

LOST EMPIRES

•ROLEPLAYING GAME•



Swords & Wizardry Variant Rules

Lost Empires



Beta

Swords & Wizardry Variant Rules

Dedicated to the Wargames and RPG Club (WARC)

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LOST EMPIRES™ & ROGUE COMET™

www.roguecomet.com

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Game Basics



A Fantasy Roleplaying Game For Players Age 9 to 99

WELCOME TO LOST EMPIRES

The Lost Empires™ role playing game is a rules-light fantasy adventure game which is easy to learn and fun to play. Learn more at

www.roguecomet.com.

Lost Empires is set in the fantasy world of Zandaria. Although Lost Empires provides a basic history and framework to govern magic and the nature of patrols, it is otherwise a non-setting specific, generic fantasy role-playing game which you can use to play in your own favorite fantasy setting. Consult the Rogue Comet.com web site for other fantasy settings which are compatible with Lost Empires.

DESIGN PRINCIPLES

Lost Empires was designed to bridge the gap between seasoned roleplayers and those new to the hobby. The game mechanics of Lost Empires, while familiar to many, introduces several changes to broaden the appeal of legacy fantasy wargaming to new audiences.

Designed For New Players

Our playtesters ranged from ages 9 to 19. Those who have grown up with modern video games often have dozens of gaming systems competing for their attention. Young players typically want games that are easy to pick up and simple to play. If the rules books are long or complex, they simply don't have the patience for it. Lost Empires is simple to learn and fun to play even for those new to the hobby.

Nostalgic Compatibility

Lost Empires is compatible with the Swords & Wizardry roleplaying game and as such will work with many adventure modules and settings with little or no conversion.

As such, much remains familiar with Lost Empires which will appeal to veteran RPG players who have nostalgia for the game mechanics of earlier decades.

Small Investment To Start

Most players only need a single page rules summary to play the game. There is no significant investment of time or money for people to pick up the game and start playing.

Tedious Tasks Eliminated

Lost Empires has reduced many tedious book-keeping tasks typically found in other roleplaying games which slow down play. In addition to being a rules-lite system, Lost Empires eliminates class levels, gives mages greater freedom in which powers they can access, makes tracking HP for monsters as simple as a dice throw, and removes most tables and rules which normally would require consulting a manual.

A Clear Mission

The game provides a clear mission — characters are part of a patrol who are oath-bound in service to a local city-

state. No more meeting in taverns with the GM trying to railroad characters toward a mission. Instead, characters form a patrol with clear ethical guidelines and receive missions (typically very dangerous!) to complete.

Point Buy System

In Lost Empires there are no levels. Instead there is a point buy system. With each 1,000 XP earned, players get to improve their characters.

Customizable, Iconic Classes

The game simplifies classes to warriors, mages and rogues. The point buy system allows some flexibility in characters though — if you want a sword-wielding mage who has decent combat stats, you can build that character, though they won't wield magic as powerfully.

D6 Hit Point Counters™

All creatures use six sided dice for hit points. Rather than track hit points on paper or by other means, simply use the hit dice you roll as a counter to track the hit points.

Greater Danger and Luck

Lost Empires introduces "bullseye"™ rolls to increase the sense of danger. Effect rolls such as damage are open ended, meaning even a lowly orc can get a lucky shot and kill you, and even an out-matched warrior has at least some chance (however slim) of slaying the dragon.

No Spell Levels

In some games, if you want to cast a 4th-level spell, you have to be a 7th-level caster, even though you start out by casting 1st-level spells at your first class level. Lost Empire simplifies this, allowing mages to access any power, even though doing so may be deadly.



Risky Magic

Spells are not memorized or selected in advance. Instead, mages use mana to wield powers. Mana, like Hit Points, can be drained. Mages can cast any spell, but the more power they wield the greater risk they have of overcasting, which can result in unconsciousness or even death.

Compact Format

Lastly, the full manual for Lost Empires consists of only a few dozen pages. The manual is saddle-stitch bound, meaning it is easy to lay open on the game table, and will easily store alongside your character sheets and other game material. No volumes of hard-back rules sets and reference tomes clutter your table or slow down game play.

Simplified Experience Points

Awarding XP is flexible and simple. By default, players earn:

- **100 XP for each hit dice of creatures defeated**

Whether through death, capture, sleep, or being immobilized through magical means, or otherwise taken out.

- **1 XP for every gold piece worth of treasure found**

When XP is earned it is split between the number of active participants in that encounter.

GM's have complete discretion on when and how much XP is awarded. You can choose to not award XP for treasure.

The GM can choose alternative ways to award XP. Some examples:

- **Some Other XP for Each Hit Dice**

1 HD=40 XP or some other number

- **Progressive XP**

Use 100xp/HD up to 5HD, 150xp/HD up to 9HD, and 200xp/HD for 10 and up.

THE WORLD OF ZANDARIA

Zandaria is a magical world with a rich history of fallen empires, mysterious ruins and unexplored regions filled with treasures.

The Mystic Apocalypse

700 years ago, a mystic war erupted which resulted in 'The Cataclysm', an event which altered the world's landscape and destroyed many kingdoms. In the aftermath, some powerful beings who survived abandoned Zandaria for the stars, others carved out kingdoms beneath the earth, while on the surface of Zandaria, crumbling kingdoms fell into chaos. Dire creatures roam the land and rogue mages gone mad pepper the land making travel unsafe.

Fighting to survive in an increasingly hostile land filled with monsters and dragons, Men dwindled nearly to extinction. Elves and Dwarves also waned in power, but suffered less than their human counterparts.

In time, small city-states emerged from the savage landscape and the civilizations of Elves, Dwarves and Men began to rebuild. Into such a wild and lawless world come the current heroes of Zandaria.

City-State Melting Pots

Following the Cataclysm, city-states became isolated centers of struggling civilization amidst a world of turmoil and danger.

The three allied races — Elves, Men and Dwarves — were often displaced. As a result, the few city-states that survived became melting pots, with Elves, Men and Dwarves banding together in a struggle to survive.

Today it is common to see patrols with all three races ranging across the wilds of the post-cataclysmic world.

The Mission

Lost Empires chronicles the adventures of patrols

commissioned by local city-state rulers to carve anew forgotten roads, explore dungeons of dread, clear hazards from ancient ruins and explore forbidden forests teeming with nightmarish creatures which lope through the night. Honor-bound to make the world safe, your characters will encounter hazards which will test your strength, your courage, and your wits. Will you survive to fulfill the quest given to your patrol?

Patrol Missions

Games are centered around Missions — orders from the patrol's leadership directing them to clear an unexplored region, save a kidnapped princess or other such noble task.

The Patrol's Organization

Your patrol is under the direction of a city-state, with orders ultimately coming from a king, queen or regent who leads the city. Within the patrol are a patrol leader with the rank of Captain. The rest of the patrol have the rank of Guardian.

Patrol Names

Most patrols take a name, such as "Raven Patrol" or "The Scarlett Shield". Patrols build a history and have a great sense of pride.

Alignment and Ethics

All patrol members take an oath and pledge fealty to their affiliated city-state. Ranks of a patrol may draw from rogue scoundrels plucked from the streets or adepts of the arcane who are tapped to defend their homeland. Though many may have a tarnished background, loyalty to their kingdom and the desire for honor and virtue are strongly impressed upon all who join the patrols.

This is reinforced by an oath which all soldiers inducted into the ranks of the Patrol must swear.

The Oath

Though patrols may vary their oaths from region to region,

the most common oath is this one. It is common for patrols to recite their oath at the beginning of each mission:

We as Guardians pledge our resources and lives to protect the safety of our kingdom and expand the reaches of our civilization. In this way the innocent may be safe and our homeland may be secure. With sword, shield and staff we brave any peril set before us, being vigilant to destroy evil, bringing order to chaos, and above all, seeking to honor those who came before us by the bravery of our deeds.

Maḡic and Mana

Zandaria possesses a powerful energy field called Mana, invisible to the naked eye. The motions of the waves, the currents of the wind, the tectonic movement of the earth, and the light illuminating the world form energy which creates and enables Mana. This power can be harnessed by an elite few to be shaped and channeled into arcane powers.

Maḡic is Dangerous

Mana is not easily controlled, and the uninitiated often find that overcasting Mana can result in unconsciousness or even death.

Maḡic is Inconstant

Mana-rich environments (perhaps a mystic glade or an enchanted underground grotto) can actually boost a mage's available mana pool, while some mana-deprived environment (perhaps the deadlands of an ancient mystical apocalypse) reduce the mana available to the mage.

GETTING STARTED

All you need to play are some dice, some paper and something to write with, and a copy of the rules.

A summary of the Lost Empires rules fits on one sheet and you can download it from www.roguecomet.com. Introduce it to your friends by passing out this simple rules sheet.



Dice

Lost Empires uses several different kinds of dice, and we abbreviate them according to how many sides they have. So, the four-sided die is called a d4, and if we're telling you to roll 3 of them, we say to roll 3d4. The six-sided die is a d6, the eight-sided die is a d8, the ten-sided die is a d10, the twelve-sided die is a d12, and the twenty-sided die is a d20. There is no die with 100 sides — what you do to roll a d100 is to roll two ten-sided dice, treating the first roll as the “tens” and the second roll as the “ones.” So, if you were to roll a 7 and then a 3, that would mean a 73. A roll of 0 and 0 means a result of “100.”

CHARACTERS

Traits and Trait Points

Characters have traits such as combat bonuses, ability bonuses and hit points. With each 1,000 experience points earned you receive 1 trait point to spend on improving your scores.

Creating a Character

Starting characters begin with 0 experience points (XP) and have 10 trait points to spend.

Character Traits

Record the following traits on a character sheet:

- **Combat Bonuses:** Melee Attack (MA), Melee Damage (MD), Ranged Attack (RA), Ranged Damage (RD) and Saving Throw (ST).
- **Skill Bonuses:** (Rogues only) Pick Pockets, Pick Locks, Climb Sheer Walls, Move Silently, Remove Traps, and Hide.
- **Armor:** Armor Class (AC), based on armor worn.
- **Points:** Hit Points (HP), Mana Points (MP, for Mages only) and Experience Points (XP). Hit Points are used to track damage. Magic (used by Mages only) requires Mana, which — like HP — can be drained.
- **Profile:** A description (e.g. dimwitted, greedy, one-armed, etc.) which does not effect dice rolls but provides guidance on how you play the character.

Example: Dimwitted, greedy, one-armed, etc. Can also include roles such as assassin, physician, ranger, monk, etc.

- **Attributes (Optional):** At the GM's discretion, you may also want to add Strength (STR), Dexterity (DEX), Constitution (CON), Intelligence (INT), Wisdom (WIS) and Charisma (CHA). Attributes are scores which range from 3 to 18 (higher is better) and describe the character's nature. Attributes do not normally affect dice rolls but are used for compatibility with other gaming systems.

Example: A dungeon module calls for a combined strength of 35 or better to open a door.

NAMING YOUR CHARACTER

You can choose any name you want for your character. Some common names in Lost Empires:

Human (Male)

Dygwyn, Medd, Teodoc, Cabryn, Sellyn, Calith, Dwoildan, Froimas, Gigord, Kaeliv, Kinnon, Thaev, Thoenon, Traebaen, Uleranyth, Umielit, Rilarid, Belith, Feith, Groaric, Jielath, Dworeand, Prardov, Umardod and Wicys

Human (Female)

Yarith, Cilla, Cloryan, Larka, Lolla, Sena, Sura, Aladda, Jeassa, Cyra, Merira, Ysyna, Nuvyan, Dreallan, Dreanna, Haeidith, Abiathiel, Adiedien, Adrilawen, Brirarwen, Ocalen, Onathien, Qaen, Sauss and Weran

Elf (Male)

Anorion, Beléndel, Calóndir, Elryldor, Galil-Gan, Hithrar, Nebrilas, Syri, Calóldor, Elithralad, Galendel, Holas, Mómir, Amámbor, Anithrar, Calaldur, Celénduil, Elrimbor, Hondil, Perion, Vorfindel, Beland, Garalad, Merion, Rarang, Sebrinduil and Urilmar

Elf (Female)

Caluwiell, Deludë, Eléwen, Glondra, Gydith, Trilmania, Nóthiel, Rydien, Tuvie, Anorfidia, Fydien, Galiwen, Glythiel, Glénia, Pilmania, Sywiel, Amilia, Caladith, Fáviel, Silith, Eliodien, Fowiel, Glowien, Isewiel, Anadë, Febriwen and Handra

Dwarf (Male)

Glubur, Gombur, Helir, Hoignar, Loingir, Nesin, Nomli, Silir, Telir, Tomlir, Fomin, Fommli, Gegnus, Lolin, Malir, Thisur, Vili, Doilin, Dugnus, Gognus, Herin, Kali, Morin, Segnus, Hignus, Komnar, Mignar, Nogan, Romnar, Rosin, Sefur, Sugnus, Tili, Tori and Vignus

Dwarf (Female)

Bulona, Dypyna, Fopala, Galane, Gokola, Kopena, Mellana, Nepila, Nolona, Pykyla, Thoikena, Typyn, Vepila, Cikyla, Cylen, Rolani, Lupala, Palyn, Solona, Thaken, Cilena, Dalena, Gelena, Gepila, Gollyna, Pipila, Thupal and Tullena



THE CORE MECHANIC

General Rules of Thumb

- **Meet or Beat:** Dice rolls succeed when the result "meets or beats" a target number.
- **Roll High:** Roll high to pass tests.

Example: A rogue having a 1 in 6 chance to pick pockets means he must roll a 6 on a d6; a target number of 16 for a Saving Throw requires a 16 or better to succeed.

Bullseye Rolls™

An effect dice roll "bullseyes" when a natural (non-modified) die rolls its maximum value. Re-roll and add the new value to the previous total. Bullseyes are open-ended, meaning you re-roll again and again until the die rolls less than the maximum value.

Conflict

Conflict is resolved by rolling dice in up to 3 stages: 1) Test (resolved with a d20), which, if successful, has an 2) Effect (damage, acrobatics or mana drain). When any effect roll bullseyes, earn 3) Feat points by rolling a d6.

Combat

Any class can engage in combat.

- **Test:** Roll a d20, add any attack bonuses and compare against target's AC to test for success. Any result greater

than or equal to the target number succeeds and allows you to roll for damage (the effect). A natural roll of 20 (a die result of 20 before modifiers) means an automatic bullseye for the damage roll. If the test succeeds or you roll 20, you roll for effect.

- **Effect:** Roll for damage using dice based on weapon type, plus any bonuses. Damage results can bullseye. With each damage dice roll that bullseyes, you generate feat points.
- **Feat:** For each damage roll bullseye, roll a d6 to determine feat points. Feat point rolls do not bullseye.

Skill Tests & Acrobatics

Rogues test for success when using skills such as moving silently. Only rogues can perform acrobatics.

- **Test:** Roll a d20 and add any skill bonuses to test for success. Any result greater than or equal to 10 succeeds and allows you to roll for acrobatics (the effect). Example: a Move Silently bonus of 4 adds 4 to the result which is compared to 10. A natural roll of 20 means an automatic acrobatics roll bullseye.

- **Effect:** Roll for acrobatics using a d6. With each acrobatics dice roll that bullseyes, you generate

feat points.

- **Feat:** For each d6 to determine do not bullseye. acrobatics roll bullseye, roll a feat points. Feat point rolls

Arcane Powers

Whenever a mage uses arcane powers, they expend mana points. Only mages can wield arcane powers.

- **Test:** Unlike combat and acrobatics test rolls, arcane powers test for success in the form of a saving throw.



Saving throws are only allowed for some powers, and are rolled by the defender. Effect rolls take place first. In some cases the power may be overcast and have no effect so no saving throw would be needed.

■ **Effect:** Roll to **drain mana** using a die based on spell type (e.g. you roll a d8 to determine mana used to cast a d8 spell). Mana drain rolls can bullseye. With each mana dice roll which bullseyes, you generate feat points. If drained mana exceed mage's current mana points, then the spell overcasts (overcasting is described in more detail in the 'Arcane Powers' supplement).

■ **Feat:** For each mana roll bullseye, roll a d6 to determine **feat points**. Feat point rolls do not bullseye.

Example: Dagū, a mage, has only 16 Mana Points available, but is in a pinch so he attempts a d20 spell. He rolls a 20 (a bullseye), rolls again and gets a 5. The spell is cast but cost 25 Mana. Dagū had only 16 mana available, so all those are spent, and the remaining 9 "overcast" Mana Points deals Dagū 9 damage.

Feats

Effects (damage, mana drains or acrobatics rolls) which bulleye generate **Feat Points** (FP) which you can spend on one or more feats as follows.

Combat		
FP	Name	Result
1	Iron Constitution	HP Bonus: Regain lost HP equal to the number of Feat Points spent.
1	Spring Attack	2 Moves: You can move both before and after the attack, provided total distance moved is not greater than your speed.
2	Rapid Attack	Second Attack: New attack must roll for success and damage; any new bullseyes do not grant Feat points.
3	Blocking Manuever	AC Bonus: Gain +4 AC until beginning of your next turn.
4	Furious Blow	Melee Bonus: Gain +4 damage on any melee attack damage this round.
4	Lucky Shot	Missile Bonus: Gain +4 damage on any missile attack damage this round.

Arcane Powers		
FP	Name	Result
1	Mana Mastery	Mana Bonus: Regain lost mana equal to the number of Feat Points spent.
1	Energy Surge	+2 HP: Residual mana used to boost HP by 2 points, not to exceed normal, full HP level.
2	Arcane Shield	AC Bonus: Channel residual mana of current spell to form a mystic shield. Gives +4 AC to wielder until beginning of your next turn.
3	Swift Cast	Extra Spell: Rapid wielding grants opportunity to wield a second power after current spell is cast. Second spell drains additional mana as normal but any additional bullseye rolls do not generate feat points.
4	Mystic Shock	Opponent AC Penalty: Wielder channels mana and gains opportunity to stun opponent. If opponent is less than two times your size and fails a Save roll they will be unable to act for one round and suffer a -5 AC due to vulnerability while shocked.
4	Powerful Wield	Damage/Area Doubled: You alter a burst, emanation, line, or spread shaped spell to increase its area and effect. Any numeric measurements of the spell's area increase by 100%. Double the damage for effect. Doesn't apply to powers with range of 'touch'.

Acrobatics		
FP	Name	Result
1	Second Wind	HP Bonus: Regain lost HP equal to the number of Feat Points spent.
1	Deft Maneuvers	2 Moves: You can move both before and after the current round provided total distance moved is not greater than your speed.
2	Reflex Tumble	AC Bonus: Gain +4 AC until beginning of your next turn.
3	Rogue Luck	ST Bonus: Gain a +4 ST bonus for remainder of encounter.
4	Sneak Attack	Bonus Attack: Gain an immediate free attack with a +4 attack bonus; does max damage and bulleyes if successful. Sneak attack bonus takes the place of the normal bonus for attacks made from behind and does not stack (e.g. it is +4, not +6).

- 4 **Whirlwind Action** **Second Turn:** Gain a second turn immediately after current round completes.

IMPROVING YOUR TRAITS

Spending XP

As you earn experience, you can improve certain scores. Spending 1,000 XP will allow you to buy one of the following:

- **1 Combat Bonus:** Add +1 to either Melee Attack, Melee Damage, Ranged Attack, Ranged Damage or Saving Throw bonus.
- **1 Hit Point:** Add +1 to current HP.
- **1 Skill Bonus:** Rogues add +1 to either Pick Pockets, Pick Locks, Climb Sheer Walls, Move Silently, Remove Traps or Hide skill bonuses.
- **1 Mana Point:** Mages add +1 to their pool of Mana Points.

Example: Galthar currently has a +4 MA bonus and +1 ST bonus. Galthar earns enough XP to buy a combat bonus. He cannot buy an MA bonus since a +5 MA bonus would be four points higher than the +1 ST bonus. Galthar instead opts to buy a ST bonus, and can improve his MA bonus when he next has enough XP.

Trait Balance

- No combat bonus may be more than three points higher than their lowest combat bonus.
- Rogues combat bonuses may not be higher than their lowest skill bonus.

ARMOR CLASS (AC)

An **unarmored character** has AC 10. Adding armor will improve your AC:

Armor Class Bonuses			
Type	AC Bonus	Lbs ¹	Cost
Plate	+6	70	100 gp
Chain	+4	50	75 gp
Ring	+3	40	30 gp
Leather	+2	25	5 gp
Shield	+1	10	15 gp

¹Magical armor weighs half normal

Important Note: Your GM will decide whether your game is using the “Descending” armor class system where a lower AC is harder to hit, or the “Ascending AC” system, where a higher AC is harder to hit. Numbers for the “Ascending AC” system are set off in brackets. Note: Lost Empires uses the Ascending Armor Class (AAC) in brackets by default.

AC & AAC Differences

In the Ascending AC system (AAC), an unarmored person is armor class [10]. Your armor adds to your AC, so the higher your AC, the harder it is for enemies to hit you. To calculate your armor class, look at the Armor Table above. For whatever type of armor you bought, add the number shown in brackets to your base armor class of 10. That's your new armor class.

For compatibility with legacy gaming systems, we also include the descending armor class system (AC). In the Descending AC System, an unarmored human is armor class 9. The armor you buy lowers your armor class, and the lower the armor class, the harder you are to hit. To calculate your armor class, look at the Armor Table above. For whatever type of armor you bought, subtract the number shown from your base armor class of 9. That's your new armor class.

Converting AC & AAC

Armor Class (AC) + Ascending Armor Class (AAC) = 19 (e.g.

AC 7 equals AAC 12 (19-7=12)).

Galthar evades the rock and takes no damage.

EXPERIENCE POINTS

XP awarded at gamemaster discretion.

SAVING THROW

Roll a d20, add your Saving Throw bonus and check the result against a target number determined by the GM.

Example: A falling rock hurtles toward Galthar. The GM determines the character must roll a normal saving throw



(which is 15). Galthar rolls a 13 and adds his saving bonus of +2 which gives him a score of 15. This meets or beats the target number, so

BASIC COMBAT

Initiative

Initiative can be determined in one of two ways:

- GM deals initiative cards. Players (or player group) act from highest to lowest card. At completion of turn, player turns in card to GM.
- Each player (or player group) rolls a d10, ties act simultaneously.

Sequence

- Players roll d10 or draw card for initiative.
- Go in initiative order, ties act simultaneously.
- Repeat till battle ends.

Time

Combat Round = 1 minute, Turn = 10 minutes (i.e. 10 rounds).

Attack Resolution

Hits if die + bonuses \geq defender's AC.
Melee Attack Score = 1d20 + Melee Attack Bonus; Ranged Attack Score = d20 + Ranged Attack bonus.

Critical Hits and

Fumbles

- Natural 1 = Automatic failure (may mean dropped weapon, etc.).

■ **Natural 20** = Automatic success, max damage and automatic bullseye.

Damage

According to weapon type. Successful melee attacks add Melee Attack Bonus; ranged attacks add Ranged Attack Bonus.

Death and Dying

When HP \leq 0, character is unconscious. Character dies when negative HP = -7. Player's whose character dies create a new character with 7,000 XP less than their old character's XP, or 0 XP, whichever is greater.

Healing & Recovering Mana

Recover 1d6 HP and 1d6 Mana per day uninterrupted rest. Recovered HP and Mana can bullseye. 1 week rest = full recovery of both HP and Mana.

MONSTER ATTACKS & SAVES

Attack Rolls = 1d20 + # Monster Hit Dice (max of +15). Hits if result \geq AC of opponent. **ST** = 19 - (# Hit Dice).

SPECIAL COMBAT

Unarmed Combat

Requires a successful attack roll. Normally inflicts 1d2 (1-3 on a d6 = 1; 4-6 = 2) points of damage, plus attacker's strength bonus to damage, if any.

Subduing Damage

To incapacitate instead of killing an opponent, pull the killing blow. When damage is done which would otherwise slay an opponent, you may choose to pull the killing blow and instead leave the opponent unconscious with 1 HP. Opponent will regain consciousness in 2d10 minutes under normal circumstances.

Two-weapon Fighting

Dual-wielding (using two weapons in melee, one in each hand) grants two simultaneous attacks with a -2 attack penalty on each attack roll. Damage is calculated normally, and both attacks have the potential to hit. Dual-wielding prevents using a shield.

Flaming Area Attacks

Flaming oil and Molotov cocktail ranged attacks do 2d6 damage the first round, and 1d6 the following round. A splash does 1d3 damage in a 3' diameter. Flaming area attacks take two rounds. To ignite oil either 1) prepare and light flask for 1 round prior to attack, or 2) douse opponent and follow up in following round by throwing a torch. Only roll once for success though the attack takes two rounds.

STARTING MONEY

3d6 X 10 gold pieces.

CLASSES

Warrior

Warriors have higher hit points and are better at combat.

Gear: No armor or weapon restrictions. **Abilities:** Combat bonuses.

Rogue

Rogues are weaker at combat but specialize in acrobatics and thieving. They use nothing higher than leather armor in order to maintain stealth.

Gear: Leather armor. **Abilities:** Thieves are specialists who roll a d20 (as described in the previous "Skill Tests & Acrobatics" section) to perform these tasks: **Pick Pockets, Pick Locks, Climb Sheer Walls, Move Silently, Remove Traps, and Hide.** Thieves acquire bonuses which max out at +8.

Thieves also can perform a **Sneak Attack** following a successful Move Silently or Hide roll where opponent is not aware of the rogue, receive +4 attack bonus for encounter's 1st attack roll. Does max damage and bulleyes if successful. Sneak attack bonus takes the place of the normal bonus for attacks made from behind and does not stack (e.g. it is +4, not +6).

Maße

Mages can wield arcane powers. They can also use swords, but since armor interferes with mana use they have lower armor class.

Gear: No armor. **Abilities:** Powers.

A list of available arcane powers with rules on using them are described in the "**Arcane Powers**" section.

RACES

Fantasy races include Humans, Dwarves, and Elves; other races are included at GM's discretion. Racial characteristics may be noted in the character's profile and factor into GM's judgment calls (e.g. GM announces "The elf with keen vision spots a wyvern flying miles above"). Elves and Dwarves have nightvision.

GEAR

General Equipment

Item	Cost
Backpack (30 pound capacity)	5 gp
Barrel	2 gp
Bedroll	2 sp
Bell	1 gp
Block and Tackle	5 gp
Bottle (Wine), Glass	2 gp
Candle	1 cp
Canvas (sq. yd)	1 sp
Case (Map or Scroll)	1 gp
Chain (10 ft)	30 gp
Chalk, 1 piece	5 cp
Chest	2 gp
Crowbar	2 sp
Fishing Net (25 sq feet)	4 gp
Flask (Leather)	3 cp
Flint & Steel	1 gp
Garlic (1 pound)	1 sp
Grappling Hook	1 gp
Hammer	5 sp
Holy Symbol, Wooden	1 gp
Holy Symbol, Silver	25 gp
Holy Water	25 gp
Ink (1 oz)	1 gp
Ladder (10 ft)	5 cp
Lamp (Bronze)	1 sp
Lantern, Bullseye*	12 gp
Lantern, Hooded*	7 gp
Lock	20+ gp
Manacles	15 gp
Mirror (Small steel)	20 gp
Musical Instrument	5 gp
Oil (Lamp), 1 pint*	1 sp
Parchment (Sheet)	2 sp
Pole, 10 ft	2 sp
Pot, Iron	5 sp
Rations, Trail (day)	5 sp
Rations, Dried (day)	1 gp
Rope, Hemp (50 ft)	1 gp
Rope, Silk (50 ft)	10 gp
Sack (15 pounds capacity)	1 gp

Sack (30 pounds capacity)	2 gp
Shovel	2 gp
Signal Whistle	5 sp
Spellbook (Blank)	25 gp
Spike, Iron	5 cp
Tent	10 gp
Torch*	1 cp
Waterskin	1 gp
Wolvesbane	1 sp

* Torches burn one hour and light a 30 ft radius. A pint of lantern oil burns 4 hours. Normal lanterns light a 30 ft radius; bullseye lanterns cast light 60 ft long and 10 ft wide.

Melee Weapons		
Weapon	Damage	Cost
Axe, Battle ¹	1d8	5 gp
Axe, Hand ²	1d6	1 gp
Club	1d4	0 gp
Dagger	1d4	2 gp
Hammer, War	1d4+1	1 gp
Lance	2d4+1	6 gp
Mace, Heavy	1d6+1	10 gp
Mace, Light	1d4+1	4 gp
Spear ^{1, 2}	1d6	1 gp
Staff	1d6	0 gp
Sword, Bastard ¹	1d8	20 gp
Sword, Long	1d8	15 gp
Sword, Short	1d6	8 gp
Sword, 2-Handed	1d10	30 gp

¹Weapon can be used either one or two-handed. When wielded two-handed, gain +1 damage bonus, ²Can be used as both melee and ranged weapon.

Ranged Weapons		
Weapon	Damage	Cost
Arrows (20)	1d6	2 gp
Axe, Hand	1d6	1 gp
Bolt, Heavy (20)	1d6+1	2 gp
Bolt, Light (20)	1d4+1	4 gp
Bow, Long	1d4+1	60 gp
Bow, Short	1d4+1	15 gp
Crossbow, Heavy	1d4+1	20 gp
Crossbow, Light	1d4+1	12 gp
Dart	1d3	2 sp
Javelin	1d6	5 sp
Sling	1d6	2 sp
Spear	1d6	1 gp
Stones, Sling (20)	1d4	0 gp

Ranged Rate of Fire & Range		
Weapon	Rate of Fire	Range ¹
Axe, Hand	1	10 ft
Bow, Long	2	70 ft
Bow, Short	2	50 ft
Crossbow, Heavy	1/2	80 ft
Crossbow, Light	1	60 ft
Dart	3	15 ft
Javelin	1	20 ft
Sling	1	40 ft
Spear	1	20 ft

¹-2 "to-hit" per increment

Fast Packs

Suggested starting packs for new characters:

Pack A: backpack, bedroll, hooded lantern, 10 oil flasks, flint & steel, shovel, 2 sets of caltrops, signal whistle, pen & paper, waterskin, iron rations for four days

Pack B: backpack, bedroll, 10 torches, 10 oil flasks, flint & steel, chalk, 10 ft. pole, mirror, crowbar, waterskin, iron rations for four days

Pack C: backpack, bedroll, tent, 10 torches, flint & steel, hammer, 10 iron spikes, grappling hook, 50 ft. rope, waterskin, iron rations for four days

Monetary Value				
Exchange	CP	SP	GP	PP
Copper piece	1	1/10	1/1,00	1/1,000
Silver piece	10	1	1/10	1/1,00
Gold piece	100	10	1	1/10
Platinum piece	1000	100	10	1

EXAMPLE CHARACTERS

John creates a character named Wenst with 0 XP. He gets 10 starting trait points to spend. He builds this elvish warrior:

Name: *Wenst*

Combat Bonuses: *Melee Attack 2, Melee Damage 2, Ranged Attack 0, Ranged Damage 0, Saving Throw 0*

Points: *Hit Points 6, Experience Points 0*

Armor: *Armor Class 14 (chain mail armor)*

Profile: *Knight with woodland skill who is always eager to rush into battle.*

Several months later, John's character has earned 36,470 XP and added to his profile, which allows him to spend an additional 36 trait points to improve his character to look like this:

Name: *Wenst*

Combat Bonuses: *Melee Attack 5, Melee Damage 4, Ranged Attack 3, Ranged Damage 2, Saving Throw 6*

Points: *Hit Points 26, Experience Points 36,470*

Armor: *Armor Class 16 (plate mail armor)*

Profile: *Knight with woodland skill who is always eager to rush into battle. Sworn enemy of Rathgist the Illusionist.*

Note that John followed the rule that "no combat bonus may be more than three points higher than their lowest combat bonus."

Kenda has a mage character named Lisan in John's campaign with 32,400 XP. She has spent her 42 trait points this way:

Name: *Lisan*

Combat Bonuses: *Melee Attack 1, Melee Damage 1, Ranged Attack 0, Ranged Damage 0, Saving Throw 7*

Points: *Hit Points 15, Mana Points 18, Experience Points 32,400*

Armor: *Armor Class 10 (no armor)*

Profile: *Master of the arcane with a cat familiar named Hesta.*

Mike has a rogue character named Faltain with 28,010 XP, and has spent this 38 trait points as follows:

Name: *Faltain*

Combat Bonuses: *Melee Attack 2, Melee Damage 0, Ranged Attack 1, Ranged Damage 0, Saving Throw 4*

Skill Bonuses: *Pick Pockets 2, Pick Locks 2, Climb Sheer Walls 2, Move Silently 4, Remove Traps 3, Hide 4*

Points: *Hit Points 14, Experience Points 28,010*

Armor: *Armor Class 12 (leather armor)*

Profile: *Member of the Thieves Guild. Branded with a scar on his should after capture and punishment by a before being recruited by the King as a guard in the Scarlett Blade patrol.*

Note that Mike has followed the "rogues combat bonuses may not be higher than their lowest skill bonus" rule with his character.

Arcane Powers



The Rules of Magic

Mages possess mana points (MP) which allow them to use magical powers. Mana can be drained, but like HP, mana is restored with rest.

Spells do not need to be memorized in advance. Mages may attempt to use *any* power, however, the risk of damage (or even death) increases when the mana required for a spell exceed the mage's available Mana Points. Any "overcast" mana use causes HP damage to the mage as a result. Overcast damage can results in unconsciousness or near death according to the normal death and dying rules.

Daggu, a mage, has only 16 mana points available, but is in a pinch so he attempts a d20 spell. He rolls a 20, which is a bullseye, rolls again and gets a 5. The spell takes effect but costs 25 mana. Daggu had only 16 mana available, so all 16 mana points are spent, and the remaining 9 "overcast" mana points deal 9 damage. The bullseye roll means Daggu gained a feat, so he rolls a d6; perhaps the feat will be worth the extra damage!

ANIMAL FAMILIARS

Mages may 'call' an animal to be their familiar. Mages may only have one familiar at a time such as a cat, bird or other small animal. The animal familiar regards the mage as its trusted friend and ally. The spell does not enable you to control the familiar as if it were an automaton but it perceives your commands and actions in the most favorable way. It will never obey suicidal or obviously harmful orders, but it might be convinced that something very dangerous is worth doing. Mages cannot normally speak with the animal or understand its language but through gestures can give the animal basic instructions at the GM's discretion.

POWERS SUMMARY

The powers by mana cost are:

Cantrips (1 MP)

Arcane Mark, Dancing Lights, Daze, Detect Magic, Detect Poison, Firefinger, Ghost Sound, Know Direction, Light, Mending, Message, Open/Close, Read Magic

d4 Powers

Charm Person, Cure (Cause Wounds), Hold Portal, Magic Missile, Purify Food and Drink, Read Languages, Shield, Sleep

d6 Powers

Darkness 15 ft Radius, Detect Evil (Good), Detect Invisibility, Detect Thoughts, Detect Traps, Invisibility, Knock, Levitate, Locate Object, Magic Mouth, Mirror Image, Phantasmal Force, Pyrotechnics, Speak with Animals, Strength, Web, Wizard Lock

d8 Powers

Alter Time, Clairaudience, Clairvoyance, Cure (Cause Disease), Darkvision, Dispel Magic, Fireball, Fly, Haste, Hold Person, Invisibility 10 ft Radius, Lightning Bolt, Protection from Missiles, Rope Trick, Slow, Suggestion, Water Breathing

d12 Powers

Charm Monster, Confusion, Cure (Cause Wounds), Dimension Door, Fear, Hallucinatory Terrain, Ice Storm, Massmorph, Plant Growth, Polymorph Other, Polymorph Self, Remove Curse, Wall of Fire, Wall of Ice, Wizard Eye

d20 Powers

Animal Growth, Anti-Magic Shell, Cloudkill, Control Weather, Feeblemind, Hold Monster, Magic Jar, Move Earth, Move Water, Passwall, Project Image, Rock to Mud, Telekinesis, Teleport, Wall of Iron, Wall of Stone

Powers Which Deal Damage

Powers listed from lowest to highest damage or lethality.

- **Firefinger** (Cantrip) — 1d3 Damage
- **Magic Missile** (d4) — 1d8 Damage

- **Phantasmal Force** (d6) — 2d6 Damage
- **Fireball** (d8) — 3d6 Damage
- **Lightning Bolt** (d8) — 3d6 Damage
- **Cure (Cause) Disease** (d8) — Disease
- **Ice Storm** (d12) — 3d10 Damage
- **Cloudkill** (d20) — Poison and Death

POWER DESCRIPTIONS

Alter Time (d8)

- ➡ **Range:** 240 ft
- ⌚ **Duration:** 30 minutes ♦ **Saving Throw:** Yes
- ⚡ **Overcasting:** If overcast, lasts 1 combat round (1 minute) then dissipates.

The caster must announce which of the two options are being cast.



As a Haste spell, an area of radius of 60 ft around the point where the spell is targeted, as many as 24 creatures become able to move and attack at double normal speed.

As a Slow spell, an area of radius of 60 ft around the point where the spell is targeted, as many as 24 creatures failing a saving throw can only move and attack at half speed.

Anti-Magic Shell (d20)

- ➡ **Range:** Caster
- ⌚ **Duration:** 2 hours ♦ **Saving Throw:** No
- ⚡ **Overcasting:** If overcast, lasts 1 combat round (1 minute) then dissipates.

An invisible bubble of force surrounds the caster, impenetrable to magic. Spells and other magical effects cannot pass into or out of the shell.



Arcane Mark (Cantrip)

- **Range:** 0 ft
- ✳ **Duration:** Permanent ♦ **Saving Throw:** No
- ⚡ **Overcasting:** Cannot be overcast

Allows you to inscribe a personal rune or mark, which can consist of no more than six characters which must fit within 1 square foot. The writing can be visible or invisible. An arcane mark spell enables you to etch the rune upon any substance without harm to the material upon which it is placed. If an invisible mark is made, a detect magic spell causes it to glow and be visible, though not necessarily understandable. A read magic spell reveals the words, if any. The mark cannot be dispelled, but it can be removed by the caster. If an arcane mark is placed on a living being, normal wear gradually causes the effect to fade in about a month.

Charm Monster (d12)

- **Range:** 60 ft
- ✳ **Duration:** See below ♦ **Saving Throw:** Yes
- ⚡ **Overcasting:** If overcast, spell fails with no effect.

Hit Dice	Weekly Chance to Break Charm
< 2	5%
2 — 4	10%
5 — 7	20%
8 — 10	40%
11+	80%

Operates in the same manner as Charm Person, but can affect any one living creature, including powerful monsters. For monsters of fewer than 3 hit dice, up to 3d6 can be affected. Monsters can break free of the charm, (one chance per week) based on their hit dice (as shown on the table above).

Charm Person (d4)

- **Range:** 120 ft
- ✳ **Duration:** Until dispelled ♦ **Saving Throw:** No
- ⚡ **Overcasting:** If overcast, spell fails and never takes effect.

Affects living bipeds of human size or smaller, such as goblins or dryads. If it succeeds (saving throw allowed), the unfortunate creature falls under the Wielder's influence.

Clairaudience (d8)

- **Range:** 60 ft
- ✳ **Duration:** 2 hours ♦ **Saving Throw:** No
- ⚡ **Overcasting:** If overcast, spell fails and never takes effect.

Clairaudience allows the Wielder to hear through solid stone (limiting range to 2 ft or so) and other obstacles, any sounds within a range of 60 ft. Effect cannot pass through even a thin sheeting of lead, however, for this metal blocks it utterly.



Clairvoyance (d8)

- **Range:** 60 ft
- ✳ **Duration:** 2 hours ♦ **Saving Throw:** No
- ⚡ **Overcasting:** If overcast, spell fails and never takes effect.

Clairvoyance allows the Wielder to see through solid stone (limiting range to 2 ft or so) and other obstacles, any sounds within a range of 60 ft. Effect cannot pass through even a thin sheeting of lead, however, for this metal blocks it completely. If overcast, spell fails with no effect.



Cloudkill (d20)

- **Range:** Moves 6 ft per minute
- ✳ **Duration:** 1 hour ♦ **Saving Throw:** Yes
- ⚡ **Overcasting:** If overcast, the effect still succeeds and does not dissipate.

Foul and poisonous vapors boil from the thin air, forming a cloud 15 ft in radius. The cloud moves directly forward at a rate of 6ft per minute unless its direction or speed is affected by winds. Unusually strong gusts can dissipate and destroy it. Poison-laden, the horrid mist is heavier than air, and thus sinks down any pits or stairs in its path. Even touching the cloud (much less breathing it) requires a saving throw to avoid immediate death.



Confusion (dl2)

➡ Range: 120 ft	
⚡ Duration: 2 hours	♣ Saving Throw: Yes
⚡ Overcasting: If overcast, spell fails and never takes effect.	
Result (2d6)	Reaction
2 — 5	Attack Wielder & his allies
6 — 8	Stand baffled and inactive
9 — 12	Attack each other

This Power confuses people and monsters, making them act randomly. On a roll of 2d6, the creatures will do the above attacks.



The effects of the confusion may shift every ten minutes or so, and the dice are once again rolled. The power affects 3d6 creatures. Creatures of 3 hit dice or fewer are automatically affected by the power, and it takes effect instantly. Creatures of 4 hit dice or more automatically overcome the confusion effect as it builds up to its full power (1d6 minutes), and only then are they permitted a saving throw. Eventually, these creatures are likely to succumb to the confusion, for they must continue to make another saving throw every 10 minutes until the power's two-hour duration has run its course.

Control Weather (d20)

➡ Range: GM's discretion	
⚡ Duration: GM's discretion	♣ Saving Throw: No
⚡ Overcasting: If overcast, lasts 2 combat rounds (2 minutes) then dissipates.	

The caster can summon or stop rainfall, create unusually high or low temperatures, summon or disperse a tornado, clear the sky of clouds, or summon clouds into being.



Cure (Cause) Disease (d8)

➡ Range: Touch	
⚡ Duration: Immediate	♣ Saving Throw: No
⚡ Overcasting: If overcast, spell fails and never takes effect.	

This spell cures a person of any diseases, including magically inflicted ones.



The inverse spell, Cause Disease, infects the target person or creature with a disease to be determined by the

GM. This can be cast multiple times on same target provided mage has enough mana.

Dancing Lights (Cantrip)

➡ Range: Medium (150 ft.)	
⚡ Duration: 1 minute	♣ Saving Throw: No
⚡ Overcasting: Can't be overcast.	

Create up to four lights that resemble lanterns or torches (and cast that amount of light), or up to four glowing spheres of light (which look like will-o'-wisps), or one faintly glowing, vaguely humanoid shape. The dancing lights must stay within a 10-foot-radius area in relation to each other but otherwise move as you desire (no concentration required): forward or back, up or down, straight or turning corners, or the like. The lights can move up to 100 feet per round. A light winks out if the distance between you and it exceeds the spell's range.

Darkness 15 ft Radius (d6)

➡ Range: 120 ft	
⚡ Duration: 1 hour	♣ Saving Throw: No
⚡ Overcasting: If overcast, spell fails and never takes effect.	

Darkness falls within the power's radius, impenetrable even to darkvision. Light or Dispel Magic can be used to counteract the darkness.

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Darkvision (d8)

➡ Range: 60 ft	
⚡ Duration: 1 day	♣ Saving Throw: No
⚡ Overcasting: If overcast, spell fails and never takes effect.	

The recipient of the power can see in total darkness for the length of the power's duration.



Daze (Cantrip)

➡ Range: Close (50 ft.)	
⚡ Duration: 1 round	♣ Saving Throw: No
⚡ Overcasting: Can't be overcast.	

Clouds the mind of a humanoid creature with 4 or fewer Hit Dice so that it takes no actions. Humanoids of 5 or

more HD are not affected. A dazed subject is not stunned, so attackers get no special advantage against it.

Detect Evil (Good) (Cantrip)

- **Range:** 60 ft
- ⚡ **Duration:** 20 minutes ♦ **Saving Throw:** No
- ⚡ **Overcasting:** Can't be overcast.

The Wielder detects any evil enchantments, evil intentions, evil thoughts, or evil auras within the power's range. Poison is not inherently evil, and cannot be detected by means of this power.

Detect Invisibility (d6)

- **Range:** 100 ft.
- ⚡ **Duration:** 1 hour ♦ **Saving Throw:** No
- ⚡ **Overcasting:** If overcast, spell fails and never takes effect.

The Wielder can perceive invisible objects and creatures, even those lurking in another plane of existence.

6

Detect Magic (Cantrip)

- **Range:** 60 ft.
- ⚡ **Duration:** Concentration ♦ **Saving Throw:** No
- ⚡ **Overcasting:** Can't be overcast.

Detects spells and magic items within 60 ft. Works so long as wielder can maintain concentration.

Detect Poison (Cantrip)

- **Range:** Close (50 ft.)
- ⚡ **Duration:** Instantaneous ♦ **Saving Throw:** No
- ⚡ **Overcasting:** Can't be overcast.

Detects poison in one creature or small object. The power can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Detect Thoughts (Cantrip)

- **Range:** 60 ft.
- ⚡ **Duration:** 2 hours ♦ **Saving Throw:** No
- ⚡ **Overcasting:** If overcast, spell fails and never takes effect.

The caster can detect the thoughts of other beings. The spell cannot penetrate more than two feet of stone, and is blocked by even a thin sheet of lead.

Detect Traps (d6)

- **Range:** 30 ft around caster
- ⚡ **Duration:** 20 minutes (2 turns) ♦ **Saving Throw:** No
- ⚡ **Overcasting:** If overcast, spell fails and never takes effect.

The caster can perceive both magical and non-magical traps at a distance of 30 ft.

6

Dimension Door (d4)

- **Range:** 10 ft (360 ft teleport distance)
- ⚡ **Duration:** 1 hour ♦ **Saving Throw:** No
- ⚡ **Overcasting:** If overcast, object or person being teleported lands at location determined by GM.

Dimension door is a weak form of teleportation, a power that can be managed by lesser magicians who cannot yet manage the Teleportation Power. The Wielder can teleport himself, an object, or another person with perfect accuracy to the stated location, as long as it is within the power's range.

4

Dispel Magic (d8)

- **Range:** 120 ft
- ⚡ **Duration:** 10 Minutes ♦ **Saving Throw:** No
- ⚡ **Overcasting:** If overcast, spell fails and never takes effect.

Dispel magic, although it is not powerful enough to permanently disenchant a magic item (nullifies for 10 minutes), it can be used to completely dispel most other powers and enchantments.

The chance of successfully dispelling magic is a percentage based on the ratio of the normal mana Points of the mage trying to dispel over the mana Points of the mage (or HD of the monster) who casts the original magic. Thus, a mage with 20 MP attempting to dispel a charm spell by a mage

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with 40 MP has a 50% chance of success ($10/20 = 1/2$, or, 50%). If the 20 MP mage were dispelling a charm from a 10 MP mage's charm, the chance would be 200% ($20/10 = 2$, or, 200%, meaning automatic success).

Fear (d12)

- **Range:** 240 ft
- ⊛ **Duration:** 1 hour ♦ **Saving Throw:** No
- ⚡ **Overcasting:** If overcast, spell fails and never takes effect.

This power causes the creatures in its cone-shaped path to flee in horror (if they fail the saving throw). There is a 60% chance that they will drop whatever they are holding. The cone extends 240 ft to a base 120 ft across.



Feeblemind (d20)

- **Range:** 240 ft
- ⊛ **Duration:** Till dispelled ♦ **Saving Throw:** Yes
- ⚡ **Overcasting:** If overcast, spell fails and never takes effect.

Feeblemind is a power that affects only Mages. The saving throw against the power is made at a -4 penalty, and if the saving throw fails, the targeted Mage becomes feeble of mind until the magic is dispelled.



Fireball (d8)

- **Range:** 240 ft
- ⊛ **Duration:** Instantaneous ♦ **Saving Throw:** Yes
- ⚡ **Overcasting:** If overcast, spell still has effect, but fireball is small and causes 1d6 damage.

A bead-like missile shoots from the Wielder's finger, to explode, at the targeted location, in a furnace-like blast of fire. The burst radius is 20 ft, and damage is 3d6. The blast shapes itself to the available volume (33,000 cubic feet), filling 33 ten-by-ten-by-ten cubical areas. A successful saving throw means that the target only takes half damage.



Firefinger (Cantrip)

- **Range:** Touch
- ⊛ **Duration:** 1 round (?? Minutes) ♦ **Saving Throw:** No
- ⚡ **Overcasting:** If overcast, spell fails and never takes effect.

Enables wielder to cause a jet of flame up to one-half foot in length to shoot forth from his or her finger. The flame will ignite combustible materials such as parchment, twigs, kindling, and the like without difficulty, providing the materials are relatively dry. The flame persists for up to 1 round. The reverse of this cantrip extinguishes a small flame such as used in a lantern or candle. A torch is too large a flame to be effected with this cantrip. Can be used as an attack to deal 1d3 points of heat damage.

Fly (d8)

- **Range:** Touch
- ⊛ **Duration:** 2d6 turns ♦ **Saving Throw:** No
- ⚡ **Overcasting:** If overcast, Mage levitated 1d4 feet off the ground then crashes down. Mage is then stunned and received the normal damage for overcasting.

This power imbues the Mage with the power of flight, with a movement rate of 120 ft per round. The GM secretly rolls the 2d6 additional turns; the player does not know exactly how long the power of flight will last.



Ghost Sound (Cantrip)

- **Range:** Close (50 ft.)
- ⊛ **Duration:** 5 rounds ♦ **Saving Throw:** No
- ⚡ **Overcasting:** Can't be overcast.

Ghost sound allows you to create a volume of sound that rises, recedes, approaches, or remains at a fixed place. You choose what type of sound ghost sound creates when casting it and cannot thereafter change the sound's basic character. The volume of sound created depends on your experience. You can produce as much noise as four normal humans per 10,000 XP (maximum twenty humans). Thus, talking, singing, shouting, walking, marching, or running sounds can be created. The noise a ghost sound spell produces can be virtually any type of sound within the volume limit. A horde of rats running and squeaking is

about the same volume as eight humans running and shouting. A roaring lion is equal to the noise from sixteen humans, while a roaring dire tiger is equal to the noise from twenty humans.

Hallucinatory Terrain (d12)

- ➡ Range: 240 ft
- ⚡ Duration: Until touched ♦ Saving Throw: No
- ⚡ Overcasting: If overcast, spell fails and never takes effect.

This power changes the appearance of the terrain into the semblance of what the Wielder desires. A hill can be made to disappear, or could be replaced with an illusory forest, for example. Duration is until touched (other than an ally) or until dispelled.



Haste (d8)

- ➡ Range: 240 ft
- ⚡ Duration: 30 minutes ♦ Saving Throw: No
- ⚡ Overcasting: If overcast, spell fails and never takes effect.

In an area of radius of 60 ft around the point where the power is targeted, as many as 24 creatures become able to move and attack at double normal speed.



Hold Monster (d20)

- ➡ Range: 120 ft
- ⚡ Duration: 1 hour ♦ Saving Throw: Yes
- ⚡ Overcasting: If overcast, lasts 2 combat rounds (2 minutes) then dissipates.

The Wielder targets 1d4 creatures, which are completely immobilized (saving throw applies). The Wielder may also target a single creature, in which case the saving throw is made with a penalty of -2.



Hold Person (d8)

- ➡ Range: 120 ft
- ⚡ Duration: 1 hour ♦ Saving Throw: Yes
- ⚡ Overcasting: If overcast, lasts 1 combat round (1 minute) then dissipates.

The Wielder targets 1d4 persons (the same parameters as the Charm Person Power), who are completely immobilized (saving throw applies). The Wielder may also target a single person, in which case the saving throw is made with a penalty of -2.



Hold Portal (d4)

- ➡ Range: GM's Discretion
- ⚡ Duration: 2d6 turns ♦ Saving Throw: No
- ⚡ Overcasting: If overcast, spell fails and never takes effect.

This spell magically holds a door or gate in position for the spell's duration (or until dispelled). Creatures with magic resistance can shatter the spell without much effort.



Ice Storm (d12)

- ➡ Range: 120 ft
- ⚡ Duration: 1 round ♦ Saving Throw: No
- ⚡ Overcasting: If overcast, effect still works but with diminished power and 1d10 hit points of damage.

A whirling vortex of ice, snow, and hail forms in a cube roughly thirty feet across. Massive hailstones inflict 3d10 hit points of damage (no saving throw applies) to all within the area.



Invisibility (d6)

- ☞ **Range:** 240 ft
- ⚡ **Duration:** Until dispelled ♦ **Saving Throw:** No
- ⚡ **Overcasting:** If overcast, spell fails and never takes effect.

The object of this power, whether a person or a thing, becomes invisible (to both normal vision and to darkvision). If the GM is using the invisibility rules unchanged, the result is that an invisible creature cannot be attacked unless its approximate location is known, and all attacks are made at -4 to hit. If the invisible creature makes an attack, the power is broken. Otherwise, it lasts until dispelled or removed by the Wielder.

6

Invisibility 10 ft Radius (d8)

- ☞ **Range:** 240 ft
- ⚡ **Duration:** Until dispelled ♦ **Saving Throw:** No
- ⚡ **Overcasting:** Can't be overcast.

Like the Invisibility Power, Invisibility 10 ft Radius makes the target creature or object invisible to normal sight and to darkvision. It also, however, throws a radius of invisibility around the recipient, which moves with him/it. If the GM uses the game's invisibility rules unchanged, the invisible creature cannot be attacked unless its approximate location is known, and all attacks against him/it are made at -4 to hit. If the invisible creature makes an attack, the power is broken. Otherwise, it lasts until dispelled or removed by the Wielder.

8

Knock (d6)

- ☞ **Range:** 60 ft.
- ⚡ **Duration:** Immediate ♦ **Saving Throw:** No
- ⚡ **Overcasting:** If overcast, spell takes effect even though mage suffers damage and is stunned.

This power unlocks and unbars all doors, gates, and portals within its range, including those held or locked by normal magic.

6

Know Direction (Cantrip)

- ☞ **Range:** Personal
- ⚡ **Duration:** Instantaneous ♦ **Saving Throw:** No
- ⚡ **Overcasting:** Can't be overcast.

You instantly know the direction of north from your current position. The spell is effective in any environment in which "north" exists, but it may not work in extraplanar settings. Your knowledge of north is correct at the moment of casting, but you can get lost again within moments if you don't find some external reference point to help you keep track of direction.

Levitate (d6)

- ☞ **Range:** 50 ft.
- ⚡ **Duration:** 1 turn/level ♦ **Saving Throw:** No
- ⚡ **Overcasting:** If overcast, caster levitates 3 feet then falls before taking damage and being stunned.

This power allows the mage to levitate himself, moving vertically up or down, but the power itself provides no assistance with lateral movement. A wall, cliff side or ceiling could, of course, be used to pull along hand-over-hand. Levitation allows up or downward movement at a rate of up to 6 ft per minute (60 ft per turn).

6

Light (Cantrip)

- ☞ **Range:** Touch
- ⚡ **Duration:** Continuous ♦ **Saving Throw:** No
- ⚡ **Overcasting:** Can't be overcast.

Causes an object such as a stone, sword or staff tip to glow like a torch, shedding bright light in a 20-foot radius (and dim light for an additional 20 feet) from the point you touch. The effect is immobile, but it can be cast on a movable object. Light taken into an area of magical darkness does not function. A light counter spell can be cast to dispels magical darkness, but his must be cast separately from a normal light spell which is cast on an object.

Lightning Bolt (d8)

- **Range:** 240 ft (maximum distance)
- ⚡ **Duration:** Instantaneous 💧 **Saving Throw:** No
- ⚡ **Overcasting:** If overcast, lightning bolt still appears but does only 1d6 damage.

A bolt of lightning extends 60 ft from the targeted point, almost ten feet wide. Anyone in its path suffers 3d6 points of damage (half with a successful saving throw). The bolt always extends 60 ft, even if this means that it ricochets backward from something that blocks its path.



Locate Object (d6)

- **Range:** 100 ft.
- ⚡ **Duration:** 1 hour 💧 **Saving Throw:** No
- ⚡ **Overcasting:** Can't be overcast.

This power gives the Wielder the correct direction (as the crow flies) toward an object the casters specifies with a description. The object cannot be something the Wielder has never seen, although the power can detect an object in a general class of items known to the Wielder: stairs, gold, etc. If overcast, spell fails with no effect.

6

Magic Missile (d4)

- **Range:** 150 ft
- ⚡ **Duration:** Immediate 💧 **Saving Throw:** No
- ⚡ **Overcasting:** If overcast, the missile still takes effect but causes only 1d4 damage.

A magical missile flies where the Wielder directs, with a range of 150 ft. Missile inflicts 1d8 points of damage.



Magic Mouth (d6)

- **Range:** Touch
- ⚡ **Duration:** Until triggered 💧 **Saving Throw:** No
- ⚡ **Overcasting:** If overcast, spell fails and never takes effect.

This enchantment is set upon an object, and the magic is triggered when certain conditions established by the Wielder are met. When that happens, a mouth appears in the object and speaks the message it has been commanded to speak. The message

6

may be up to thirty words long.

Massmorph (d12)

- **Range:** 240 ft
- ⚡ **Duration:** Until dispelled 💧 **Saving Throw:** No
- ⚡ **Overcasting:** If overcast, lasts 2 combat rounds (2 minutes) then dissipates.

One hundred or fewer man or horse-sized creatures are changed to appear like innocent trees. The illusion is so perfect that creatures moving through the "forest" will not detect the deception. Duration is until negated by the Wielder or dispelled.



Mending (Cantrip)

- **Range:** 10 ft.
- ⚡ **Duration:** Instantaneous 💧 **Saving Throw:** No
- ⚡ **Overcasting:** Can't be overcast.

Mending repairs small breaks or tears in objects (but not warps, such as might be caused by a warp wood spell). It will weld broken metallic objects such as a ring, a chain link, a medallion, or a slender dagger, providing but one break exists. Ceramic or wooden objects with multiple breaks can be invisibly rejoined to be as strong as new. A hole in a leather sack or a wineskin is completely healed over by mending. The spell can repair a magic item, but the item's magical abilities are not restored.

Message (Cantrip)

- **Range:** Medium (240 ft.)
- ⚡ **Duration:** 1 hour 💧 **Saving Throw:** No
- ⚡ **Overcasting:** Can't be overcast.

You can whisper messages and receive whispered replies with little chance of being overheard. You point your finger at each creature you want to receive the message. When you whisper, the whispered message is audible to all targeted creatures within range. Magical silence, 1 foot of stone, 1 inch of common metal (or a thin sheet of lead), or 3 feet of wood or dirt blocks the spell. The message does not have to travel in a straight line. It can circumvent a barrier if there is an open path between you and the subject, and the path's entire length lies within the spell's range. The creatures that receive the message can whisper a reply that you hear. The spell transmits sound, not meaning. It

doesn't transcend language barriers. To speak a message, you must mouth the words and whisper, possibly allowing observers the opportunity to read your lips.

Mirror Image (d6)

- **Range:** Around Wielder
- ⚡ **Duration:** 1 hour ♦ **Saving Throw:** No
- ⚡ **Overcasting:** If overcast, spell fails and never takes effect.

The power creates 1d4 images of the Wielder, acting in perfect synchronization with him like mirror images. Attackers cannot distinguish the images from the Wielder, and may attack one of the images instead of the Wielder himself (determined randomly). When a hit is scored upon one of the images, it disappears. Duration is 1 hour or until image is destroyed.

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Move Earth (d20)

- **Range:** 240 ft
- ⚡ **Duration:** Permanent ♦ **Saving Throw:** No
- ⚡ **Overcasting:** If overcast, lasts 2 combat rounds (2 minutes) then dissipates.

This spell can only be used above ground. It allows the caster to move hills and other raised land or stone at a rate of 6 ft per minute (60 ft per turn).



Move Water (d20)

- **Range:** 240 ft
- ⚡ **Duration:** See Below ♦ **Saving Throw:** No
- ⚡ **Overcasting:** If overcast, the water trembles but the power then fails and has no effect.

The caster must announce which of the two options are being cast.

This spell lowers the depth and water level of lakes, rivers, wells, and other bodies of water to one-half normal. Used in this way, the spell lasts for 10 turns.

Alternately, this spell creates a gap through water, but only to a depth of 10 ft. Used in this way, the spell lasts for 6 turns.



Open/Close (Cantrip)

- **Range:** Close (50 ft.)
- ⚡ **Duration:** Instantaneous ♦ **Saving Throw:** No
- ⚡ **Overcasting:** Can't be overcast.

You can open or close (your choice) a door, chest, box, window, bag, pouch, bottle, barrel, or other container. If anything resists this activity (such as a bar on a door or a lock on a chest), the spell fails. In addition, the spell can only open and close things weighing 30 pounds or less. Thus, doors, chests, and similar objects sized for enormous creatures may be beyond this spell's ability to affect.

Passwall (d20)

- **Range:** 30 ft
- ⚡ **Duration:** 3 turns (30 mins) ♦ **Saving Throw:** No
- ⚡ **Overcasting:** If overcast, lasts 2 combat rounds (2 minutes) then dissipates.

This power creates a hole through solid rock, about 7 ft high, 10 ft wide, and 10 ft deep (possibly deeper at the discretion of the GM). The hole closes again at the end of the power's duration.



Phantasmal Force (d6)

- **Range:** 240 ft
- ⚡ **Duration:** Concentration ♦ **Saving Throw:** No
- ⚡ **Overcasting:** If overcast, spell fails and never takes effect.

This power creates a realistic illusion in the sight of all who view it. The illusion disappears when it is touched, but if the viewer believes the illusion is real, he can take damage from it. Unless the GM rules otherwise, victims of the power are permitted a saving throw, and the illusion cannot cause more than 2d6 points of damage per victim.

6

Plant Growth (d12)

- **Range:** 240 ft
- ⚡ **Duration:** Until dispelled ♦ **Saving Throw:** No
- ⚡ **Overcasting:** If overcast, the effect still succeeds and does not dissipate.

Up to 300 square feet of ground can be affected by this power; undergrowth in the area suddenly



grows into an impassable forest of thorns and vines. The Wielder can decide the shape of the area to be enchanted. An alternate version (GM's decision) would allow the power to affect an area of 300x300 ft, for a total of 90,000 square feet).

Polymorph Other (d12)

- **Range:** 240 ft
- ⊛ **Duration:** Until dispelled ♦ **Saving Throw:** No
- ⚡ **Overcasting:** If overcast, spell fails and never takes effect.

This power allows the Wielder to turn another being into a different type of creature (such as a dragon, a garden slug, and of course, a frog or newt). The polymorphed creature gains all the abilities of the new form, but retains its own mind and hit points.



Polymorph Self (d12)

- **Range:** Wielder
- ⊛ **Duration:** 1 hour ♦ **Saving Throw:** No
- ⚡ **Overcasting:** If overcast, spell fails and never takes effect.

The Wielder assumes the form of any object or creature, gaining the new form's attributes (the use of wings, for example), but not its hit points or combat abilities. The GM might allow the benefit of the new form's armor class, if it is due to heavily armored skin. A great deal of the power's effect is left to the GM to decide. Duration is 1 hour or GM's discretion.



Project Image (d20)

- **Range:** 240 ft
- ⊛ **Duration:** 1 hour ♦ **Saving Throw:** No
- ⚡ **Overcasting:** If overcast, spell fails and never takes effect.

The caster projects an image of himself to a max range of 240 ft. Not only does the projected image mimic the caster's sounds and gestures, but any spells he casts will appear to originate from the image.



Protection from Missiles (d8)

- **Range:** Wielder
- ⊛ **Duration:** 2 hours ♦ **Saving Throw:** No
- ⚡ **Overcasting:** If overcast, spell fails and never takes effect.

The Wielder becomes invulnerable to non-magical missiles, although larger missiles such as boulders will overcome the power's magic..



Purify Food and Drink (d4)

- **Range:** Close/Touch
- ⊛ **Duration:** Immediate ♦ **Saving Throw:** No
- ⚡ **Overcasting:** If overcast, spell fails and never takes effect.

Enough food and water for up to a dozen people is made pure, removing spoilage and poisons.



Pyrotechnics (d6)

- **Range:** 240 ft
- ⊛ **Duration:** 1 hour ♦ **Saving Throw:** No
- ⚡ **Overcasting:** If overcast, spell fails and never takes effect.

The Wielder creates either fireworks or blinding smoke from a normal fire source such as a torch or campfire. The GM will decide exactly how much smoke is produced, what effect it has, and what happens to it as it's produced, but the amount of smoke will definitely be more than 20 cubic feet.



Read Languages (d4)

- **Range:** Normal reading distance
- ⊛ **Duration:** 1 or 2 readings ♦ **Saving Throw:** No
- ⚡ **Overcasting:** If overcast, spell fails and never takes effect.

This power allows the Wielder to decipher directions, instructions, and formulae in languages unknown to the Wielder. Particularly useful for treasure maps; doesn't solve codes.



Read Magic (Cantrip)

- ☞ **Range:** Personal
- ✱ **Duration:** 1 hour ♦ **Saving Throw:** No
- ⚡ **Overcasting:** Can't be overcast.

By means of read magic, you can decipher magical inscriptions on objects — books, scrolls, weapons, and the like that would otherwise be unintelligible. This deciphering does not normally invoke the magic contained in the writing, although it may do so in the case of a cursed scroll.

Remove Curse (dl2)

- ☞ **Range:** Very close
- ✱ **Duration:** Immediate ♦ **Saving Throw:** No
- ⚡ **Overcasting:** If overcast, the effect still succeeds and the curse is removed.

This power removes one curse from a person or object.



Rock to Mud (d20)

- ☞ **Range:** 120 ft
- ✱ **Duration:** 3d6 days ♦ **Saving Throw:** No
- ⚡ **Overcasting:** If overcast, spell fails and never takes effect.

This power transmutes rock (and any other form of earth, including sand) into mud. An area of roughly 300x300 ft becomes a deep mire, reducing movement to 10% of normal. Duration is 3d6 days unless reversed.



Rope Trick (d8)

- ☞ **Range:** As far as you can throw a rope
- ✱ **Duration:** 1 hour ♦ **Saving Throw:** No
- ⚡ **Overcasting:** If overcast, the rope hangs midair but will drop within 1 combat round (1 minute) and no dimension door is opened.

The Wielder tosses a rope into the air, and it hangs there, waiting to be climbed. The Wielder and up to three others can climb the rope and disappear into a small other dimension. The rope itself can be pulled into the pocket dimension, or left outside. If it's left outside, someone may steal it, though.



Shield (d4)

- ☞ **Range:** Wielder
- ✱ **Duration:** 2 turns ♦ **Saving Throw:** No
- ⚡ **Overcasting:** If overcast, spell fails and never takes effect.

The Wielder conjures up an invisible shield that interposes itself in front of attacks. The shield improves the Wielder's armor class to 17 against missile attacks and to 15 against other (melee) attacks. If the Wielder's armor class is already better than the power would grant, the power has no effect.



Sleep (d4)

- ☞ **Range:** 240 ft
- ✱ **Duration:** 1 hour ♦ **Saving Throw:** No
- ⚡ **Overcasting:** If overcast, spell fails and never takes effect.

Hit Dice of Victims	Number Affected
Less than 1 to 1+	4d4
1+ to 2+	2d6
3 to 3+	1d6
4 to 4+	1

This power puts enemies into an enchanted slumber (no saving throw is permitted). It affects creatures based on their hit dice as shown in the table above.



Slow (d8)

- ☞ **Range:** 240 ft
- ✱ **Duration:** 3 turns (30 mins) ♦ **Saving Throw:** No
- ⚡ **Overcasting:** If overcast, spell fails and never takes effect.

In an area of radius of 60 ft around the point where the power is targeted, as many as 24 creatures failing a saving throw can only move and attack at half speed.



Speak with Animals (d6)

- **Range:** 30 ft
- ⚡ **Duration:** 6 turns ♦ **Saving Throw:** No
- ⚡ **Overcasting:** If overcast, spell fails and never takes effect.

The caster can speak with animals within range. There is a chance that the animals will assist him, and they will not attack him or his party (unless he's got something particularly offensive to say).

Suggestion (d8)

- **Range:** Shouting distance
- ⚡ **Duration:** 1 week ♦ **Saving Throw:** No
- ⚡ **Overcasting:** If overcast, spell fails and never takes effect.

The Wielder speaks a hypnotic suggestion to his intended victim. If the victim fails a saving throw, he will carry out the suggestion (as long as it can be performed within a week). The suggestion might not call for the action to be carried out immediately. A suggestion that the victim kill himself is only 1% likely to be obeyed.



Telekinesis (d20)

- **Range:** 120 ft
- ⚡ **Duration:** 6 turns (1 hour) ♦ **Saving Throw:** No
- ⚡ **Overcasting:** If overcast, object trembles but then the effect fails and never takes effect.

The Wielder can move objects using mental power alone. The amount of weight he can lift approximately their own body weight. It is up to the gamemaster's interpretation of the power whether the objects can be thrown and at what speed.



Teleport (d20)

- **Range:** Touch
- ⚡ **Duration:** Instantaneous ♦ **Saving Throw:** No
- ⚡ **Overcasting:** If overcast, spell fails and never takes effect.

This power transports the Wielder or another person to a destination that the Wielder knows (at least knowing what it looks like from a picture or a map). Success depends on how well the Wielder knows the targeted location, as follows:



1. If the Wielder has only seen the location in a picture or through a map (i.e., his knowledge is not based on direct experience), there is only a 25% chance of success, and failure means death.

2. If the Wielder has seen but not studied the location, there is a 20% chance of error. If there is an error, there is a 50% chance that the traveler arrives low, 1d10 x10 feet below the intended location (with death resulting from arrival within a solid substance). If the error is high (over the 50% chance for a "low" arrival), the traveler arrives 1d10 x10 ft over the targeted location — probably resulting in a deadly fall.

3. If the Wielder is well familiar with the location, or has studied it carefully, there is only a 5% chance of error — a 1 in 6 chance of teleporting low, otherwise high. In either case, the arrival is 1d4 x10ft high or low.

Wall of Fire (d12)

- **Range:** 60 ft.
- ⚡ **Duration:** Concentration ♦ **Saving Throw:** No
- ⚡ **Overcasting:** Can't be overcast.

A wall of fire flares into being and burns for as long as the Wielder concentrates upon it.

Creatures with 3 or fewer hit dice cannot pass through it, and no creature can see through it to the other side. Passing through the fire inflicts 1d6 hit points of damage (no saving throw) and undead creatures sustain twice the normal damage. The Wielder may choose to create a straight wall 60 ft long and 20 ft high, or a circular wall with a 15 ft radius, also 20 ft high. If overcast, lasts 2 combat rounds (2 minutes) then dissipates.



Wall of Ice (d12)

- **Range:** 60 ft.
- ⚡ **Duration:** Concentration ♦ **Saving Throw:** No
- ⚡ **Overcasting:** If overcast, lasts 2 combat rounds (2 minutes) then dissipates.

The Wielder conjures up a wall of ice, six feet thick and non-transparent. The Wielder may choose to create a straight wall 60 ft long and 20 ft high, or a circular wall with a 15 ft radius, also 20 ft high. Creatures with 3 or fewer hit dice cannot affect the wall, but creatures of 4+ hit dice are able to smash through it, taking 1d6 points of damage in the process. Creatures with



fire-based metabolisms take 2d6 instead of the normal 1d6. Fire powers and magical effects are negated in the vicinity of the wall.

Wall of Iron (d20)

- **Range:** 60 ft.
- ⊛ **Duration:** 2 hours ♦ **Saving Throw:** No
- ⚡ **Overcasting:** If overcast, lasts 2 combat rounds (2 minutes) then dissipates.

The Wielder conjures an iron wall from thin air. The wall is 3 ft thick, 50 ft tall, and 50 ft long.



Wall of Stone (d20)

- **Range:** 60 ft.
- ⊛ **Duration:** Until dispelled ♦ **Saving Throw:** No
- ⚡ **Overcasting:** If overcast, lasts 2 combat rounds (2 minutes) then dissipates.

The wall of stone conjured by this power is two feet thick, with a surface area of 1,000 square feet. The Wielder might choose to make the wall 50 ft long (in which case it would be 20 ft tall), or 100 ft long (in which case it would be only 20 ft tall).



Water Breathing (d8)

- **Range:** 30 ft
- ⊛ **Duration:** 2 hours ♦ **Saving Throw:** No
- ⚡ **Overcasting:** If overcast, spell fails and never takes effect.

The recipient of the power is able to breathe underwater until the power's duration expires.



Web (d6)

- **Range:** 30 ft
- ⊛ **Duration:** 8 hours ♦ **Saving Throw:** No
- ⚡ **Overcasting:** If overcast, effect misfires and web spins out of control with an effect determined by the gamemaster.

Fibrous, sticky webs fill an area up to 10x10x20 ft. It is extremely difficult to get through the mass of strands — it takes one turn if a torch and sword (or a flaming sword) are used, and creatures larger than a horse can break through in 2 turns. Humans take longer to break through — perhaps 3 — 4 turns or longer at the GM's discretion.

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Wizard Eye (d12)

- **Range:** 240 ft
- ⊛ **Duration:** 1 hour ♦ **Saving Throw:** No
- ⚡ **Overcasting:** If overcast, spell fails and never takes effect.

Wielder conjures up an invisible, magical "eye," that can move a maximum of 240 ft from its creator. It floats along as directed by the Wielder, at a rate of 120 ft per turn (12 ft per minute).



Wizard Lock (d6)

- **Range:** Close
- ⊛ **Duration:** Until dispelled ♦ **Saving Throw:** No
- ⚡ **Overcasting:** If overcast, spell fails and never takes effect.

As with a Hold Portal power, Wizard Lock holds a door closed, but it is permanent until dispelled. Creatures with magic resistance can shatter the power without effort. Any Mage with 15,000 more XP than the Wielder can open the portal, and a Knock Power will open it as well (although the power is not permanently destroyed in these cases).

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Gamemaster's Guide



Tips and Extra Guidelines for Gamemasters

The rest of this manual contains information that aspiring GM's should familiarize themselves with, as it provides suggestions and give advice on how to "run" Lost Empires games for interested players.

Running a game of Lost Empires is a lot easier than running most other role-playing games, simply because there aren't many rules, and your discretion overrides them anyway. Most situations are handled by making "common sense" decisions about what would happen next. If there are a bunch of zombies around the next corner, and the players decide to not go around that corner, it's up to the GM to determine whether or not it makes sense for the zombies to come out and attack — or whether their orders are simply to stay where they are. If a player decides that his character is going to jump through a wall of fire, with several bottles of flammable oil in his backpack, it's up to the GM to determine whether or not they explode. This means "making up" a lot of stuff on the spot. If you're not a good storyteller or if you're not up to doing a lot of creative thinking on the fly, it might be better that you try

a different game — one that provides more rules and guidance for every little situation that might arise. But if you're a good storyteller, creative and fair, Lost Empires's small, Spartan rule-set frees up your creativity to create a fantasy role-playing experience completely different from the type of game that depends on a multitude of rules.

Lost Empires also frees up your creativity in terms of customizing the game. You can add house rules wherever you want to without accidentally messing up something else buried in the rules of a more complex game. If your campaign needs a special set of rules for Asian spellcasting, plug them in as a replacement for the normal mage character class.

These rules for running a dungeon adventure are guidelines for the average or normal situation and can (and often should) be altered to fit the circumstances.

RUNNING THE GAME

Experience Points

Awarding XP is flexible and simple. By default, players earn:

- **100 XP for each hit dice of creatures defeated**

Whether through death, capture, sleep, or being immobilized through magical means, or otherwise taken out.

- **1 XP for every gold piece worth of treasure found**

When XP is earned it is split between the number of active participants in that encounter.

GM's have complete discretion on when and how much XP is awarded. You can choose to not award XP for treasure.

The GM can choose alternative ways to award XP. Some examples:

- **Some Other XP for Each Hit Dice**

1 HD=40 XP or some other number

- **Progressive XP**

Use 100xp/HD up to 5HD, 150xp/HD up to 9HD, and 200xp/HD for 10 and up.

Notice

Unless otherwise noted, each character has a 1 in 6 chance (roll 6 on a d6) of noticing a sound, trap or other feature of the environment. If the characters take time to examine using up one minute per 10 ft square area, they may roll again with the same odds.

Optional Combat Rules

Backstabbing and Flanking: Attacks made from behind = +2 attack. Attackers who flank an opponent = +1 attack.

Combat Gaffs: Strained muscle = -1 penalty to damage. A helmet knocked awry might cover a character's eyes until a round is taken to fix it.

Invisible Opponents: Attack is at -4 attack. Powerful monsters (those with HD \geq 11) usually see invisible creatures normally.

Retreating: Gamemaster may allow enemy a free attack if character (or monster) retreats.

Terrain Features

Gamemaster will assign bonuses and penalties for terrain features (e.g. hiding behind things, fighting from higher ground, shooting arrows from trees, concealing mist, etc.). Bonus typically +/-1 or 2. Max attack bonus/penalty is +/-4, trying attack an invisible opponent.

Doors and Traps

Listening at Doors: Humans have a 1 in 6 chance of success (roll 6 on a d6); non-humans have 2 in 6 chance (roll 5 or 6).

Opening Doors: 2 in 6 chance (roll 5 or 6 on a d6) to open stuck door on first try. Smashing through door with (up to 3) characters gives each character normal 2 in 6 chance of success, but they will spill into room and automatically lose initiative if monsters are within.

Secret Doors: Elves have a 4 in 6 chance (roll 3 to 6 on a d6), others have a 2 in 6 chance (roll 5 or 6), to find a secret door while searching. Searching takes a turn (10 minutes character time) for each 10 ft segment of wall.

Traps: Traps have 2 in 6 chance (roll 5 or 6 on a d6) to spring trip when passing over or through trap or pit. Traps typically involve a stone trigger (such as a pressure plate) or a hole or gap in stonework (such as a falling block or an arrow-hole). Dwarf has a 1 in 6 chance (roll 6 on a d6) to notice the features of a trap before passing over/through it, as long as he is moving at a careful speed; dwarf has a 3 in 6 chance to notice trap when searching (one turn per ten-foot square of wall or floor). Identifying trap does not tell how to disarm the trap (although in some cases the disarming mechanism might be obvious once trap's visible features are identified).

Hazards

Falling: 1d6 damage per 10', half damage on successful

Saving Throw.

Spikes: Add +1 point to falling damage per 10' fallen, max +10

Poison: Successful ST to avoid or for half, depending on poison. Effect varies with poison type.

Extreme Heat & Cold: If not wearing suitable protection, make ST once every 10 minutes or take 1d6 damage.

Defeating the Undead

Lost Empires does not possess a Cleric class. You must use conventional means to defeat the undead, such as silver arrows, fire and other means appropriate to the situation.

Surprise

The GM determines if one side gets a free initiative phase before the first initiative roll. This is either through common sense (adventurers or monsters are not alert), or it can be a range of probability (e.g., a particular ambush has only a 50% chance of succeeding when the victims are alert and watchful).

Melee Attacks

A melee attack is an attack with hand-held weapons such as a sword, spear, or dagger. Attacks in general are described above. In addition to all other bonuses, a character's strength bonuses to hit and on damage are added to melee attacks. It's only possible to make a melee attack when the two combatants are within 10 feet of each other. Two combatants within ten feet of each other are considered to be "in combat."

Movement within Melee

A defender effectively blocks an area about three feet to either side, and enemies cannot move through this area. Alternatively, the GM might allow such movement but grant a free attack to the defender(s) who cover these areas.

Negotiation and Diplomacy

Some combats can be averted with a few well-chosen words (including lies). If the party is out matched, or the monsters don't seem to be carrying much in the way of loot, the party might elect to brazen their way through, in an attempt to avoid combat — or at least delay it until conditions get more favorable. Striking bargains, persuading monsters or non-player characters to do things, and getting out of trouble by using your wits are an important part of the game. Don't replace them with die rolls. Using dice to determine a monster's initial reaction before negotiations start is fine, but use player skill (or lack thereof) to decide how far the players can improve a monster's initial reaction. This isn't a matter of "my character ought to be really persuasive" — this is one of the places where the player's skill, not the character's, is tested.



Retreating

It is up to the GM to decide if there will be any special rules for retreating away from a melee combat. Most GMs allow the enemy a free attack if the character (or monster) moves away by more than its "combat" movement of base movement rate in feet.

Morale

Certain monsters, such as mindless or undead creatures, are fearless and always fight to the death. The majority, however, will not continue to fight a hopeless battle, seeking to retreat, surrender or flee. The GM decides when monsters abandon the battle and retreat, based on the situation and the monster's intelligence. Keep in mind that the party's own NPC allies might decide to flee if their prospects of survival look grim.

TOOLS AND TRICKS

Character Conversion

Converting existing characters from Swords & Wizardry and other class-level based systems is easy. There are two methods:

To **convert Swords & Wizardry to Lost Empires**, simply port the Swords & Wizardry character's experience points over to Lost Empires and use the experience to buy trait points.

Example: Dorlin is a Swords & Wizardry warrior with 34,050 experience points. Starting characters in Lost Empires have 10 trait points to spend, so Dorlin will have 44 trait points to spend in building his character for Lost Empires (10 starting trait points plus 34 trait points, one for each thousand XP).

To **convert Lost Empires to Swords & Wizardry**, port the Lost Empires character's experience points over to Swords & Wizardry and determine the character's level. Assign the character's stats as you normally would in Swords & Wizardry

Level Drains

Monsters or magic in some Swords & Wizardry compatible settings may drain levels. To determine this effect in Lost Empires, take away 7,000 XP (and therefore 7 trait points)

for each level drained.

Example: While playing in a Swords & Wizardry compatible module, Dorlin touches a cursed statue which drains 2 levels. This translates to 14,000 XP lost. Dorlin must remove 14 trait points from his characters stats. He decides to take away 8 hit points, 2 saving throw bonus points, 2 melee attack bonus points, and 2 melee damage bonus points. Poor Dorlin!

Maps and Setting Aids

By intent, Zandaria does not provide a world map and city names. Lost Empires is an open system which allows you to easily plug in world maps, city names and other information from the setting of your choice.

Mana and Environment

Mana may be locally exhausted, needing time to become renewed. Mages acquire personal mana (in game terms known as "Mana Points") on a daily basis through arcane rituals, rest and meditation.

In Mana-Rich and Mana-Poor Environments, GMs may choose to give a personal mana bonus or penalty.

For example, in a mana-rich environment a d12 spell may be rolled at d12-4, meaning the power will cost 1 to 8 mana instead of the normal 1-12 mana needed.

Conversely, mana-poor environments may cost more mana than normal.

d6 Dice Counters for HP

Creatures and NPC opponents all use six sided dice (d6) for hit points. Rather than track hit points on paper or by other means, simply use the hit dice you roll to track the hit points.

Example: You roll two dice to generate hit points for a creature with two hit dice. You get a 2 on the first d6

and a 4 on the second d6, a total of 6 HP. Keep these dice handy — perhaps hidden behind a GM screen.

If the creature takes 3 damage, remove the first die and turn the second die to now read 3, reflecting the creature's 3 remaining HP. Another hit reduces the hit points to 1, so you turn the die to read 1. Another hit kills the creature and you remove the die.

Secret Missions

GM's may choose to give secret missions to players. There are two types of secret missions:

1) **Personal Mission** — the GM will award XP or some other reward if the player accomplishes some personal goal.

Example: The GM notices Karia's player is getting mad that her character is constantly shoved aside by the main character Golfin, who constantly is making rash decisions and speaking for the group. The GM hands Golfin's player a card with a secret mission. The card states: "Find ways to let Karia make decisions for the group. Once Karia has led decisions twice for the group, you will receive 250 XP."

2) **Plot Mission** — the GM will award XP or some other reward for accomplishing a goal assigned secretly to their character by the city-state leadership.

Example: The GM hands Golfin a card reading: "The elvish messenger who was just here slipped you a small parchment letter signed by the King. It says 'When you find the mage Raltrist, assassinate him even if he seeks peace. Do not tell your companions of this till the deed is done. 1,500 Gold Pieces will be your reward.'"

To misdirect your players, you might hand everyone a secret mission card so that none suspect who really has

the secret mission. Other cards might say "Laugh maniacally and let no one know what this card says, and receive 50 XP." or "Look around suspiciously, receive 75 XP."

House Rules

Many gaming groups decide upon (and sometimes write down for reference) a specific "house rule." This is sometimes done to ensure consistent rulings on the results of commonly employed tactics, but it shouldn't override the GM's ability to decide that a particular situation is unusual enough to require a different bonus, penalty, or ruling. One example of a house rule is the decision about how to handle backstabbing/flanking, or fleeing opponents.

GAMEPLAY EXAMPLE

A Warrior, Arnold the Lion, is fighting three goblins in a dark alley of the Glittering City of Semoulia. We eavesdrop just as the encounter begins:

Arnold's player: "I draw myself up to full height and inform them that I'm a captain of the guard. My soldiers are right behind me, and these vermin better disperse or I'll have them brought in for interrogation."

GM: "Um, no. They're not buying it. You're covered in filth from that garbage pit, remember?"

Arnold's player: "Oh, yeah. I forgot that."

GM: "Roll initiative." (Secretly rolls a d10 and gets a result of 6.)

Arnold's player: "I rolled a 2."



GM: The goblins attack first. They're all more than ten feet from you, and they move forward with their clubs at the ready."

Arnold's player: "They don't charge?"

GM: "Nope."

Arnold's player: "They don't get an attack because they closed in. It's my turn to attack, right?"

GM: "Yes."

Arnold's player: (Rolls a d20.) "16 — sweet! Adding my melee attack bonus of 2 gives me a roll of 18!"

GM: (Notes that goblins have an armor class of 14, using the ascending AC rules.) "You swing your sword into the leading goblin. Roll for damage."

Arnold's player: (Rolls a d6.) "2 points, but I've got a +1 melee damage bonus, so that's 3."

GM: (That's enough to kill it. The goblin had only 2 hit points.) "Okay, so as it's moving forward, the goblin slips a little bit in a puddle on the stones of the narrow alley where you're fighting, and skids right onto your sword. As you yank out the blade, the goblin falls dead to the ground. The other two are still attacking, but they look nervous now — obviously starting to reconsider this whole thing."

Remember — Lost Empires is a free-form roleplaying game, meaning that there aren't very many rules. The GM is responsible for handling situations that aren't covered by the rules, making fair evaluations of what the characters do and deciding what happens as a result. This is not a game in which the players are "against" the GM, even though the GM is responsible for creating tricky traps, dangerous

situations, and running the monsters and other foes the PCs will encounter during the game. In fact, the players and the GM cooperate with each other to create a fantasy epic, with the GM creating the setting and the players developing the story of the heroes. If they aren't skillful and smart, the epic might be very short. But it's not the GM's job to defeat the players — it's his job to provide interesting (and dangerous) challenges, and then guide the story fairly.

CREATING A CAMPAIGN

A campaign is the world beyond the adventure, the cities and forests and coastlines and kingdoms of the fantasy world.

The players will almost certainly want their characters to explore wildernesses, visit cities, and do all sorts of things in the fantasy world. At the beginning of the game, you might want to sketch out a map of a single village (as a starting point) and some of the surrounding area. (The location of the first adventure — a dark forest — perhaps?) As players move their characters around from adventure to adventure, you can expand the little map into an entire fantasy world — with continents, kingdoms, and great empires at your disposal.

If you want to take a shortcut, you can set your entire campaign in a fictional world created by the author of one of your favorite fantasy books. Most of these have maps, and the author has already created the details and the feel of the world for you.

Once the players decide to adventure beyond the dungeon, you'll have to expand your map a bit, and perhaps make plans for the kinds of monsters the party of adventurers will encounter. The possibilities are endless, and since the party's direction is up to them you will never quite know what they're going to do.

Bestiary



Monsters and Adversaries Reference

The Bestiary is a listing of monsters and other creature you may encounter in your adventures. The following is a quick reference guide for how to read monster descriptions:

Armor Class is explained in the rules for combat. If you're using the descending AC system (where a lower AC is better), disregard the numbers in brackets. If you're using the ascending system (where a high AC is better) use the numbers in brackets.

Hit Dice is the number of dice (d6) rolled to determine an individual creature's hit points. Note: in Lost Empires, the monster's normal "to-hit" bonus is equal to its number of hit dice (capped at +15). A monster with 3 HD attacks has a +3 bonus to its roll on the "to-hit" chart. When using the Ascending AC system, the monster would attack by rolling a d20, adding its hit dice, and comparing the result to the opponent's AC — if the result is equal to or higher than AC, the attack hits.

Attacks is the number of attacks the monster has, and the

damage they inflict. Monsters get a separate attack roll for each attack. A monster's attack bonus is the same as its hit dice, up to a maximum bonus of +15.

Saving throw means the target number (on a d20) the monster needs to meet or beat in order to make a successful saving throw.

Special is usually just a "flag" for the GM, to remind him that the monster has a special ability.

Move is the monster's movement rate, and it's handled just as movement rates are handled for characters.

Challenge Level is used to separate the monsters into "difficulty levels," so when you're creating an adventure you've got some guidelines about what the characters can handle and what they can't. XP tells you how many experience points the adventuring party gains for killing the creature. In some cases, you may choose to award experience points for defeating a creature without killing it (circumventing it by creative means, or capturing it to bring home are two examples of when such an award might be

made).

There's not a lot of detail given about the monsters, because the more detail given, the more your own mental image of the fantasy world is going to be locked into a single track. We're not going to say that giant ants are red, nocturnal, three feet long, and fond of eating Elves. Because in your mind, they might be blue, diurnal, five feet long, and eat only plants unless they're attacked. Details about monsters toss roadblocks in front of your imagination. Yes, details can also inspire the imagination, but we're making the assumption that if you're interested in fantasy gaming in the first place, you've got a good imagination that doesn't need details about the size of a giant ant.

Challenge Levels: At each "Level," whether it's how deep into a dungeon or how far into a forest they've gone, the players ought to know they're moving into an area where there's a somewhat predictable level of risk and reward. The first thing to keep in mind is that a monster's challenge level isn't the same as the "level" on which it's found: challenge level is really about calculating experience points. The table below gives you an idea of what might be found in a particular "level" of a dungeon or forest. The table is not a rule; it's a guideline. Use your judgment.

Level One has the lowest level of risk, and the lowest level of treasure. Players are never guaranteed that every encounter is "beatable" at a particular level, though. Survival depends on knowing when to run and when to get tricky; assuming that every encounter is designed to "fit" the party's combat capabilities is a sure way to die.

Ants

Ants, Giant (Worker) (2 HD)

Hit Dice: 2	AC: 3 [16]	Saving Throw: 16	Move: 18
Attacks: Bite (1d6 + poison)			
Special: None			
Challenge Level/Experience: 2/200			

Giant ants live in vast subterranean hives tunneled through soil and even stone. A hive can hold as many as 100 ants, in

a worker-to-warrior ratio of 1:5.

Ants, Giant (Warrior) (3 HD)

Hit Dice: 3	AC: 3 [16]	Saving Throw: 14	Move: 18
Attacks: Bite (1d6 + poison)			
Special: None			
Challenge Level/Experience: 2/300			

Giant ants live in vast subterranean hives tunneled through soil and even stone. A hive can hold as many as 100 ants, in a worker-to-warrior ratio of 1:5. The poison of a warrior ant does 2d6 points of damage if a saving throw is failed, 1d4 points of damage if the saving throw succeeds.

Ants, Giant (Queen) (10 HD)

Hit Dice: 10	AC: 3 [16]	Saving Throw: 5	Move: 3
Attacks: Bite (1d6)			
Special: None			
Challenge Level/Experience: 8/1,000			


Giant ants live in vast subterranean hives tunneled through soil and even stone. The queen of a giant ant colony is larger, tougher, and slower than the average giant ant.

Badgers, Giant (3 HD)

Hit Dice: 3	AC: 4 [15]	Saving Throw: 14	Move: 6
Attacks: 2 claws (1d3), bite (1d6)			
Special: None			
Challenge Level/Experience: 3/300			

These subterranean predators are the size of a full-grown human, and quite aggressive when defending their territory.


Banshees (7 HD)

Hit Dice: 7			
♥ AC: 0 [19]	♦ Saving Throw: 9	↻ Move: 6	
✂ Attacks: Claw (1d8)			
✦ Special: See below			
■ Challenge Level/Experience: 3/700			

Banshees are horrid fey (or undead) creatures that live in swamps and other desolate places. Magic or silver weapons are required to hit Banshees, they have a magic resistance of 49%, and are immune to enchantments. Their shriek (once per day) necessitates a saving throw versus death or the hearer will die in 2d6 rounds.

They can travel over water and other terrain as if it were land, but crossing running water causes it to lose its magic resistance for 3d6 hours. They look like gaunt humans (male or female) with long, stringy hair and glowing yellow eyes. They often wear hooded cloaks. At the GM's discretion, such creatures might be undead rather than fearie-folk, and are considered Type 9 undead for turning purposes.

Basilisk (6 HD)

Hit Dice: 6							
♥ AC: 4 [15]	♦ Saving Throw: 11	↻ Move: 12					
✂ Attacks: Bite (2d6)							
◆ Special: Petrifying gaze Petrifying gaze							
■ Challenge Level/Experience: 8/600							

Basilisks are great lizards whose gaze turns to stone anyone meeting its eye (one way of resolving this: fighting without looking incurs a -4 penalty to hit). If the basilisk's own gaze is reflected back at it, it has a 10% chance to force the basilisk into a saving throw against being turned to stone itself.

Bats, Giant (Vampire Bat) (1 HD)

Hit Dice: 1			🗲
♥ AC: 8 [11]	♦ Saving Throw: 17	↻ Move: 4/18	
✂ Attacks: Bite (1d6)			
✦ Special: Sucks blood			
■ Challenge Level/Experience: 3/100			

These bats suck blood for automatic damage of 1d6 after a successful bite. They are the size of a falcon. Bats move 18

when flying.

Bats, Giant (Greater Bat) (4 HD)

Hit Dice: 4			
♥ AC: 7 [12]	♦ Saving Throw: 13	↻ Move: 4/18	
✂ Attacks: Bite (1d10)			
✦ Special: None			
■ Challenge Level/Experience: 5/400			









These massive, man-sized cousins of the bat do not suck blood, but their bite is nonetheless deadly. Bats move 18 when flying.

Bats, Giant (Bat Monster) (8 HD)

Hit Dice: 8		<div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div></div>							
♥ AC: 6 [13]	♦ Saving Throw: 8	↻ Move: 4/18							
✂ Attacks: Bite (2d8), claws (1d6)									
✦ Special: None									
■ Challenge Level/Experience: 9/800									


These creatures attack with claws as well as a bite. They are twice the size of a man, with a tremendous wingspan. Fearful peasants might even mistake them for small dragons when they fly by at night. Bats move 18 when flying.

Beetles, Giant (Fire) (2 HD)

Hit Dice: 2		 	
 AC: 4 [15]	 Saving Throw: 18	 Move: 12	
 Attacks: Bite (1d4+2)			
 Special: None			
 Challenge Level/Experience: 1/200			

A giant fire beetle's oily light-glands glow a reddish color, and continue to give off light for 1d6 days after they are removed (shedding light in a 10 ft radius).

Black Puddings (10 HD)

Hit Dice: 10											
♥ AC: 6 [13]	♦ Saving Throw: 5	↻ Move: 6									
✂ Attacks: Attack (3d8)											
✦ Special: Acidic surface, immune to cold, divides when hit with lightning											
■ Challenge Level/Experience: 11/1,000											

Black puddings are amorphous globs with an acidic surface. They are subterranean predators and scavengers. Any

weapon or armor contacting a black pudding will be eaten away by the acid as follows: weapon (1 hit by weapon), chain mail or lesser armor (1 hit by pudding), plate mail (2 hits by pudding). If a weapon or armor is magical, it can take an additional hit per +1 before being dissolved.

Blink Dogs (4 HD)

Hit Dice: 4			
AC: 5 [14]	Saving Throw: 13	Move: 12	
Attacks: Bite (1d6)			
Special: Teleports			
Challenge Level/Experience: 4/400			

Blink dogs are pack hunters, intelligent and usually friendly to those who are not of evil intent. They can teleport short distances (without error) and attack in the same turn — in most cases (75%) a blink dog will be able to teleport behind an opponent and attack from the rear (with bonuses).

Boars, Wild (4 HD)

Hit Dice: 4			
♥ AC: 7 [12]	♠ Saving Throw: 5	⇒ Move: 15	
⚔ Attacks: Gore (3d4)			
♦ Special: Continues attacking 2 rounds after death			
■ Challenge Level/Experience: 4/400			

Boars continue to attack for two rounds after they are actually killed before they drop dead. These stats might also be used for your “blue tusken-hogs of the Ymar Plains” or whatever’s appropriate for your campaign.

Bugbears (3 HD)

Hit Dice: 3		👤 🏠 🗡
♥ AC: 5 [14]	♠ Saving Throw: 14	👉 Move: 9
🗡 Attacks: Bite (2d4) or by weapon		
♠ Special: Surprise opponents on a 1 — 3		
🏠 Challenge Level/Experience: 3/300		

These large, hairy, goblin-like humanoids are stealthier than their size would suggest, almost always getting the chance to surprise even alert opponents with a roll of 1 — 3 on a d6 (50%).

Centaur (4 HD)

Hit Dice: 4		■■■■	
♥ AC: 5 [14]	♠ Saving Throw: 13	⇒ Move: 18	
⚔ Attacks: 2 kicks (1d6) and weapon			
⚡ Special: Acidic surface, immune to cold, divides when hit with lightning			
■ Challenge Level/Experience: 5/400			

Half man, half horse, centaurs are fierce warriors and well-known creatures of mythology. The GM may choose any “version” of the centaur from myth or folklore for his campaign: some are evil, some aloof, and some are soothsayers. Armor class improves to 4 [16] with a shield.

Centipedes, Giant (Small, Lethal) (1 HD)

Hit Dice: 1		
♥ AC: 9 [10]	♠ Saving Throw: 18	⇒ Move: 13
⚔ Attacks: Bite (deals 0 damage)		
✦ Special: Lethal poison, +4 save		
■ Challenge Level/Experience: 2/100		

Giant lethal centipedes of the small size inflict a lethal bite with a +4 saving throw, but inflict no damage if the saving throw is successful.

Centipedes, Giant (Small, Non-lethal) (1 HD)

Hit Dice: 1			
♥ AC: 9 [10]	♠ Saving Throw: 18	⇒ Move: 13	
⚔ Attacks: Bite (1 hp damage)			
✦ Special: Non-lethal poison, +4 save			
■ Challenge Level/Experience: 1/100			

The non-lethal variety has larger pincers but its poison is not lethal (though it is deadly). Failing a saving throw (at +4) against the poison of the non-lethal variety causes 1d4 rounds of crippling pain (the victim is helpless, as if asleep). Additionally, the limb (roll 1d4) is temporarily crippled (treat as a disease) for 2d4 days. A crippled leg reduces movement by 50%; a crippled shield arm cannot use weapon or shield; a crippled sword arm can only attack at -4. A second bite on a leg reduces movement to one quarter normal, and a third bite to the legs reduces movement to 1 ft per minute (prone, dragging oneself by the arms).

Centipedes, Giant (Man-sized) (2 HD)

Hit Dice: 2		
♥ AC: 5 [14]	♦ Saving Throw: 16	☞ Move: 15
⚔ Attacks: Bite (1d8)		
⚡ Special: Lethal poison, +6 save		
■ Challenge Level/Experience: 4/200		


The man-sized giant centipede is a deadly predator with armored segments, a deadly bite, and a lethal (though relatively weak) poison.

Centipedes, Giant (Large, 20 ft long) (4 HD)

Hit Dice: 4		
♥ AC: 0 [19]	♦ Saving Throw: 13	☞ Move: 18
⚔ Attacks: Bite (3d8)		
⚡ Special: Lethal poison, +4 save		
■ Challenge Level/Experience: 6/400		

A twenty-foot long horror of chitin, multiple legs, and clashing pincers dripping with venom.

Chimera (9 HD)

Hit Dice: 9															
♥	AC: Goat 6 [13], Lion 5 [14], Dragon 2 [17]														
♦	Saving Throw: 6							☞	Move: 9/18 (when flying)						
⚔	Attacks: 2 claws (1d3), 2 goat horns (1d4), 1 lion bite (2d4), and 1 dragon bite (3d4)														
✦	Special: Breathes fire, flies														
■	Challenge Level/Experience: 11/900														

The chimera has three heads; one is the head of a goat, one the head of a lion, and one the head of a dragon. Great wings rise from its lion-like body. The dragon head can breathe fire (3 times per day) with a range of 50 ft, causing 3d8 damage to anyone caught within the fiery blast (saving throw for half damage).

Cockatrices (5 HD)

Hit Dice: 5		
♥ AC: 6 [13]	♦ Saving Throw: 12	☞ Move: 6
⚔ Attacks: Bite (1d3+ turn to stone)		
⚡ Special: Bite turns to stone		
■ Challenge Level/Experience: 7/500		

Resembles a bat-winged rooster with a long, serpentine tail. Its bite turns enemies to stone unless a successful saving throw is made. Has a move of 18 when flying.

Djinn (8 HD)

Hit Dice: 8		
♥ AC: 4 [15]	♦ Saving Throw: 9	☞ Move: 9
⚔ Attacks: Fist or weapon (1d10+1)		
⚡ Special: Flies, magical powers, whirlwind		
■ Challenge Level/Experience: 9/800		

Djinn are one of the genies of folklore, creatures of the air (and possibly of the elemental planes). They can carry 700 lbs of weight, and have a number of magical powers. A djinni can create food and water, as well as wooden and cloth objects. They can also create objects of metal (including coins), but all such magically created metals disappear in time. Djinn can call up illusions, and although these are quite excellent they disappear when touched. Djinni can give themselves a gaseous form (cannot attack or be attacked, can enter any area that is not airtight), and can become invisible at will. Finally, a djinni can turn itself into a whirlwind, sweeping away any creature with one or fewer hit dice (the diameter of the whirlwind is 10 ft. More powerful types of djinn might be capable of granting limited wishes or even true wishes. Moves 24 when flying.

Doppelgangers (4 HD)

Hit Dice: 4		
♥ AC: 5 [14]	♦ Saving Throw: 13/5	☞ Move: 9
⚔ Attacks: Claw (1d12)		
⚡ Special: Mimics shape, immune to sleep and charm		
■ Challenge Level/Experience: 5/400		

A doppelganger can change its form to resemble the physical appearance (including clothing and gear) of any person. These creatures are immune to sleep and charm, and are considered magic resistant for purposes such as breaking through wizard locks and similar spells. They have a very good saving throw (5) against magic of all kinds.

Dragons

The size of a dragon is roughly 5 ft of body length per age category, up to the adult size of 20 ft. Dragons have double normal treasure (i.e., with a gold piece value of four times

the dragon's XP value).

Do not roll hit points for dragons as normal. Instead, determine the age category of the dragon, and that will tell you both the dragon's hit points per die and how many points of damage per hit die the dragon's breath inflicts:

- **Very young dragon:** 1 hit point per hit die, 1 hit point per die inflicted by breath weapon.
- **Young:** 2 hit points per hit die, 2 hit points per die inflicted by breath weapon.
- **Immature:** 3 hit points per hit die, 3 hit points per die inflicted by breath weapon.
- **Adult:** 4 hit points per hit die, 4 hit points per die inflicted by breath weapon.
- **Old:** 5 hit points per hit die, 5 hit points per die inflicted by breath weapon.
- **Very old (100+ years old):** 6 hit points per hit die, 6 hit points per die inflicted by breath weapon.

Note that dragons, while they are dangerous opponents, are not by any means invincible. In a medieval-type fantasy world, dragons are a common problem rather than a godlike creature of legend — so the statistics for dragons reflect a deadly but not mythical foe. The GM is, of course, free to create stats for a more “mythical” conception of dragons. Since dice aren't rolled for dragon hit points, it is possible for a truly mythical dragon to have more “numbers” per die than it's actually possible to roll on a hit die.

Breath Weapons: All dragons have a breath weapon of some kind, which can be used three times in a day. The GM chooses when a dragon will use the breath weapon, or may roll a 60% chance in any given round. Damage inflicted by a dragon's breath weapon is indicated under the age category. Breath weapons come in three different types:

- Cloud-shape for gaseous exhalations
- Cone shape for fiery-type breath
- A line for spitting dragons.

The dimensions of a dragon's breath differ according to the dragon's type.

If a dragon is beaten down by subdual damage (see rules

for combat), the dragon will surrender and serve its masters, even to the point of allowing itself to be sold. However, subdued dragons are only loyal while they are impressed by and frightened of their masters — signs of weakness may cause the dragon to escape or even attack its master.

Standard-colored dragons generally have a challenge level of its (hit points/4) +2.

Dragon, Black (7 HD)

Hit Dice: 7			■ ■ ■ ■ ■ ■ ■ ■
♥ AC: 2 [17]	♦ Saving Throw: 9	☞ Move: 9/24	
✂ Attacks: 2 claws (1d4), bite (3d6)			
✦ Special: Spits acid			
■ Challenge Level/Experience: 9/700			

Black dragons spit a deadly, corrosive acid rather than breathing fire. The acid covers everything in a line 5 ft wide and 60 ft long. Black dragons have a 45% chance of being able to talk; talking black dragons have a 5% chance of being able to cast 1d4 first level mage spells. Moves 24 when flying.

Dragon, Blue (8 HD)

Hit Dice: 8			■ ■ ■ ■ ■ ■ ■ ■
♥ AC: 2 [17]	♦ Saving Throw: 6	☞ Move: 9/24	
✂ Attacks: 2 claws (1d6), bite (3d6)			
✦ Special: Spits lightning			
■ Challenge Level/Experience: 10/800			


Blue dragons spit a blast of electric lightning in a line 5 ft wide and 100 ft long, affecting everything in its path. A saving throw indicates half damage. Blue dragons have a 65% chance of being able to talk; talking blue dragons have a 15% chance of being able to cast 1d4 first level mage spells and 1d3 second level mage spells. Moves 24 when flying.

Dragon, Gold (11 HD)


Hit Dice: 11			■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■
♥ AC: 2 [17]	♦ Saving Throw: 4	☞ Move: 9/24	
✂ Attacks: 2 claws (1d8), bite (2d10)			
✦ Special: Breathes poisonous gas or fire			
■ Challenge Level/Experience: 13/1,000			

Gold dragons are the noble wyrms of legend. They can


breathe either a cloud of poisonous gas, 50 ft in diameter (successful saving throw indicates half damage) or they can breathe fire in a cone-shape 90 feet long and roughly 30 ft wide at the base. Gold dragons have a 100% chance of being able to talk and gold dragons have a 25% chance of being able to cast 1d4 first level mage spells, 1d3 second level mage spells, 1d2 third level mage spells, and 1 fourth level mage spell. Moves 24 when flying.

Dragon, Green (8 HD)		
Hit Dice: 8		
♥ AC: 2 [17]	♠ Saving Throw: 4	↻ Move: 9/24
✂ Attacks: 2 claws (1d6), bite (2d10)		
♦ Special: Breathes poisonous gas		
■ Challenge Level/Experience: 11/800		

Green dragons breathe a cloud of poisonous gas, 50 ft in diameter. A successful saving throw indicates half damage. Green dragons have a 55% chance of being able to talk; talking green dragons have a 10% chance of being able to cast 1d4 first level mage spells and 1d2 second level mage spells. Moves 24 when flying.


Dragon, Red (10 HD)		
Hit Dice: 10		
♥ AC: 2 [17]	♠ Saving Throw: 5	↻ Move: 9/24
✂ Attacks: 2 claws (1d8), bite (3d10)		
♦ Special: Breathes fire		
■ Challenge Level/Experience: 12/1,000		

Red dragons are the fire-breathing wyrms of legend. They breathe fire in a cone-shape 90 feet long and roughly 30 ft wide at the base. Red dragons have a 75% chance of being able to talk; talking red dragons have a 20% chance of being able to cast 1d4 first level mage spells, 1d3 second level mage spells, and 1d2 third level mage spells. Moves 24 when flying.


Dragon, White (6 HD)		
Hit Dice: 6		
♥ AC: 2 [17]	♠ Saving Throw: 5	↻ Move: 9/24
✂ Attacks: 2 claws (1d4), bite (2d8)		
♦ Special: Breathes cold		
■ Challenge Level/Experience: 8/600		

White dragons are usually found in cold regions, where

they can camouflage themselves in ice and snow, lying in wait for prey. They breathe a cone of intensely cold air and frost, with a length of 70 ft and a base of 30 ft. White dragons are not able to talk or cast spells. Moves 24 when flying.


Dryads (2 HD)		
Hit Dice: 2		
♥ AC: 9 [10]	♠ Saving Throw: 16	↻ Move: 12
✂ Attacks: Wooden dagger (1d4)		
♦ Special: Charm person (-2 save)		
■ Challenge Level/Experience: 3/200		

Dryads are beautiful female tree spirits, and do not venture far from their home trees. They can cast (as a native magical power) a strong charm that operates as a Charm Person spell with a -2 saving throw. Those who are charmed seldom return, or might be kept for a hundred years and a day within the dryad's tree.

Dwarves (1 HD)		
Hit Dice: 1		
♥ AC: 4 [15]	♠ Saving Throw: 17	↻ Move: 6
✂ Attacks: War hammer (1d4+1)		
♦ Special: Detects attributes of stonework		
■ Challenge Level/Experience: 1/100		

Statistics above are for the common Dwarf with no particular unusual characteristics. A dwarf-at-arms would usually have a full 8 hit points, reflecting skill and general toughness. Stronger Dwarves (sergeants-at-arms, for example) might have more hit dice or unusual bonuses to hit, even magical abilities if dwarves are magical in your fantasy universe (Norse myths are a good example of this). Do not bother to treat more powerful NPC dwarves as Fighting-men or character types; just assign the right number of hit dice and abilities (if any) and keep moving along with the fantasy.

Efreet (10 HD)

Hit Dice: 10											
♥ AC: 2 [17]	♠ Saving Throw: 5	↻ Move: 9/24									
⚔ Attacks: Fist or sword (1d8+5)											
♦ Special: Wall of fire											
■ Challenge Level/Experience: 12/1,000											

Efreet are a type of genie, associated with fire (unlike the djinn, who have powers over the air). Efreet can carry up to a thousand pounds of weight, and under the right circumstances they can be forced to serve as a slave (until they figure out how to free themselves). An efreeti can cast Wall of Fire (per the spell). They appear as giant humans with cruel features, their skin flickering with flames. Moves 24 when flying.

Elementals








Elementals are living manifestations of the basic forms of matter; earth, air, fire, and water. They are usually summoned from their native planes of existence to do the bidding of a powerful wizard. These beings can also be "chained" within objects or structures to give the objects magical properties. Elementals are barely intelligent at all, but they are as powerful as the forces of nature that they actually are.

Elemental, Air (12 HD)

Hit Dice: 12		<div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div></div>									
♥ AC: 2 [17]	♠ Saving Throw: 3	↻ Move: 36									
⚔ Attacks: Strike (2d8)											
♦ Special: Whirlwind											
■ Challenge Level/Experience: 13/1,200											


Air elementals can turn into a whirlwind of air with a diameter of 30 ft, hurling any creature of 1 HD or less for great distances (and almost certainly killing them). These elemental whirlwinds are approximately 100 ft in height.

Elemental, Earth (12 HD)

Hit Dice: 12													
 AC: 2 [17]	 Saving Throw: 3	 Move: 6											
 Attacks: Fist (3d6)													
 Special: Tear down stone													
 Challenge Level/Experience: 13/1,200													

Earth elementals are hulking man-shapes of rock and earth. They batter opponents with their great fists, although damage is reduced by 1d6 if the opponent is not standing upon earth or rock. Earth elementals can tear apart stone structures, able to rip down even a castle wall in a matter of 1d4+4 rounds (minutes).

Elemental, Air (12 HD)

Hit Dice: 12													
♥ AC: 2 [17]	♠ Saving Throw: 3	↻ Move: 36											
⚔ Attacks: Strike (2d6)													
✦ Special: Ignite materials													
■ Challenge Level/Experience: 13/1,200													

Fire elementals are formless masses of flame, perhaps with a vaguely human shape. Their attacks cause flammable materials (including wood) to ignite if the material fails a saving throw (as determined by the GM).

Elemental, Water (12 HD)

Hit Dice: 12		<div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div></div>											
♥ AC: 2 [17]	♠ Saving Throw: 3	↻ Move: 6/18											
⚔ Attacks: Strike (3d6)													
✦ Special: Can overturn boats													
■ Challenge Level/Experience: 13/1,200													

Water elementals cannot move more than 60 ft from a large body of water, and their damage is reduced by 1d6 if the opponent is not standing in water (or swimming, etc). These powerful beings can overturn small boats, and can overturn a ship if given 1d4+4 rounds to work at it. On water, they can attack ships, battering them to pieces within 1 hour if not prevented or distracted. Moves 18 when swimming.

Elves (1 HD)

Hit Dice: 1		
♥ AC: 5 [14]	♦ Saving Throw: 17	⇒ Move: 12
⚔ Attacks: Sword (1d8) or 2 arrows (1d6)		
✦ Special: None		
■ Challenge Level/Experience: 1/100		

The example above is for a typical Elf; trained warriors would likely have the maximum 6 hit points. Obviously, Elves encountered in the course of a party's adventuring will have a variety of powers and different attributes. The GM will assign such powers as he sees fit, in accordance with the way he envisions elves.

Gargoyles (5 HD)

Hit Dice: 5		
♥ AC: 5 [14]	♦ Saving Throw: 13	⇒ Move: 9/15
⚔ Attacks: 2 claws (1d3), 1 bite (1d4), 1 horn (1d6)		
✦ Special: Flight		
■ Challenge Level/Experience: 6/500		

Gargoyles are winged beings resembling the craven monstrosities that bedeck the walls of cathedrals and many subterranean dungeons. They are terribly vicious predators. Moves 15 when flying.

Gelatinous Cubes (4 HD)

Hit Dice: 4		
♥ AC: 8 [11]	♦ Saving Throw: 13	⇒ Move: 6
⚔ Attacks: Attack (2d4)		
✦ Special: Paralysis, immune to lightning and cold		
■ Challenge Level/Experience: 5/400		

Gelatinous cubes are semi-transparent cubes that slosh through subterranean passages, engulfing debris and carrion to digest. Their entire substance is acidic: if the cube hits successfully, the victim must make a saving throw or become paralyzed (6 turns) for the cube to devour. Most gelatinous cubes contain various metallic treasures or gems that they have engulfed but not yet digested.

Ghouls (2 HD)

Hit Dice: 2		
♥ AC: 6 [13]	♦ Saving Throw: 16	⇒ Move: 9
⚔ Attacks: 2 claws (1d3), 1 bite (1d4)		
✦ Special: Immunities, paralysis		
■ Challenge Level/Experience: 3/200		

Ghouls are pack-hunting undead, corpse eaters. They are immune, like most undead, to charms and sleep spells. The most dangerous feature of these horrid, cunning creatures, is their paralyzing touch: any hit from a ghoul requires a saving throw or the victim becomes paralyzed for 3d6 turns.

Giants

Giants are a staple of fantasy gaming, huge and dangerous creatures that often have a taste for human flesh. Most are not particularly intelligent.

Giant, Cloud (13 HD)

Hit Dice: 13		
♥ AC: 2 [17]	♦ Saving Throw: 3	⇒ Move: 15
⚔ Attacks: Weapon (6d6)		
✦ Special: Hurl boulders		
■ Challenge Level/Experience: 13/1,300		

Cloud giants are cunning beasts, often living in cloud-castles in the sky (hence their name). They throw rocks for 6d6 hit points of damage. Cloud giants are famous for their ability to smell out food, enemies, and Englishmen.

Giant, Fire (12 HD)

Hit Dice: 12		
♥ AC: 3 [16]	♦ Saving Throw: 4	⇒ Move: 15
⚔ Attacks: Weapon (5d6)		
✦ Special: Hurl boulders, immune to fire		
■ Challenge Level/Experience: 12/1,200		

Fire giants are usually found near volcanic mountains, in great castles of basalt or even iron. They throw boulders for 5d6 hit points.

Giant, Frost (11 HD)

Hit Dice: 11		
♥ AC: 4 [15]	♠ Saving Throw: 5	☞ Move: 12
⚔ Attacks: Weapon (4d6)		
⬠ Special: Hurl boulders, immune to cold		
■ Challenge Level/Experience: 11/1,100		

Frost giants dwell in cold regions, where they build (or conquer) castles in remote places of ice and snow. They throw boulders or great chunks of ice for 4d6 points of damage.

Giant, Hill (9 HD)

Hit Dice: 9		
♥ AC: 4 [15]	♠ Saving Throw: 8	☞ Move: 12
⚔ Attacks: Weapon (2d8)		
⬠ Special: Throw boulders		
■ Challenge Level/Experience: 9/900		

Hill giants are the least of the giant races; most are brutish cave-dwellers who dress in pelts and uncured hides. They throw rocks for 2d8 points of damage.

Giant, Stone (10 HD)

Hit Dice: 10		
♥ AC: 0 [19]	♠ Saving Throw: 6	☞ Move: 12
⚔ Attacks: Club (3d6)		
⬠ Special: Throw boulders		
■ Challenge Level/Experience: 10/1,000		

Stone giants dwell in caves, isolated in the mountain fastnesses. They throw rocks for 3d6 points of damage, and can be quite crafty in setting up ambushes in their native mountains. Travelers who wander into the territory of stone giants seldom return.

Giant, Storm (16 HD)

Hit Dice: 16		
♥ AC: 1 [18]	♠ Saving Throw: 3	☞ Move: 15
⚔ Attacks: Weapon (7d6)		
⬠ Special: Throw boulders, control weather		
■ Challenge Level/Experience: 16/1,600		

Storm giants are the largest of giants, the most intelligent, the most magical, and the most likely to talk with humans rather than simply devour them. Storm giants can live in

underwater sea-castles as well as on the heights of mountains. They throw boulders for 7d6 points of damage, and have the power to Control Weather (as per the spell).

Gnolls (2 HD)

Hit Dice: 2		
♥ AC: 5 [14]	♠ Saving Throw: 16	☞ Move: 9
⚔ Attacks: Bite (2d4) or weapon (1d10)		
⬠ Special: None		
■ Challenge Level/Experience: 2/200		

Gnolls are tall humanoids with hyena-like heads. They may be found both above ground and in subterranean caverns. They form into loosely organized clans, often ranging far from home in order to steal and kill with rapacious ferocity.

Goblins (1 HD)


Hit Dice: 1		
♥ AC: 7 [12]	♠ Saving Throw: 18	☞ Move: 9
⚔ Attacks: Weapon (1d6)		
⬠ Special: -1 to hit in sunlight		
■ Challenge Level/Experience: B/100		

Goblins are small creatures (4 ft tall or so) that inhabit dark woods, underground caverns, and (possibly) the otherworldly realms of the fey. They attack at -1 in the full sunlight.

Golems


Golems are man-shaped creatures built to serve their masters, usually powerful wizards or high priests. They are often used as guardians. Golems cannot be hit with non-magical weapons, and are immune to the sorts of spells used to create them (iron golems being immune to fire, for instance). You can find the details in the specific monster descriptions.

Golem, Flesh (12 HD)

Hit Dice: 12													
♥ AC: 9 [10]	♦ Saving Throw: 4	⇒ Move: 8											
✂ Attacks: 2 fists (2d8)													
✦ Special: Healed by lightning, hit only by magic weapons, slowed by fire and cold, immune to most spells													
■ Challenge Level/Experience: 12/1,000													



A creation stitched together from human limbs and other parts, like a Frankenstein monster. Damage inflicted by lightning heals the golem (per the movie), and it is slowed by fire and cold spells. No other type of spell than lightning, fire, or cold affects a flesh golem. Only +1 or better magic weapons can harm a flesh golem.

Golem, Iron (21 HD)

Hit Dice: 21																													
♥ AC: 3 [16]										♦ Saving Throw: 3										⇒ Move: 6									
✂ Attacks: Weapon or fist (4d10)																													
✦ Special: Poison gas, immune to all weapons +2 or less, slowed by lightning, healed by fire, immune to most magic																													
■ Challenge Level/Experience: 17/2,100																													


Iron golems are huge moving statues of iron. They can breathe a 10 ft radius cloud of poison gas as well as attacking with great power. Weapons of +2 or less do not affect them. These hulking statues are slowed by lightning spells, but fire-based spells actually restore hit points to them. No other type of spell affects them.

Golem, Stone (17 HD)

Hit Dice: 17															
♥ AC: 5 [14]	♦ Saving Throw: 3	⇒ Move: 6													
✂ Attacks: Fist (3d8)															
✦ Special: Unaffected by +1 or lesser weapons, immune to most magic															
 Challenge Level/Experience: 16/1,700															


Stone golems are massive stone statues animated by very powerful magics (much more than just animate object, in other words). They are slowed by fire spells, and damaged/healed by rock to mud spells and the reverse. Spells that affect rock (and fire spells) are the only magic that affects them. They can only be hit by +2 or better weapons.

Gorgons (8 HD)

Hit Dice: 8													
♥ AC: 2 [17]	♦ Saving Throw: 8	⇒ Move: 12											
✂ Attacks: Gore (2d6)													
✦ Special: Breath turns to stone													
■ Challenge Level/Experience: 10/800													


Gorgons are bull-like creatures with dragon-like scales. Their breath turns people to stone (60 ft range, saving throw applies).

Grey Oozes (4 HD)

Hit Dice: 4			
♥ AC: 7 [12]	♦ Saving Throw: 14	⇒ Move: 1	
✂ Attacks: Strike (2d6)			
✦ Special: Acid, immunities			
■ Challenge Level/Experience: 5/400			

Grey ooze is almost identical to wet rock, but is a slimy, formless substance that devours prey and carrion with its acidic secretions, lashing forward to strike enemies. Grey ooze is immune to spells, heat, and cold damage. Metal (but not stone or wood) must make a saving throw vs. acid when exposed to grey ooze (even if the contact is as brief as the strike of a sword) or be rotted through. When the grey ooze hits a character in metal armor, the armor must make an item saving throw. Only cutting and piercing damages a grey ooze — it is impervious to blunt or crushing attacks.

Griffons (7 HD)

Hit Dice: 7													
♥ AC: 3 [16]	♦ Saving Throw: 9	⇒ Move: 12/27											
✂ Attacks: 2 claws (1d4), 1 bite (2d8)													
✦ Special: Flies													
■ Challenge Level/Experience: 8/700													

Griffons have the body of a lion, with the wings, head, and fore-talons of an eagle. These creatures can be tamed and ridden as mounts. They usually nest in high mountain aeries, where they lay their eggs and hunt their prey. Because the fledglings can be tamed, young griffons and

griffon eggs command a very high price in the marketplaces of the great cities, or to barons and wizards. Moves 27 when flying.

Harpies (3 HD)		
Hit Dice: 3		
♥ AC: 7 [12]	♦ Saving Throw: 14	⇒ Move: 6
✂ Attacks: 2 talons (1d3) and weapon (1d6)		
♦ Special: Flies, siren-song		
■ Challenge Level/Experience: 4/300		

Harpies have the upper body of a human female and the lower body and wings of a vulture. Their song is a charm that draws its victims to the harpy (saving throw applies), and the harpy's touch casts the equivalent of a charm person spell (again, saving throw applies). Moves 18 when flying.

Hell Hounds (6 HD)		
Hit Dice: 6		
♥ AC: 4 [15]	♦ Saving Throw: 11	⇒ Move: 12
✂ Attacks: Breathe fire		
♦ Special: Acidic surface, immune to cold, divides when hit with lightning		
■ Challenge Level/Experience: 7/600		

Hell hounds are fire-breathing dogs of the underworlds or lower planes. In addition to biting, they can breathe fire each round, inflicting 2 hp damage per hit die (10 ft range, saving throw for half damage).

Hippogriffs (4 HD)		
Hit Dice: 4		
♥ AC: 5 [14]	♦ Saving Throw: 14	⇒ Move: 18/24
✂ Attacks: 2 claws (1d6) 1 bite (1d10)		
♦ Special: Flies		
■ Challenge Level/Experience: 4/400		

The hippogriff is similar to a griffon, having the head, foreclaws, and wings of an eagle, but instead of the body of a lion, it has the body of a horse. The poem Orlando Furioso (written in 1516) suggests that the hippogriff is the offspring of a griffon and a horse — but they are apparently an independent breed, for folkloric tradition holds that griffons frequently attack hippogriffs. Hippogriffs are not as hard to train as griffons — again, from Orlando

Furioso: "Drawn by enchantment from his distant lair, The wizard thought but how to tame the foal; And, in a month, instructed him to bear Saddle and bit, and gallop to the goal; And execute on earth or in mid air, All shifts of manege, course and caracole..." Moves 24 when flying.

Hobgoblins (1 HD)		
Hit Dice: 1		
♥ AC: 5 [14]	♦ Saving Throw: 17	⇒ Move: 6
✂ Attacks: Weapon (1d8)		
♦ Special: None		
■ Challenge Level/Experience: 1/100		

Hobgoblins are simply large goblins, possibly a separate breed living apart from their smaller cousins, or perhaps not, as the GM decides. As a matter of the campaign's flavoring, the GM might choose to make hobgoblins the "fey" goblins of Irish legend, while regular goblins are the more Tolkien-style underground-dwellers.

Humans

Humans are such a versatile race that any number of "monsters" and NPCs can be made from them. Berserker warriors, tribesmen, cavemen, princesses, evil high priests, captains of the guard, foot-soldiers, and tavern-keepers are all different human "monsters." Don't try to build your non-player characters according to the rules for player characters. Just make up their stats and abilities as you see fit.

Human, Bandit (1 HD)		
Hit Dice: 1		
♥ AC: 7 [12]	♦ Saving Throw: 17	⇒ Move: 12
✂ Attacks: Weapon (1d8)		
♦ Special: None		
■ Challenge Level/Experience: 1/100		

Bandits are roving groups of thieves, sometimes organized into small armies led by more powerful bandit chiefs and captains with higher hit dice.

Human, Berserker (1 HD)

Hit Dice: 1		
♥ AC: 7 [12]	♦ Saving Throw: 17	⇒ Move: 12
⚔ Attacks: Weapon (1d8)		
⬠ Special: Berserking		
■ Challenge Level/Experience: 2/100		

Berserkers are normal humans, but they fight with astounding ferocity. A bonus of +2 is added to their attack rolls. They do not wear armor heavier than leather armor.

Human, Sergeant-at-Arms (3 HD)

Hit Dice: 3		
♥ AC: 5 [14]	♦ Saving Throw: 17	⇒ Move: 12
⚔ Attacks: Weapon (1d8)		
⬠ Special: None		
■ Challenge Level/Experience: 1/300		

Human sergeants are normally found in command of 1d6+5 human soldiers. These are the leaders of city guard units and other small military groups.

Human, Soldier (1 HD)

Hit Dice: 1		
♥ AC: 7 [12]	♦ Saving Throw: 14	⇒ Move: 12
⚔ Attacks: Weapon (1d8)		
⬠ Special: None		
■ Challenge Level/Experience: 3/100		

Human soldiers serve as city guardsmen, mercenaries, and men-at-arms. They are generally armed with leather armor and a mace, sword, or spear.

Hydrae (7 HD)

Hit Dice: 7		
♥ AC: 5 [14]	♦ Saving Throw: 9	⇒ Move: 9
⚔ Attacks: 7 bites (1d6)		
⬠ Special: None		
■ Challenge Level/Experience: 9/700		

Hydrae are great lizard-like or snake-like creatures with multiple heads. Each head has one hit die of its own, and when the head is killed, that head dies. The body has as

many hit dice as the total of the heads, so it is a matter of good strategy for adventurers to focus either on killing heads (when all the heads are dead the body dies) or killing the creature by attacking the body (in which case the heads die, too). Hydrae that breathe fire or regenerate their heads (each new head having its own hit die of hit points) are also known to exist.

Invisible Stalkers (8 HD)

Hit Dice: 8		
♥ AC: 3 [16]	♦ Saving Throw: 8	⇒ Move: 12
⚔ Attacks: "Bite" (4d4)		
⬠ Special: Invisible, flies		
■ Challenge Level/Experience: 9/800		

Invisible stalkers are invisible flying beings created to follow a single command made by the caster.

Kobolds (1 HD)

Hit Dice: 1		
♥ AC: 6 [13]	♦ Saving Throw: 18	⇒ Move: 6
⚔ Attacks: Weapon (1d6)		
⬠ Special: None		
■ Challenge Level/Experience: A/100		

Kobolds are subterranean, vaguely goblin-like humanoids. They have a -1 penalty when fighting above ground. Many use slings or short bows, and they fight with short swords or spiked clubs in melee combat.

Liches (12 HD)

Hit Dice: 12		
♥ AC: 0 [20]	♦ Saving Throw: 3	⇒ Move: 6
⚔ Attacks: Hand (1d10 + automatic paralysis)		
⬠ Special: Appearance causes paralytic fear, touch causes automatic paralysis, spells		
■ Challenge Level/Experience: 15/1,200		

Liches are the undead remnants of wizards, either made undead by their own deliberate acts during life, or as the result of other magical forces (possibly including their own magics gone awry). A liche has the same spell-casting powers as the original mage (the same level as the liche's hit dice). A liche's touch causes paralysis with no saving throw, and the very sight of one of these dread creatures causes paralysis in any being of 4 HD or below. Liches are

highly malign and intelligent.

Lions (6 HD)		
Hit Dice: 6	■■■■■	
♥ AC: 6 [13]	♠ Saving Throw: 12	☞ Move: 12
✂ Attacks: 2 claws (1d4), 1 bite (1d8)		
✦ Special: None		
■ Challenge Level/Experience: 5/600		

Male lions are noticeably larger than their female counterparts, and easily identified by their manes. They are usually solitary beasts, found leading a pride only in their prime. The lioness, while smaller and having an AC of 12, is an indisputably skillful hunter — far faster and agile than the male lion. Lionesses often coordinate with others in their pride to bring down prey.

Lizardmen (2 HD)		
Hit Dice: 2	■■	
♥ AC: 5 [14]	♠ Saving Throw: 16	☞ Move: 6/12
✂ Attacks: 2 claws (1d3), 1 bite (1d8)		
✦ Special: Underwater		
■ Challenge Level/Experience: 2/200		

Lizardmen are reptilian humanoids, usually living in tribal villages in the depths of fetid swamps. Some can hold their breath for long durations (an hour or more), while other can actually breathe underwater. Moves 12 when swimming.

Lycanthropes

Lycanthropes are were-creatures, particularly those in whom the disease permits assumption of a hybrid form of the human and animal. They can be hit by normal weapons, but silver weapons might inflict additional damage. If any character is brought below 50% hit points by a lycanthrope, the character will become a lycanthrope himself.

Lycanthrope, Werebear (8 HD)		
Hit Dice: 8	■■■■■■■■	
♥ AC: 2 [17]	♠ Saving Throw: 9	☞ Move: 9
✂ Attacks: 2 claws (1d3), 1 bite (2d4)		
✦ Special: Lycanthropy		
■ Challenge Level/Experience: 8/800		

Werbears are often found in temperate forests.

Lycanthrope, Wereboar (6 HD)		
Hit Dice: 6	■■■■■	
♥ AC: 4 [15]	♠ Saving Throw: 12	☞ Move: 12
✂ Attacks: Bite (2d6)		
✦ Special: Lycanthropy		
■ Challenge Level/Experience: 6/600		

Wereboars are often found in the remote wilderness.

Lycanthrope, Wererat (3 HD)		
Hit Dice: 3	■■■	
♥ AC: 6 [13]	♠ Saving Throw: 14	☞ Move: 12
✂ Attacks: Bite (1d3), Weapon (1d6)		
✦ Special: Control rats, lycanthropy		
■ Challenge Level/Experience: 4/300		

Wererats are often found in cities, lurking in shadowy alleyways. Wererats can control rats, and are extremely stealthy (surprising opponents on 1 — 4 on a d6).

Lycanthrope, Weretiger (6 HD)		
Hit Dice: 6	■■■■■	
♥ AC: 3 [16]	♠ Saving Throw: 11	☞ Move: 12
✂ Attacks: 2 claws (1d4), 1 bite (1d10)		
✦ Special: Lycanthropy		
■ Challenge Level/Experience: 7/600		


Weretigers are often found in tropical cities and ancient jungle ruins.

Lycanthrope, Werewolf (5 HD)		
Hit Dice: 5	■■■■■	
♥ AC: 5 [14]	♠ Saving Throw: 13	☞ Move: 12
✂ Attacks: Bite (2d4)		
✦ Special: Lycanthropy		
■ Challenge Level/Experience: 5/500		

Werewolves are the traditional Lycanthropes seen in


horror movies. hey are oten only affected by silver or magical weapons, oten are humanoid except for during a full moon, and so on.

Manticores (7 HD)

Hit Dice: 7			
♥ AC: 4 [15]	♦ Saving Throw: 11	↻ Move: 12/18	
⚔ Attacks: 2 claws (1d3), 1 bite (1d8), 6 tail spikes (1d6)			
✦ Special: Flies			
■ Challenge Level/Experience: 8/700			

A horrid monster with bat wings, the face of a feral human, the body of a lion, and a tail tipped with 24 iron spikes. The manticore can hurl up to 6 of the iron spikes from its tail per round, at a maximum range of 180 ft. Moves 18 when flying.

Medusae (6 HD)

Hit Dice: 6							
♥ AC: 5 [14]	♦ Saving Throw: 11	↻ Move: 9					
⚔ Attacks: Weapon (1d4)							
✦ Special: Gaze turns to stone							
■ Challenge Level/Experience: 8/600							







Medusae are horrid creatures with a female face but hair of writhing snakes; they have no legs, but the body of a serpent. The gaze of a medusa turns anyone looking upon it into stone. In addition to the medusa's relatively weak melee-weapon attack, the snake-hair makes one attack per round, causing no damage but lethally poisonous with a successful hit (saving throw applies).

Mermen (2 HD)

Hit Dice: 2		🗲️ 🗲️
♥️ AC: 7 [12]	♦️ Saving Throw: 17	➡️ Move: 1/18
🗡️ Attacks: Weapon (1d6)		
🌟 Special: Breathe water		
🎲 Challenge Level/Experience: 1/200		

Mermen have the torso of a man and the lower body of a fish. Moves 18 when swimming.

Minotaurs (7 HD)

Hit Dice: 7		     	
♥ AC: 6 [13]	♦ Saving Throw: 11	↻ Move: 6	
⚔ Attacks: Head butt (2d4), bite (1d3) and weapon (1d8)			
✦ Special: Never get lost in labyrinths			
■ Challenge Level/Experience: 6/700			

The minotaur is a man-eating predator, with the head of a bull and the body of a massive human, covered in shaggy hair. Most are not particularly intelligent.

Mummies (7 HD)

Hit Dice: 7		■ ■ ■ ■ ■ ■ ■ ■	
♥ AC: 3 [16]	♦ Saving Throw: 11	↻ Move: 6	
⚔ Attacks: Fist (1d12)			
✦ Special: Rot, hit only by magic weapons			
■ Challenge Level/Experience: 7/700			


Mummies cannot be hit by normal weapons, and even magical weapons inflict only half damage against them. Their touch also inflicts a rotting disease which prevents magical healing and causes wounds to heal at one-tenth of the normal rate. A cure disease spell can increase healing rate to half normal, but a remove curse spell is required to completely lift the mummy's curse.

Nixies (1 HD)

Hit Dice: 1			🏠
♥ AC: 7 [12]	♠ Saving Throw: 5	🔄 Move: 6/12	
🗡 Attacks: Weapon (1d6)			
✦ Special: Charm			
🏴 Challenge Level/Experience: B/100			

Nixies are weak water fey creatures. One in ten of them has the power to cast a powerful Charm Person (-2 on saving throw) that causes the victim to walk into the water and join the nixies as their slave (1 year). Casting Dispel Magic against the curse has only a 75% chance of success, and once the victim is actually in the water the chance drops to 25%. Nixies are ordinarily friendly, but they are capricious. Moves 12 when swimming.

Ochre Jellies (6 HD)

Hit Dice: 6							
♥ AC: 8 [11]	♦ Saving Throw: 11	⇒ Move: 6					
⚔ Attacks: Acid-laden strike (3d4)							
⬠ Special: Lightning divides creature							
■ Challenge Level/Experience: 6/600							

Ochre jellies are amorphous oozes that damage opponents with their acidic surface. They dissolve any adventurers they kill, making a raise dead spell impossible.

Ogres (4 HD)

Hit Dice: 4		▣ ▣ ▣ ▣
♥ AC: 5 [14]	♦ Saving Throw: 13	⇒ Move: 6
⚔ Attacks: Weapon (1d10+1)		
✦ Special: None		
■ Challenge Level/Experience: 4/400		

Ogres are normally quite stupid, but more intelligent versions might be encountered here and there.

Ogre Mages (6 HD)

Hit Dice: 6		🎲🎲🎲🎲🎲🎲
♥ AC: 4 [15]	♠ Saving Throw: 12	➡ Move: 12/18
🗡 Attacks: Weapon (1d12)		
🌟 Special: Magic use (See below)		
🏴 Challenge Level/Experience: 7/600		

The ogre mage is an ogre with magic powers, based on Japanese legend. An ogre mage can fly, turn Invisible (per the spell), create a 10 ft radius circle of magical darkness, change into human form, cast Sleep and Charm Person once per day, and cast a Cone of Frost with a range of 60 ft to a base of 30 ft, causing 8d6 damage to any caught within (saving throw applies). Western folklore also contains many examples of shape-shifting, magical ogres (the most famous example being the one in Puss-in-Boots), so there might be many different interpretations of magical ogres whether or not they are called "ogre mage." Moves 18 when flying.

Orcs (1 HD)

Hit Dice: 1			▣
♥ AC: 6 [14]	♠ Saving Throw: 17	⇒ Move: 12	
⚔ Attacks: Weapon, usually spear (1d6) or scimitar (1d8)			
✦ Special: None			
■ Challenge Level/Experience: 1/100			

Orcs are stupid, brutish humanoids that gather in tribes of hundreds. Most are subterranean dwellers, and fight with a penalty of -1 in sunlight. Occasionally, war-bands or even entire tribes of orcs issue forth from their caverns to raid and pillage by night. Orcish leaders are great brutes with additional hit dice, and magic-using shamans may also be found in the larger tribes. Orcish tribes hate each other, and will fight savagely unless restrained by a powerful and feared commander, such as an evil high priest or a sorcerer.

Owlbears (5 HD)

Hit Dice: 5		🎲 🎲 🎲 🎲 🎲
♥ AC: 5 [14]	♠ Saving Throw: 12	🏃 Move: 6
🦷 Attacks: 2 claws (1d6), 1 bite (2d6)		
♣ Special: Hug for additional 2d8 if to-hit roll is 18+		
🏠 Challenge Level/Experience: 5/500		

Owlbears have the body of a bear, but the beak of an owl (with some feathers on the head and places on the body as well). On an attack roll of 18+ (natural roll), the owlbear grabs its victim and hugs it for an additional 2d8 points of damage.

Pegasi (4 HD)

Hit Dice: 4			
♥ AC: 6 [13]	♠ Saving Throw: 13	⇒ Move: 24/48	
⚔ Attacks: 2 hooves (1d8)			
✦ Special: Flies			
■ Challenge Level/Experience: 4/400			


Pegasi are winged horses. Some might have bat wings, some might be evil — at GM's discretion. Moves 48 when flying.

Purple Worms (15 HD)

Hit Dice: 15																
♥ AC: 6 [13]	♦ Saving Throw: 3	↻ Move: 9														
✂ Attacks: Bite (2d12), sting (1d8)																
⬠ Special: Poison sting, swallows whole																
■ Challenge Level/Experience: 17/1,500																




Purple worms are massive annelids that grow 40 ft and more in length, and sometimes exceed ten feet in width. They are subterranean, chewing tunnels in rock (or through sand, in deserts, where they are a tan color). These beasts swallow their prey whole on a roll 4 higher than the needed number, or if the worm rolls double the number required to hit. They can swallow anything the size of a horse or smaller. In addition to the worm's dreaded bite, it has a poison stinger on its tail, the length of a sword and just as deadly even from the piercing wound it inflicts. The poison injected by the stinger is lethal if the victim fails a saving throw. What prey the purple worms once hunted (or perhaps still do, in deep places) with such natural weapons must have been terrifying indeed. Aquatic versions of the purple worm might also exist ...

Rats, Giant (1 HD)

Hit Dice: 1			
♥ AC: 7 [12]	♦ Saving Throw: 18	↻ Move: 12	
✂ Attacks: Bite (1d3)			
⬠ Special: 5% are diseased			
■ Challenge Level/Experience: A/100			

Giant rats are often found in dungeons, and are about the size of a cat, or perhaps a lynx. The bite of some (1 in 20) giant rats causes disease. A saving throw is allowed (versus poison). The effects of the disease are decided by the GM.

Rats, Giant (Monstrously Huge) (3 HD)

Hit Dice: 3		  	
♥ AC: 6 [13]	♦ Saving Throw: 14	↻ Move: 12	
✂ Attacks: 2 claws (1d3), 1 bite (1d6)			
⬠ Special: 5% are diseased			
■ Challenge Level/Experience: 4/300			

Giant rats (monstrously huge) are often found in dungeons, and are vicious predators the size of a wolf. The bite of some (1 in 20) giant rats causes disease. A saving throw is allowed (versus poison). The effects of the disease are

decided by the GM.

Rocs (12 HD)

Hit Dice: 12																
♥ AC: 4 [15]	♦ Saving Throw: 3	↻ Move: 3/30														
✂ Attacks: Bite (3d12), 2 claws (3d6)																
⬠ Special: None																
■ Challenge Level/Experience: 12/1,200																








Rocs are the mythological great birds of legend, large enough to prey upon elephants. They can be trained as fledglings to serve as steeds, so roc eggs or fledglings would be a prize indeed, worth great sums of gold. Rocs might grow as large as 18 HD, with commensurately increased statistics. Moves 30 when flying.

Salamanders (7 HD)

Hit Dice: 7											
♥	AC: 5 [14] (torso); 3 [16] (serpent body)										
♦	Saving Throw: 9										
↻	Move: 9										
✂	Attacks: Touch and constrict (2d8 + 1d6 heat), 1 weapon (1d6)										
⬠	Special: Heat, constrict										
■	Challenge Level/Experience: 8/700										

Salamanders are intelligent creatures of the elemental planes of fire. They have the upper body of a human and the lower body of a snake, and give off tremendous, intense heat. The very touch of a salamander deals 1d6 hit points of fire damage, and they wrap their tails around foes to cause an additional 2d8 points of crushing damage per round (as the victim also writhes in the deadly heat of the serpentine coils). The salamander's human torso is AC 5 [14], and the armored serpent-tail is AC 3 [16]. Salamanders cannot be enslaved in the same manner djinn and efreet might be.

Sea Serpents (30 HD)

Hit Dice: 30																			
 AC: 2 [17]		 Saving Throw: 3		 Move: 0/18															
 Attacks: Bite (4d10)																			
 Special: Swallow whole																			
 Challenge Level/Experience: 30/3,000																			

The size and nature of sea serpents is a matter for the GM

to determine. The sea serpent depicted here would be about middle size, about sixty feet in length, with smaller ones being half that size (with adjusted statistics, of course), and large ones being about 50% larger than the one described here. A sea serpent would undoubtedly be capable of swallowing a human whole, probably on a natural attack roll of no more than 14. A character swallowed whole would be digested within, perhaps, three hours. Moves 18 when swimming.

Shadows (4 HD)		
Hit Dice: 4	■ ■ ■ ■ ■	
♥ AC: 7 [12]	♦ Saving Throw: 14	☞ Move: 12
✂ Attacks: 1 touch (1d4 + Str drain)		
✦ Special: Drains 1 Str with hit, can only be hit by magical weapons		
■ Challenge Level/Experience: 4/400		

Shadows may or may not be undead creatures: they are immune to Sleep and Charm, but the GM may decide whether they are undead creatures subject to turning or whether they are some horrible “other” thing, a manifestation perhaps, or a creature from another dimension (or gaps in the dimensions). Shadows are dark and resemble shadows, though they may be darker. They are not corporeal, and can only be harmed with magical weapons or by spells. Their chill touch drains one point of strength with a successful hit, and if a victim is brought to a Strength of 0, he becomes a shadow. Strength points return after 90 minutes (9 turns).

Skeletons (1 HD)		
Hit Dice: 1	■	
♥ AC: 8 [11]	♦ Saving Throw: 17	☞ Move: 12
✂ Attacks: Weapon or strike (1d6)		
✦ Special: None		
■ Challenge Level/Experience: 1/100		

Skeletons are animated bones of the dead, usually under the control of some evil master. With a shield, armor class improves to 7 [12].

Slug, Giant (12 HD)		
Hit Dice: 12	■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■	
♥ AC: 8 [11]	♦ Saving Throw: 5	☞ Move: 6
✂ Attacks: Bite (1d12) or acid		
✦ Special: Spit acid (6d6)		
■ Challenge Level/Experience: 13/1,200		

These tremendously large masses of slimy, rubbery flesh are completely immune to blunt weapons. In addition to their powerful bite, giant slugs can spit their acidic saliva (one target at a time). The base range for spitting is 60 ft, and within this range the slug's spittle will be 50% likely to hit (no to-hit roll required). For every additional 10ft of range, the chance to hit decreases by 10%. On its first spitting attack, the slug only has a 10% chance to hit within 60ft, and no chance of hitting beyond that range. Some giant slugs might have more or less virulent acidity (thus changing the damage inflicted).

Specters (7 HD)		
Hit Dice: 7	■ ■ ■ ■ ■ ■ ■	
♥ AC: 2 [17]	♦ Saving Throw: 9	☞ Move: 15/30
✂ Attacks: Spectral weapon or touch (1d8 + level drain)		
✦ Special: Drain 2 levels with hit		
■ Challenge Level/Experience: 9/700		

Specters are wraith-like undead creatures without corporeal bodies. When a specter hits an opponent, either with hand or weapon, the touch drains two levels from the victim. Only magical weapons can damage a specter. In some cases, these terrifying creatures may be mounted upon living beasts, if the beasts have been trained to tolerate proximity to the undead. Any being killed (or drained below level 0) by a specter becomes a specter himself, a pitiful thrall to its creator. Moves 30 when flying.

Spiders

Spiders, Giant (Smaller) (1 HD)

Hit Dice: 1		
♥ AC: 8 [11]	♦ Saving Throw: 17	↻ Move: 9
⚔ Attacks: Bite (1 hp) + poison		
⚡ Special: Poison (+2 save or die)		
■ Challenge Level/Experience: 3/100		

Giant spiders are aggressive hunters.

Spiders, Giant (4ft wide) (3 HD)

Hit Dice: 3		
♥ AC: 6 [13]	♦ Saving Throw: 16	↻ Move: 6
⚔ Attacks: Bite (1d6) + poison		
⚡ Special: Poison (+1 save or die), surprise		
■ Challenge Level/Experience: 5/300		

Giant spiders are aggressive hunters. Man-sized giant spiders surprise on a roll of 1 — 5 on a d6, being able to hide well in shadows.

Spiders, Giant (Greater, 6ft wide) (5 HD)

Hit Dice: 5		
♥ AC: 4 [15]	♦ Saving Throw: 13	↻ Move: 4
⚔ Attacks: Bite (1d6+2) + poison		
⚡ Special: Poison (save or die), webs		
■ Challenge Level/Experience: 7/500		

Giant spiders are aggressive hunters. Only the greater giant spiders are web builders. Webs spun by giant spiders require a saving throw to avoid becoming stuck. Those who make a saving throw can fight in and move (5 ft per round) through the webs.

Spiders, Phase (3 HD)

Hit Dice: 3		
♥ AC: 3 [16]	♦ Saving Throw: 16	↻ Move: 18
⚔ Attacks: Bite (1d6) + poison		
⚡ Special: Poison (+1 save or die), phases		
■ Challenge Level/Experience: 6/300		

Giant spiders are aggressive hunters. Phase spiders can shift out of phase with their surroundings (can be attacked only by ethereal creatures), only to come back into phase later for an attack.

Stirges (1 HD)

Hit Dice: 1		
♥ AC: 7 [12]	♦ Saving Throw: 17	↻ Move: 3/18
⚔ Attacks: "Sting" (1d3 + blood drain)		
⚡ Special: Drain blood 1d4/round		
■ Challenge Level/Experience: 1/100		

Resembling small, feathered, winged anteaters, stirges have a proboscis which they jab into their prey to drain blood. After a stirge's first hit, it drains blood automatically at a rate of 1d4 per round. Moves 18 when flying.

Ticks, Giant (3 HD)

Hit Dice: 3		
♥ AC: 4 [15]	♦ Saving Throw: 14	↻ Move: 3
⚔ Attacks: Bite (1d4)		
⚡ Special: Drains blood		
■ Challenge Level/Experience: 3/300		

Giant ticks drain blood at a rate of 4 hit points per round after a successful hit. Their bite causes disease, which will kill the victim in 2d4 days (Cure Disease spells will remove the infection). A giant tick can be forced off a victim by fire as well as by killing the beast.

Titans (20 HD)

Hit Dice: 20		
♥ AC: -3 [22]	♦ Saving Throw: 3	↻ Move: 21
⚔ Attacks: Weapon (2d8)		
⚡ Special: Spells		
■ Challenge Level/Experience: 22/2,000		

Titans are mythological creatures, almost as powerful as gods. A titan has 2 spells of each spell level from first level mage spells to 7th level mage spells, and 2 Cleric spells of each spell level from first to 7th. The GM might choose to substitute other magical abilities for spells — these creatures vary considerably in powers and personalities from one to the next.

One possible spell list for a titan might include the following spells:

Charm Person (1), Sleep (1), Invisibility (1), Mirror Image (1), Fireball (3), Fly (3), Polymorph Other (4), Confusion (4), Conjure Elemental (5), Feeblemind (5), Anti-magic Shell (6).

Treants (10 HD)

Hit Dice: 10			■ ■ ■ ■ ■ ■ ■ ■ ■ ■
♥ AC: 2 [17]	♦ Saving Throw: 5	➡ Move: 6	
⚔ Attacks: 2 strikes (3d6)			
⬠ Special: Control trees			
■ Challenge Level/Experience: 10/1,000			

Treants are tree-like protectors and “shepherds” of forest trees. Depending upon their size, they have different hit dice and damage; treants of 7 to 8 hit dice inflict 2d6 points of damage with each strike of their branch-like hands, treants of 9 — 10 hit dice inflict 3d6 points, and treants of 11 — 12 hit dice inflict 4d6 points. All treants can “wake” trees within 60 ft, allowing them to walk at a rate of 3, and possibly to attack (no more than two trees at a time can be awake at the behest of a single treant).

Trolls (7 HD)

Hit Dice: 7			■ ■ ■ ■ ■ ■ ■
♥ AC: 6 [13]	♦ Saving Throw: 11	➡ Move: 12	
⚔ Attacks: 2 claws (1d4), 1 bite (1d8)			
⬠ Special: Regenerates			
■ Challenge Level/Experience: 8/700			

Trolls are as tall as ogres, and just as strong. Unlike ogres, however, they attack with claws and teeth instead of weapons. Trolls regenerate, which is to say that any damage inflicted upon them heals within minutes (3 hit points per round). The only way to utterly kill a troll is to submerge it in acid or burn it. Trolls can even re-grow lopped-off heads and limbs.

Unicorns (6 HD)

Hit Dice: 6			■ ■ ■ ■ ■ ■
♥ AC: 2 [17]	♦ Saving Throw: 13	➡ Move: 24	
⚔ Attacks: 2 hoofs (1d8), 1 horn (1d8)			
⬠ Special: Double damage for charge, 25% magic resistance, teleport			
■ Challenge Level/Experience: 5/600			

Unicorns are generally shy and benevolent creatures, who will only allow a chaste maiden to approach them. They

can teleport once per day to a distance of 360 ft, with a rider. The unicorn's horn has healing properties according to legend (the details of this, if any, are left to the GM). There is considerable room to create variant sorts of unicorns: evil ones, flying ones, etc.

Vampires (8 HD)

Hit Dice: 8			■ ■ ■ ■ ■ ■ ■ ■
♥ AC: 2 [17]	♦ Saving Throw: 8	➡ Move: 12/18	
⚔ Attacks: Bite (1d10 + 7,000 XP drain)			
⬠ Special: See below			
■ Challenge Level/Experience: 10/800			

Vampires are some of the most powerful of undead creatures. They can only be hit with magic weapons, and when “killed” in this way they turn into a gaseous form, returning to their coffins.

They regenerate at a rate of 3 hit points per round, can turn into a gaseous form or into a giant bat at will, and can summon a horde of bats or 3d6 wolves out from the night. Looking into a vampire's eyes necessitates a saving throw at -2, or the character is charmed (per a Charm Person spell). Most terrifyingly, a vampire's bite drains two levels from the victim.

Fortunately, vampires have some weaknesses. They can be killed (these are the only known methods) by immersing them in running water, exposing them to sunlight, or driving a wooden stake through the heart. They retreat from the smell of garlic, the sight of a mirror, or the sight of “good” holy symbols. Any human killed by a vampire becomes a vampire under the control of its creator. This description will be recognized easily as the “Dracula” type of vampire. Many other possibilities for vampires exist in folklore: Chinese vampires, for instance, and blood-drinkers more feral than intelligent. Plus, other cultural templates with different attributes could be created — how about an ancient Egyptian mummified vampire, or an Aztec vampire? Moves 18 when flying.

Wights (3 HD)

Hit Dice: 3			■ ■ ■
♥ AC: 5 [14]	♦ Saving Throw: 14	⇒ Move: 9	
✂ Attacks: Claw (1hp + level drain)			
◆ Special: Level drain (1 level), can only be hit by magical or silver weapons			
■ Challenge Level/Experience: 5/300			

Wights live in tombs, graveyards, and burial mounds (barrows). They are undead, and thus not affected by sleep or charm spells. Wights are immune to all non-magical weapons, with the exception of silver weapons. Any human killed or completely drained of levels by a wight becomes a wight.

Will-o-the-Wisps (9 HD)

Hit Dice: 9			■ ■ ■ ■ ■ ■ ■ ■ ■
♥ AC: -8 [27]	♦ Saving Throw: 6	⇒ Move: 18	
✂ Attacks: Shock (2d6)			
◆ Special: None			
■ Challenge Level/Experience: 10/900			

Will o' the wisps are phantom-like shapes of eerie light, creatures that live in dangerous places and try to lure travelers into quicksand, off the edges of cliffs, etc. They usually inhabit swamps or high moors. They can brighten or dim their own luminescence, and change their shapes as well, to appear as a group of lights, a wisp of light, or in the glowing wraithlike shape of a human (often female). They will generally depart if the attempt to lead victims into danger fails, but if they are attacked they can defend themselves with violent shocks of lightning-like power. These creatures are intelligent, and can be forced to reveal the location of their treasure hoards.

Wolves (2 HD)

Hit Dice: 2			■ ■
♥ AC: 7 [12]	♦ Saving Throw: 16	⇒ Move: 18	
✂ Attacks: Bite (1d4+1)			
◆ Special: None			
■ Challenge Level/Experience: 2/200			

Wolves are pack hunters, and may be found in large numbers. Male wolves weigh from 80 to 100 pounds.

Worgs (4 HD)

Hit Dice: 4			■ ■ ■ ■
♥ AC: 3 [16]	♦ Saving Throw: 13	⇒ Move: 18	
✂ Attacks: Bite (1d6+1)			
◆ Special: None			
■ Challenge Level/Experience: 4/400			

Worgs are large, intelligent, and evil wolves. They may have supernatural origins.

Wraiths (4 HD)

Hit Dice: 4			■ ■ ■ ■
♥ AC: 6 [13]	♦ Saving Throw: 13	⇒ Move: 9	
✂ Attacks: Touch (1d6 + 7,000 XP drain)			
◆ Special: Drain 1 level per hit			
■ Challenge Level/Experience: 6/400			

Wraiths are powerful wights, immune to all non-magical weapons other than silver ones (which inflict only half damage). Arrows are particularly ineffective against them, for even magical and silver arrows inflict only one hit point of damage per hit. Wraiths can be found riding well-trained battle steeds or more unusual mounts that will tolerate their presence.

Wyverns (8 HD)

Hit Dice: 8			■ ■ ■ ■ ■ ■ ■ ■
♥ AC: 3 [16]	♦ Saving Throw: 8	⇒ Move: 6/24	
✂ Attacks: Bite (2d8) or sting (1d6)			
◆ Special: Poison sting, flies			
■ Challenge Level/Experience: 9/800			

A wyvern is the two-legged form of dragon, and these creatures are smaller and less intelligent than true four-legged dragons, not to mention that they do not have a breath weapon. Wyverns have a poisonous sting at the end of their tails, but they are not coordinated enough to attack with both bite and sting in a single round. In any given round, the wyvern is 60% likely to use its tail, which can lash out to the creature's front even farther than its head can reach. Moves 24 when flying.

Yellow Mold (0 HD)

Hit Dice: 0

♥ AC: None ♦ Saving Throw: None ➡ Move: None

⚔ Attacks: 1d6 damage if touched

✦ Special: Poisonous spores

■ Challenge Level/Experience: 3/100

Yellow mold is a subterranean fungus; it neither moves nor attacks. However, if it is poked or struck, it may (50% chance) release a cloud of poisonous spores, roughly 10 ft in diameter. Failing a saving throw against the spores means that the character dies a rather horrible death. Touching yellow mold causes 1d6 points of acid damage. These growths can be destroyed with fire.

Zombies (2 HD)

Hit Dice: 2



♥ AC: 8 [11] ♦ Saving Throw: 5 ➡ Move: 6

⚔ Attacks: Weapon or strike (1d8)

✦ Special: Immune to sleep and charm

■ Challenge Level/Experience: 2/200

Zombies are mindless creatures, the walking dead. These are merely animated corpses, not carriers of any sort of undead contagion as ghouls are. If their Undeath is contagious, they should be worth a few more experience points than described here, and if a single hit from a zombie causes contagion or any other sort of disease they should be worth considerably more experience. However, the standard zombie is simply a corpse animated to do its creator's bidding. Armor Class is 7 [12] with shield.

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The Lost Empires™ role playing game is a rules-light fantasy adventure game which is easy to learn and fun to play. Watch video tutorials and download accessories at www.roguecomet.com.

Lost Empires was designed to bridge the gap between seasoned roleplayers and those new to the hobby. The game mechanics of Lost Empires, while familiar to many, introduces several changes to broaden the appeal of legacy fantasy wargaming to new audiences.

Lost Empires is set in the fantasy world of Zandaria. Although Lost Empires provides a basic history and framework to govern magic and the nature of patrols, it is otherwise a non-setting specific, generic fantasy role-playing game which you can use to play in your own favorite fantasy campaigns. Consult the www.roguecomet.com web site for other fantasy settings which are compatible with Lost Empires.



All you need to play are some dice, some paper and something to write with, and this rulebook.

About Rogue Comet: Rogue Comet produces games that are fast, fun and simple to pick-up and play. It's old-school gaming for ages 9 to 99. Download accessories and view tutorials at www.roguecomet.com.