of damage if it successfully hits with both paws in the same round. Owl bears are known to live in wooded areas, and are equally likely to take residence in caves or dungeons.

Phase Tiger

Armour Class:	4	No. Appearing:	1d4 (1d4)
Hit Dice:	6*	Save As:	Fighter: 6
Move:	150' (50')	Morale:	8
Attacks:	2 tentacles	Treasure Type:	D
Damage:	2d4 / 2d4	Alignment:	Neutral
XP:	500		

The phase tiger is not truly a cat, but is fairly intelligent and resembles a six-legged tiger with a long, scaly reptilian spiked whip on each shoulder. The whips have sharp barbs, which inflict 2d4 hit points of damage each. All opponents of a phase tiger receive a penalty of -2 to hit, due to the magical ability of the phase tiger to seem to be in a position that is 3′ from where it actually stands. In addition, phase tigers have a saving throw bonus of +2 (all saving throws). Blink dogs are hated enemies of phase tigers, and a phase tiger will seek to kill any blink dogs encountered.

Rat

	Normal Rat	Giant Rat
Armour Class:	9	7
Hit Dice:	1 hp	½ (1-4 hp)
Move:	60' (20')	120' (40')
Swim:	30' (10')	60' (20')
Attacks:	1 bite per pack	1 bite
Damage:	1d6 + disease	1d3 + disease
No. Appearing:	5d10 (2d10)	3d6 (3d10)
Save As:	Normal Person	Fighter: 1
Morale:	5	8
Treasure Type:	L	C
Alignment:	Neutral	Neutral
XP:	2	5

 Rats are omnivorous rodents that thrive in human trash on the fringes of dwellings. They are disease carriers, and any time a character is bitten by a rat of any variety there is a 5% chance the character contracts a disease. If a disease carrying rat is killed, it is worth an additional 6 XP. A saving throw versus death is permitted, and should it fail the character dies of the disease 1d6 days later. A successful saving throw indicates that the character gets ill and is bedridden for 30 days, at the end of which there is a 25% chance the disease proves fatal. The spell cure disease will cure this infection. Rats may be warded away with fire. They are adept swimmers, who are at home in sewers, water-filled caverns, and marshes.

Ordinary Rats: Ordinary rats range in size from 6″ long to 2′ long. They can be black, brown, or grey in colour. They live in packs that can consist of great numbers. Rat packs get 1 attack per 10 individuals, inflicting 1d6 hit points of damage per hit. If a character is swarmed by a whole pack, they must succeed in a saving throw versus death or fall to the ground under the writhing rodent horde. They may stand up the following round, but make a new saving throw if still under the swarm. The opponent can make no attacks until they gets back on their feet.

Giant Rats: These rats are minimally 3′ long, but may be larger. They attack individually. Giant rats live in refuse like their smaller cousins, and can be found in the litter that often accumulates in a dungeon.

Rhagodessa

Armour Class:	5	No. Appearing:	1d4 (1d6)
Hit Dice:	4+2	Save As:	Fighter: 2
Move:	150' (50')	Morale:	9
Attacks:	1 leg/1 bite	Treasure Type:	U
Damage:	0/2d8	Alignment:	Neutral
XP:	125		

The giant rhagodessa is a nocturnal carnivorous arachnid that closely resembles a spider, but has immense crushing mandibles. They have a chestnut coloured thorax and are tan or mustard coloured on their remaining bodies. These 6′ long monsters have shorter legs than spiders, but are able to climb walls. The rhagodessa's front legs have suction pits that do not deal damage, but on a successful hit they can pull an opponent to the mandibles that deal 2d8 hit points of damage on the second round, with no extra attack roll needed.
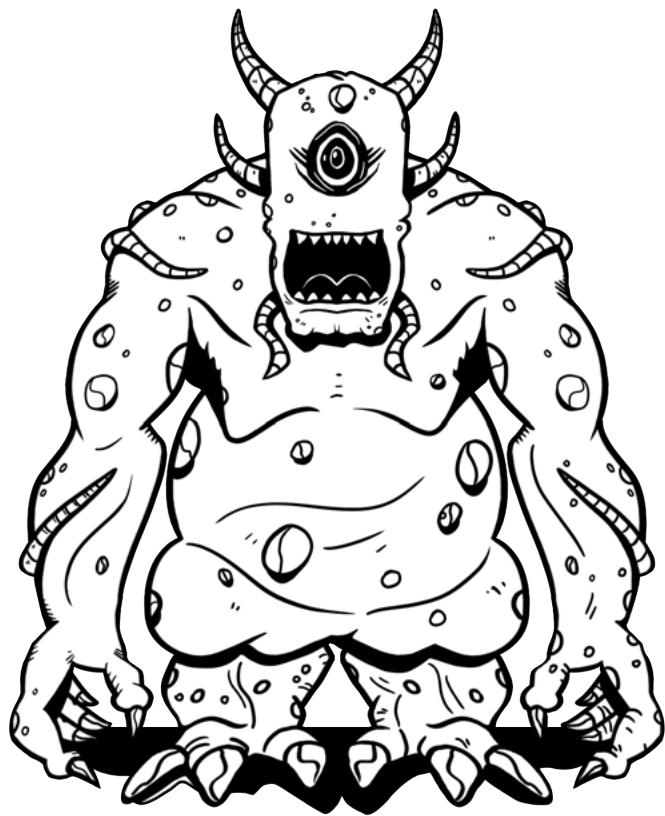
Rot Cyclops

Armour Class:	4	No. Appearing:	1 (1)
Hit Dice:	13*	Save As:	Fighter: 13
Move:	60' (20')	Morale:	9
Attacks:	1 smash or vomit	Treasure Type:	F
Damage:	3d8 or 3d10	Alignment:	Chaotic
XP:	2500		

A rot cyclops is a 20′ tall behemoth of festering flesh and disease, a sentinel of the plague god Bubonica. The rot cyclops is not a creature of this world, but of the personal plane of Bubonica - they are dispatched by their vile master to guard unholy sites or to serve Bubonica's most devoted mortal cultists. As such, a rot cyclops is found on this world alone, for they have no mate nor spawnlings here. Likewise, it is never found wandering the world without purpose - it is always somewhere in the wicked service of Bubonica or his degenerate mortal worshippers.

A rot cyclops may vomit at its enemies. It may only do this three times a day, or less if it hasn't eaten. Its vomit is acidic and noxious. The rot cyclops may vomit in a cone shape 30′ long and 10′ wide at its widest point. Those caught in the cone of vomit take only half damage if they make a successful saving throw vs breath. Those who fail their save not only take full damage, but suffer a −4 penalty on all to hit rolls for the remainder of the encounter.

Rust Monster*

Armour Class:	2	No. Appearing:	1d4 (1d4)
Hit Dice:	5	Save As:	Fighter: 3
Move:	120' (40')	Morale:	7
Attacks:	1	Treasure Type:	Nil
Damage:	Special	Alignment:	Neutral
XP:	300		

The body of this monster resembles a giant armadillo, and it has a long scaly tail. The hide of these creatures varies in colour from a yellowish tan underside to a rust-red upper back. A rust monster's prehensile antennae can rust metals on contact, as can their hide when struck with metal weapons. All ordinary metal armour and weapons either struck by antennae or contacting a rust monster's hide (when it is attacked with a sword, for instance) instantly becomes utterly and permanently useless from severe rusting. Due to this effect, ordinary metal weapons do not harm rust monsters. Magic items will first lose their magical bonuses, 1 at a time, until they are ordinary items of their type. Any subsequent contact will then rust the item. Each "plus" grants the item a 10% probability of surviving contact unscathed. For instance, if a character strikes a rust monster with a dagger +2, it has an 80% chance of becoming a dagger +1. If it does, any subsequent hit has a 90% chance of making the dagger an ordinary dagger. If it becomes an ordinary dagger, a hit after that renders the dagger useless. A rust monster feeds upon the rust it creates in this manner.

Scorpion, Giant

Armour Class:	2	No. Appearing:	1d6 (1d6)
Hit Dice:	4*	Save As:	Fighter: 2
Move:	150' (50')	Morale:	11
Attacks:	2 claws/1 sting	Treasure Type:	V
Damage:	1d10/ 1d10/ 1d4 + poison	Alignment:	Chaotic
XP:	125		

These aggressive giant cousins to scorpions are about 6′ long. Any time that a claw successfully strikes, the sting attack receives a bonus of +2 to hit. If stung, a victim needs to succeed at a saving throw versus death or die. Giant scorpions can be found in dungeons, rock shelters, ruins, and hot environments.

Shadow*

Armour Class:	7	No. Appearing:	1d8 (1d12)
Hit Dice:	2+2*	Save As:	Fighter: 2
Move:	90' (30')	Morale:	12
Attacks:	1	Treasure Type:	F
Damage:	1d4 + special	Alignment:	Chaotic
XP:	35		

Shadows have no corporeal body and resemble ghosts, but they are not truly undead creatures. As a consequence, shadows are not susceptible to the cleric ability to turn un-

dead. Shadows may only be struck with magical weapons. However, like undead, shadows are unaffected by *charm* or *sleep* spells. Shadows are very silent and difficult to observe. They will surprise on a surprise check roll of 1-5 on 1d6. When a shadow successfully attacks an opponent, the victim suffers 1d4 hit points of damage, and 1 point of STR is drained for 8 turns. Should a being be drained to STR 0, it permanently transforms into a shadow.

Shrieker

Armour Class:	7	No. Appearing:	1d8 (0)
Hit Dice:	3	Save As:	Fighter: 1
Move:	9' (3')	Morale:	12
Attacks:	Shriek	Treasure Type:	Nil
Damage:	Nil	Alignment:	Neutral
XP:	35		

A shrieker is a stationary fungus, resembling a large mushroom, that emits a loud noise to attract prey or when disturbed. Shriekers live in dark, subterranean places, and come in of shades of purple. The shrieker will emit its scream if it senses movement within 30′, or light comes within 60′. The scream persists for 1d3 rounds. For every round a shrieker is screaming, there is a 50% probability that it has caught the attention of a wandering monster. Wandering monsters will arrive on the scene within 2d6 rounds.

Skeleton

Armour Class:	7	No. Appearing:	3d4 (3d10)
Hit Dice:	1	Save As:	Fighter: 1
Move:	60' (20')	Morale:	12
Attacks:	1	Treasure Type:	Nil
Damage:	1d6 or by weapon	Alignment:	Chaotic
XP:	10		

Skeletons are the animated bones of the dead, mindless automatons that obey the orders of their evil masters. A skeleton is seldom garbed in anything more than the rotting remnants of any clothing or armour it was wearing when slain. A skeleton does only what it is ordered to do. It can draw no conclusions of its own and takes no initiative. Because of this limitation, its instructions must always be simple. A skeleton attacks until destroyed. Skeletons are undead, and a cleric may turn them. Like other undead, skeletons are unaffected by *charm* or *sleep* spells.

Snake

	Spitting Cobra	Pit Viper
Armour Class:	7	6
Hit Dice:	1*	2*
Move:	90' (30')	90' (30')
Attacks:	1 bite or spit	1 bite
Damage:	1d3 + poison/ blindness	1d4 + poison
No. Appearing:	1d6 (1d6)	1d8 (1d8)
Save As:	Fighter: 1	Fighter: 1
Morale:	7	7
Treasure Type:	Nil	Nil
Alignment:	Neutral	Neutral
XP:	13	25

	Giant Rattlesnake	Rock Python
Armour Class:	5	6
Hit Dice:	4*	5*
Move:	120' (40')	90' (30')
Attacks:	2 bites	1 bite/1 squeeze
Damage:	1d4/1d4 + poison	1d4/2d4
No. Appearing:	1d4 (1d4)	1d3 (1d3)
Save As:	Fighter: 2	Fighter: 3
Morale:	8	8
Treasure Type:	U	U
Alignment:	Neutral	Neutral
XP:	125	300

Snakes are legless reptiles, and often have venomous bites. Snakes usually are not aggressive and flee when confronted. They live in many different climates, but especially avoid severely cold environments.

Spitting Cobra: Like most snakes, the 3′ long spitting cobra avoids conflict. However, if it is threatened it will rear up and emit poisonous spittle. A victim is entitled to a saving throw versus death, and failure indicates that they are blinded. The spell *cure blindness* will reverse the effects. The bite of the cobra deals 1d3 hit points of damage, and is venomous. A victim must succeed in a saving throw versus death or be killed after 1d10 turns.

Pit Viper: This grey-green snake is 5′ long, and the pits on its head are able to sense heat to a distance of 60′. Pit vipers are extremely fast, and will automatically have initiative every round. They have a venomous bite that requires a successful saving throw versus death, or the victim dies.

Rock Python: The giant python is 20′ long. It attacks first with a bite, and on a successful hit it is also able to constrict a victim for an additional 2d4 hit points of damage. The constriction continues on subsequent rounds.

Giant Rattlesnake: These snakes are extremely quick, and bite twice per round. One bite occurs at the beginning of the round, and another at the end of the round. The bite is venomous, and a victim must succeed in a saving throw

versus death, or die 1d6 turns later. The giant rattlesnake is 10′ long, carnivorous, and will hunt large mammals.

Spectre*

Armour Class:	2	No. Appearing:	1d4 (1d8)
Hit Dice:	6**	Save As:	Fighter: 6
Move:	150' (50')	Morale:	11
Fly:	300' (100')		
Attacks:	1 touch	Treasure Type:	E
Damage:	1d8 + drain 2 levels	Alignment:	Chaotic
XP:	725		

A spectre is an undead creature that looks much as it did in life and can be easily recognized by those who knew the individual or have seen the individual's face in a painting or a drawing. In many cases, the evidence of a violent death is visible on its body. A spectre is roughly human-sized and is weightless. These powerful undead are unharmed by ordinary weapons, including weapons made of silver. Being similar to all undead, they share an immunity to *charm*, *hold*, and *sleep* spells. The most dreaded attack of the spectre is its life draining ability. When a victim is struck, it suffers 1d8 hit points of damage and suffers two levels of energy drain. Note that characters drained of levels must also reduce other characteristics associated with their class and level (such as their hit points and saving throws). Should a character reach level 0, they die and will become a spectre in 24 hours. The new spectre is under the command of the spectre that killed them.

Spider

	Giant Crab Spider	Giant Black Widow Spider	Giant Tarantella
Armour Class:	7	6	5
Hit Dice:	2*	3*	4*
Move:	120' (40')	60' (20')	120' (40')
Attacks:	1 bite	1 bite	1 bite
Damage:	1d8 + poison	2d6 + poison	1d8 + poison
No. Appearing:	1d4 (1d4)	1d4 (1d4)	1d4 (1d4)
Save As:	Fighter: 1	Fighter: 2	Fighter: 2
Morale:	7	8	8
Treasure Type:	U	U	U
Alignment:	Neutral	Neutral	Neutral
XP:	25	50	125

Giant Black Widow: The giant black widow is a shiny black colour, and has a red design resembling an hourglass on its ventral abdomen. This spider is 6′ long. These spiders are very aggressive, and prefer to trap prey in their sticky web. The web has the same properties as that of the web produced by the spell of the same name. Any opponent bitten by the giant black widow is entitled to a saving throw versus death, and failure indicates death after 1 turn.

Giant Crab Spider: These 5′ long carnivorous spiders do not weave webs, but crawl upon vertical surfaces and ceilings to pounce upon prey. They are able to surprise opponents on a surprise check roll of 1-4 on 1d6, due to their ability to change colours to match the environment. The bite of the giant crab spider is venomous, and a victim will die in 1d4 turns unless a saving throw versus death is made. A bonus of +2 is given on this roll, due to the less potent nature of the venom.

Giant Tarantula: This giant spider is highly magical, and is not truly a tarantula despite its appearance. Its painful bite has a magical poison. Any victim must succeed in a saving throw versus death or begin to spasm horribly, while standing, in what appears to be some macabre dance. This excruciating dance imparts a penalty of -4 to hit if the victim engages in combat, and others receive a bonus of +4 to hit such a "dancer." The effects have a duration of 2d6 turns. However, victims of the dance become paralyzed in 5 turns, fall to the ground, and are completely helpless. The effects of the dance are magically infectious, such that any creatures witnessing the dance must also save versus death or begin to dance themselves for the same duration as the first dancer. These effects can be countered with the spell *dispel magic*.

Sprite

Armour Class:	5	No. Appearing:	3d6 (5d8)
Hit Dice:	½* (1-4 hp)	Save As:	Elf: 1
Move:	60' (20')	Morale:	7
Fly:	180' (60')		
Attacks:	1 spell	Treasure Type:	S
Damage:	Special	Alignment:	Neutral
XP:	6		

Sprites are reclusive fey creatures that are cousins to elves and pixies. They are 1 foot tall, and have wings. Sprites are not malicious, but are mischievous, and enjoy playing tricks on other creatures. When five sprites pool their energies, they may inflict a curse upon a target. A curse will not be directed to cause physical harm or illness, but will instead be embarrassing or of some other "humorous" nature. Examples might include making a character's skin change to be dotted or striped, or some other effect left to the referee's discretion. The spell *remove curse* can counter this effect.

Stirge

Armour Class:	7	No. Appearing:	1d10 (3d6)
Hit Dice:	1*	Save As:	Fighter: 2
Move:	30' (10')	Morale:	9
Fly:	180' (60')		
Attacks:	1	Treasure Type:	L
Damage:	1d4 + blood drain	Alignment:	Neutral
XP:	13		

This monster looks something like an anteater with feathers. A stirge's coloration ranges from rust-red to reddish-

brown, with a dirty yellow underside. The long proboscis is pink at the tip, fading to grey at its base. A stirge's body is about 1 foot long, with a wingspan of about 2 feet. It weighs about 1 pound. A stirge uses its long proboscis to penetrate a victim, latch on, and drain its blood. When a stirge attacks an opponent for the first time, its quick speed grants it a bonus of +2 to hit. A successful attack deals 1d3 points of damage from blood sucking, and thereafter each round the stirge has latched to an opponent and sucks 1d3 hit points of damage worth of blood every round. A stirge will remain attached to a victim until the victim dies, or until the stirge is killed.

Throghrin

Armour Class:	6	No. Appearing:	1-4 (1-10)
Hit Dice:	3**	Save As:	Fighter: 3
Move:	120' (40')	Morale:	10
Attacks:	2 claws or 1 weapon	Treasure Type:	C
Damage:	1d3 / 1d3 or by weapon	Alignment:	Chaotic
XP:	65		

A throghrin may appear to be a hobgoblin at first glance, but these monsters are a wicked, unholy magical hybrid of troll, hobgoblin, and ghoul. They have an affinity for the company of hobgoblins, and are occasionally employed as bodyguards to a hobgoblin king. Throghrin have the same paralyzing touch as a ghoul, and can regenerate as a troll 1 hp per round. Hit points are gained at the start of each combat round.

Troglodyte

Armour Class:	5	No. Appearing:	1d8 (5d8)
Hit Dice:	2*	Save As:	Fighter: 2
Move:	120' (40')	Morale:	9
Attacks:	2 claws/1 bite	Treasure Type:	A
Damage:	1d4/1d4/ 1d4	Alignment:	Chaotic
XP:	30		

These humanoid reptiles are green, scaly, and have a bony spine along the center of the top of their heads, backs, and backs of their arms. Troglodytes are malicious and war-like, and will attempt to slay any creatures that cross their paths. They have the ability to blend into their environment like a chameleon, and will surprise with a surprise check roll of 1-4 on 1d6. Their bodies are covered in small glands that produce a stinky, slimy coating on their scaly hide. All demi-humans and humans that come near a troglodyte are required to make a saving throw versus death, or suffer -2 to attack rolls due to the disgusting, horrid stench.

Troll

Armour Class:	4	No. Appearing:	1d8 (1d8)
Hit Dice:	6+3	Save As:	Fighter: 6
Move:	120' (40')	Morale:	10 (8)
Attacks:	2 claws/1 bite	Treasure Type:	D
Damage:	1d6/1d6/ 1d10	Alignment:	Chaotic
XP:	650		

A troll's rubbery hide is moss green, mottled green and grey, or putrid grey. The hair is usually greenish black or iron grey. A typical adult troll stands 8′ tall. These monsters enjoy eating other intelligent humanoids. Trolls tend to lurk in dungeons, caverns, ruins, and swamps. They are very wiry and lanky, but excessively strong and have menacing, dirty claws and sharp teeth. Trolls have the ability to regenerate damage they receive. After 3 rounds have passed since they received damage, they will regenerate 3 hit points each round. Fire and acid damage cannot be regenerated by a troll. If a troll loses a limb or body part, these parts will attempt to crawl or squirm back toward the main portion of the body to reattach. A troll can reattach a severed member instantly by holding it to the stump. Due to this powerful ability to regenerate, trolls cannot be permanently destroyed except by fire or acid. If a troll is damaged enough to be killed (reaches 0 hit points) the troll will continue to regenerate and stand again to fight after 2d6 rounds.

Vampire*

Armour Class:	2	No. Appearing:	1d4 (1d6)
Hit Dice:	7-9**	Save As:	Fighter: 7-9
Move:	120' (40')	Morale:	11
Fly:	180' (60')		
Attacks:	1 touch	Treasure Type:	F
Damage:	1d10 + drain 2 levels or special	Alignment:	Chaotic
XP:	1250, 1750, or 2300		

The vampire is one of the most dreaded undead monsters. Being similar to other undead, they are immune to *charm*, *hold*, and *sleep* spells. Electricity and cold does only half damage, they are unaffected by normal weapons, and they regenerate 3 hit points per round. Vampires must take refuge in a coffin or other hide-away during the daylight hours, and must slumber on soil from their own grave once in a while to maintain their powers' vitality.

Vampires are immensely strong, and deal great blows that inflict 1d10 hit points of damage. These blows (or any other touch) further reduce the victim's life energy by two levels, which consequently reduces all other traits linked to a loss in levels (attack ability, hit dice, etc.).

Vampires have the innate ability to take gaseous form at will, but will be forced into this form if their hit points reach zero. They then attempt to reach their coffin to reform their bodies. If they do not reach the coffin within 2 turns and rest for 8 hours, they are unable to reform.

Vampires often keep spare coffins well-hidden.

There are a few means by which a vampire may be destroyed. They take great damage from immersion in running water, and will be killed in 1 turn. In addition, if caught in sunlight a vampire must succeed in a saving throw versus death for each round exposed, or it will be completely turned to dust. Finally, a stake through the heart, coupled with decapitation, will destroy a vampire. Holy sacraments (such as wafers) must be placed in the mouth. Note that if a vampire is staked they will appear to die, but unless also decapitated the vampire will revive when the stake is removed. If all of a vampires coffins are destroyed, it will slowly suffer 2d6 hit points of damage per day as discussed above, and will be permanently destroyed when it reaches 0 hit points.

Vampires create others of their kind by draining humans or other humanoids of all life energy (they reach 0 level). The victim must be buried, and after 1 day they will arise as a vampire. The victim will retain abilities, including class abilities, which they had in life but will become a chaotic undead being. They will be a slave to the vampire that created them, but become free-willed if the master is killed.

Wight*

Armour Class:	5	No. Appearing:	1d6 (1d8)
Hit Dice:	3*	Save As:	Fighter: 3
Move:	90' (30')	Morale:	12
Attacks:	1	Treasure Type:	B
Damage:	Drain 1 level	Alignment:	Chaotic
XP:	50		

Wights are undead creatures who were formerly humans or demi-humans in life. A wight's appearance is a weird and twisted reflection of the form it had in life. Wights attack by touching a victim and draining 1 level, or hit die, from a victim. For example, if a 3 HD monster is attacked and struck, it becomes a 2 HD monster. Likewise, if a 4th level character is struck, they become 3rd level. Any human or demi-human reduced to 0 level dies, and becomes a wight in 1d4 days. Wights may only be harmed by magical weapons, spells, and weapons made of silver. Like other undead, they are immune to the effects of *sleep* and *charm* spells.

Further, vampires have the innate ability to shape change into a giant bat, a dire wolf, or gaseous cloud at will. Their giant bat and gaseous cloud forms grant them flying movement. In giant bat or dire wolf form, the vampire's move, attacks, and damage are as per the normal version of the animal, but its Armour Class, HD, morale and saving throws are unchanged. In gaseous form, a vampire cannot attack, but can fly up to 180' per round and is immune from all attacks with weapons. In addition, in human form a vampire has a charm gaze (as the *charm person* spell) that takes effect if a victim peers into a vampire's eyes. The victim may attempt a saving throw versus magic with a penalty of -2. Further, a vampire can summon certain types of beasts to come to their aid if they are within 300' of the vampire (or within 300 yards if above ground):

Rats	10d10	Giant Rats	5d4
Bats	10d10	Giant Bats	3d6
Wolves	3d6	Dire Wolves	2d4

Although these items do not actually cause harm or completely repel these creatures, vampires will draw back from a lawful holy symbol, a mirror, or garlic if they are presented with confidence. A lawful holy symbol will affect a vampire no matter what its ethos was in life. Vampires will stay 10' away from confidently presented lawful holy symbols - they can make other moves or attacks in other directions. Each round a vampire is exposed to the smell of garlic, they must pass a saving throw versus death or be forced to move/stay 10' away from the garlic (and whoever/whatever is holding it).

Further, a vampire cannot cross running water by any means, except by a bridge or while being carried across in its coffin. It must rest in its coffin during the day or suffer 2d6 hit points (which cannot be regenerated until the vampire has spent a complete day resting in its coffin).

Wolf

	Normal Wolf	Dire Wolf
Armour Class:	7	6
Hit Dice:	2+2	4+1
Move:	180' (60')	150' (50')
Attacks:	1 bite	1 bite
Damage:	1d6	2d4
No. Appearing:	2d6 (3d6)	1d4 (2d4)
Save As:	Fighter: 1	Fighter: 2
Morale:	8 (6)	8
Treasure Type:	Nil	Nil
Alignment:	Neutral	Neutral
XP:	25	125

Ordinary Wolves: Wolves are carnivorous pack hunters known for their persistence and cunning. Wolves primarily hunt and live in wilderness settings, but occasionally venture into caverns and dungeons. Wolves are social, and when their numbers are greater they are more confident. In a group of 3 or fewer, or if 50% of their number has been lost, their moral drops to 6. Wolf cubs may be kept and trained in the same manner as dogs.

Dire Wolves: These larger cousins of ordinary wolves are much more vicious, and are more intelligent. They more commonly live in wooded and mountainous areas, and are even more likely than ordinary wolves to venture into caverns or dungeons in search of prey. Dire wolf cubs may be kept and trained in the same manner as dogs, but are more difficult to control. Goblins capture cubs to train them as mounts.

Wraith*

Armour Class:	3	No. Appearing:	1d4 (1d6)
Hit Dice:	4**	Save As:	Fighter: 4
Move:	120' (40')	Morale:	12
Fly:	240' (80')		
Attacks:	1 touch	Treasure Type:	E
Damage:	1d6 + drain 1 level	Alignment:	Chaotic
XP:	175		

Wraiths are incorporeal undead creatures born of evil and darkness. In some cases, the grim silhouette of a wraith might appear armoured or outfitted with weapons. This appearance does not affect the creature's AC or combat abilities, but only reflects the shape it had in life. Like other undead, wraiths are unaffected by *sleep*, *hold*, or *charm* spells. They are unharmed by non-magical weapons. Although silver weapons do damage to them, these only deal half damage. When a wraith touches a victim it inflicts 1d6 hit points of damage and drains one level or hit die. Note that characters drained of levels must also reduce other characteristics associated with their class and level. After being drained of levels, a character will have the minimum number of experience points for the level they is reduced to. Should a character reach level 0, they die and will become a wraith in 24 hours. The new wraith is under the command of the wraith that killed them.

Wyvern

Armour Class:	3	No. Appearing:	1d2 (1d6)
Hit Dice:	7*	Save As:	Fighter: 4
Move:	90' (30')	Morale:	9
Fly:	240' (80')		
Attacks:	1 bite/1 sting	Treasure Type:	E
Damage:	2d8/1d6 + poison	Alignment:	Chaotic
XP:	850		

A distant cousin to the dragons, the wyvern is a huge flying lizard with a poisonous stinger in its tail. A wyvern's body is 15 feet long, and its scaly body is dark brown to grey. A wyvern attacks with a bite, and it is able to sting with its flexible, long tail at the same time. Any creature struck with the stinger will instantly die unless a successful saving throw versus death is made.

Yellow Mold*

Armour Class:	—	No. Appearing:	1–8 (1–4)
Hit Dice:	2	Save As:	Fighter: 2
Move:	Nil (Nil)	Morale:	—
Attacks:	Spores	Treasure Type:	Nil
Damage:	1d6 + special	Alignment:	Neutral
XP:	20		

Yellow mold typically covers an area of 10 square feet. It does not move or attack, but if it is touched it is acidic and destroys leather and wood; it deals 1d6 points of damage to bare flesh. There is a 50% probability that any time yellow mold is contacted, it ejects spores into a 10' cube area. Any creature inside the area is required to roll a saving throw versus death, and failure indicates suffocation and death in 6 rounds. Yellow mold is impervious to all attacks except from fire, and a torch can burn mold for 1d4 hit points of damage per strike.

Zombie

Armour Class:	8	No. Appearing:	2d4 (4d6)
Hit Dice:	2	Save As:	Fighter: 1
Move:	120' (40')	Morale:	12
Attacks:	1 weapon	Treasure Type:	Nil
Damage:	1d8 or by weapon	Alignment:	Chaotic
XP:	20		

Zombies are undead corpses reanimated through dark and sinister magic. Because of their utter lack of intelligence, the instructions given to a zombie by its creator must be very simple. The chaotic magic-users and clerics that create zombies use them to guard locations or valuable treasure. Zombies are susceptible to ordinary weapons, but like other undead they are immune to *charm* and *sleep* spells. Zombies' somewhat clumsy, decomposing limbs force them to attack last each round.

PART 10: TREASURE

Adventure, fame, and treasure are some of the primary motivations of adventuring parties. Money is not only used to purchase new weapons and equipment, but each gold piece worth of money gives the character 1 experience point, which is essential to character level advancement. As characters advance in levels, they will venture into ever more dangerous dungeon levels. Magic items can become essential to character survival, as they grant bonuses and special abilities that can give the party a survival edge.

Treasure will be found in monster lairs in dungeons. Sometimes treasure will be found unguarded, in which case it may be hidden in a secret location. Each monster has a treasure type in its description in which indicates what kinds and quantities of treasure a monster might have. These values should be considered guidelines. Al-

though monsters will tend to have treasure types that correspond to their general strength, the referee should use discretion in distributing wealth and magic. If a result on the treasure table seems over-powered, reduce the amount of treasure rolled. On any of these tables the referee may decide to choose specific quantities of treasure or specific magic items, depending on the situation. Not all treasure must be coins, gems, jewelry, or magic. A creative way to disperse treasure is to place valuable art, tapestries, sculptures, and the like that have a treasure value but must be appraised and sold to cash them in.

The referee must look-up the appropriate row in the treasure table (Table 22), and for each column, roll 1d100 equal to or underneath the chance indicated in brackets to see whether that column's treasure is indicated. When magic items are indicated, the referee then rolls on the appropriate treasure table to determine which specific magic items are found. If the occurrence of magic items is indicated, but no specific type is indicated, the type is determined by rolling on Table 24.

COINS

Coins are made out of platinum (pp), gold (gp), electrum (ep), silver (sp), and copper (cp), from most to least valuable. Coins found in treasure hordes may be very old, and it may be necessary to change them for newly minted coins (usually at a modest commission) in order to be able to use them as legal tender in civilised cities. The exchange rate between coins of different types is shown in Table 6 on p.13. No matter the metal they are made of, most coins weigh about the same. Ten coins weigh approximately one pound.

GEMS

Gems come in a variety of types and sizes. Their value can be randomly rolled on Table 23, and the referee can select the type from the provided examples in the same table.

JEWELLERY

Jewellery is generally made of precious metal and/or set with small examples of precious gems. A piece of jewellery found in a treasure horde is worth 3d6 × 100gp.

MAGICAL ITEMS

Most magic items are not labeled, so characters will not know the exact properties of magic items except through trial and error. Powerful magic-users can identify magic items, but it can take many weeks to do so. Potions may be identified by sipping them, or by consulting an alchemist. In order to use a magic item, a character must follow any procedures indicated in the item's description (or simply use it in combat like any other weapon or armour in the case of weapons and armour). Some magic items are always in effect, but others may require special actions or concentration. Some magic items have limited uses, called "charges." When items have charges, each charge can be spent for one instance of magical effect. A character will not know how many charges an item has, and when the charges are all spent the item becomes useless and non-magical. When a magical item is indicated, roll on Table 24

to see what type of magical item has been found, then roll on the indicated table.

IDENTIFYING MAGICAL ITEMS

Most magic items are not labelled, so characters must discover their exact properties through trial and error. If they do not want to risk testing a magical item through trial and error, a player character may ask a retainer to test the magical item for them, but if the retainer tests the item (e.g. sips the potion), then they expect to be allowed to keep it.

As an alternative to risky experimentation, powerful wizards may be able to identify magic items, but it can take several weeks for them to do so. Alchemists are also able to identify some items, such as potions. Non-player characters who are asked to identify an item will generally charge 100gp or more in advance to do so.

MISCELLANEOUS MAGICAL ITEMS

Bag of Devouring: This bag appears to be an ordinary sack. Detection for magical properties makes it seem as if it were a bag of holding. The sack is, however, a lure used by an extradimensional creature - in fact, one of its feeding orifices. Contents placed in the bag are consumed within 1d6+6 turns (until which time they can be removed as if this was really a Bag of Holding). Small creatures may also be placed inside the bag and consumed.

Bag of Holding: This appears to be a common small sack. The bag of holding opens into a nondimensional space. Its inside is larger than its outside dimensions. It is large enough to fit an object that is $10' \times 5' \times 3'$. Regardless of what is put into the bag, it weighs a maximum of 600 coins but holds up to 10,000 coins.

Boots of Elvenkind: These fine leather boots are made with the magical craftsmanship of the elves, and grant the wearer the ability to move nearly completely silently, with only a 10% chance of being heard.

Boots of Levitation: On command, these leather boots allow the wearer to levitate as if they had cast the spell levitate on themselves. The duration is indefinite.

Cloak of Elvenkind: This cloak is made by the magical and nimble hands of the elves, and grants the wearer a measure of invisibility. Any observer will notice the wearer of this cloak on a roll of 1 on 1d6. However, any benefit of invisibility is lost if the wearer attempts an attack.

Crystal Ball: A magic-user or elf may use this coveted magic item to see distant places, people, or objects. Anything may be viewed for up to 1 turn, 3 times per day. The user of the crystal ball is unable to communicate with those they observes, and they arex unable to affect them magically or otherwise through the crystal ball.

Helm of Opposite Alignment: This ornate helmet instantly changes the alignment of the being that places it on. The change is random. The helmet cannot be removed except by the spell *remove curse*. The wearer will not desire for the helmet to be removed, but once it has been taken off they revert back to their original alignment.

Table 22: Treasure Table

Type	pp	gp	ep	sp	cp	Magical Items	Gems	Jewellery
A	1000× 1d2 (25%)	1000× 2d6 (35%)	1000× 1d4 (20%)	1000× 1d6 (30%)	1000× 1d6 (25%)	Any 3 (30%)	6d6 (50%)	6d6 (50%)
B	-	1000× 1d3 (25%)	1000× 1d4 (25%)	1000× 1d6 (25%)	1000× 1d8 (50%)	1 sword, armour, or weapon (10%)	1d6 (25%)	1d6 (25%)
C	-	-	1000× 1d4 (10%)	1000× 1d4 (30%)	1000× 1d12 (20%)	Any 2 (10%)	1d4 (25%)	1d4 (25%)
D	-	1000× 1d6 (60%)	-	1000× 1d12 (15%)	1000× 1d8 (10%)	Any 2 + 1 potion (15%)		
E	-	1000× 1d8 (25%)	1000× 1d4 (25%)	1000× 1d12 (30%)	1000× 1d10 (5%)	Any 3 + 1 scroll (25%)	1d10 (10%)	1d10 (10%)
F	1000× 1d3 (30%)	1000× 1d12 (45%)	1000× 1d8 (20%)	1000× 2d10 (10%)	-	Any 3 non-weapons + 1 potion + 1 scroll (30%)	2d12 (20%)	1d12 (10%)
G	1000× 1d6 (50%)	1000× 10d4 (50%)	-	-	-	Any 4 + 1 scroll (35%)	3d6 (25%)	1d10 (25%)
H	1000× 5d4 (25%)	1000× 10d6 (50%)	1000× 10d4 (50%)	1000× 1d100 (50%)	1000× 3d8 (25%)	Any 4 + 1 potion + 1 scroll (15%)	1d100 (50%)	10d4 (50%)
I	1000× 1d8 (30%)	-	-	-	-	Any 1 (15%)	2d6 (50%)	2d6 (50%)
J	-	-	-	1000× 1d3 (10%)	1000× 1d4 (25%)	-	-	-
K	-	-	1000× 1d2 (10%)	1000× 1d6 (30%)	-	-	-	-
L	-	-	-	-	-	-	1d4 (50%)	-
M	1000× 5d6 (50%)	1000× 2d4 (40%)	-	-	-	-	5d4 (55%)	2d6 (45%)
N	-	-	-	-	-	2d4 potions (40%)	-	-
O	-	-	-	-	-	1d4 potions (50%)	-	-
P	-	-	-	-	3d8 (100%)	-	-	-
Q	-	-	-	3d6 (100%)	-	-	-	-
R	-	-	2d6 (100%)	-	-	-	-	-
S	-	2d4 (100%)	-	-	-	-	-	-
T	1d6 (100%)	-	-	-	-	-	-	-
U	-	1d100 (5%)	-	1d100 (10%)	1d100 (10%)	Any 1 (2%)	-	1d4(5%)
V	1d100 (5%)	1d100 (10%)	1d100 (5%)	1d100 (10%)	-	Any 1 (5%)	-	1d4 (10%)

Table 23: Gem Values

1d20	Value (gp)	Example Types
1-4	10	Agate; quartz; freshwater pearl
5-9	50	Citrine; moonstone; onyx; zircon
10-15	100	Amber; jade; gold or silver pearl
16-19	500	Aquamarine; black pearl; topaz
20	1000	Emerald; blue sapphire; ruby

Table 24: Treasure - Magical Items

1d100	Magical Item Type
01-05	Miscellaneous (Table 25)
06-10	Wands, Staves, and Rods (Table 26)
11-15	Rings (Table 27)
16-35	Scrolls (Table 28)
36-60	Potions (Table 31)
61-70	Armour (Table 32)
71-80	Other Weapons (Table 34)
81-00	Swords (Table 33)

Table 25: Miscellaneous Magical Items

1d100	Magical Item
01-10	Bag of Devouring (cursed)
11-20	Bag of Holding
21-25	Crystal Ball
26-30	Boots of Levitation
31-40	Cloak of Elvenkind
41-50	Boots of Elvenkind
51-55	Gauntlets of Ogre Power
56-65	Helm of Opposite Alignment (cursed)
66-80	Helm of Telepathy
81-90	Medallion of Thoughts
91-00	Rope of Climbing

Helm of Telepathy: The wearer can read the thoughts of a being within 90′ at will. Furthermore, they can send a telepathic message to anyone whose surface thoughts they are reading (allowing two-way communication). Use of this helm requires full concentration of the wearer, who may not move or take any action.

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 the great Strength of 18, granting all of the benefits to hit and damage that this strength score confers. The wearer may also punch with these gloves, with a +3 bonus to hit, inflicting 1d4 hit points of damage.

Medallion of Thoughts: This appears to be a normal pendant disk hung from a neck chain. Usually fashioned from bronze, copper, or silver, the medallion allows the wearer to read the thoughts of others. The wearer can read the thoughts of any being within 30′ after concentrating for 1 round. A saving throw versus magic is allowed to negate the effect. The wearer may move at full speed, but is unable to cast spells or attack while concentrating. There is a 1 in 6 chance (roll 1 on 1d6) that, unknown to the user of the medallion, their thoughts are heard by all beings within 30′ instead of the usual effect.

Rope of Climbing: A 50-foot-long rope of climbing is no thicker than a wand, but it is strong enough to support 10,000 coins of weight. Upon command, the rope snakes forward, upward, downward, or in any other direction at 10 feet per round, attaching itself securely wherever its owner

Table 26: Magical Wands, Staves, and Rods

1d100	Magical Item
01-10	Rod of Cancellation
11-15	Staff of the Serpent
16-20	Staff of Striking
21-30	Staff of Healing
31-35	Wand of Detecting Traps
36-40	Wand of Detecting Secret Doors
41-50	Wand of Paralyzation
51-70	Wand of Detecting Magic
71-00	Wand of Detecting Enemies

Table 27: Magical Rings

1d100	Magical Ring
01-05	Cursed
06-15	Animal Command
16-40	Fire Resistance
41-50	Invisibility
51-70	Protection
71-80	Telekinesis
81-90	Water Walking
91-00	Weakness

desires. It can unfasten itself and return in the same manner.

WANDS, STAVES, AND RODS

Rods and staves are collectively referred to as "devices." Rods are sometimes usable by any class, but many are restricted to use by certain classes only. Wands may only be used by magic-users and elves. A staff may be used only by clerics. These magical items generally have a limited number of "charges" which are spent to trigger the item's magical effect. Unless otherwise specified in the item's description, a rod, staff, or wand has 1d10 charges when found. Exceptions will be noted in specific item descriptions. Physically, these three types of magic items differ primarily in size. Wands are small and thin, being about 18 inches long. A staff is much larger, being 6′ long and generally has a 2′ diameter. Rods are somewhere in-between these two kinds of items, being about 3′ long.

Rod of Cancellation: This item is highly feared by those who value their magic items, for with but one touch of this rod, a magic item permanently loses all of its power and becomes an ordinary item. When attempting to strike an item on an opponent, treat the attack as if it needs to hit an AC of 9. The referee, depending on the circumstances, may adjust this value. This rod is usable once and may not be recharged.

Staff of Healing: This staff does not employ charges. It can heal 1d6+1 hit points of damage, but it can only be used one time per creature per day. This staff may heal an unlimited number of creatures in a day.

Staff of the Serpent: This staff does not employ charges. It strikes as a *+1 staff*. The user can command the staff to grow to become a giant constrictor snake and constrict around a victim (AC 5, HD 3, hp 20, MV 20′/round 60′/turn). The command for the staff to become a snake is uttered as it strikes a victim. The victim must succeed in a saving throw versus spell-like devices or be held immobile by the constricting snake for 1d4 turns, or until the owner commands the snake to release him. The serpent returns to the owner and returns to staff form after it has constricted around an opponent. If the snake form is slain, it will not return to staff form and the staff is destroyed. When the snake returns to staff form, all damage it has sustained in combat is automatically healed.

Staff of Striking: With the expenditure of one charge and a successful attack roll, this staff can be used to strike an opponent for 2d6 hit points of damage.

Wand of Detecting Enemies: This wand makes any enemies of the wielder that are within 60′, whether invisible or hidden, become surrounded by a fiery glowing aura. This effect requires one charge.

Wand of Detecting Magic: This wand makes any magic item within 20′ become surrounded by a blue glowing aura. This effect requires one charge.

Wand of Detecting Secret Doors: This wand will point to any and all secret doors within 20′. One charge is expended per usage.

Wands of Detecting Traps: This wand will point to any and all traps within 20′. One charge is expended per usage.

Wand of Paralyzation: A cone 60′ long and 30′ wide at the terminal end is discharged from this wand. Any beings within the cone will become paralyzed for 6 turns unless they succeed in a saving throw versus wands. One charge is expended per usage.

RINGS

All magical rings are usable by any character class. They must be worn on a digit of the hands only (fingers or thumb). It is only possible to wear two magical rings, one on each hand; if more than two are worn all of the rings do not function. Cursed rings are always active, and their effects are not nullified by wearing other rings, no matter how many magical rings are worn.

Animal Command: Once per turn, this ring allows the wearer to control 1 giant animal or 1d6 normal-sized animals. Magical or intelligent animals are not affected. The effect lasts so long as concentration is maintained, and the wearer can take no other actions. Once control ends, animals will not be well-disposed to the ring wearer, and any reaction rolls suffer a penalty of 1.

Cursed: Gives the wearer a -1 penalty to all Saving Throws. The ring does not detect as evil. Once put on, the ring cannot be removed without the help of a high-level cleric.

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Table 28: Scrolls

1d100	Scroll
01-20	Scroll of 1 spell
21-35	Scroll of 2 spells
36-40	Scroll of 3 spells
41-50	Curse (takes effect when read)
51-65	Protection from Lycanthropes
66-80	Protection from Magic
81-90	Protection from Undead
91-95	Treasure Map to 1,000-4,000 gp hoard
96-00	Treasure Map to 1 hidden magical item

Table 29: Scroll Spell Level

d6 Roll	Level
1-3	1st level
4-5	2nd level
6	3rd level

Table 30: Example Curses

1d6	Curse
1	Re-roll the victim's prime requisite/s. The new scores (whether higher or lower) replace the original ones.
2	Halve the hit points the victim regains from all healing effects (including spells and rest)
3	Lose one level of experience. Re-roll for victims who are already level 1.
4	Turn into a frog!
5	Summons a monster (of same level as victim) which gets a surprise attack.
6	Destroys one magical item chosen by referee.

Fire Resistance: The ring wearer is impervious to all forms of ordinary flame, whether as small as a torch or as large as a raging bonfire. Further, this ring reduces damage from other kinds of fire by –1 per die of damage (minimum of 1 hp damage per damage die). These kinds of fire include *fireball* and other fire spells, fire breath from a red ragon, and the intense heat of molten rock. If exposure to these flames requires a saving throw, it is made at +2 to the die roll.

Invisibility: Once each turn, this ring grants the wearer the ability to become invisible as the spell invisibility.

Protection: This ring lower the wearers AC by 1, and grants the wearer a +1 bonus to all saving throws.

Telekinesis: This ring grants the wearer the ability to move objects up to 2000 coins in weight with their mind (albeit slowly), up to a distance of $50'$. This requires the user's concentration.

Water Walking: Any character wearing this ring can walk on water as if it were solid, dry land.

Weakness: This is a cursed ring, and once put on it can be removed only with the help of a high-level cleric. Over the course of 6 rounds, the wearer's Strength drops to 3 and all attacks and damage are rolled with a penalty of -3 (minimum of 1 hp of damage is dealt).

SCROLLS

Most scrolls are pieces of parchment, imbued with the magical writings of a spell or other magical effect. These writings are potent in that they simply require the pronunciation of their words to release their power. Some scrolls can be deciphered and read by any class (*protection* scrolls and treasure maps), while spell scrolls can only be read by clerics, magic-users or elves, depending on the type of spell transcribed on the scroll.

Spell Scroll: A spell scroll has a number of spells transcribed on it as shown in Table 28. All spells on a scroll will either be cleric spells (25% chance) or magic-user/elf spells (75% chance). Spells can be selected by the referee or randomly determined. If randomly determined, first randomly determine the level of each spell on the scroll using Table 29, then randomly determine a spell from Part 8.

Cursed Scrolls: A cursed scroll inflicts a horrible curse upon the reader. When a cursed scroll is read, the curse takes effect immediately. The referee must decide on the curse. Only a *remove curse* spell can remove a curse from a cursed scroll. See Table 30 for examples of this sort of curse.

Protection from Lycanthropes: This scroll can be read by any class. It creates a circle of protection 10 feet across (which moves with the reader and is always centered on them). This circle cannot be crossed by a random number of lycanthropes (1d10 wererats, 1d8 werewolves or wereboars, 1d4 weretigers or werebears) for six turns.

Protection from Magic: This scroll can be read by any class. It creates a circle of protection 10 feet across (which moves with the reader and is always centered on them). This circle does not permit any spells or spell effects (including those from magical items) enter or leave the circle for 1d4 turns.

Protection from Undead: This scroll can be read by any class. It creates a circle of protection 10 feet across (which moves with the reader and is always centered on them). This circle cannot be crossed by a random number of undead (2d12 skeletons, zombies, or ghouls, 2d6 wights,
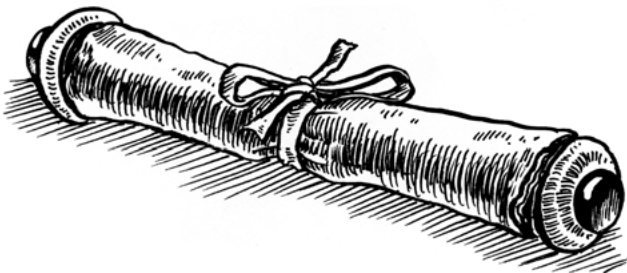
Table 31: Potions

1d100	Potion
01-20	Diminution
21-30	ESP
31-40	Gaseous Form
41-50	Giant Strength
51-60	Growth
61-80	Healing
81-85	Invisibility
86-95	Levitation
96-00	Poison

Table 32: Magical Armour

1d100	Magical Item
01-10	Leather armour +2
11-20	Leather armour +1
21-45	Chain mail armour +1
46-55	Plate mail armour +1
56-85	Shield +1
86-95	Shield +2
96-00	Chain armour +1 and shield +1

wraiths, or mummies, 1d6 specters or tougher undead) for six turns.

Treasure Map: The referee should draw a treasure map to a hoard of the size indicated in Table 28 and give it to the players. The hoard should total the value shown in Table 28 and may be distributed across multiple locations. The treasures should be guarded by monsters. Treasure maps may be incomplete or given as a written puzzle/clue. Some treasure maps require the use of a *Read Languages* spell to understand.

POTIONS

Although potions can be found in a variety of types of containers, including glass, ceramic, or metal flasks, most contain only one dose that imbues their potion's particular effects for one individual. Most potions bear no label and require a small amount to be sampled in order to attempt to identify the potion type. This is not without error, however, because potions of the same type may differ in their aroma or taste depending on how they were made.

As a standard rule, potions take effect in the same round as their consumption, and last for 1d6+6 turns. This general principle is superseded where the specific potion description indicates otherwise. Potions must be drunk in their entirety to have an effect.

If a character drinks a potion while still under the effects of another potion, they become sick for three turns, and are unable to do anything for this time. Neither potion has any further effect. Some potions, like a potion of healing, take effect instantaneously, so they can consumed first and then another potion consumed the next round without any ill-effect.

Diminution: When drank, the imbiber and everything carried will shrink to 6 inches tall. The character is so small that if they remains motionless there is only a 10% chance of being spotted by creatures nearby. This potion negates a potion of growth.

ESP: This potion grants a spell-like ability the equivalent of the magic-user and elf spell ESP for the duration of 5d8 rounds.

Gaseous Form: The person who quaffs this potion, in addition to all items on their person, takes on a translucent, gaseous consistency and floats at 30 feet per round. This speed can be different depending on natural wind speed in

the environment or due to the effects of wind-altering spells. While in gaseous form, the person affected can flow below doors and other small spaces that are not sealed airtight. The person affected cannot attack. If they are attacked in gaseous form, they have an AC of -2 and cannot be harmed by non-magical weapons.

Giant Strength: The imbiber of this potion temporarily becomes as strong as a frost giant. This bonus in strength is accompanied by the giant ability to throw rocks at opponents (ranges $60'/130'/200'$) for 3d6 hit points of damage. Further, the character does double damage with weapon attacks. The strength bonuses of this potion may not be combined with any other magical effects that influence strength.

Growth: The imbiber of this potion doubles in size. Strength also increases (doubling, up to a maximum of 18), and all damage dealt is doubled. There is no change in the imbiber's hit points.

Healing: The imbiber of this potion regains damage equal to 1d6+1 hit points. This potion also cures paralysis.

Invisibility: When this potion is quaffed, the drinker is bestowed with the spell-like ability of *invisibility* as per the effects of the spell of the same name. Any combat action removes the invisibility, such that a new dose must be consumed.

Levitation: When this potion is quaffed, the drinker is bestowed with the spell-like ability of levitation. The drinker can move up and down in the air by magic at a rate of $60'$ per round, but not side-to-side (although the drinker may "push off" walls and ceilings and the like to move sideways). See the spell *levitate* for more information.

Poison: This looks like a normal magical potion, but if any part of it is swallowed, even a sip, the drinker must make a saving throw versus death or die. At the referee's discretion, the poison may do a set amount of damage on a failed saving throw rather than killing the imbiber.

MAGICAL ARMOUR

Magical armour is generated from Table 32. The better the armour, the lower the wearer's AC, thus any bonuses from magical armour should be subtracted from the AC for that type of armour. For example, chain mail armour has a base AC 5, thus chain mail armour +1 has a base AC 4.

Table 33: Magical Swords

1d100	Magical Sword
01-40	Sword +1
41-50	Sword +1, +2 against lycanthropes
51-55	Sword +1, +2 against spell users
56-65	Sword +1, +3 against undead
66-75	Sword +1, +3 against dragons
76-80	Sword +1, *light* 1/day
81-85	Sword +1, *cure light wounds* 1/day
86-90	Sword +1, *locate objects*
91-95	Sword +2
96-00	Sword +2, *charm person*

Table 34: Other Magical Weapons

1d100	Magical Weapon
01-20	Arrows +1 (10 arrows)
21-30	Axe +1
31-45	Dagger +1
46-50	Dagger +2
51-65	Mace +1
66-80	Quarrels +1 (10 quarrels)
81-85	Sling +1
86-00	Warhammer +1

MAGICAL SWORDS

When using a magical sword, the bonus is added both to rolls to hit and to damage rolled. Some swords have a different bonus against particular types of enemy (e.g. +3 against undead, +1 against everyone else). Two of the swords in Table 33 can cast cleric spells once per day, with no prior meditation or prayer required. Two other swords can cast magic-user spells at the wielder's will. Magical swords can be of any size (e.g. normal, short, or two-handed) selected by the referee.

Cursed Swords: Any magical sword has a 15% chance of being cursed. A cursed sword seems to be a normal magical sword until used. Once used in battle, a cursed sword cannot be thrown away - it must be used, and the user is cursed with the desire to retrieve it if it is ever lost. A cursed sword gives a -1 penalty to all rolls to hit and for damage when using the sword. High-level magic-users or clerics can help get rid of the curse. Only once the curse is removed does the sword take on the magical properties rolled on Table 33.

OTHER MAGICAL WEAPONS

When using a magical weapon, the bonus is added both to rolls to hit and to damage rolled. As with magical swords, there is a chance that any magical weapon is cursed (this chance is only 10% for non-swords, however). The same rules apply to cursed non-swords and apply to cursed swords. Only once the curse is removed does the weapon

Table 35: Random Dungeon Room Contents

d6	Contents	Treasure Chance
1	Special	Nil
2-3	Monster	50%
4	Trap	35%
5-6	Empty	10%

take on the magical properties rolled on Table 34.

PART 11: DUNGEON DESIGN

Although there are plenty of published modules which are compatible with *F5FR* , referees are encouraged to design their own dungeons to use in play. There are many books, websites, articles, blog posts, and so on, which discuss different aspects of dungeon design in detail, but here a simple process is presented, with the beginner referee in mind:

1. Decide on a reason for the player characters to explore the dungeon. Everything in the dungeon should fit this rationale. For example, if the party is rescuing the duke's young son who was kidnapped by orcs, then the son should be in the dungeon being held prisoner by orcs (or whoever the orcs were working for).

2. Decide on the setting - is the dungeon a natural cave system, a castle, a buried ruin, or something else? How many levels does it have?

3. Decide on the special enemies found in the dungeon. This might be an evil wizard or powerful monster. Generally the special enemies in the dungeon should be 2 to 4 levels higher than the player characters, so that fighting them is challenging them and defeating them is an achievement.

4. Draw the map. It is easiest if you draw the map on graph paper, and use a consistent scale (e.g. one square = 5' or 10'). Use one sheet of paper for each level of the dungeon. It is best to draw from the outside inwards, so that you can keep the overall shape of the setting you decided upon earlier before getting into the details. If your dungeon has multiple levels, consider how the party can travel between the levels and ensure that ladders, staircases, chutes, etc are placed appropriately. Also try to make sure that there are several "ways through" the dungeons.

5. Stock the dungeon. Put all the special enemies in their appropriate areas, along with any "objectives" you decided upon to give the player characters a reason for exploring the dungeon (such as the duke's son in the example above). Then, for each other room, roll on Table 35 to decide what is in each room, but remember, you can always decide to place something else other than what you have rolled if what you have rolled does not make sense given the setting and rationale you decided earlier. Fill in the details for each room as you do this - make some quick notes about the things the player characters can see, smell, hear, etc, in each room.

Monsters

Other than the special enemies, monsters can be chosen or rolled randomly from Table 12 on p.17. Bear in mind which level of the dungeon you are stocking when rolling on Table 12. If you decided upon a particular concept for a dungeon, not all monsters make sense to be placed within it. Re-roll such monsters or select a more appropriate monster manually. You can also choose to make your own wandering monster table for this dungeon by selecting monsters within 2 levels of the player characters, or use the default wandering monster table on p.17.

Traps

You should select traps carefully, so that they are appropriate to the scenario you decided upon at the beginning of the process. You can design your own trap or use one of the examples given below:

Bricks from Ceiling: Each character in range must save versus wands or suffer 1d4 damage.

Camouflaged Pit Trap: A pit is 10 feet or more deep (1d6 hp damage per 10 feet).

Dart Trap: A dart fires from a hidden location, and the character who triggered the trap must save versus poison or take 1d4 damage and become so sick that they cannot do anything for 3 turns.

Explosion Trap: Everybody in a 10 feet radius makes a save versus breath or takes 1d6 damage. Those who pass their save take half damage.

Illusion Trap: Something strange seems to happen (similar to the spell *phantasmal force*) and the characters are scared away or tricked in some way (usually into another trap).

Light Trap: A bright light flashes. Everyone who sees it must making a Saving Throw versus spells or go blind for 1d4 rounds.

Poison Trap: The character touches contact poison, which makes them extremely sick for three days, during which time their movement halves and they suffer -2 to all saving throws and rolls to hit. If the character makes a save versus poison, they take 1 point of damage instead, but do not become sick.

Scything Blade Trap: Characters must save versus paralysis or suffer 1d6 damage.

Special Rooms

Special rooms in your dungeon can be puzzles or other strange items or events which make the dungeon more interesting and potentially more dangerous! Some examples:

Alarm Room: An alarm which, when set off, rings through the dungeon. Roll for wandering monsters every turn instead of every second turn while the alarm is ringing.

Decoration: In some types of dungeons, like underground temples or ruins, statues of hideous beasts may decorate the rooms. Rooms dominated by decorations give a chance to create the right atmosphere for your dungeon.

Map Shift: A room which changes the map somehow (e.g. a wall slides in place behind them, or the room rotates), to make navigating the dungeon more challenging.

Pool: Magical pools of water which may heal or harm any who drink or submerge themselves in the pool. The liquid in the pool could have other effects too, such as changing ability scores or alignments, enchanting weapons, etc.

Transportation: Much as map shifts can make navigating a dungeon more challenging, so too can a room with a special item which transports player characters. Pick a room linked to this one by the "transporter" or even have the transporter work randomly and send player characters to a different room each time!

Tips

When designing your own dungeon and when refereeing it in play, remember these few simple tips:

- Be fair to the players. Do not set them tasks which are impossible, or make them fight monsters they cannot beat.

- Balance the challenges in your dungeon. This both means making sure they are appropriately challenging (neither too hard nor too easy) but also that there is a variety to the challenges the party faces.

- Practice makes perfect!

- Most importantly, have fun!

PART 12: BACK MATTER

LICENSE

DESIGNATION OF PRODUCT IDENTITY

All artwork.

All trademarks and registered trademarks, the Grimm Aramil Publishing logo and all other trade dress.

DESIGNATION OF OPEN GAME CONTENT

All game mechanics.

All other text not identified as product identity above.

List of Tables

Index

Player's Name

Character's Name   Alignment

Class   Level
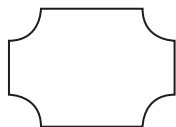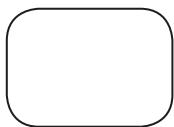
Armour Class   Hit Dice   Hit Points

Portrait

Abilities

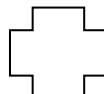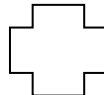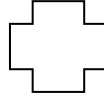| Adjustments	
Strength	melee to hit & damage open door rolls
Dexterity	missile to hit Armour Class
Constitution	rolling hit dice for hit points
Intelligence	bonus languages
Wisdom	magic-based saving throws
Charisma	reaction rolls retainer morale

Saving Throws
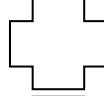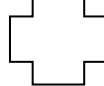Roll equal to or above the score listed to make your save.

Death

Wands

Paralysis

Breath

Spells

Attack Table
In the melee and missile boxes, write any modifiers to your rolls to hit. To attack, roll 1d20, add the melee or missile modifier, and check the table to see the best Armour Class (AC) you hit with your roll.

AC	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	Melee	Missile
Roll															

Biographical Details
Age:

Gender:

Height:

Weight:

Homeland:

Coins
pp:

gp:

ep:

sp:

cp:

Experience Points
Current:

Needed for Next Level:

Modifier for Prime Requisite:

-20%   -10%   0%   +5%   +10%

Languages Spoken:

[ ] Literate

Class Abilities, Skills, and Spells

Equipment	Weight
	Total