THE BLUE BOOK
OF DANGERS
& DWEOMERS

The Blue Book of Dangers and Dweomers

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Based on the Swords & Wizardry: Core rules by Matthew J. Finch
&
Swords & Wizardry: White box rules by Marv Breig and Matthew J. Finch

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Revised—June, the 3rd, 2014

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What This Game Is

These rules are a doorway into a game like no other. You will only need this book, some paper and pencils, some funny-looking dice, and your imagination. There are no playing pieces or permanent game boards. Instead, you assume the role of an imaginary character in a make-believe world of swords and wizardry, whether it be a devout priest, a nomadic warrior, a wily rogue, or a powerful master of sorcerous arts.

One player must assume the role of the Referee. The Referee presents a creative world to the other players, issuing challenges and puzzles for them to solve, and taking on the role of its imaginary inhabitants. The players in turn explore this world through their characters, interacting with its inhabitants, creatures, and obstacles.

Starting the Game

The first step in playing the game is to create a character. This is a simple matter of rolling some dice to determine your character's strength and other basic attributes, picking a character class, using your game money to buy some equipment, and then playing.

If you're the Referee, you've got a bit more preparation to do—that's covered later in a section especially for the Referee.

Rule Number One

The most important rule is that the Referee always has the right to modify the rules. In fact, it's encouraged. There are gaps in the rules—holes which we did not fill on purpose because much of the fun of "old school" gaming is being able to make rules up as you need them.

This could be as simple as "um, grab some dice, roll them, and tell me the number" or more complex home-brew charts for the smallest of details. Along the way we'll be making suggestions, explanations, and giving ideas; feel free to use them or discard them as you like.

This is *your* game, after all.

The Dice

THE BLUE BOOK OF DANGERS & DWEOMERS 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 would say to roll 3d4. If we wanted to add or subtract from the total, we would say 3d4+3 or 3d4-2. 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". The same goes for the three sided dice (d3), just roll 1d6 and halve the result rounding fractions up.

Setting Up Your Character Sheet

Information about your character goes on a character sheet, which can be as simple as an index card. You can see below what the card might look like, with your equipment (and maybe spells) jotted down on the back.

Name:		
Strength:	Race:	Base Hit Bonus:
Dexterity:	Alignment:	Saving Throw:
Constitution:	Class:	Hit Points:
Intelligence:	Level:	
Wisdom:	Current XP:	
Charisma:		
Primary Weapon:		
Secondary Weapon:		
Armor:		AC:
Languages:		
Secondary Skills:		
Racial Abilities:		
Class Abilities:		
Equipment:		
Gold Pieces:	Silver Pieces:	Copper Pieces:

Creating a character

Unless you're going to be the Referee, you start by creating a character. You'll roll some dice to determine your character's strength and other basic attributes, pick a character class, use the character's game money to buy equipment, and then start to play. If you're the Referee, you've got a bit more preparation to do—that's covered later in a section especially for you. Character creation is subdivided in the following steps:

1. Roll ability scores
2. Choose a Character Race
3. Choose a Character Class
4. Select/write down class abilities and Saving Throw
5. Determine Hit Points
6. Select an Alignment
7. Determine starting languages
8. Determine secondary skills
9. Roll starting money allowance
10. Buy equipment
11. Determine encumbrance, movement rate and Armor Class
12. Write down attack bonus

At this point, if you already haven't done so, name your character and start playing!

Ability Scores

The basic attributes are numbers which represent the strength, intelligence, wisdom, constitution, dexterity, and charisma of the character.

The standard way to create ability scores is to roll 3d6 in the order listed above. Once those rolls have been made, it is often obvious which type of character best fits the stats, but a player always has the option to play any character class desired.

Some Referees prefer to allow players to have more flexibility in their choice of class. One option would be to roll 3d6 six times and "arrange to taste." This allows the player to put the best rolls on the attributes that best fit the character concept.

Strength

A high strength can give your character bonuses when attacking with a sword or other hand-held weapon (called a "melee weapon"), and lets him carry more weight. Strength is the prime attribute for Fighters.

- The Strength modifier is added to melee attack and damage rolls, it also applies to damage rolls with thrown weapons (with a minimum of 1 point of damage).
- The Strength modifier is applied to saving throws made against attacks that try to restrict freedom of movement like paralysis or petrification.

Intelligence

Intelligence represents IQ, reasoning, and the ability to solve puzzles or understand difficult concepts. Intelligence is the prime attribute for Magic-user characters.

- You gain one extra language for every point above 10.
- Magic-users with a positive bonus get to memorize daily an extra spell per spell level up to the bonus number (a +3 modifier means one spell per level up to third level). They can't, however, use these extra spells to memorize spells they do not have access yet due to level restrictions.
- Intelligence governs how many spells a Magic-user can learn (see Table below), to learn a spell the character must make an Intelligence Ability Check at +1.
- The Intelligence modifier is applied to saving throws made against attacks that try to trick the mind, like illusions.

Intelligence	Maximum Spells per Spell Level
2-	6
3-5	7
6 -8	8
9 -12	9
13-15	10
16 -18	11
+3	+1

Wisdom

Wisdom determines a character's insight, perception, and good judgment. Wisdom is the prime attribute for Clerics.

- Clerics (and Druids) with a positive bonus get to memorize an additional total of extra spells in the same way a Magic-user does (see above).
- The Wisdom modifier is applied to saving throws made against spells and powers that try to control or manipulate the mind like Charm Person or Detect thoughts.

Constitution

Constitution is the health and endurance of the character. A high constitution gives your character extra hit points.

- The Constitution modifier is applied to each hit die up to 9th level (with a minimum of 1 point of die).
- The Constitution modifier is applied to saving throws made against poisons, diseases and powers that try weaken your character.

Dexterity

Dexterity is a combination of coordination and quickness. A high dexterity score gives your character bonuses when attacking with a bow or other ranged weapon. Dexterity is the prime attribute for Rogues.

- Your Dexterity modifier applies to all your "to-hit" number with all ranged (also called "missile") weapons. It applies to damage rolls (with a minimum of 1 point of damage) with device delivered missiles but not with thrown weapons.
- You can use your Dexterity bonus to improve your Armor Class.
- You can use your Dexterity bonus to improve your Initiative roll.
- The Dexterity modifier is applied to saving throws made against attacks that can be avoided like breath weapons, fireballs and lightning bolts.

Charisma

A highly charismatic character has a better chance to talk his way out of trouble, and can lead more special followers than characters with a low charisma.

You can use your Charisma to modify the number of loyal NPC hirelings you can acquire. These hirelings include specialists and non-human creatures, but do not usually include basic men-at-arms. You can use your Charisma to modify the loyalty of those NPC hirelings.

Charisma Bonus

Charisma	Retainers
2-	1
3-5	2
6-8	3
9-12	4
13-15	5
16-18	6
+3	+1

- The Charisma modifier is applied to reaction rolls made by NPCs.
- The Charisma modifier is applied to Morale and Loyalty rolls made by Hirelings and Henchmen.
- The Charisma modifier is applied to saving throws made against attacks that attack the soul like Energy Drain, Magic jar or Death spells.

The Referee may want to make a loyalty check for an NPC put into a dangerous situation or one who is offered a bribe to change sides in a conflict.

Universal Attribute Bonus

Each attribute has the potential to modify what you can do. The Universal Attribute Bonus table below gives some numbers to consider:

Universal Attribute Bonus

Attribute Roll	Description	Bonus
2-	Subhuman	-3
3–5	Inferior	-2
6-8	Below Average	-1
9–12	Average	–
13–15	Above Average	+1
16-18	Superior	+2
19-21	Superhuman	+3
Every +3	--	add +1

Each Referee can decide how and when the Bonus is used, and should feel free to tinker with the table if desired.

Character Races

In a fantasy world, humans often aren't alone. Elves may populate the great forests, Dwarfs may carve their halls and mines into the heart of the earth, and Gnomes may reside in the comfortable hill-houses of their bucolic shires.

Some fantasy worlds depict an isolated human race pitted against ancient pre-human evils and the grim, savage wilderness of worlds at the dawn (or dusk) of human civilization itself.

Other fantasy worlds, as a third example, accentuate the bizarre, with a wide variety of fantasy races available to the players—such worlds are filled with conflict and contradictions, always with a new wonder to be found beyond the next corner.

Since Demi-humans have all kinds of special abilities they have restrictions on the classes they have access to.

The Referee determines what non-human races, if any, you can choose for your character. In fact, the Referee might permit races that aren't covered here.

Humans

Humans constitute the baseline for all other races. They are the most widespread and prolific of races, and the most ingenious as well. Humans come in all sizes and colors.

Versatility: Humans have access to the following classes with no restrictions: Cleric, Druid, Fighter, Rogue or Magic-User. In addition every class they chose is considered their Favorite Class.

Focus: At the player's choice a Human character may either improve an Ability score by 1 or take a free Secondary skill.

Dwarfs

Dwarfs are a race of short stout humanoids that live in underground cities. Dwarfs have a love for gold, gems, metals and stone.

Dwarfs have the Constitution score improved by 2 and the Charisma Score reduced by 2.

Darkvision: Dwarfs have the ability to see in the dark up to 60 feet away.

Stonework: Dwarfs are good at spotting traps (in particular: falling blocks, rigged ceilings, and tiny arrow slits designed to release poison gas or darts), slanting passages, moving walls and new construction while underground. They receive a +1 bonus to related Action checks.

Hard to Hit: Being small, Dwarfs typically are awarded some defensive bonus in combat because they are hard to hit. (+2 to AC against creatures larger than man-sized.)

Saving Throw: Dwarfs don't use magic and as such are somewhat immune to it; Dwarfs get +2 on saving throws vs. magic. Since they are such hardy folk, Dwarfs also get +2 on saving throws against death, disease and poisons.

Arcane Smith: from 9th level onwards, the dwarf is so skilled that he can -through a process akin to magical research- create magical weapons, armors and rings just like a Magic-User.

Languages: For campaigns that give each race its own dialect, Dwarfs should be able to speak with gnomes, goblins, orcs, and kobolds.

Weapon Restrictions: A dwarf's small size does not allow them to use big weapons like battle axes, two handed swords, longbows or polearms.

Character Advancement: The Fighter class is their Favorite class. No dwarf may be a Druid.

Elves

Elves are thin and graceful humanoids with pointed ears and slanted features. Elves have a deep connection to nature and the living world and a great love for arts and magic.

Elves have the Dexterity score improved by 2 and the Constitution Score reduced by 2.

Animal Friendship: All Elves may control animals like 1st level Druids. If the elf is a druid add 1 to his level.

Fey: Elves are immune to the Charm and Sleep spell. Elves are also immune to paralysis caused by undead such as ghouls.

Darkvision: Elves have the ability to see in the dark up to 60 feet away.

Keen Senses: Elves are good at spotting hidden and concealed things and hearing noises. They have a +1 modifier to all related Action checks. Elves subtract 1 from enemy surprise checks.

Languages: For campaigns that give each race its own dialect, Elves should be able to speak with pixies, nixies, goblins, orcs, and hobgoblins.

Character Advancement: The Druid class is their Favorite class. No elf may be a Cleric.

Gnomes

Gnomes share some characteristics of both elves and dwarfs, they are small and stout but quick and thin. Most of all they are not as dour as dwarfs and tend to live in grassy hill lands.

Gnomes have the Charisma score improved by 2 and the Strength Score reduced by 2.

Hard to Hit: Being small, Gnomes typically are awarded some defensive bonus in combat because they are hard to hit. (+4 to AC against creatures larger than man-sized.)

Minor Illusions: Regardless of his character class and the wearing of armor, all gnomes can cast once per day the following spells as first level spell-casters: Audible Glamer, Dancing Lights.

Near Invisibility: When not engaged in combat, Gnomes are hard to see and move with almost total silence, they receive a +1 to Action checks made to avoid detection like surprise checks.

Saving Throw: Gnomes are somewhat immune to illusions and get a +2 on saving throws vs. illusionary magic or powers.

Weapon Restrictions: A gnome's small size does not allow them to use big weapons like battle axes, two handed swords, longbows or polearms, they may employ medium sized weapons like longswords with two hands.

Character Advancement: The Magic-user class is their Favorite class, no gnome may be a Cleric.

Half-Elves

Half-elves are mixed-race beings usually much like their elven parent in appearance but with the good features of each of their races.

They do not have all the abilities of the elf, nor do they have the flexibility of the human.

They mingle freely with either race although in some of the less-civilized nations, half-elves are viewed with suspicion and superstition. Half-elves do rarely form communities among themselves; rather, they can be found living in both elven and human communities or roaming free.

Half-elves have the Dexterity score improved by 1 and the Constitution Score reduced by 1

Mixed blood: Half elves are considered both humans and elves rules-wise.

Darkvision: Half-elves have the ability to see in the dark up to 60 feet away.

Keen Senses: Half-elves are good at spotting hidden and concealed things and hearing noises. They have a +1 modifier to all related Action checks. Half-elves subtract 1 from enemy surprise checks.

Saving Throw: Half-elves get a +2 bonus on on saving throws versus paralysis induced by ghouls and other lesser undead, Charm and Sleep spells.

Languages: Half-elves speak elvish, the language of pixies and nixies.

Character Advancement: Half-elves have no Favorite class but may pick up any class.

Half-Orcs

Another example of a hybrid, half-orcs are products of human and orc parents. Of a height similar to half-elves, half-orcs usually resemble their human parent enough to pass for a human in public. Their skin ranges from peach to olive to deep tan, and their hair can be blond, red, brown, black, gray, and shades in between.

Half-orcs have a hard time getting along with other races due to the general mistrust reserved to humanoids. Humans are the ones more likely to welcome them, and Gnomes.

Half-orcs have the Strength and Constitution scores improved by 1 and the Intelligence and Charisma scores reduced by 1.

Mixed blood: Half orcs are considered both humans and orcs rules-wise.

Darkvision: Half-orcs have the ability to see in the dark up to 60 feet away.

Tracking scent: Half orcs have a powerful scent and can identify smells within 30', double this figure for very strong smells. This sense is about as powerful as a dog's. They receive a +1 to Action Checks made for tracking.

Languages: Half-orcs should be able to speak with bugbears, goblins, orcs, and hobgoblins.

Saving Throw: Half-orcs get +1 on saving throws vs. poison and disease.

Character Advancement: The Rogue class is their Favorite class. No Half-Orc may be a Magic-user.

Character Classes

There are four character classes in this game: Cleric (or Druid), Rogue, Fighter and Magic-user.

Primary attributes: To pick a class as his first class a character needs a minimum score of 9 in the Primary attribute of the class (Strength for Fighters, Intelligence for Magic Users, Dexterity for Rogues and Wisdom for Druids and Clerics).

A character that can not access any character class allowed by his race due to poor attributes may raise a primary attribute to 9 so to be allowed access to a class of his or her choice.

Level: Refers to the level of experience of the character.

XP: This is the number of Experience Points (XP) needed to advance to this level. If one of the character's classes is a favorite class the character receives a 20% bonus on all gained experience.

BHB: This is the "Base Hit Bonus" added to the attack roll. (See Combat)

Hit Dice: each class has a specific type of Hit dice (1d8, 1d6 or 1d4) used to determine hit Points. A new hit dice is rolled at each level up to 9th level and added to the character's maximum hit points

Every time a new Hit die is rolled the Constitution modifier is applied to the roll, a character gains a minimum of 1 hit point per level.

First level characters may be granted -at the GM's choice- maximum starting hit points for their class (8, 6 or 4 respectively) plus the Constitution bonus.

After ninth level Hit Dice are no more rolled and the character gains a fixed amount of hit points at each level without the Constitution modifier.

Saving Throws: A character's base Saving Throw Bonus is added to all Saving Throws, it is equal to one half the character's level up to a maximum of +10, round down.

Character Advancement				
Level	XP	Fighter BHB	Saving Throw Rogue/ Cleric/ Druid BHB	Magic User BHB
1	0	+1	+0	+0
2	1,250	+2	+1	+0
3	2,500	+2	+1	+0
4	5,000	+3	+2	+1
5	10,000	+4	+2	+1
6	20,000	+4	+3	+1
7	40,000	+5	+3	+2
8	60,000	+6	+4	+2
9	90,000	+6	+4	+2
10*	120,000	+7	+5	+3
11	240,000	+8	+5	+3
12	360,000	+8	+6	+3
13	480,000	+9	+6	+4
14	600,000	+10	+7	+4
15	720,000	+10	+7	+4
16	840,000	+11	+8	+5
17	960,000	+12	+8	+5
18	1,080,000	+12	+9	+5
19	1,200,000	+13	+9	+6
20	1,320,000	+14	+10	+6

* character stops rolling for hit dice and Constitution bonus thus no longer applies

Restrictions on weapons and armor

Use of restricted Armor: Any character using prohibited armor for its class gains an additional -2 penalty to Attack rolls, Initiative rolls, and any Saving throws or Action checks (including surprise) based on Strength, Constitution or Dexterity.

Magic-users can't cast any spells if wearing armor. Druids can't cast spells if wearing metal armor.

Optionally the Referee may allow magic-users and druids to cast spells in forbidden armor, when this happens roll 1d6. If the roll is equal to, or less than, the AC bonus imparted by the armor worn, the spell fails and spell memorization slot is expended.

Use of restricted weapons: In some desperate cases a Magic-User may try to use a sword to save his life and that of his comrades. In the eventuality of a character wielding a prohibited weapon all attack rolls suffer a -3 penalty.

The same penalty applies to a dwarf or Gnome that tries to use a weapon of inadequate size. A character that tries to use a "doubly" inadequate weapon (like a dwarven cleric using a two handed sword) suffers a -6 penalty.

Multi-classing

When a character gains a new level he may increase the level of his original class or she may take a level in a second class, but the class he choses must be available to his or her race (so no Elven Fighter/Clerics...) and the character must have a Primary attribute score of 11 or more. Also no Cleric/druid multi-classing is possible.

The GM may require that the players spend about 1000 Silver pieces in training and/or has access to a Master (9th level character of the class he wants to take) to instruct him or her.

A Cleric or Druid for example should pick up his faith at a temple, while a magic-user should either find a teaching wizard or spend some time trying to decipher a spell book.

This training or instruction period should be from two weeks to one month long.

No character may ever have more than two classes, in addition characters with two classes suffer a -20% XP penalty. Obviously this penalty cancels out if the character is receiving a Favorite class XP bonus.

Character Level and Class Level: "*Character level*" is a character's total number of levels in all classes he or she has. "*Class level*" is a character's level in a particular class.

For a character whose levels are all in the same class, character level and class level are the same.

Thus a Rogue 6/ Fighter 3 is a 9th level character just like a 9th level cleric.

The character gains spells and special abilities from all of his or her classes at the appropriate class level and keeps a separate list for each class.

For example a multi-class Druid gets the Freedom ability at the 3rd Druid Class level.

Effects of spells and special abilities created by the character are determined by the specific class level. The player must keep track of which class's spell list the character is casting the spell from.

Effects trying to affect the character that are level-dependant may consider his class level or character level depending on description.

Weapons and armors, magic items: A multi-classed character can use proficiently all weapons, armors and magic items allowed by both his classes. Spell-casting in armor affects Magic-users and Druids as usual, regardless of proficiency.

Hit Points: A character gains hit points from each class as his or her class level increases, adding the new hit points to the previous total. Once a character reaches the 9th character level he no more accrues Hit Dice but increases by the fixed amount dependant on the class he or she advanced in.

BHB and Saving Throws: Add the base attack bonuses acquired for each class to get the character's base attack bonus. The Saving Throw bonus is determined by Character Level. Saving throw bonusses by class do not sum: A Rogue Magic-User receives a +2 -only- to Intelligence Saves, and +2 to Dexterity and wisdom Saving Throws.

Energy Drain: When a multi-class character gets hit by an energy-draining attack chose which class loses a level and change his abilities(Saving Throw, BHB, Hit Points...) accordingly

The Cleric

Clerics are armored priests who serve Law or Chaos. Most Clerics have a patron deity or serve a particular religion. Feel free to make up the details, if your Referee doesn't use a particular mythology for the campaign you're playing in.

Regardless of the details, you are a champion of your faith and moral alignment. You might be a sinister witch-hunter, an exorcist of demons, a shining knight of the faith, or a secret agent of the Temple hierarchy. Because most of a Cleric's abilities are oriented toward healing and protecting, Clerics tend to play a support role during combat, backing up the front line.

Class Abilities

Hit Dice type: 1d6 plus Constitution modifiers per level up to 9th level, Add 2 Hit points per level afterward without Constitution modifiers.

Weapon/Armor Restrictions: Because Clerics dislike the shedding of blood, they may only use blunt weapons (club, flail, mace, quarterstaff...) and the only missile weapon they are allowed is oil, slings and holy water. Clerics have no armor restrictions.

Spell Casting: Clerics cast divine spells from a specific list, as per the Clerical Advancement Table. Each day, the Cleric prays for a certain set of spells, choosing any spells from the standard list. Clerics of specific gods might have entirely different sets of spells as designed by the Referee, but the standard Cleric has the standard list.

Saving Throw: Clerics get +2 on saving throws based on Wisdom and Charisma.

Banishing Undead: Clerics can "Turn" the undead, making them flee from the Cleric's holiness (or, in the case of a Chaotic Cleric, bringing them to heel as servants and minions). See the Turning Undead Table in the Combat Chapter.

Establish Temple (10th): At tenth level, a Cleric character who chooses to build a temple to their deity of choice may attract a body of loyal followers who will swear fealty to him.

Clerical Advancement	Spell Level						
Lvl	1	2	3	4	5	6	7
1	–	–	–	–	–	–	–
2	1	–	–	–	–	–	–
3	2	–	–	–	–	–	–
4	2	1	–	–	–	–	–
5	2	2	1	–	–	–	–
6	2	2	1	1	–	–	–
7	2	2	2	1	1	–	–
8	2	2	2	2	2	–	–
9	3	3	3	2	2	–	–
10	3	3	3	3	3	–	–
11	4	4	4	3	3	–	–
12	4	4	4	4	4	1	–
13	5	5	5	4	4	1	–
14	5	5	5	5	5	2	–
15	6	6	6	5	5	2	–
16	6	6	6	6	6	3	–
17	7	7	7	6	6	3	1
18	7	7	7	7	7	4	1
19	8	8	8	7	7	4	2
20	8	8	8	8	8	5	2

Non-standard Clerics

Not all Clerics (and not all deities) are the same. GMs may want to differentiate Clerics of specific deities from one another.

First of all weapon restrictions may differ, a Cleric must have one of the following restrictions:

- The cleric is limited to one weapon type: Slashing, Piercing, Blunt.
- The cleric can only wear Light armor and shields.
- The cleric can only wear Light and Medium armor but no shields.

Additionally the GM may remove the Turn Undead power and substitute it according to the deities area of influence.

You can find some suggestions for non standard Clerics:

Deity of Crafts: the Cleric starts with an extra secondary skill and gets a new one every 3 levels.

Deity of Communication/Languages: the Cleric starts with one extra language and learns a new language every level.

Deity of Disease: the Cleric can change any memorized spell to a Cause X spell of the same level at any time.

Deity of Healing: the Cleric can change any memorized spell to a Cure X spell of the same level at any time.

Deity of Hunting: the Cleric can use piercing weapons instead of blunt weapons and receive a +1 to surprise checks.

Deity of Magic: the Cleric can use magic items that only Magic-Users can use, also it can pray for the Read Magic spell (as a 1st level spell) and use it to employ magic-user scrolls.

Deity of Treachery: the Cleric can only use piercing weapons, also it gets an additional +2 to hit enemies from behind and inflicts double damage on this occasion.

Deity of War: the Cleric can induce Berserk rage to allies within 60 feet three times per day.

Deity of Water: the Cleric can breath water and moves at full ground speed when swimming, OR it can Turn any water creature (crabs, squids, fishes, sharks, nixies, dragon turtles...) as a standard Cleric turns the undead.

The Druid

Neutral Clerics may chose to be servants of nature instead of a Chaotic or Lawful deity. These specialty clerics are called Druids. Druids can not Turn Undead and have different powers:

Hit Dice type: 1d6 plus Constitution modifiers per level up to 9th level, Add 2 Hit points per level afterward without Constitution modifiers.

Weapon/Armor Restrictions: Druids can use all weapons except crossbows, longbows, polearms, battle axes, firearms and two handed swords. They can only wear padded or leather armor and employ wooden shields only.

Saving Throw: Druids get +2 on saving throws based on Wisdom and Charisma.

Animal friendship: Starting from 1st level druids have power over animals similar to that of clerics over the undead.

Spell Casting: Druids have their own spell list but get spells as Clerics (see the Clerical advancement table above).

Initiate Powers (2nd): At 2nd level the druid gains the following abilities; identify pure water, identify plants, identify animals.

Freedom (3rd): starting from this level the druid can not be stopped by natural undergrowth, brushes or plants and moves at full speed through it.

Languages (4th): Druids speak their own druidic language in addition to the common tongue. At 4th level, and every level gained above 4th, the druid may chose an extra language from the following: Pixies, Nixies, Dryad, Elvish, Treant, Giant (Hill), Centaur, Manticore, or Dragon (Green).

Shape Change (6th): At this level, druids may take the shape of a mammal, reptile, or bird. The druid may shape change up to 3 times per day, but is limited to one type (bird, reptile, mammal) per day. The druid gets the animals AC, movement and attack forms but retains his hit points and can not cast spells while shape-changed. If killed the druid will recover is natural form. The size of the animals the druid shape changes into ranges from as small as a raven to as large as a small bear. Changing from one form to another heals the druid of 1d6 x 10% points of damage previously sustained.

Nature Immunity (6th): Druids at this level are immune to charm spells from woodland or water creatures such as nixies. Also druids become immune to natural poisons and diseases.

Establish Grove (10th): At tenth level, a Druid character may sanctify a grove and attract a body of loyal followers who will swear fealty to him.

Graceful Aging (12th): At twelfth level, a Druid becomes immune to the effects of age (ability scores reduction) but will die nonetheless when his natural lifetime has ended.

The Fighter

You are a warrior, trained in battle and in the use of armor and weapons. Perhaps you are a ferocious Viking raider, a roaming samurai, or a medieval knight. Whatever type of Fighter you choose to play, you will probably end up on the front lines of your adventuring party, going toe-to-toe with dragons, goblins, and evil cultists, hacking your way through them and taking the brunt of their attacks.
The Fighter character is best equipped of all the character classes to dish out and absorb damage. Clerics heal, and Magic-users cast spells, but the down-and-dirty hack and slash work is up to you.
You're going to serve as the party's sword and shield, protecting the weaker party members and taking down the enemies before you.

Class Abilities
Hit Dice type: 1d8 plus Constitution modifiers per level up to 9th level, Add 3 Hit points per level afterward without Constitution modifiers.

Weapon/Armor Restrictions: Fighters are trained in warfare and as such have no armor or weapon restrictions.

Saving Throw: Fighters get +2 on saving throws based on Strength and Constitution.

Mastery: At first, fourth, eighth, twelfth, sixteenth and twentieth level the fighter chooses one of the following abilities:

Arcane strike: The fighter's melee attacks are considered magical. This Mastery requires either an Intelligence, Wisdom or Charisma of 13 or more.

Armor specialization: The fighter chooses an armor type, he only counts half the weight of the armor.

Berserk: Once per day the fighter gains a +2 bonus to hit and damage in melee for ten combat rounds, but suffers a -2 penalty to his/her AC while berserk.
Entering berserk rage requires one round long action.
While berserk the character can not concentrate, use magic items requiring clear thought or spells.
The berserk will attack the nearest enemy in melee, attacking to kill. If no enemies are in sight, the character will attack the nearest target available unless a Saving Throw on Wisdom is successful.
The character may end prematurely the rage by rolling a successful Wisdom based Saving Throw.
Afterward, the character is exhausted, taking a -2 penalty to all actions. One hour of complete rest (no walking) eliminates the exhaustion.

Combat Machine: Whenever a fighter downs an enemy in melee combat (i.e. reduces it to 0 or less hit points or knock unconscious), he gets to execute a free melee attack against any target of his choice within 5 feet.
If necessary, the fighter is moved near the chosen target without granting enemies any parting-shots.
The fighter can repeat this up to a number of times per round equal to his or her level.

Diehard: The character is extremely resistant and strong-willed, it can keep moving, fighting and acting even at 0 or less Hit Points.

Guard: When taking a defense action, once per round, the character can become the object of an attack targeting any character of his choice within 10 feet.

Hunter: The character is good at fighting a specific race or type of monster.

He receives a +1 bonus to hit and damage against the chosen race, plus a +1 bonus to Ability checks made to trick, track, or know about the chosen race.
The character suffers a -1 reaction roll penalty when dealing with characters of the chosen race. Can only be chosen once.

Intimidating Presence: All foes of the fighter within 60 feet that can see him suffer a -1 penalty to morale and loyalty rolls.

Leader: All allies of the fighter within 60 feet receive a +1 bonus to Saving Throws against Fear and to morale rolls.
This is not cumulative with other Leader abilities: if two characters with this ability are present they simply affect a wider area.

Mounted Combat: when fighting from a mount the character receives a +1 bonus to attack rolls and Armor Class.

Shield Master: The fighter gains an extra +1 bonus to his/her AC when using a shield.

Toughness: The character gains 1 extra hit point per level, including previously gained levels.

Two weapons combat: The character can wield two medium sized weapons (like long swords) instead of a medium and a light weapon.

Weapon specialist: The Fighter may select a weapon type of choice. While wielding a weapon he has specialized in, the Fighter gets a +1 to hit and +2 to damage.
Each type of weapon may be chosen only once by a character.
A weapon specialist is considered as having two more levels when determining the number of attacks he gets.
A ranged weapon specialist increases his weapon of choice's base range by 10 feet.

Establish Stronghold (9th): At ninth level, a Fighter character who chooses to build a castle is considered to have the rank of "Baron" bestowed upon him by the local ruler or monarch and may choose to attract a body of loyal men-at-arms who will swear fealty to him.

The Magic-user

The Magic-user is a mysterious figure, a student of arcane powers and spell casting. Magic-users can be devastating opponents. However, they are usually physically weaker than other adventuring classes, and are untrained in the use of armor and weapons.
As Magic-users progress in level, they generally become the most powerful of the character classes, but at lower levels they are quite vulnerable and must be protected by the other party members.

Perhaps one day, though, you will rise to such heights of power that you can build a mystically protected tower for your researches, create fabulous magic items, and scribe new formulas for hitherto unknown spells. Such arch-mages can sway the politics of kingdoms, and command respect and fear across the realms.

Class Abilities

Hit Dice type: 1d4 plus Constitution modifiers per level up to 9th level, Add 1 Hit points per level afterward without Constitution modifiers.

Weapon/Armor Restrictions: Magic-users tend to spend their waking hours in study of arcane tomes and scrolls, and as such tend to not have much training in weapons.

Magic-users may only use blowguns, burning oil, holy water, daggers, darts, clubs, slings or staves and are not allowed the use of armor or shields.

Spell Casting: Unlike the Cleric, a Magic-user owns a book of spells, which does not necessarily include all of the spells on the standard lists.

Reading from the book, the Magic user presses his chosen spell formulas into his mind, "preparing" these spells. Once a prepared spell is cast, it disappears from the Magic-user's ability to cast (until it is prepared again).

It is possible to prepare a spell multiple times using the available "slots" in the Magic-user's memory/capability. If the magic user finds scrolls of spells while adventuring, he can copy them into his spell book.

At first level a Magic User knows read magic and two random first level spells, whenever a new spell level is gained access to, the magic user may inscribe in his spell-book one spell of the appropriate level for free.

At each level after the first Magic-users may declare one spell they know to be a *Signature* spell. Signature Spells can be cast even without the necessary material components (see the chapter on magic).

Arcane Insight: Magic-users can, at any moment, use a memorized spell to cast the *Read Magic* spell.

Saving Throw: Magic-users get +2 on saving throws based on Intelligence and Wisdom.

Magic-user Advancement	Spell Level								
Lvl	1	2	3	4	5	6	7	8	9
1	1	–	–	–	–	–	–	–	–
2	2	–	–	–	–	–	–	–	–
3	3	1	–	–	–	–	–	–	–
4	4	2	–	–	–	–	–	–	–
5	4	2	1	–	–	–	–	–	–
6	4	2	2	–	–	–	–	–	–
7	4	3	2	1	–	–	–	–	–
8	4	3	3	2	–	–	–	–	–
9	4	3	3	2	1	–	–	–	–
10	4	4	3	2	2	–	–	–	–
11	4	4	4	3	3	–	–	–	–
12	4	4	4	4	4	1	–	–	–
13	5	5	5	4	4	2	–	–	–
14	5	5	5	4	4	3	1	–	–
15	5	5	5	5	4	4	2	–	–
16	5	5	5	5	5	5	2	1	–
17	6	6	6	5	5	5	2	2	–
18	6	6	6	6	6	5	2	2	1
19	7	7	7	6	6	6	3	2	2
20	7	7	7	7	7	7	3	3	2

The Rogue

The Rogue is a figure in the shadows, an expert in stealth and delicate tasks. As a rogue, locks, traps, and scouting are your trade; you are the eyes and ears of the adventuring party, the one who handles the perils of the dungeon itself. In many ways, you are a scholar of the world; in the course of your profession you pick up knowledge about languages and even magic. True, in combat you are not the equal of armored Fighters or Clerics, but they have to rely on your knowledge and specialized skills to get them safely into and out of the dangerous places where treasure is to be found. You are the guide; the scout; and when necessary, the deadly blade that strikes from the shadows without warning. In your profession, it takes great skill to survive – the life expectancy of most Rogues is very short. However, if you rise to high level, your reputation in the hidden community of tomb robbers and alley skulkers will attract followers to your side, often enough allies to place you in power as a guildmaster of Thieves. A high-level Rogue is a deadly opponent, for such an individual has learned subtlety and survival in the game's most difficult profession.

Class Abilities

Hit Dice type: 1d6 plus Constitution modifiers per level up to 9th level, Add 2 Hit points per level afterward without Constitution modifiers.

Weapon/Armor Restrictions: Rogues have only basic training with weaponry: they may use all weapons but are limited to Light Armor and no shields.

Saving Throw: Rogues get +2 on saving throws based on Dexterity and Intelligence.

Craftiness: A Rogue receives a number of special skills in a number of fields:

> *Athletics:*The Rogue gets a +1 to all checks made to jump and tumble and to climb walls.

> *Awareness:*The Rogue gets a +1 to all checks made to notice noises, find secret doors and traps. The rogue subtract this modifier from enemy surprise checks.

> *Mechanical Manipulation:*The Rogue gets a +1 to disarm traps and open locks. Some kind of equipment is necessary.

> *Sleight of hand:*The Rogue gets a +1 to all checks made to pick pockets and perform little tricks.

> *Stealthy:* The character receives a +1 to all checks made to avoid detection, including surprise.

These abilities improve with experience, at each odd level after the first (3rd, 5th, 7th, 9th ...) the Rogue gets to add an additional +1 modifier to one of the above skills of his or her choice. No skill modifier may be improved above +3.

Mastery: The Rogue may chose a Mastery at 1st level. At 3rd, 7th, 11th, 15th and 19th level the rogue may chose one of the following abilities instead of the usual +1 modifier to one of his skills:

> *Backstabber:*When attacking a surprised enemy from behind, the Rogue receives an additional +2 bonus to hit and adds twice its level to damage inflicted on a successful hit.

> *Dodging:* So long as the rogue is wearing Light armor or no armor, he gains a +2 bonus to his AC. This bonus is lost if the rogue is surprised.

> *Evade:* The character can disengage from combat without granting an enemy the free "parting shot" if wearing Light armor or no armor at all.

> *Initiate:* The character has a smattering of arcane or divine training, and may employ either Cleric, Druid or Magic User scrolls with a base 5% of error plus 5% per spell level.

May only be chosen once and requires the character to have a score of 10 or more in the Prime Attribute of the spell-casting class of choice.

> *Lightning fast reflexes:* the character receives a +1 bonus to individual initiative.

> *Poison mastery:* The fighter gains a +2 bonus to Saving throws against poison. Characters victim of poisoning attempts on the rogue's part suffer a -2 penalty to Saving Throws.

> *Quick-footed:* The rogue improves its movement speed by 1, this applies after all calculations for armor and encumbrance are made.

> *Secondary Skill:* The rogue earns a new Secondary skill (or language) of his choice.

Secret communication: a Rogue that shares a common language with another Rogue can communicate with him or her in a way that other listeners who are not Rogues will not understand.

Establish Guild (9th): At ninth level, a Rogue is well enough known to assemble a small guild of Thieves if the character chooses, attracting a shadowy band of sneaks, thugs, and other unsavory characters into his (or her) service.

Alignment

Alignment is a way to describe the moral bend of a character. It's a simple way to identify what "side" the character or creature belongs to and how they interact with the world in general.

Lawful: A Lawful character believes in justice, civilization, and the needs of the many over the individual. This is the alignment of rulers, tyrants, soldiers and paladins. This alignment is usually described as "Good".

Chaotic: A Chaotic character is free-spirited and champions the rights of the individual over the many and the untamed wilds. They care little for laws or civilization. This is the alignment for loners, bandits, and freedom fighters. This alignment is usually defined as "Evil".

Neutral: A Neutral character has chosen not to take sides. They only obey laws when it is convenient or necessary and are generally unconcerned with the struggle between Law and Chaos, unless it affects their well being. This is the alignment of choice for lonely hermits and the profiteering merchant.

Languages

All characters begin the game knowing their native language, a common trade language, eventual bonus languages due to race abilities and a number of additional languages based on Intelligence. Characters may choose to learn any other language.

The player may choose to leave one or more bonus language "slots" open, to be filled during play. Some Game Masters may even allow player characters to learn exotic languages such as Dragon; also, "dead" or otherwise archaic languages might be allowed to more scholarly characters. Characters with an Intelligence of 9 or more are literate, other characters are not literate unless they take an appropriate secondary skill.

Secondary Skills

A character class just represents an archetype and does not cover all possible pursuits a person follows in its life. Some minor knowledge of skills might belong to the player character - either training from early years or incidentally picked up while the individual was in apprenticeship.

If your particular campaign is aimed at a level of play where secondary skills can be taken into account, then use the table below to assign them to player characters, or even to henchmen if you so desire.

Assign a skill randomly, or select according to the background of your campaign.

When secondary skills are used, it is up to the Referee to create and adjudicate situations in which these skills are used or useful to the player character.

As a general rule, having a skill will give the character the ability to determine the general worth and soundness of an item, the ability to find food, make small repairs, or actually construct (crude) items. For example, an individual with armorer skill could tell the quality of normal armor, repair chain links, or perhaps fashion certain weapons.

The character will also be able to double up as an assistant to other blacksmiths.

New secondary skills (or even languages) may be acquired through training with a mentor: this will take no less than six months and the teacher will usually require payment in the range of 2d6x10 sp per month.

Training in a skill must be thorough, the character must train daily for at least 4 hours but may take one or two days off every week.

Training in two different skills leaves just one free day a week.

No character may pursue training in more than two skills at a time.

1d100	Secondary skill
01-04	Animal husbandry
05-08	Armorer and weapon smith
09-12	Blacksmith
13-16	Bowyer
17-20	Farmer
21-24	Fisher
25-28	Forester
29-32	Gambler
33-36	Hunter
37-40	Jeweler
41-44	Leather working
45-48	Linguist (speak up to three extra languages)
49-52	Mason
53-56	Miner
57-60	Sailor
61-64	Savant (chose field of expertise)
65-68	Shipwright
69-72	Tailor
73-76	Teamster
77-80	Trader
81-84	Trapper/furrier
85-88	Woodworker
89-95	No skill
96-00	Roll twice ignoring this result hereafter

Naming your character and other details

You may want to fill in the details of your character. There are many situations in which this information is vital or useful to role-playing.

The sex and name of your character are up to you. Your character can be of the same sex as yourself or of the opposite sex.

Naming a character is a momentous decision: a character's name is the first give away of its outlook and personality: you can bet that "Frund the barbarian" and "Bertram the thoughtful" are extremely different characters.

There are a number of other personal characteristics your character has--hair and eye color, body shape, voice, noticeable features, and general personality.

There are no tables for these things add these details at your whim, thereby creating the type of character you want. You probably know some from the start others, especially your character's personality, will grow and take form as you play.

The following tables can help you determine the physical attributes of your character apart from Ability scores.

All aging adjustments to Ability scores are cumulative and the character will die once Maximum Age is reached.

Average Height and Weight

Race	Height in Inches		Weight in Pounds	
	Base	Modifier	Base	Modifier
Dwarf	43/41	1d10	130/105	4d10
Elf	60/58	2d6	110/85	3d10
Half-elf	60/58	2d6	110/85	3d12
Half-orc	60/58	2d6	135/95	6d10
Gnome	32/30	2d8	52/48	5d4
Human	60/59	2d10	140/100	6d10

Starting Age

Race	Starting Age		Maximum Age Range
	Base Age	Variable	(Base+Variable)
Dwarf	40	5d6	350+2d20
Elf	100	5d6	900+1d100
Half-elf	15	1d6	180+3d20
Half-orc	12	1d4	60+1d20
Gnome	40	5d6	350+2d20
Human	15	1d4	90+2d20

Aging Effects

Race	Middle Age* (½ Base Max.)	Old Age** (2/3 Base Max.)	Venerable*** (Base Max.)
Dwarf	175 years	235 years	350 years
Elf	450 years	600 years	900 years
Half-elf	60 years	120 years	180 years
Half-orc	30 years	40 years	60 years
Gnome	175 years	235 years	350 years
Human	45 years	60 years	90 years

* -1 Str/Con; +1 Int/Wis

** -2 Str/Dex, -1 Con; +1 Wis

*** -2 Str/Dex/Con; +1 Int/Wis

Buying Equipment and Starting Silver

Roll 3d6 and multiply by 10. This represents the number of silver pieces (sp) that your character gets to have at the start of the campaign.

One gold piece (gp) is worth 10 silver pieces (sp) or 100 copper pieces (cp). Prices and weight for equipment are listed on the tables below.

Twenty coins and gems weighing a pound.

Armor

Armor	AC	Weight[1]	Cost
Shield	[+1]	10	10
Light armor			
Padded Armor	[+1]	10	10
Leather	[+2]	25	15
Medium Armor			
Ring	[+3]	35	20
Chain	[+4]	50	30
Heavy armor			
Splint	[+5]	60	40
Plate	[+6]	75	50

[1] *Magical armor weighs half normal.*

Calculating Armor Class

An unarmored human has an AC of 10. Armor worn, instead of subtracting from this total, is added—making him more difficult to hit. Thus, a human (base AC 10) wearing Leather Armor (+2) has an effective AC of 12 (10+2), a high AC is good.

Melee Weapons

Weapon	Damage	Type	Weight	Cost
Axe, Battle[1]	1d8	S	15	7
Club	1d4	B	10	–
Dagger	1d4	P	2	3
Flail[1]	1d8	B	15	8
Axe, Hand	1d6	S	10	3
Halberd / Pole Arm[1][2]	1d10	P	15	7
Mace or Warhammer	1d6	B	10	5
Morning Star	1d6	B	15	6
Spear[2]	1d6	P	10	2
Staff[1]	1d6	B	10	1
Sword	1d8	S	10	10
Sword, Short	1d6	P	5	8
Sword, Two-handed[1]	1d10	S	15	15

[1] *Two-handed weapon*

[2] *Reaches 1 rank forward if used two-handed*

Missile Weapons

Weapon	Damage	Type	Weight	Cost
Blowgun	By poison	P	1	5
Blunderbuss*	1d4	P	10	200
Bow, long	1d8	P	5	40
Bow, short	1d6	P	5	25
Quiver[1]	–		5	5
Arrows (20)	–		1	5
Arrow, silver (1)	–		–	5
Crossbow, heavy	1d8	P	5	25
Crossbow, light	1d6	P	5	15
Case[2]	–		–	5
Crossbow bolt (30)	–		5	5
Dagger	1d4	S	2	3
Darts(10)	1d3	P	1	3
Musket*	1d8	P	10	120
Nets	@	B	3	3
Sling	1d4	B	1	2
Stones (20)	–		1	1
Pistol*	1d6	P	3	80
Powder & Ball (10)	-		1	10

[1] *20 arrow capacity*

[2] *30 bolt capacity*

Firearm uses powder & ball

@ Grappling attack

Type: B is Blunt, P is Piercing, S is Slashing

Missile Weapons

Weapon	RoF	Range[1]
Blowgun	1	10 ft
Blunderbuss	½	20 ft
Bow, long	1	70 ft
Bow, short	1	50 ft
Crossbow, heavy	½	80 ft
Crossbow, light	1	60 ft
Dagger	1	10 ft
Darts	2	10 ft
Holy water[2]	1	10 ft
Net	1	10 ft
Musket	½	100 ft
Oil[3]	1	10 ft
Pistol	½	40 ft.
Sling	1	30 ft

[1] *-2 "to-hit" per increment, maximum three range increments*

[2] *Holy water inflicts 1d6 damage to undead for two consecutive rounds.*

[3] *Oil inflicts 1d6 fire-based damage points for two consecutive rounds.*

Animal	Cost
Boar	10 sp
Bull	20 sp
Calf	5 sp
Camel	50 sp
Capon	1 cp
Cat	1 sp
Chicken	1 cp
Cow	10 sp
Dog	--
Guard	25 sp
Hunting	17 sp
War	20 sp
Donkey, mule, or ass	8 sp
Elephant	--
Labor	200 sp
War	500 sp
Falcon (trained)	1000 sp
Goat	1 sp
Goose	1 cp
Hunting cat (jaguar, etc.)	500 sp
Ox	15 sp
Peacock	5 sp
Pig	3 sp
Pigeon	1 cp
Pigeon, homing	10 sp
Ram	4 sp
Sheep	2 sp
Songbird	1 sp
Swan	5 cp

Service	Cost
Banquet (per person)	10 sp
Bath	1 cp
City room (month)	6cp-20sp
Clerk (per letter)	2 cp
Courtesan	2cp-20sp
Doctor (per call)	3 sp
Guide(day)	2 sp
Inn lodging (day)	2cp-3sp
Laundry (load)	1 cp
Meals (day)	1cp-5 cp
Messenger, in city (per message)	1 cp
Minstrel (per performance)	3 sp
Mourner (per funeral)	2 sp
Teamster w/wagon	1 cp/mile*

Extra cargo space can be bought, doubling the allowed space for a 20% increase in the fare

THE BLUE BOOK OF DANGERS & DWEOMERS

Item	Weight	Cost
Backpack (30 pound capacity)	2 lbs.	5 sp
Barrel	30 lbs.	2 sp
Bedroll	2 lbs.	2 cp
Bell	1 lbs.	1 sp
Block and tackle	5 lbs.	5 sp
Bottle (wine), glass	1 lbs.	2 sp
Candle	1 lbs.	1 cp
Canvas (sq. yd)	1 lbs.	1 cp
Case (map or scroll)	0.5 lbs.	1 sp
Chain (10 ft)	20 lbs.	30 sp
Chalk, 1 piece	0.1 lbs.	1 cp
Chest	15 lbs.	2 sp
Crowbar	2 lbs.	2 cp
Fishing net (25 sq feet)	2 lbs.	4 sp
Flask (leather)	5 lbs.	1 cp
Flint & Steel	15 lbs.	1 sp
Garlic (1 pound)	1 lbs.	1 cp
Grappling Hook	5 lbs.	1 sp
Hammer	1 lbs.	5 cp
Holy Symbol, wooden	4 lbs.	1 sp
Holy Symbol, silver	4 lbs.	25 sp
Holy Water	0.5 lbs.	25 sp
Ink (1 oz)	0.5 lbs.	1 sp
Ladder (10 ft)	1 lbs.	3 cp
Lamp (bronze)	0.1 lbs.	5 cp
Lantern, bullseye	20 lbs.	12 sp
Lantern, hooded	10 lbs.	7 sp
Lock	3 lbs.	20+ sp
Manacles	2 lbs.	15 sp
Mirror (small steel)	1 lbs.	20 sp
Musical Instrument	1 lbs.	5 sp
Oil (lamp), 1 pint	1 lbs.	1 cp
Parchment (sheet)	2 lbs.	2 cp
Pole, 10 ft	0.5 lbs.	2 cp
Pot, iron	1-3 lbs.	5 cp
Rations, trail (day)	1 lbs.	5 cp
Rations, dried (day)	0.5lbs.	1 sp
Rope, hemp (50 ft)	3 lbs.	1 sp
Rope, silk (50 ft)	2 lbs.	10 sp
Sack (15 pounds capacity)	2 lbs.	1 sp
Sack (30 pounds capacity)	5 lbs.	2 sp
Shovel	20 lbs.	2 sp
Signal Whistle	8 lbs.	5 cp
Spellbook (blank)	-	25 sp
Spike, iron	0.5 lbs.	1 cp
Tent, Small (one man)	2 lbs.	10 sp
Thieves Tools	5 lbs.	30 sp
Torches (6)	2 lbs.	5 cp
Waterskin	5 lbs.	1 sp
Wolvesbane	0.5 lbs.	1 cp

Torches burn for one hour and create a 30 ft radius of light. A pint of oil in a lantern burns for 4 hours.

Normal lanterns create a 30 ft radius of light, and bulls-eye lanterns create a beam of light 60 ft long but only 10 ft wide.

Transportation Type	Cost
Cart, Hand	10 sp
Horse, Riding	40 sp
Horse, War	200 sp
Mule	20sp
Rowboat	20 sp
Wagon	50 sp

Masterwork equipment

Equipment of superior quality will grant a +1 bonus to all actions connected to its use: Masterwork weapons have a +1 bonus to hit and damage rolls, while masterwork armor adds an extra +1 bonus to AC.

GMs should remember that all these bonuses are non magical in nature.

A masterwork piece of equipment is rarely available on the common market as such items are usually the work of superior craftsmen. Acquiring such items may require extra time in finding out the appropriate craftsman and giving him time to create the masterwork item.

Masterwork items cost ten times the cost of their standard equivalent.

Silver weapons

Slashing and piercing weapons (but also arrows and firearm bullets) may be made out of an iron-silver alloy. Silver weapons cost ten times the cost of their standard equivalent. A masterwork silver weapon costs 100 times its base cost.

Standard equipment packs

Below you will find a variety of pre-selected equipment packs which will permit players to quickly equip their characters. Choosing equipment in this way replaces the standard method of rolling for starting money; if you use this system, do not also use the starting money roll.

All characters start with the Basic Pack and a class-based pack of their choice. They may also spend their additional silver on the bonus packs, on items in the normal equipment list or to upgrade weapons or armor in their class pack. With the GM's approval, a character may swap a given weapon for one of similar power.

Basic Pack: Backpack; Torches (6); Flint and steel; Waterskin; Bedroll; Rations, dry, one week; Sack, large; Sacks, small (2); d6x10 silver pieces. Weight: 38.5 lbs + weight of money

Fighter Pack 1: Chain Mail; Shield; Longsword. Weight: 70 lbs.

Fighter Pack 2: Chain Mail; Polearm. Weight: 65 lbs.

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Fighter Pack 3: Leather armor; Longsword; Short bow; Quiver; 30 arrows. Weight: 46.5 lbs.

Magic User Pack 1: 1 scroll of random first level spell; 2 daggers; Walking staff. Weight: 16 lbs.

Magic User Pack 2: 2 daggers; Walking staff; 50sp. Weight: 17 lbs.

Druid Pack: Padded armor; Holy Symbol (wooden); Quarterstaff; Dagger. Weight: 26 lbs.

Cleric Pack 1: Leather armor; Shield; Holy Symbol (wooden); 1 vial Holy water; Mace. Weight: 49.5 lbs.

Cleric Pack 2: Leather armor; Mace; 1 vial Holy water; Holy Symbol (wooden); Sling; Sling bullets, 30. Weight: 42 lbs.

Thief Pack: Leather armor; Thieves' picks and tools; Short sword; 2 daggers; Rope, silk (50'). Weight: 41 lbs.

Bonus pack 1 (20sp): Chalk, small bag of 10 pieces; Grappling hook; Rope, hemp (2x50'); Lantern, hooded; Oil (3 flasks); Tent, Small (one man). Weight: 27 lbs.

Bonus Pack 2 – Ready for anything (10sp): Glass bottle; Iron Spikes, 12; Pole, 10' wooden; Map or scroll case; Mirror, small metal. Weight: 29 lbs.

Vehicles

The following tables give details of various land and sea vehicles. Game Masters should feel free to create their own vehicles, in which case the table can be used for guidance. Some of the statistics given below are explained in detail later.

Land Transportation

Vehicle	Length x width*	Weight	Cargo	Movement	SHP	Cost (sp)
Chariot	15' x 6'	300	750 lbs	12	5	400
Coach	30' x 8'	1,000	2,000 lbs	6	6	1,500
Wagon	35' x 8'	2,000	4,000 lbs	4	8	500

*Includes hitched horses or mules.

Water Transportation

Vehicle	Length x Width	Cargo	Crew	Movement	Miles/Day	SHP	Cost (sp)
Canoe	15' x 4'	½ ton	1	4	30	3	50
Caravel	55' x 15'	75 tons	10	2	45	50	10,000
Carrack	60' x 20'	135 tons	20	3	50	90	20,000
Galley, Small	100' x 15'	210 tons	90	2	40 / 25	50	15,000
Galley, Large	120' x 20'	375 tons	160	3	45 / 25	90	30,000
Raft/Barge	per 10' x 10'	1 ton	2	4	20	9	100
Riverboat	50' x 20'	50 tons	10	2	30	25	3,500
Rowboat	15' x 6'	1 ton	1	3	25	6	600
Sailboat	40' x 8'	5 tons	1	4	40	15	2,000

Notes Regarding Vehicles

The **Crew** figure given reflects the minimum number of sailors and/or rowers needed to operate the ship. Officers are not counted among these numbers, and of course it is always a good idea to hire extra sailors and/or rowers to ensure that any casualties will not slow down the ship.

Cargo for wagons is given in pounds, while for ships it is given in tons. If the ship sails night and day, each passenger requires living space equivalent to one ton of cargo; in addition, provisions for one man for one month occupy 1/10 of a ton of space.

Movement is given separately here in feet as well as miles per day. The encounter movement of ships is not directly related to the long-distance travel rate, since the crew must work hard to make the ship move quickly in combat, and this level of effort cannot be maintained day and night.

All vehicles have an AC of [10] and have Structural Hit Points, 5 Hit points of damage make one S.H.P. of damage.

A **chariot** requires a single horse, generally a warhorse, to pull it. Both **coaches** and **wagons** require at least a pair of draft horses to pull them.

A **caravel** is a highly maneuverable sailing ship with two or three masts. Though superficially similar to the larger carrack, caravels are capable of sailing up rivers, a task for which the larger ship is ill suited.

A **carrack** is a large, ocean-going sailing ship with three or four masts.

Galleys are equipped with both sails and oars; the second listed movement rate for galleys is the rowing speed. A small galley will have around 20 rows of oars, with each oar pulled by two men (for a total of 80 rowers) while a large galley will have around 35 rows of oars (for a total of 140 rowers). Galleys are generally much more

maneuverable than sailing ships such as the carrack or caravel, and may be outfitted with rams.

The **longship** commonly used by northern raiders is very similar to the large galley. However, where more civilized nations have specialist rowers, sailors, and marines, the crew of a longship is more generalized; every crewman is usually qualified for all of these tasks.

Costs of passage on ships: First class passage costs 1 sp per mile travelled (minimum 3 sp) and allows for good food, a personal cabin and up to a 1000 pounds of cargo. Second class passage costs 1 sp per 5 miles travelled (minimum 2 sp) and allows for good food, a shared cabin and up to a 500 pounds of cargo. Third class passage costs 1 sp per 20 miles travelled (minimum 2 sp) and allows for meager food, a bunk in the common room and up to a 50 pounds of cargo. Extra cargo space can be bought, doubling the allowed space for a 20% increase in the fare.

Siege Engines

These are weapons used to attack strongholds, or sometimes ships. Their cost may be up to twice as high in a remote location. A siege engine that throws missiles (a ballista, cannon, onager or trebuchet) must have a trained artillerist to fire it; this is the character who makes the attack rolls for the weapon. Missile-throwing engines have attack penalties, detailed below. Cannons, onagers and trebuchets fire in a straight line and must be maneuvered to change direction of fire, a crew can turn a weapon by 45 degrees in a full combat round.

Cannons, onagers and trebuchets are considered "grenade-like missiles" with a 10' radius effect area. Placing the missile correctly against a wall or open ground spot requires an attack roll against an AC of 15, missing the attack roll means the shot scatters 1d6x10 feet in a random direction where it may hit other targets.

Each subsequent attack by that weapon, fired by that crew, at that same point in the wall, is made against an Armor Class one lower than the previous shot, to a minimum AC of 10.

Roll damage separately for each character in the 10' square hit by the missile. Of course, the attack roll must be high enough to damage each one; a roll of 19 against characters having Armor Classes of 18 and 20 would hit the former but not the latter.

Ballista shots cost 1 sp each, stones for onagers and trebuchets cost 2 sp each, cannon shots and powder cost 5 sp each.

Ballista: This is effectively a very large crossbow that may fire a spear-like bolt or a large stone. It is usually mounted on a tripod or wagon, but may also be mounted on a ship. When firing bolts, a ballista cannot damage brick or stone. A ballista requires a crew of three to operate.

Battering Ram: These are usually operated under a sow (a sort of portable roof). They require a crew of eight or more.

Cannon: This weapon fires balls of lead with flat trajectory, it is usually mounted on wheels and may be mounted on a ship. Cannons require a Crew of three. Cannons need to be cleaned regularly by an artilleryman every ten shots fired. An unclean cannon will explode on a natural roll of 1 inflicting its regular damage to all within a 5' radius and becoming irreparably wasted.

Onager: This weapon throws a stone with a fairly flat trajectory. An onager requires a crew of four to operate.

Trebuchet: This mighty weapon uses a counterweight to fling a stone on a high, arcing path. It cannot fire at targets within 100 feet. If it is aimed at a target that is more than 20' higher than the weapon, there is an additional –2 attack penalty. A trebuchet requires a crew of eight to operate.

Weapon	Cost(sp)	Weight	Rate of Fire	Attack Penalty	Damage	Type	Range*l*
Ballista	100	600	1/4	-3	3d6	P	50'(-)
Battering Ram	200	800	1/3	+0	3d6	B	N/A(N/A)
Cannon	2000	900	1/10	-2	6d6	P	40'(-)
Onager	300	1200	1/6	-6	4d6	B	100'(-)
Trebuchet	400	2400	1/10	-8	5d6	B	200'(100')
1 -2 "to-hit" per increment (minimum range under which the weapon is ineffective)							

The Game

Once you've got a character, the Referee will describe where the character is, and what he sees. The game might start in a rural peasant village, in a vast and teeming city spiked with towers and minarets, in a castle, a tavern, or at the gates of an ancient tomb. That's up to the Referee. From that point on, you describe what your character does. Going down stairs, attacking a dragon, talking to the people you meet (either the characters being run by the other players, or non-player characters controlled by the Referee): all of these sorts of things are your decisions. The Referee then tells you what happens as a result: the stirs lead down to a huge tomb, the dragon attacks your character, etc. The rules below are guidelines for how to handle certain events; mainly combat, but also experience, movement, healing, dying, and other important parts of the game.

Basically, you and the Referee work together, with the Referee handling the details of a dangerous fantasy world, and you handling what your character does in it. The epic story of your character's rise to greatness (or death in the effort) is yours to create in the Referee's world.

Gaining Experience

Characters are awarded experience points (XP) for killing monsters and accumulating treasure. Monsters have a set experience point value (in the monster descriptions), and one silver piece is equal to one XP. It may seem odd to award experience for treasure, but keep in mind that every silver piece gained by the character is an index of the player's skill. Awarding experience only for killing monsters fails to reward a party of adventurers that successfully lures a dragon away from its hoard so that its treasure can be stolen without a fight, and it fails to reward characters that operate by intelligence, stealth, trickery and misdirection.

A character may receive a bonus on gained XP if he choose his race's Favorite class, or suffer a penalty for Multi-classing, or both in which case bonus and penalty cancel out.

If a character receives a bonus (+20%), for example, and the Referee awards 1000xp to each character, that particular character would get 1200xp (20% of 1000 is 200, so the character gets a bonus of 200xp). A penalty (-20%) means that the character earns only 800xp out of 1000xp.

Time

Sometimes the Referee will rule that "an hour passes," or even, "a month passes," in the life of our intrepid adventurers, but two important time measurements need a quick explanation. These are the "turn," and the "combat round." A turn represents ten minutes, and a combat round is about 1 minute long.

Movement speed during a turn is ten times the movement rate per round.

Movement Rate

Base movement rate for all races is calculated, on the table below, in terms of *tens of feet* per combat round. Each Referee is advised to alter the units of measurement to suit their own games and situations.

A character's carrying capacity is modified by its Strength Modifier times 10%, a character with Strength 13 would thus have a maximum carrying capacity of 330.

Movement Rate

Weight Carried	Elf, human, half-elf or half-orc	Dwarf/Gnome
0–50 lbs	4	3
51–100 lbs	3	2
101–150 lbs	2	1
151–300 lbs	1	1

Table 18: Movement Adjustment

Movement Type	Adjustment	
Careful	Half of Average Rate	Mapping is permitted, and normal chances for surprise exist
Normal	Average Rate	No mapping or careful observation is allowed
Running	Double Average Rate	No mapping permitted, characters are automatically surprised, and have no chance to surprise others. The sound of their running may attract enemies

No matter how little weight is carried, a character wearing medium armor can't move faster than it's maximum racial speed -1 (3 for humans and elves and half-humans; 2 for the small races), this becomes maximum speed -2 for wearing heavy armor (2 for the medium sized races, 1 for the small ones). Elven chain -remember- is considered as no armor.

Overland Movement

Speed	Results
Hiking	Base movement ratex5 in miles/day
Forced March	+50% Hiking speed/day requires a Strength action check.

Climbing, swimming or moving across difficult terrain may reduce the movement rates by half or more. In some cases the Referee may require a dice roll to determine a character's success in this kind of actions.

Survival

Normal characters must consume one day's worth of rations (or equivalent food) and a minimum of one quart of water per day.

Failure to consume enough food does not significantly affect a character for the first two days, after which he or she loses 1 hit point per day. Furthermore, at that point the character loses the ability to heal wounds normally, though magic will still work.

Eating enough food for a day (over the course of about a day, not all at once) restores the ability to heal, and the character will recover lost hit points at the normal rate.

Inadequate water affects characters more swiftly; after a single day without water, the character loses 1d6 hit points, and will lose an additional 1d6 hit points per day thereafter; healing ability is lost when the first die of damage is rolled.

Action checks

The following are few rules of thumb for resolving actions while running an adventure; they are guidelines for the average or normal situation and can (and often should) be altered to fit the circumstances or setting.

Most actions can be resolved with a 1d6 roll. On a roll of 5 the action is successful. Easy actions receive a +1 modifier, difficult actions suffer a -1 penalty to the roll, or more.

The Referee may allow you to add 1 point if the character's race, class or background somehow helps the character in his job.

Additionally your referee may require you to add an ability score modifier to this base chance if the action warrants it, like adding the Strength modifiers to rolls made to break down a door.

Armor and encumbrance may apply further penalties like -1 (for medium armor) or -2 (for heavy armor).

Some examples follow:

Listening at Doors: Listening at a door is modified by wisdom, elves and half elves receive a +1 as noted in their description.

Opening doors: Stuck doors (and many doors in an ancient dungeon may be stuck closed) require an action check modified by Strength. Smashing through a door with (up to 3) characters gives each character a normal chance of success, but they will spill into the room and should automatically lose initiative if there are monsters within.

Secret Doors, Traps and pits: These are not spotted by chance while passing by; they must be searched for. Searching for a secret door or trap takes a turn (10 minutes of game time) for a 10 ft segment of wall and requires an Intelligence action check. Dwarfs receive a +1 as might Elves and half-elves.

Traps and Pits

Anyone passing over or through the trigger for a trap has a 2 in 6 chance to spring the trap. It is suggested (but not required) that traps 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). Identifying the features of a trap does not tell the character how to disarm the trap (although in some cases the disarming mechanism might be obvious once the trap's visible features are identified). Damage due to falls is 1d6 per 10 ft fallen.

Wilderness Encounters

Roll d6 twice per day to check for becoming lost and/or an encounter

	Open	Forest	River,Coast	Jungle,Swamp	Hills,Mountains	Desert	Settled
Lost	1	1-2	1	1-3	1-2	1-3	-
Encounter	1	1-2	1-2	1-3	1-3	1-2	1

Encounter type

DiceRoll	Open	Forest	River,Coast	Jungle,Swamp	Hills,Mtns	Desert	Settled
1	Dragon	Dragon	Dragon	Dragon	Dragon	Dragon	Undead
2	Monster	Monster	Monster	Monster	Monster	Monster	Humnd.
3	Animal	Animal	Animal	Undead	Animal	Undead	Men
4	Humnd.	Animal	Animal	Animal	Humnd.	Animal	Men
5	Men	Humnd.	Humnd.	Humnd.	Humnd.	Humnd.	Men
6	Men	Men	Men	Men	Men	Men	Humnd.
7	Humnd.	Humnd.	Animal	Animal	Humnd.	Humnd.	--
8	Animal	Animal	Animal	Undead	Humnd.	Animal	--
9	Monster	Monster	Monster	Monster	Animal	Undead	--
10	Lycanth.	Lycanth.	Lycanth.	Lycanth.	Giant	Monster	--

Men

Dice	Open,Forest	River,Coast	Jungle,Swamp	Hills,Mtns,Desert	Settled
1	NPCs	NPCs	NPCs	NPCs	NPCs
2	Clerics	Berserkers	Mages	Berserkers	Bandits
3	Fighters	Fighters	Berserkers	Fighters	Clerics
4	Bandits	Pirates	Fighters	Bandits	Rogues
5	Commoner	Pirates	Bandits	Bandits	Commoner
6	Rogues	Bandits	Bandits	Bandits	Commoner
7	Soldiers	Rogues	Rogues	Rogues	Soldiers
8	Fighters	Berserkers	Berserkers	Berserkers	Soldiers
9	Berserkers	Mages	Mages	Clerics	Fighters
10	Mages	Clerics	Clerics	Mages	Mages

Humanoid

Dice	Open,Forest	River,Coast	Jungle,Swamp	Hills,Mtns,Desert	Settled
1	Ogres	Ogres	Ogres	Ogre Mage	Goblins
2	Gnolls	Gnolls	Bugbears	Gnolls	Dwarfs
3	Hobgoblins	Orcs	Orcs	Hobgoblins	Elves
4	Elves	Lizardmen	Lizardmen	Dwarfs	Kobolds
5	Orcs	Hobgoblins	Lizardmen	Kobolds	Gnomes
6	Elves	Trolls	Kobolds	Orcs	Roll again
7	Gnomes	--	Hobgoblins	Goblins	--
8	Kobolds	--	Trolls	Trolls	--
9	Bugbears	--	--	Ogres	--
10	Trolls or Ettercap	--	--	Minotaurs	--
11	Nixies			Troglodytes	
12	Pixies			Orcs	

Animal

Dice	Open,Forest	River,Coast	Jungle,Swamp	Hills,Mtns,Desert
1	Worgs	Rats	Rats	Snake,G
2	Snake,G	Centipedes	Snake,G	Worgs
3	Bear, Black	Bear, Black	Scorpion	Rats
4	Spiders	Snake,G	Spiders	Spiders
5	Rats	Beetle,G	Centipedes	Centipedes
6	Beetle,G	Spiders	Beetle,G	Roll again
7	Centipedes	Crocodile	Crocodile	--
8	Stag	Roll again	Roll again	--

Monsters

Dice	Open,Forest	Desert	Hills,Mtns	Jungle,Swamp	River,Coast
1	Unicorns	Salamander	Basilisk	Medusa	Sea Serpent
2	Dryad	Purple Worm	Chimerae	Dryad	Basilisk
3	Centaur	Basilisk	Gorgons	Basilisk	Chimerae
4	Basilisk	Gorgons	Griffons	Cockatrice	Harpies
5	Wererat	Manticore	Harpies	Chimerae	Medusa
6	Cockatrice	Medusa	Werewolf	Harpies	Pegasi
7	Blink Dog	Roc	Hippogriffs	Stirges	--
8	Werewolf	Roll again	Manticore	Will-o-the-Wisps	--
9	Chimerae	--	Medusa	Bat, Monster	--
10	Manticore	--	Pegasi	Roll again	--
11	--	--	Roc	--	--
12	--	--	Wererat	--	--

Other types

Dice	Dragon	Undead	Giant
1	Dragon,Gold	Banshee	Efreet
2	Dragon,Blue	Wraiths	Djinn
3	Dragon,Black	Shadow	Giant,Frost
4	Dragon,Green	Ghouls	Giant,Stone
5	Dragon,Red	Skeletons	Giant,Hill
6	Dragon,White	Zombies	Giant,Storm
7	Wyverns	Wights	Giant,Fire
8	Hydrae	Mummies	Giant,Could
9	Pseudodragon	Spectre	Treants or Roll again if out of woods
10	Roll again	Vampires	Titans
11	--	Liches	--
12	--	Roll again	--

Dungeon Encounters

For each turn of exploration without significant encounters roll 1d6, on a roll of 1 the adventurers encounter a party of wandering monsters. Roll on the column appropriate to the dungeon level. Select monsters by HDE based on the setting your adventurers are moving in.

Die Roll	Level 1	Level 2	Level 3	Level 4	Level 5
1	3d8 HDE<1 creatures	6d8 HDE <1 creatures	12d8 HDE <1 creatures	2d100 HDE <1 creatures	3d100 HDE <1 creatures
2	3d6 HDE<1 creature	6d6 HDE <1creatures	12d6 HDE <1 creatures	1d100 HDE <1 creatures	2d100 HDE <1 creatures
3	2d6 HDE 1 creatures	4d6 HDE 1 creatures	8d6 HDE 1 creatures	16d6 HDE 1 creatures	32d6 HDE 1 creatures
4	1d6 HDE 2 creatures	2d6 HDE 2 creatures	4d6 HDE 2 creatures	8d6 HDE 2 creatures	16d6 HDE 2 creatures
5	1 HDE 3 creature	1d6 HDE 3 creatures	2d6 HDE 3 creatures	4d6 HDE 3 creatures	8d6 HDE 3 creatures
6	1 HDE 4 creature	1 HDE 4 creature	1d6 HDE 4 creatures	2d6 HDE 4 creatures	4d6 HDE 4 creatures
7	–	1 HDE 5 creature	1 HDE 5 creature	1d6 HDE 5 creatures	2d6 HDE 5 creatures
8	–	Roll again	1 HDE 6 creature	1 HDE 6 creature	1 HDE 6 creature
9	–	–	–	1 HDE 7 creature	1 HDE 7 creature
10	–	–	–	Roll again	Roll again

Die Roll	Level 6	Level 7	Level 8	Level 9	Level 10
1	16d6 HDE 3 creatures	16d6 HDE 4 creatures	16d6 HDE 5 creatures	16d6 HDE 6 creatures	16d6 HDE 7 creatures
2	8d6 HDE 4 creatures	8d6 HDE 5 creatures	8d6 HDE 6 creatures	8d6 HDE 7 creatures	8d6 HDE 8 creatures
3	4d6 HDE 5 creatures	4d6 HDE 6 creatures	4d6 HDE 7 creatures	4d6 HDE 8 creatures	4d6 HDE 9 creatures
4	2d6 HDE 6 creatures	2d6 HDE 7 creatures	2d6 HDE 8 creatures	2d6 HDE 9 creatures	2d6 HDE 10 creatures
5	1d6 HDE 7 creatures	1d6 HDE 8 creatures	1d6 HDE 9 creatures	1d6 HDE 10 creatures	1d6 HDE 11 creatures
6	1 HDE 8 creature	1 HDE 9 creature	1 HDE 10 creature	1 HDE 11 creature	1 HDE 12+ creature

Encounter Reactions

When a group of player characters meet one or more monsters, it's important to know how the monsters will react to the party. In many cases, the reaction of the monster or monsters is obvious… zombies guarding a tomb will virtually always attack intruders, for example.

In cases where the reaction of the monsters to the party is not obvious, a reaction roll may be made. The Game Master rolls 2d6, adding the Charisma bonus of the "lead" character (or applying his or her Charisma penalty) along with any other adjustments he or she feels are reasonable, and consults the table below:

Adjusted Die Roll	Result
2 or less	Immediate Attack
3-7	Unfavorable
8-11	Favorable
12 or more	Very Favorable

A result of 2 or less means that the player characters have so offended the monsters that they attack immediately. An Unfavorable result means that the monsters do not like the player characters, and will attack if they may reasonably do so. A Favorable result simply means that the monsters will consider letting the player characters live if they choose to parley; it does not

necessarily mean that the monsters like the player characters. A Very Favorable result means that the monsters (or perhaps only the monster leader) do, in fact, like the player characters; this does not mean that the monsters will just hand over their treasure, but it does indicate that they may choose to cooperate with the player characters in mutually beneficial ways.

As always, interpreting the results of this roll is left to the Referee, who may choose to alter the result if he or she believes a different result would be more enjoyable to play out than the one rolled.

Retainers

A retainer is a close associate of his employer. Retainers are hired for a share of treasure (typically at least 15% of the employer's income) plus support costs (weapons, armor, rations, and basic equipment provided by the employer). Retainers are typically very loyal and are willing to take reasonable risks; in particular, they are the only sort of hireling who will generally accompany a player character into a dungeon, lair, or ruin.

Hiring a retainer is more involved than hiring other NPCs. First, the player character must advertise for a retainer, typically by hiring a crier, posting notices in public places, or asking (and possibly paying) NPCs such as innkeepers or taverners to direct potential retainers to the player character. It is up to the Game Master to rule on what must be done, and how successful these activities are.

If the player character is successful, one or more NPCs will present themselves to be interviewed. The Game Master should play out the interview with the player, and after all offers have been made and all questions asked, a reaction roll should be made. To check the potential retainer's reaction, the Game Master rolls 2d6 and adds the player character's Charisma modifier. In addition, the Game Master may apply any adjustments he or she feels are appropriate (a bonus of +1 for higher-than-average pay or the offer of a magic item such as a sword +1, or a penalty if the player character offers poor terms). The roll is read as follows:

Adjusted Die Roll	Result
2 or less	Refusal, -1 on further rolls
3-5	Refusal
6-8	Try again
9-11	Acceptance
12 or more	Acceptance, +1 to Loyalty rolls

Refusal, -1 on further rolls means that all further reaction rolls made toward that player character in the given town or region will be at a penalty of -1 due to unkind words said by the NPC to his fellows. If the player character tries again in a different town, the penalty does not apply.

If a *Try again* result is rolled, the potential retainer is reluctant, and needs more convincing; the player character must "sweeten" the deal in order to get an additional roll, such as by offering more pay, a magic item, etc. If the player character makes no better offer, treat *Try again* as a *Refusal* result.

Loyalty: Retainers will have different degrees of Loyalty. Loyalty is checked just like Morale.

However, the Game Master should still apply penalties when the player character instructs the retainer to do something which appears very risky, making a failed check possible.

In addition, the Game Master should roll a Loyalty check for each retainer at the end of each adventure, after treasure is divided, to determine if the retainer will remain with the player character. The GM may apply adjustments to this roll, probably no more than two points plus or minus, if the retainer is particularly well or poorly paid.

Maximum Number of Retainers: The maximum number of retainers a player character may hire is determined by the character's Charisma. Any attempts to hire more than this number of retainers will be met with automatic refusals.

Level of Retainers: Normally, potential retainers will be one-half the level of the employer (or less). So, a first level character cannot hire retainers, second level PCs can only hire first level characters, and so on. Of course, there is no way for the retainers to directly know the level of the PC employer, nor for the employer to know the level of the potential retainer; but the Game Master should usually enforce this rule for purposes of game balance. It shouldn't be surprising that first level characters can't hire retainers, as they have no reputation to speak of yet.

Experience for Retainers: Unlike other hired NPCs, retainers do gain experience just as other adventurers do; however, as they are under the command of a player character, only one-half of a share of XP is allocated to each retainer.

Hiring Assistants

When the adventurers are just starting out, they will find it very beneficial to bring along a few hirelings—if they can find anyone willing to risk life and limb in the sorts of places adventurers go. As the characters gain levels, although it may no longer be so important to bring along men-at-arms or torchbearers (who likely wouldn't survive in the deeper levels of dungeons), they may begin routinely employing spies, servants, and guards while outside of the dungeon, and at higher levels yet they may find themselves needing the services of small armies of sailors, soldiers, and servants for their ships, caravans, or castles.

As a general rule, the upkeep for a single person in a rural community such as a castle or village is about 1sp per month and perhaps twice that in a city. This "upkeep" covers food and incidentals, and does not include lodging, wages, or the purchase of equipment. Note that for some professions the "incidental" cost can be quite high: blacksmiths use up a quantity of supplies just to keep a forge running. The cost of lodging (assuming the character does not own a stronghold where he can house his servants and

followers at no cost) is up to the referee, but staying in an inn, even in a stable, will cost at least 1 sp per night. Purchase of equipment should be calculated using the equipment tables, and if the hireling requires a great deal of initial equipment such as a forge or a library, the Referee will adjust the costs as needed. Wages depend upon the type of services being sought.

Alchemist
Upkeep Cost: 1,000 sp/month
Wage: 500 sp/month if the alchemist maintains his own laboratory. Half that cost if the character provides one for the alchemist.
Initial Equipment: Fully equipped lab costs 1,000 sp.

Animal Trainer
Upkeep Cost: 500 sp/month
Wage: No cost if he is a part of the character's stronghold retinue; 20 sp/month otherwise.
Initial Equipment: This depends on the animal.

Armorer
Upkeep Cost: 100 sp/month
Wage: None, if the armorer is a follower of a character with a stronghold. If not, wages are 100 sp/month, over and above the cost of upkeep.
Initial Equipment: A fully equipped forge costs around 100 sp.

Assassin
Upkeep Cost: N/A
Wage: 2,000 per mission
Initial Equipment: None.

Blacksmith
Upkeep Cost: 25 sp/month
Wage: 10 sp/month
Initial Equipment: A fully equipped forge costs around 100 sp.

Man-at-Arms (Battles/War)
Upkeep Cost: 10 sp/month in camp or castle. Standard costs of rations if operating in the field.
Wage: If the man-at-arms is a part of the character's stronghold retinue, he costs nothing. Mercenary infantry cost around 2 sp/month, archers 4 sp/month, and calvary costs 8 sp/month. Sergeants (one required for every 10 men-at-arms) cost twice as normal. Lieutenants (required for every 20), cost three times as normal, and Captains (required for every 60), cost four times as normal.
Initial Equipment: Determine from equipment list.

Man-at-Arms (Dungeon Adventuring)
Upkeep Cost: Cost of rations.
Wage: 2 sp/day or upwards of 5 sp/day
Initial Equipment: Determine from equipment list.

Sage
Upkeep Cost: 2,000 sp/month
Wage: N/A
Initial Equipment: Small library costs 2,000 sp.

Sailor
Upkeep Cost: 10 sp/month
Wage: 2 sp/month
Initial Equipment: None.

Servant (Domestic)
Upkeep Cost: 10 sp/month
Wage: 5 sp/month
Initial Equipment: None.

Ship Captain
Upkeep Cost: 50 sp/month
Wage: 250 sp/month
Initial Equipment: A ship.

Siege or Construction Engineer
Upkeep Cost: 750 sp/month
Wage: 250 sp/month
Initial Equipment: None.

Spy
Upkeep Cost: 10 sp/month
Wage: 500 sp per mission
Initial Equipment: None.

Torchbearer/Other Non-combatant
Upkeep Cost: Cost of rations.
Wage: 1 sp/day
Initial Equipment: Determine from equipment list.

Combat

When the party of adventurers comes into contact with enemies, the order of events is as follows:

- The Referee determines if one side or the other is entitled to a free attack or move as a result of surprise—this is either a judgment or a die roll of some kind, depending on the circumstances.
- Declare Spells.
- Determine Initiative (d6, highest result is the winner). One roll is made for each side, not for each individual. Modifiers to initiative are applied individually.
- Characters act in order of Initiative (casting spells, attacking, etc.), and results take effect.

- Anyone who "held" initiative acts, and results take effect (both sides simultaneously).
- The round is complete; roll initiative for the next round if the battle has not been resolved.

Determine Surprise

When one side of an encounter is unaware of another's presence, they may become surprised. A surprised party can take no action in the first round of combat.

To determine if a party surprises the other roll an Action Check for each party.

Some races have additional modifiers to surprise: gnomes roll at +1, while elves in the other party impart a -1 (or more) modifier.

Rogues may add 1 or more to their surprise checks and subtract 1 or more from enemy surprise checks.

If the action check is a success the other party is surprised.

Surprise is lost once the surprising party attacks the other party.

Declare Spells

Any player whose character is going to cast a spell must say so before the initiative roll. Spell casting begins at the beginning of the round. Thus, if the enemies win the initiative roll and damage the spell caster, the spell's casting may be disturbed.

Declare Initiative

At the beginning of a combat round, each side rolls initiative on a d6. Apply any individual initiative modifiers such as Dexterity. All characters now act in descending order of initiative: moving, attacking, and casting spells.

Initiative rolls may result in a tie. When this happens, all characters that rolled the same are considered to be acting simultaneously unless the Referee decides to allow another die roll to break the tie. When two -or more- characters are acting simultaneously, it is possible for two combatants to kill each other in the same round!

First Initiative Phase

Winners of the initiative roll take their actions, including moving, attacking, and anything else such as climbing onto tables, swinging from ropes, pushing boulders off cliffs, etc. Characters can move and attack in the same round.

In one combat round each character should be allowed to execute one action (typically an attack or defense) and move at walking speed.

Characters should move and then act or act and then move, it should not be allowed to move part of your movement rate, act and then end your movement.

If the character runs it should not be able to execute any other action except a charging attack in melee at the movement's end or a defense action.

Some actions, like spell casting, require all of a round's length to be carried out and may not allow any movement or careful movement at best.

The Attack Roll

To attack with a weapon, the player rolls a d20 and adds any bonuses to the result. These "to-hit" bonuses include the character's Base Hit Bonus (BHB), the strength bonus for attacks with hand held weapons, the dexterity bonus for ranged attacks, any bonuses for magic weapons, and any other bonus identified as a "to-hit" bonus.

If the attack roll is equal to or higher than the defender's armor class, the attack hit.

Damage rolls for melee and thrown weapons are modified by strength, while damage rolls with all other ranged weapons are modified by dexterity.

Melee Attack

A melee attack is an attack with hand-held weapons such as a sword, spear, or dagger. A character's strength bonuses to-hit and on damage are added to melee attacks. Two combatants within ten feet of each other are considered to be "in combat."

Missile Attack

Missile attacks are attacks with ranged weapons such as a crossbow, sling, or thrown axe. A character's dexterity bonus for missile attacks is added to the to-hit roll when the character is using missile weapons. When using missiles to attack into a melee, it is not possible to choose which opponent (or friend) will receive the attack.

In general, missile weapons are allowed a single attack per round, just as are melee weapons. However, crossbows are an exception, as reloading a crossbow between shots is time-consuming.

A Heavy crossbow or firearm can be fired once per two rounds, and the user may not perform any other actions (including movement) during the "reloading" round. Conversely, a character can throw two darts per round.

Unarmed Combat

Brawling attacks, such as those conducted with fist, foot or dagger pommel, will normally inflict 1d2 points of damage, plus the attacker's Strength bonus to damage (if any). If the damage from the attack inflicts more than half of the defender's remaining hit points, the defender is stunned. Anyone who is already stunned will be knocked unconscious by the next successful attack for 1d6 rounds.

Example: A fist deals 3 hit points of damage, and the defender has 4 hit points. The defender is stunned and suffers the penalties for being stunned. If the blow had only inflicted 2 points of damage

(exactly half), the defender would not be stunned. If the stunned character is hit a second time, he will be knocked unconscious.

Attempts to wrestle an opponent to the ground and pin him down, or attempts to smash into an opponent and push him backward, will be determined by the Referee's common sense (dragons aren't easily wrestled to the ground, unlike goblins). A good rule of thumb is to require a successful attack roll.

Wrestling attacks are mostly touch attacks and suffer a penalty to the roll if the attacker is wearing armor: -1 for light armor, -2 for medium armor and -5 for heavy armors.

Attacks with nets are resolved as wrestling attacks without armor penalty for the attacker.

Critical Hits and Fumbles

There is no official system for handling critical hits or fumbles, but many Referees have rules that state that a "natural" roll of 20 is an automatic that it inflicts double damage, and that a natural roll of 1 is an automatic miss and may result in the attacker dropping their weapon or suffering some other kind of problem. A strained muscle might give a -1 penalty to damage rolls for the rest of a combat, or a helmet knocked awry might cover a character's eyes until a round is taken to fix it. This is up to the Referee.

Defending

A character may decide to defend for its turn, his AC is improved by its BHB +1, Weapon specialists wielding their weapon of choice get a further +1 to AC.

A character that has not yet acted may decide to burn his action by declaring a defense if attacked.

Saving Throws

In many situations both Player characters and NPCs are required to make a Saving Throw to resist the effects of magic or special powers or other kinds of Hazard.

A saving throw is executed by rolling 1d20, if a 14 or higher is scored on a d20 roll, then the character has successfully negated or minimized the effects.

To the base roll many modifiers are added: half of a character's level or monster's HD number rounded down, up to a maximum of +10, ability score modifiers, class or race ability modifiers ecc.

Magic items or spells can apply additional modifiers.

Saving throws caused by big monsters or experienced characters receive a penalty based on their level/HD number as reported below:

Level/HD number	Saving Throw Modifier
1-8	+0
9-12	-1
13-15	-2
16-18	-3
19-21	-4
22+	-5

No matter how many modifiers apply to the roll, a natural 1 is always a failure and a natural 20 is always a success.

Special Situations

Backstabbing and Flanking

The Referee will probably assign a bonus to hit for any attacks made from behind (+2), or assign a smaller bonus (+1) to all attackers who manage to place themselves on opposite sides of a single defender.

A backstabbed or flanked character's AC may not benefit of a shield bonus.

Coup de grace

A character can kill a defenseless (bound or sleeping) living (no constructs, undead...) enemy in a single stroke regardless of hit points.

Called Shots

Called shots are all those kind of attacks that are not dealt with the intent of simply dealing damage but to achieve "special effects" like tripping, disarming, subduing. Executing a Called shot inflicts a -4 to the attack roll. Here are some samples of called shots:

Disarm: A touch attack, the attacker may chose to inflict no damage and simply disarm it's enemy unless this succeeds in a Saving Throw.

Subduing Damage: Attacks made with the "flat of the blade" for non-lethal damage.

Hook: Instead of making a normal attack, the character may attempt to hook and pull down a foe. The attacker must roll to hit. This causes the minimum damage possible for the weapon; the victim must make a saving throw or fall down.

A + 4 bonus to attack rolls applies when attacking a fallen foe. A fallen foe also has a -4 penalty to all saving throws and a – 2 penalty to attack rolls while on the ground. A character can stand up in one round.

Firearms

Firearms are rare and delicate objects, exposition to water requires the weapon to be cleaned and dried for one full turn before it may

be used. Also exposition to water of gun powder makes it useless till dried for one full turn.

A blunderbuss shot has a cone shaped area of effect 5 feet wide for each range increment: roll an attack for each character inside the area of effect, friends and foes alike.

Pistols and muskets, instead, are incredibly effective at inflicting penetrating damage: whenever a natural 20 is rolled, the weapon inflicts triple damage (or double if the referee doesn't allow critical hits).

Firearms need to be cleaned regularly by a proficient user every ten shots fired. An unclean firearm will explode on a natural roll of 1 inflicting regular firearm damage to the user and becoming irreparably wasted. Check for misfire and explosion only on the first attack every round.

Off-hand weapon fighting

A character wielding a weapon in its off-hand suffers a -2 penalty to attack rolls.

Two-Weapon Fighting

Using two weapons, one in each hand, grants the character to execute an additional attack roll per round using the second hand weapon. The off-hand weapon must be a dagger or similar light class weapon. The first hand weapon suffers a -2 penalty to the attack roll, while the off-hand weapon suffers a -4 to hit. A shield can be used as second hand weapon for 1d6-1 damage points, but the AC bonus is forfeit till the next round.

A second hand weapon can otherwise be used for parrying improving the AC by +1 against melee attacks.

Charging and resisting charges

Under some circumstances, characters or creatures may be allowed to attack after a running move. This is called a charge, and some specific limitations apply. First, the charging character or creature must move at least 10 feet, and may move at running speed, as given above. The movement must be in a more or less straight line toward the intended target, and the path to the target must be reasonably clear. Finally, the attacker must be using a weapon such as a spear, lance, or pole arm which is suitable for use while charging. Certain monsters, especially including those with horns, are able to use natural attacks when charging. If the attacker does not have line of sight to the opponent at the start of the charge, that opponent can't be charged.

The attack made after the charge is made at +2 on the attack roll. The charging character or creature takes a -2 penalty to Armor Class for the remainder of the round. If the attack hits, it does double damage.

Spears, pole arms, and certain other piercing weapons deal double damage when "set" (braced against the ground or floor) and used against a charging creature. For this to be done, the character or creature being charged must have equal or better Initiative; this counts as holding an action: both attacker and defender act on the attacker's Initiative number and are therefore simultaneous.

Invisible Opponent

An invisible opponent can only be attacked if the general location is known, and the attack is at -4 to-hit. Note that more powerful monsters (those with sensitive smell or hearing, or more than six hit dice) will frequently be able to detect invisible opponents; the Referee should determine the chance of this according to the creature concerned and the situation.

Touch attacks

Some attacks may simply require to touch the target without penetrating armor or natural defenses. In these cases the target's Armor Class is considered as 10 plus modifiers for dexterity, magic or size. No AC modifier for armor or toughness for protections is applied.

Mounted Combat

Fighting on horseback is a lot harder than battling on solid ground. The fighters must deal with their mounts and fighting on horseback demands different tactics from foot combat.

Mounts: Mounts trained for combat (a heavy warhorse, for example) present few problems. These can be used in mounted combat with no penalties. However, steeds not trained for combat are easily frightened by the noise and confusion.

Those fighting from the back of untrained creatures suffer a -2 on their chance to hit, since much of their time is spent simply trying to keep the mount under control.

Fighting from Horseback: A man on horseback gains a +1 bonus to his attack rolls against all man-sized creatures such as other men, but would not gain this bonus against another rider or a giant.

Those on foot who fight against a mounted rider, have a -1 penalty; this not applied to attacks against the mount, however.

Missile fire: Only short bows, composite short bows, and light crossbows can be fired from horseback.

Long bows and Heavy crossbows require bracing or greater freedom of movement to operate.

If the mount is not moving, the rider can fire normally.

When firing while on the move, the rider's chances to hit drop by -2, -4 if the mount is running.

Dismounting riders

The other great hazard and difficulty of mounted combatants is the risk of being dismounted.

Death of the Mount: Once the horse (or other mount) is dead, the rider is automatically dismounted. The steed automatically falls to the ground.

The character also falls to the ground and suffers 1d3 points of damage. The character cannot take any action that round and must spend another entire round gathering himself back up and getting to his feet.

A Saving Throw modified by Dexterity may allow the character to avoid damage and losing the next round.

Weapon Impact: Riders also can be knocked off by successful attacks. Any time a rider hits another mounted character or creature with a melee weapon for 6 or more damage points, the other character is knocked from the saddle, suffering 1d3 points of damage (if from the back of a normal horse).

Foot soldiers with long or heavy weapons greater have the same chance.

A saving throw modified by dexterity may allow the character to avoid falling from its mount.

Wrestling: Finally, those on horseback (or on trees or elevated ground) can attempt to dive on a rider by making an attack roll.

If the attack roll misses, the attacker falls to the ground, suffering 1d3 points of damage (or more, at the GM's discretion).

If the attack roll succeeds, the target must roll a successful Saving Throw (modified by Dexterity) to keep its balance. If this roll succeeds, the rider remains mounted, but the attacker is hanging on his side.

If the attack succeeds and the Saving throw fails, both characters fall to the ground for 1d3 damage points and have to stand up next round.

Movement within Melee

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

Retreating

Most Referees allow the enemy a free attack if the character (or monster) moves away by more than its "Careful" movement of base movement rate in feet.

Spacing

Because most movement and combat increments are divisible by three, it is easiest to assume that a character "occupies" an area about three feet across for purposes of marching and fighting.

Spears and Polearms

Spears and polearms in the second rank of a battle formation can attack by reaching through the first rank of Fighting-men.

Subdual Damage

A weapon may be used to beat down, rather than kill, an opponent. When the player desires, damage inflicted can be composed of half "real" damage and half "subdual" damage that does not kill, and such points are recovered at a rate of 1 hp per hour. If the opponent's hit points, including the subdual damage, fall to zero, the opponent is knocked unconscious rather than killed (unless the real damage actually reduces real hit points to zero, in which case the opponent is accidentally killed).

Not all monsters may be subdued. Generally only humanoids and special creatures such as dragons will be subject to such attacks.

Terrain Features

Characters and monsters will hide behind things, stand on things, lie prone, fight from higher ground, shoot arrows from within concealing mists or tree branches, and take every possible advantage of the combat terrain. The Referee will assign bonuses and penalties for terrain features. Most such bonuses will only be a +/-1 or 2, depending on the degree of cover or the benefit of higher ground. Trying to hit someone through an arrow slit in a castle wall might have a penalty of -3. Remember, however, that the penalty to hit an invisible opponent is only -4, so a +/- 4 is about the outside limit for terrain adjustments on the to-hit roll.

Negotiation and Diplomacy

Some combats can be averted with a few well-chosen words (including lies). If the party is outmatched, or the monsters don't seem likely 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 favorable conditions arise).

Spells

Spell casting begins at the beginning of the round. It is possible to cast a spell while within melee range of an opponent (10 ft), but if the spell caster suffers damage while casting a spell, the spell is lost. Unless the spell description states otherwise, the spell takes effect in the caster's initiative phase.

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 Referee will decide when monsters abandon the battle and retreat, based on the situation and the monster's intelligence.

The Referee may wish to make "loyalty checks" for NPCs put into dangerous situations or ones offered bribes to change sides during a conflict. When a loyalty check is made, roll 2d6 and consult the Loyalty table for the result.

Remember that these checks can be modified by a Player's or a leading character's Charisma score. On a roll of 7 or more the NPC keeps his loyalty.

Good treatment, respect, and a fair share of treasure earned should garner bonuses to loyalty checks, while abuse, physical or otherwise, will bring about penalties, abandonment, or worse. NPCs should be treated as distinct individuals, and not mere extensions of the Player Character.

Damage and Death

When a character (or creature) is hit, the amount of damage is deducted from his hit points. When hit points reach 0, the character is unconscious and starts losing an additional hit point per round unless another character binds his wounds. A character is irrevocably dead when a he reaches a negative number of hit points equal to its Hit Dice (for monsters) or level (for characters).

Healing

In addition to the various magical means of restoring hit points, a character will recover 1 hit point per day of uninterrupted rest. This becomes 2 hp per day after one week of uninterrupted rest and 3 hp per day after two weeks of uninterrupted rest.

Exhaustion, stunning

An Exhausted or stunned character suffers a -4 to all Ability rolls, attack rolls and Saving Throws.
Exhausted characters can't move at running speed, while Stunned characters move at half speed and can not cast spells or concentrate in any way. Recovering from Exhaustion requires one turn of rest, while stunning lasts a precise number of rounds. A character that gets stunned or exhausted twice or stunned and exhausted falls unconscious.

Attacking a Vehicle

Attacks against vehicles (such as wagons or ships) are made against Armor Class 11. Each vehicle has listed Structural Hit Point values, each SHP is worth 5 normal Hit Points, so a damage roll of 4 would deal no damage to a vehicle and a damage roll of 6 to 9 would deal only 1. If the vehicle takes damage equal to or greater than the listed SHP on one side, it is reduced to half speed due to wheel damage or a hull breach; if it takes this much again, it is immobilized, and this much damage will sink a ship.

Repairing a Vehicle

Damage done to a vehicle may be restored at a rate of 2 structural hit points per crew member per hour of labor. However, a vehicle can only be restored to 90% of its maximum hit points by field repairs; a damaged ship must be put into drydock and repaired by a shipwright and his crew, while a wagon, cart or chariot will require a wagonmaker to repair them. Costs of such repairs are left to the Game Master to decide.

Turning the Undead

Clerics have the ability to turn undead, causing them to flee or even outright destroy them.
When a turning attempt is made, a 1d20 roll should be made and the Turning table consulted for the result. The roll is modified by the Cleric's Charisma.
Druids do the same when dealing with animals.

Turning Undead Table

Undead HD	Clerical Level										
	1	2	3	4	5	6	7	8	9–13	14-18	19+
1	10	7	4	T	D	D	D	D	D	D	D
2	13	10	7	4	T	D	D	D	D	D	D
3	16	13	10	7	4	T	D	D	D	D	D
4	19	16	13	10	7	4	T	D	D	D	D
5	20	19	16	13	10	7	4	T	D	D	D
6	–	20	19	16	13	10	7	4	T	D	D
7	–	–	20	19	16	13	10	7	4	T	D
8	–	–	–	20	19	16	13	10	7	4	T
9	–	–	–	–	20	19	16	13	10	7	4
10	–	–	–	–	–	20	19	16	13	10	7
11	–	–	–	–	–	–	20	19	16	13	10
12	–	–	–	–	–	–	–	20	19	16	13
Demon	–	–	–	–	–	–	–	–	20	19	16

If the "number" on the die is equal to or greater than the number shown on the table, all undead creatures of the targeted type within 40' feet are turned and will flee for 3d6 rounds, or will cower helplessly if they cannot flee.

A T result means that the undead (or animals) of that Hit Die type within range are automatically turned.

For Lawful Clerics, if the table indicates "D", the undead creature is automatically destroyed and will crumble to dust. For Chaotic Clerics (and druids), a result of "D" indicates that the undead (animals) are forced into the Cleric's command for a period of 24 hours. A cleric or druid may not control more than (levelx2) Hit Dice of undead/animals at the same time, the priest can let go this control by simply willing it.

Energy Drain

This is a feature of powerful undead (and other particularly nasty monsters). The energy drain is a horrible power, since it causes the loss of one or more experience levels.
When a character is hit by an energy-draining creature, he suffers normal damage from the attack.
In addition, the character loses one or more levels (and thus Hit Dice and hit points).

When levels are lost, roll the Hit Dice appropriate to the character's class and subtract it from the character's maximum Hit points.

If the level(s) lost was one in which the character received a set number of hit points rather than a die roll, subtract the appropriate number of hit points.

The adjusted hit point total is now the character's maximum (i.e., hit points lost by energy drain are not taken as damage but are lost permanently).

The character's experience points drop to halfway between the minimum needed for his new (post-drain) level and the minimum needed for the next level above his new level.

All powers and abilities gained by the player character by virtue of his former level are immediately lost, including spells.

The character must instantly forget any spells that are in excess of those allowed for his new level.

In addition, a magic-user loses all understanding of spells in his spell books that are of higher level than he can now cast.

Upon regaining his previous level, the spellcaster must make new rolls to see if he can relearn a spell, regardless of whether he knew it before.

If a character is drained to 0-level but still retains hit points (i.e., he is still alive), that character's adventuring career is over.

He cannot regain levels and has lost all benefits of a character class.

A restoration or wish spell can be used to allow the character to resume his adventuring career. If a 0-level character suffers another energy drain, he is slain instantly.

If the character is drained to less than 0 levels (thereby slain by the undead), he returns as an undead of the same type as his slayer in 2d4 days. The new undead is automatically an NPC.

He possesses great hatred and contempt for his former colleagues, weaklings who failed him in his time of need.

Indeed, his main ambition could be to destroy his former companions or cause them as much grief as possible.

Further, the newly undead NPC is under the total control of the undead who slew it.

If this master is slain, its undead minions of lower level or fewer Hit Dice gain one level or Hit Die for each level they drain from victims until they reach the maximum Hit Dice for their kind.

Upon reaching full Hit Dice, these undead are able to acquire their own minions by slaying characters.

Appropriate actions on the part of the other player characters can prevent a drained comrade from becoming undead.

Poison & disease

Poisons usually kill characters instantly if they fail a Saving Throw, but different kinds of poison may exist: drugs that cause sleep or blindness (either temporary or permanent) or 1d6 damage points per round for ten rounds upon a failed Save.

Also handling poisons is a very dangerous business: a character fumbling an attack with a poisonous weapons might well mean that he or she has poisoned herself and must roll a Saving Throw.

Diseases may be treated similarly, however diseases have an onset time of one to six days once contracted.

Keep in mind that diseases are contagious, protracted physical contact with an ill character may require a Saving Throw to avoid contracting the same disease if no precaution is taken.

Magic

The number of spells of each level which a Magic-User, Cleric or Druid may cast per day is shown on the appropriate table in the Characters section, above.

Each day, usually in the morning, spellcasters prepare spells to replace those they have used: Magic Users do so by studying their spell-books, Priests do this by praying.

Preparation requires 15 minutes per spell memorized.

Spells prepared but not used persist from day to day; only those actually cast must be replaced. A spellcaster may always choose to dismiss a prepared spell (without casting it) in order to prepare a different spell of that level.

Spells can be taken as many times as the spellcaster wants as long as it has free spell slots of the appropriate level. Also, spellcasters may use spell slots of a higher level to memorize an extra lower level spell (I.e.: use a 2nd level spell slot to memorize an 1st level spell).

Magic Users

Magic-Users cast spells through the exercise of knowledge and will.

They prepare spells by study of their spellbooks; each Magic-User has his or her own spellbook, containing the magical formulae for each spell the Magic-User has learned, written in a magical script that can only be read by the Magic-User who wrote it, or through the use of the first-level spell read magic.

All Magic-Users begin play with read magic as their first spell plus two additional first level spells.

Magic-Users may learn spells by being taught directly by another Magic-User, by studying another Magic-User's spellbook or by copying a spell scroll (in this case the scroll is used up as the scroll's energy is "imbued" in the spellbook).

If being taught, a spell can be learned in a single day; researching another Magic-User's spellbook takes one day per spell level while copying from a scroll takes one hour per spell level.

A Magician can also try to research a spell on its own as explained under Magical research.

Clerics (and Druids)

The spells of a priest, while sometimes having powers similar to those of the wizard, are quite different in their overall tone. The priest's role, more often than not, is as defender and guide for others.

Unlike the wizard, the priest needs no spell book and does not roll to see if he learns spells. Priest spells are obtained in an entirely different manner. To obtain his spells, a priest must be faithful to the cause of his deity. If the priest feels confident in this (and most do), he can pray for his spells. Through prayer, the priest humbly and politely requests those spells he wishes to memorize. Under normal circumstances, these spells are then granted.

A cleric can use any spell of a given level when he is able to cast spells of that level due to its experience.

Clearly then, it behooves the priest to maintain himself in good standing with this power, through word and deed. Priests who slip in their duties, harbor indiscreet thoughts, or neglect their beliefs, find that their deity has an immediate method of redress.

If the priest has failed in his duties, the deity can deny him spells as a clear message of dissatisfaction.

For minor infractions, the deity can deny minor spells first and second level spells).

Spellcasting

To complete a spell successfully the caster must be able to speak, move his hands and brandish materials.

Bound, blocked or gagged spell casters can thus not use their powers and a silence spell will thus make impossible any spell-casting in its area of effect.

If the caster is disturbed before he has finished the ritual the spell slot has been used up but the spell fails.

Material Components: Clerics of all faiths typically need just the holy symbol of their faith to call on their divine powers. Folklore and legends tell us that "historical" wizards used all weird sorts of material to cast their spells. Magic users need to use special material components to create their powerful spells: A pack material components for arcane magic costs 20 sp and weights about 5 pounds. Any time a magic user casts a spell he must consume 1 silver piece worth of spell components per level of the spell he or she is casting.

If at any time the magic user has no material components with him or her he can not cast any spells.

Reversed Spells

Some spells are reversible or have multiple purposes, this means they can be cast in a different form from the base one.

Magic-Users must be memorize a spell in reversed form to cast it that way, while Clerics may decide on the spot which version to use but may be restricted by their deity and/or alignment from using a spell in reversed (or maybe in regular) form.

Counter-spells

Prepared Spells can also be used to counter the casting of the same spell on the part of another spell-caster.

Using spells to counter an opponent's spell-casting takes an action and the countering spell-caster must not be interrupted.

Countering is very much like setting a spear against charging enemies, the countering character must have equal or better Initiative than the spell-caster he or she wants to counter; this counts as holding an action. Both casters will act on the original caster's Initiative number and are therefore simultaneous.

If the countering spell-caster finishes its counter-spell, he expends the spell and negates his enemy's own spell, otherwise the spell is lost without countering the enemy's.

The chance of successfully countering a spell is a percentage based on the ratio of the level of the caster trying to dispel over the level of the caster (or HD of the monster) who cast the original magic. Thus, a 6th level caster attempting to dispel a charm cast by a 12th level caster has a 50% chance of success (6/12 = 1/2, or, 50%). If the 12th level caster were dispelling the 6th level caster's spell, the chance would be 200% (12/6 = 2, or, 200%).

The Dispel Magic spell can also be used as a sort of universal counter-spell.

Multiple Spell effects

While you can be healed twice or smitten twice by fireballs, lingering magical enhancements do not stack.

As a general rule casting multiple times the same spell on a person does not combine, even if cast by different persons: you can't get to Fly twice as fast.

The only effect you get from this is that the second spell will simply make the effect last longer.

Different spells, on the other hand -or the effect of different magic items will stack successfully: a character wielding a +1 weapon gets to be blessed twice by different clerics.

The character has +2 to hit (+1 weapon, +1 for bless), this drops to +1 as soon as the last bless spell cast on him drops.

Clerical Spell List

Level 1
1. Augury
2. Command
3. Cure (Cause) Wounds I
4. Detect Chaos (Law)
5. Detect Magic
6. Light (Dark) I
7. Protection from Chaos (Law) I
8. Purify (Putrefy) Food and Drink
9. Remove (Cause) Fear
10. Sanctuary

Level 2
1. Bless (Blight)
2. Find Traps
3. Hold Person
4. Remove Paralysis
5. Silence 15 ft Radius
6. Slow Poison
7. Snake Charm
8. Speak with Animals

Level 3
1. Animate Dead
2. Cure (Cause) Blindness
3. Cure (Cause) Disease
4. Light (Dark) II
5. Locate Object
6. Prayer
7. Remove (Bestow) Curse
8. Speak with Dead

Level 4
1. Cure (Cause) Wounds II
2. Dispel Magic
3. Imbue With Spell Ability
4. Neutralize Poison
5. Protection from Chaos (Law) II
6. Speak with Plants
7. Sticks to Snakes
8. Tongues (Garble Speech)

Level 5
1. Commune
2. Create Food and Drink
3. Dispel Chaos (Law)
4. Insect Plague
5. Plane Shift
6. Quest
7. Raise (Cause) Dead
8. True Seeing

Level 6
1. Animate Object
2. Blade Barrier
3. Conjure Animals
4. Find the Path
5. Forbiddance
6. Heal (Harm)
7. Speak with Monsters
8. Word of Recall

Level 7
1. Aerial Servant
2. Astral Spell
3. Control Weather
4. Earthquake
5. Holy Word
6. Restoration
7. Resurrection (Absolution)
8. Symbol
9. Wind Walk

Druid Spell List

Level 1
1. Charm Animal
2. Detect Magic
3. Detect Snares & Pits
4. Entangle
5. Faerie Fire
6. Know weather
7. Locate Animals
8. Purify (Putrefy) Food and Drink
9. Sanctuary
10. Shillelagh

Level 2
1. Cure (Cause) Wounds I
2. Create Food & Drink
3. Heat Metal
4. Locate Plants
5. Obscuring Mist
6. Produce Flames
7. Speak with Animals
8. Warp Wood

Level 3
1. Call Lightning
2. Cure (Cause) Disease
3. Hold Animal
4. Neutralize Poison
5. Plant Growth
6. Protection from Fire
7. Pyrotechnics
8. Water Breathing

Level 4
1. Conjure Animals
2. Cure (Cause) Wounds II
3. Dispel Magic
4. Hallucinatory Terrain
5. Insect Plague
6. Produce Fire
7. Protection from Lightning
8. Speak With Plants
9. Walk through Flora

Level 5
1. Animal Growth
2. Anti-Plant Shell
3. Conjure Animals II
4. Commune with Nature
5. Control Winds
6. Hold Plant
7. Pass Plant

8. Sticks to Snakes
9. Transform
10. Wall of Defense I

Level 6
1. Conjure Animals III
2. Anti-Animal Shell
3. Conjure Elemental
4. Find the Path
5. Feeblemind
6. Summon Weather
7. Transport via Plant
8. Turn Wood

Level 7
1. Animate Rock
2. Confusion
3. Control Weather
4. Earthquake
5. Reincarnation
6. Symbol
7. Transmute

Magic-user Spell List

Level 1
1. Audible glamer
2. Charm Person
3. Dancing Lights
4. Detect Magic
5. Disguise Self
6. Feather Fall
7. Find Familiar
8. Hold Portal
9. Light (Dark) I
10. Magic Missile
11. Message
12. Protection from Chaos (Law)I
13. Read Languages
14. Read Magic
15. Shield
16. Sleep
17. Unseen Servant

Level 2
1. Detect Chaos (Law)
2. Detect Invisibility
3. Detect Thoughts
4. Invisibility I
5. Gust of wind
6. Knock
7. Levitate
8. Light (Dark) II

9. Locate Object
10. Magic Mouth
11. Mirror Image
12. Phantasmal Force
13. Pyrotechnics
14. Strength
15. Stinking Cloud
16. Web
17. Wizard Lock

Level 3

1. Alter Time
2. Crystal Ball
3. Dark Vision
4. Dispel Magic
5. Explosive Runes
6. Fireball
7. Fly
8. Hold Person
9. Invisibility II
10. Lightning Bolt
11. Monster Summoning I
12. Protection from Chaos (Law) II
13. Protection from Normal Missiles
14. Suggestion
15. Water Breathing

Level 4

1. Charm Monster
2. Confusion
3. Dimension Portal
4. Hallucinatory Terrain
5. Ice Storm
6. Massmorph
7. Mnemonic Enhancer
8. Monster Summoning II
9. Plant Growth
10. Polymorph
11. Remove Curse
12. Stoneskin
13. Wall of Defense I
14. Wizard Eye

Level 5

1. Animal Growth
2. Animate Dead
3. Cloudkill
4. Conjure Elemental
5. Contact Other Plane
6. Feeblemind
7. Hold Monster
8. Magic Jar

9. Monster Summoning III
10. Passwall
11. Telekinesis
12. Teleport
13. Transform
14. True Seeing
15. Wall of Defense II

Level 6

1. Anti-Magic Shell
2. Control Weather
3. Contingency
4. Death Spell
5. Disintegrate
6. Enchant Item
7. Geas
8. Guards and wards
9. Invisible Stalker
10. Legend Lore
11. Monster Summoning IV
12. Move Earth
13. Project Image
14. Stone to Flesh (Flesh to Stone)

Level 7

1. Cacodemon
2. Charm Plants
3. Delayed Blast Fireball
4. Limited Wish
5. Mass Invisibility
6. Monster Summoning V
7. Phase Door
8. Power Word, Stun
9. Simulacrum

Level 8

1. Clone
2. Mass Charm
3. Mind Blank
4. Monster Summoning VI
5. Permanency
6. Symbol

Level 9

1. Astral Spell
2. Gate
3. Maze
4. Meteor Swarm
5. Power Word, Kill
6. Prismatic Sphere
7. Time Stop
8. Shapechange

9. Wish

Full list of spells

A

Aerial Servant

Spell Level: C7
Range: NA
Duration: Until completed or insanity

This spell summons a powerful creature from the elemental planes of air, to fetch and return one thing (or creature) to the caster. Only a creature with a Strength of 18 can fight its way from the servant's grasp, and even then the chance is not likely to be greater than 50%. The servant can carry up to 500 pounds in weight. An aerial servant has the following attributes: HD 16, AC [16], Atk 1 (4d4), Move 8. If the servant is frustrated in its efforts to bring the desired object to the caster, it will become insane, returning and attacking him.

Alter Time

Spell Level: M3
Range: 240 ft
Duration: 30 minutes

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. All targets receive a +1 bonus to Attack and initiative rolls and AC. Haste doesn't quicken spellcasting.
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. All targets receive a +- penalty to Attack and initiative rolls and AC. Slow does affect spellcasting.

Animal Growth

Spell Level: D5, M5
Range: 120 ft
Duration: 2 hours

This spell causes 1d6 normal creatures to grow immediately to giant size. The affected creatures receives 2 extra hit dice and inflicts an extra d6 of damage per attack.

Animate Dead

Spell Level: M5, C3
Range: 60 ft
Duration: Permanent

This spell animates skeletons or zombies from dead bodies. 1d6 undead are animated (per level of the caster above 8th). The corpses remain animated until slain.

Animate Object

Spell Level: C6
Range: 60 ft
Duration: 1 hour

The Cleric "brings to life" inanimate objects such as statues, chairs, carpets, and tables. The objects follow the Cleric's commands, attacking his foes or performing other actions on his behalf. The Referee must determine the combat attributes of the objects, such as armor class, speed, hit dice, and to-hit bonuses on the spur of the moment. A stone statue, as a basic example, might have AC of [18], attack as a creature with 7–9 HD, and inflict 2d8 points of damage. Wooden furniture would be considerably less dangerous.

Animate Rock

Spell Level: D7
Range: 40 ft
Duration: 6 turns

Similar as the Animate Object spell, Animate Rock affects only stone. The druid may animate up to 2 cubic feet of stone per druid level and the animated stone will move at a pace of 20' to 40' (GM's discretion). there is a 1-14 chance on d20 that the animated stone will obey the druid.

Anti-Animal Shell

Spell Level: D6
Range: covers a 20ft hemisphere
Duration: 3 + druid level turns

Same as the Anti-Plant Shell spell, but focuses on natural or giant animals. While affected by this spell, those inside the shell are protected from all animal attacks (excluding fantastic or magical creatures), but are unable to attack, be it
by normal or magical means.

Anti-Plant Shell

Spell Level: D5
Range: self
Duration: 2 hours

Similar to the magic-user spell Anti-Magic Shell but instead of protecting from spells, it protects against attacks from plants and living vegetables.

Anti-magic Shell

Spell Level: M6
Range: Caster
Duration: 2 hours

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

Astral Spell

Spell Level: C7, M9
Range: 100 miles (above ground), 100 yards (below)
Duration: 2 hours

The caster projects his astral form into other places; the astral form is invisible to all creatures but those also traveling the astral plane of existence. The spell has a duration of two hours. If the caster's physical body is moved more than 100 miles from its original location while the astral form is away, the link is sundered and the caster's soul becomes lost in the beyond; and if the caster's body is underground, it need only be moved 100 yards before the connection is broken.

The astral form is capable of casting spells, but there is a 5% chance per spell level that the spell will fail. Additionally, there is a 2% chance per spell level of the attempted spell that the astral spell itself will falter as a result of the spell casting, and the astral form will return to the physical body. When traveling in astral form upon the earth, the astral form may travel as fast as 100 miles per hour per level above 18th. If the form is traveling underground, its top speed is much slower: 120 ft per 10-minute turn. When traveling into the deeper regions beyond the earth, speed and distance are obviously not measured in miles.

Audible glamer

Spell Level: M1
Range: 60 ft
Duration: 2 rounds/level

Audible glamer allows the caster to creates a volume of sound that rises, recedes, approaches, or remains at a fixed place. The caster chooses what type of sound he or she creates when casting the spell, and cannot thereafter change the sound's basic character.

The volume of sound created is equivalent to the noise of two normal humans per caster level. Thus, talking, singing, shouting, walking, marching, or running sounds can be created. The noise an audible glamer spell produces can be virtually any type of sound within the volume limit.

Augury

Spell Level: C1
Range: Caster
Duration: instantaneous

An augury tells the caster whether a particular action will bring good or bad results in the immediate future.

The base chance for receiving a meaningful reply is 70% + 1% per caster level, to a maximum of 90%; this roll is made secretly. A question may be so straightforward that a successful result is automatic, or so vague as to have no chance of success. If the augury succeeds, you get one of four results:

- Weal (if the action will probably bring good results).
- Woe (for bad results).
- Weal and woe (for both).
- Nothing (for actions that don't have especially good or bad results).

If the spell fails, the caster gets the "nothing" result.

The augury can see into the future only about half an hour, so anything that might happen after that does not affect the result. Thus, the result might not take into account the long-term consequences of a contemplated action. All auguries cast by the same person about the same topic use the same dice result as the first casting.

B

Blade Barrier

Spell Level: C6
Range: 60 ft
Duration: 2 hours (12 turns)

Mystical blades, whirling and thrusting, form a lethal circle around the spell's recipient, at a radius of 15 ft. The barrier inflicts 10d6 points of damage to anyone trying to pass through.

Bless (Blight)

Spell Level: C2
Range: up to 6 targets within 40 ft
Duration: 1 hour (6 turns)

This spell of Law grants its recipient a +1 to attack rolls and Saving Throws (and improves morale, if the recipient is not a player character). The recipient cannot already be in combat when the spell is cast.

The Chaotic spell is Blight and is similar to Bless except imparts a -1. As with Bless, the recipient cannot already be in combat when the spell is cast.

C

Cacodemon

Spell Level:	M7
Range:	10 ft
Duration:	Until task is completed or dispelled

This spell summons a demon or other fiend (such as a devil) from the lower planes of existence. The spell provides no protection whatsoever against the wrath of the summoned creature, and the magic user should be versed in the lore of pentacles and other magical means of hedging out demons. Gaining the demon's assistance is beyond the spell's power, coming down to a matter of negotiations and threats between the caster and the fiend.

Call Lightning

Spell Level:	D3
Range:	360 ft
Duration:	1 turn per level

In order for this spell to occur, the druid must be within 360' of stormy weather. The lightning bolt inflicts 8d6 + druid level points of damage (GMs may wish to allow a successful saving throw to half the damage). The caster may target anyone within the spell's range. The druid may call down 1 bolt of lightning per turn. This spell is only usable outdoors.

Charm Animal

Spell Level:	D1
Range:	120 ft
Duration:	Special

This spell works exactly like Charm Person but affects animals instead.

Charm Monster

Spell Level:	M4
Range:	60 ft
Duration:	Special

This spell operates in the same manner as Charm Person, but can affect more powerful monsters. For monsters of fewer than 3 HD, up to 3d6 can be affected.

Charm Person

Spell Level:	M1
Range:	120 ft
Duration:	Special

This spell affects living bipeds of human size or smaller, such as goblins or dryads. If the spell succeeds (saving throw allowed), the unfortunate creature falls under the caster's influence. Characters of low intelligence (8 or less) are allowed a new Saving throw once every two weeks. Characters with average intelligence (9-12) are allowed a new Saving throw once every week. Very intelligent targets (Intelligence of 13 or more) get a new Saving throw once per day. Behavior inappropriate to a friend on the caster's part (like attacking the target) will either grant a new Saving throw or break the spell outright as decided by the Game Master.

Charm Plants

Spell Level:	M7
Range:	120 ft
Duration:	Until dispelled

If the plant fails a saving throw (and it need not be intelligent), it will obey the caster to the extent of its ability. The spell affects one large tree, six man-sized plants, twelve plants three feet tall, or twenty-four flower-sized plants.

Clone

Spell Level:	M8
Range:	Close
Duration:	Permanent

By this eerie and disturbing spell, a piece of flesh, taken from a living person, is grown into an exact duplicate of the person at the time the flesh was removed (whether this requires a laboratory and how much time is required to regrow the clone depend upon the spell formula and the Referee's discretion). If a clone is created while its parent-creature still lives, the clone will seek to kill its original. If it fails to achieve this goal, both the clone and the original will become insane.

Cloudkill

Spell Level:	M5
Range:	Moves 6 ft per minute
Duration:	1 hour

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 6 ft 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. This spell affects only creatures 5 HD or fewer.

Command

Spell Level:	C1
Range:	10 ft
Duration:	1 round

When a cleric casts this spell, he may give the subject a single word command, which it obeys to the best of its ability. The single word

must make sense as a single command, such as approach, drop, fall, flee, halt, surrender, sleep, etc. Although a target could be instructed to die, this will only make the target take on a comatose state for a single round. Note that the caster must be able to speak the language of the target. Any intended target who has more than 5 HD or an INT of over 12 is entitled to a saving throw versus spells. This spell is ineffective against undead.

Commune

Spell Level:	C5
Range:	Caster
Duration:	3 questions

Higher powers grant an answer to three questions the caster poses to them. Higher powers don't like constantly being interrogated by mere mortals, so the spell should be limited to once per week or so by the Referee.

Once per year, the Referee may rule that a caster may cast a "double strength" Commune spell composed of six questions.

Commune with Nature

Spell Level:	D 5
Range:	self
Duration:	3 questions

Same as the spell Commune but must be performed outdoors and the answers received will only pertain to Nature.

Confusion

Spell Level:	D7, M4
Range:	120 ft
Duration:	2 hours

This spell confuses people and monsters, making them act randomly. Roll 2d6 to determine the creature's behavior:

Table 22: Confusion Reaction

Roll (d12)	Reaction
2–5	Attack the caster and his allies
6–8	Stand baffled and inactive
9–12	Attack each other

The effects of the confusion may shift every ten minutes or so, and the dice are rolled again to determine any change.

The spell affects 2d6 creatures, plus an additional creature for every caster level above 8th. Creatures of 3 HD or fewer are automatically affected by the spell, and it takes effect immediately. Creatures of 4 HD or more automatically resist the confusion effect until it builds up to its full power (which takes 1d12 minutes, minus the caster's level), but are required to make a saving throw at this time. Eventually, these creatures are likely to succumb to the

confusion, for they must continue to make another saving throw every 10 minutes until the spell's 2 hour duration has run its course.

Contingency

Spell Level:	MU6
Range:	Caster
Duration:	1 day/level

The Magic-user can place another spell upon his person so that it comes into effect under some condition he dictates when casting contingency. The contingency spell and the companion spell are cast at the same time.

The spell to be brought into effect by the contingency must be one that affects the caster's person and be of a spell level no higher than one-third his level (rounded down, to a maximum 6th level).

The conditions needed to bring the spell into effect must be clear, although they can be general.

In all cases, the contingency immediately brings into effect the companion spell, the latter being "cast" instantaneously when the prescribed circumstances occur. If complicated or convoluted conditions are prescribed, the whole spell combination (contingency and the companion magic) may fail when called on. The companion spell occurs based solely on the stated conditions, regardless of whether you want it to.

Only one contingency spell can be in effect at a time; if a second is cast, the first one (if still active) is dispelled.

Conjure Animals

Spell Level:	D4, C6
Range:	30 ft
Duration:	1 hour

The Cleric conjures up normal animals to serve as his allies: 1 creature larger than a man (such as an elephant), 3 animals the size of a man or horse (such as a lion), or 6 animals smaller than a man (such as a wolf). The animals obey the caster's commands.

Conjure Animals II

Spell Level:	D5
Range:	30 ft
Duration:	1 hour

Similar to the Conjure Animals except that 2 creatures larger than a man may be summoned, or 6 creatures the size of a man or horse, or 12 animals smaller than a man.

Conjure Animals III

Spell Level:	D6
Range:	30 ft
Duration:	1 hour

Similar to the Conjure Animals except that 4 creatures larger than a man may be summoned, or 12 creatures the size of a man or horse, or 24 animals smaller than a man.

Conjure Elemental

Spell Level:	D6, M5
Range:	240 ft
Duration:	Until dispelled

The caster summons a 16 HD elemental (any kind) from the elemental planes of existence, and binds it to his commands. Each type of elemental may only be summoned once per day.

The elemental obeys the caster only for as long as the caster concentrates on it; and when the caster ceases to concentrate, even for a moment, the elemental is released and will attack him.

Contact Other Plane

Spell Level:	M5
Range:	None
Duration:	See Table

The caster creates a mental contact with the planes, forces, powers, and geometries of the beyond, in order to gain affirmative or negative answers to the questions he contemplates. The spell's effect depends on how deeply the caster delves into the planes of existence.

The caster must decide how "far" into the planes of existence he wishes to make contact.

Table 23: Contact Other Plane

Plane[1]	Insane[2]	Right	Wrong[3]
1	1-2	3-11	12-20
2	1-4	4-13	14-20
3	1-6	7-16	16-20
4	1-8	9-17	18-20
5	1-10	11-18	19-20
6	1-12	13-19	20

[1] *Planes are the "depth" that he chooses to seek truth, also the number of Yes/No questions asked.*

[2] *Temporary insanity lasts for as many weeks as the "number" of the plane where the caster's sanity failed.*

[3] *This is the chance of receiving a misinterpreted or "wrong" answer.*

Control Weather

Spell Level:	D7, C7,M6
Range:	Special
Duration:	3 turns per level

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.

Control Winds

Spell Level:	D5
Range:	120 ft
Duration:	6 turns, plus 6 turns per level

A druid my employ this spell to increase the force of, or calm, winds within 120 ft of the druid. The center-point of the spell's effect is the druid and follows the druid's movements. Such affected winds may influence flying creatures and sailing ships (forcing them out of the air or halting their maritime travel). A Control Winds spell cast upon an existing Control Winds spell will negate it. The spell's range is increased to 320 at 11th level, 400 at 12th level, and 480 at 12th druid level.

Create Food and Drink

Spell Level:	C4, D2
Range:	10 ft
Duration:	Immediate

This spell creates a one-day supply of simple food and drinking water for 24 men (or horses, which drink the same amount as a man for game purposes).

Crystal Ball

Spell Level:	M3
Range:	240 ft
Duration:	2 hours

The caster must announce which of the two options are being cast. Cast as Clairaudience, the caster can *hear* through solid obstacles. Cast as Clairvoyance the caster can *see* through solid obstacles. Even the thinnest layer of lead blocks the spell.

Cure (Cause) Blindness/Deafness

Spell Level:	C3
Range:	Touch
Duration:	Immediate

This spell cures a person of blindness or deafness, including magically inflicted ones.

The Chaotic spell, Cause Blindness/Deafness, infects a person with deafness (the character is surprised 4 times out of 6) or blindness (-4 to all melee attack rolls, no ranged attacks).

Cure (Cause) Disease

Spell Level:	C3, D3
Range:	Touch
Duration:	Immediate

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

The Chaotic spell, Cause Disease, infects a person with a disease to be determined by the Referee.

Cure (Cause) Wounds I

Spell Level:	C1, D2
Range:	Touch
Duration:	Immediate

This spell cures 1d6+1 hit points of damage.

The spell of Chaotic, Cause Wounds 1, inflicts 1d6+1 hit points of damage.

Cure (Cause) Wounds II

Spell Level:	C4, D4
Range:	Touch
Duration:	Immediate

This spell cures 3d6+3 hit points of damage.

The spell of Chaos, Cause Wounds II, inflicts 3d6+1 hit points of damage.

D

Dancing Lights

Spell Level:	M1
Range:	120 ft
Duration:	2 rds./level

When a dancing lights spell is cast, the wizard creates, at his option, from one to four lights that resemble either torches or lanterns (and cast that amount of light), glowing spheres of light (such as evidenced by will-o-wisps), or one faintly glowing, vaguely manlike shape, somewhat similar to that of a creature from the Elemental Plane of Fire. The dancing lights move as the spellcaster desires, forward or back, straight or turning corners, without concentration upon such movement by the wizard. The spell cannot be used to cause blindness, and it winks out if the range or duration is exceeded.

Dark I

Spell Level:	C1, M1
Range:	60 ft
Duration:	2 hours (C) 1 hour+10 min/level (M)

The target person or object (at a range of up to 120 ft) is enshrouded in globe of darkness with a radius of 20 ft. A Light I spell or Dispel Magic can be used to counteract the darkness.

Dark II

Spell Level:	C3, M2
Range:	120 ft
Duration:	Permanent until dispelled

The targeted person or object is enshrouded in globe of darkness with a radius of 40 ft. A Light II spell or Dispel Magic can be used to counteract the darkness.

Darkvision

Spell Level:	M3
Range:	Touch
Duration:	1 day

The recipient of the spell can see in total darkness for the length of the spell's duration up to a range of 60 feet.

Death Spell

Spell Level:	M6
Range:	240 ft
Duration:	Instantaneous

Within a 60 ft radius, up to 2d6 creatures with fewer than 7 hit dice (or levels) perish.

Delayed Blast Fireball

Spell Level:	M7
Range:	240 ft
Duration:	Up to 10 minutes, as chosen by caster

This spell creates a normal fireball, but the blast can be delayed for a period of up to 10 minutes. The burst radius, per a normal fireball, is 20 ft, and damage is 1d6 per level of the caster. The blast shapes itself to the available volume (33,000 cubic feet), filling 33 ten-by-ten-by-ten cubical areas.

Detect Chaos (Law)

Spell Level:	C1, M2
Range:	120 ft (C), 60 ft (M)
Duration:	60 min (C), 20 min (M)

The caster detects any creatures of Chaotic alignment, or those with chaotic enchantments, evil intentions, evil thoughts, or chaotic auras within the spell's range. Poison is not inherently evil or chaotic, and cannot be detected by means of this spell.

The reverse spell, Detect Law, works the same way except that it detects creatures of Law.

Detect Invisibility

Spell Level:	M2
Range:	10 ft per caster level
Duration:	1 hour

Caster can perceive invisible creatures and objects.

Detect Magic

Spell Level:	C1, D1, M1
Range:	60 ft
Duration:	20 minutes

The caster can perceive, in places, people, or things, the presence of a magical spell or enchantment. As examples: magical items may be discovered in this fashion, as can the presence of a charm secretly laid upon a person.

Detect Snares & Traps

Spell Level:	D1
Range:	60 ft
Duration:	2 hours

This spell allows the caster to discover snares, pits, and other outdoor traps.

Detect Thoughts

Spell Level:	M2
Range:	60 ft
Duration:	2 hours

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.

Dimensional Portal

Spell Level:	M4
Range:	10 ft casting (360 ft teleport)
Duration:	Immediate

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

Disguise Self

Spell Level:	M1
Range:	Personal
Duration:	1 turn./level

This spell allows the magic User to look different changing his appearance —including clothing, armor, weapons, and equipment —. The caster can seem 1 foot shorter or taller, thin, fat, or in between. The caster can add or obscure a minor feature or look like an entirely different person.

The spell does not provide the abilities or mannerisms of the chosen

form, nor does it alter the perceived tactile (touch) or audible (sound) properties of the appearance faked.

Disintegrate

Spell Level:	M6
Range:	60 ft
Duration:	Instantaneous

The caster defines one specific target such as a door, a peasant, or a statue, and it disintegrates into dust.

Magical materials are not disintegrated, and living creatures (such as the aforementioned peasant) are permitted a saving throw.

Dispel Chaos (Law)

Spell Level:	C5
Range:	30 ft
Duration:	10 minutes

This spell is similar to the arcane spell Dispel Magic, but affects Chaotic magic. This spell works against items, spells, or agents of chaos. Unlike Dispel Magic, this spell functions against chaotic "sendings," possibly including spells, dreams or supernatural hunting-beasts.

The reverse spell, Dispel Law, works the same way except it affects creatures of law instead.

Dispel Magic

Spell Level:	C4, D4, M3
Range:	120 ft
Duration:	10 minutes against an item

Dispel magic can be used to completely dispel most spells and enchantments.

The chance of successfully countering a spell is a percentage based on the ratio of the level of the caster trying to dispel over the level of the caster (or HD of the monster) who cast the original magic. Thus, a 6th level caster attempting to dispel a charm cast by a 12th level caster has a 50% chance of success ($6/12 = 1/2$, or, 50%). If the 12th level caster were dispelling the 6th level caster's spell, the chance would be 200% ($12/6 = 2$, or, 200%).

Dispel Magic Example: The chance of successfully dispelling is a percentage based on the ratio of the level of the caster trying to dispel over the level of the caster (or HD of the monster) who hurled the original magic.

Thus, a 6th level magic user attempting to dispel a charm cast by a 12th level Magic-user has a 50% chance of success ($6/12=1/2$). If

the 12th level magic user were dispelling the 6th level Magic-user's charm, the dispelling caster's chance of success would be 200% (12/6=2).

E

Earthquake

Spell Level:	D7, C7
Range:	480 ft
Duration:	Instantaneous

In an area 60x60 ft plus an additional 10 ft (in both length and width) per three levels above 17th, the Cleric causes a powerful earthquake. The quake topples walls, causes rock-slides, and opens gaping fissures in the earth. Any creature caught in the quake has a 1 in 6 chance of falling into the depths of the earth and killed. The earthquake's tremors do not extend in any way beyond the spell's area of effect.

Enchant Item

Spell Level:	M6
Range:	Touch
Duration:	Permanent

This spell is used in the creation of a magical item, in addition to whatever research, special ingredients, and other efforts the Referee may determine are necessary for the task.

Entangle

Spell Level:	D1
Range:	80 ft
Duration:	1 turn

Grasses, weeds, bushes, and even trees wrap, twist, and entwine about creatures in a 40' diameter area or those that enter the designated area, holding them fast and causing them to become entangled. A creature may move half its normal movement if it succeeds in a saving throw.

Explosive Runes

Spell Level:	M3
Range:	Written parchment
Duration:	Permanent until dispelled or triggered

The magic-user scribes a rune onto parchment, vellum, or paper as a deadly trap. If anyone other than the caster reads the rune, the sigil explodes into fire, automatically dealing 4d6 points of damage to anyone directly in front of it. The parchment or book upon which the rune was scribed will also be destroyed. An explosive rune can be detected, bypassed, and even removed by a higher-level magic-user. Any magic-user more than one level higher than the rune's creator has a 4 in 6 chance to detect it, a 4 in 6 chance to bypass it (if it is detected), and a 100% chance to remove it (if it is successfully detected and bypassed).

F

Faerie Fire

Spell Level:	D1
Range:	60 ft
Duration:	6 turns

This spell lines the target in a luminescent glow. This makes the target highly visible in darkness.

Feather Fall

Spell Level:	M1
Range:	30 ft
Duration:	Until landing or 1 round/level

The spell allows one human-sized creature or object per level to fall slowly. Feather fall instantly changes the rate at which the targets fall to a mere 60 feet per round (equivalent to the end of a fall from a few feet), and the subjects take no damage upon landing while the spell is in effect. However, when the spell duration expires, a normal rate of falling resumes.

The spell affects one or more human-sized or smaller creatures (including gear and carried objects up to each creature's maximum load) or objects, or the equivalent in larger creatures: A Large creature or object counts as two Medium creatures or objects, a Huge creature or object counts as two Large creatures or objects.

This spell can be cast with an instant utterance, quickly enough to save yourself if you unexpectedly fall. Casting the spell is a free action, you may even cast this spell when it isn't your turn.

Feeblemind

Spell Level:	D6, M5
Range:	240 ft
Duration:	Permanent until dispelled

Feeblemind is a spell that affects only Magic-users. The saving throw against the spell is made at a -4 penalty, and if the saving throw fails, the targeted Magic-user becomes feebleminded until the magic is dispelled.

Find Familiar

Spell Level:	M1
Range:	Caster
Duration:	permanent

This spell conjures a familiar to act as the caster's companion. Familiars are typically small creatures, such as cats, frogs, ferrets, crows, hawks, snakes, owls, ravens, toads, weasels, or even mice.

A magic-user can have only one familiar at a time, and he has no control over what sort of creature answers the summoning, if any at all. Familiars often act as scouts and spies for their masters.

Familiars have standard statistics for creatures of its type (AC 13, HD 1, Move 3 or 4, Attacks: 1 for 1d3 if none are given) but is always more intelligent than others of its type, and its bond with the wizard confers upon it an extended lifespan.

The magic-user that has successfully summoned a familiar shares with him its heightened senses.

Conversely, the familiar has a number of bonus hit points equal to twice the caster's level. When the magic-user earns a level, the familiar gains 2 Hit Points.

When the magic-user and the familiar are within 1 mile of each other, the magic-user can send mental commands to his or her servant and receive basic empathic responses from the familiar.

The caster cannot see through the familiar's eyes or ears.

If separated from the caster by more than 1 mile, the familiar loses 1 hit point each day, and dies if reduced to 0 hit points.

While the magic-user and the familiar are within 10 feet of each other, the familiar gains its master's level-based saving throw bonus.

If a special attack would normally cause damage, the familiar suffers no damage if the saving throw is successful and half damage if the saving throw is failed.

While the magic-user and the familiar are in physical contact, they can share damage points they receive with one another.

If the familiar dies, its master must successfully roll an immediate Saving throw or die. Even if he survives this check, the wizard loses 1 point from his Constitution when the familiar dies.

This spell is so powerful that it can be attempted only once a year and requires an expenditure of 500 s.p. of materials.

The GM will always secretly the spell results, once the summoning is cast the familiar will arrive usually within 1d10 hours.

Note that familiars are not inherently magical and a dispel magic spell will not break the tie between a familiar and its master.

Mistreatment, failure to care for the familiar, or continued unreasonable demands have adverse effects on the familiar's relationship with its master.

Purposely arranging the death of one's own familiar will affect the master as if a Curse had been cast on him or her.

D20	Roll Familiar Sensory Powers
1-5	Cat, black Excellent night vision & superior hearing
6-7	Crow Excellent vision
8-9	Hawk Very superior distance vision
10-11	Owl Night vision equals human daylight vision, superior hearing
12-13	Toad Wide-angle vision
14-15	Weasel Superior hearing & very superior olfactory power
16-19	No familiar available within spell range
20	Special (a 1hd monster or minor devil)

Find Traps

Spell Level:	C2
Range:	30 ft around caster
Duration:	20 minutes (2 turns)

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

Find the Path

Spell Level:	D6, C6
Range:	Caster
Duration:	1 hour +1 turn per level, up to one day outdoors

The caster perceives the fastest way out of an area, even if the area is designed to be difficult to navigate (such as a labyrinth). In the outdoors, the spell has greater power, lasting a full day.

Fireball

Spell Level:	M3
Range:	240 ft
Duration:	Instantaneous

A missile shoots from the caster's finger, to explode, at the targeted location, in a furnace-like blast of fire. The burst radius is 20 ft, and damage is 1d6 per level of the caster. The blast shapes itself to the available volume. A successful saving throw means that the target only takes half damage.

Fly

Spell Level:	M3
Range:	Touch
Duration:	1d6 turns plus 1 turn/level

This spell grants the power of flight, with a movement rate of 4. The Referee secretly rolls for duration; the player does not know exactly how long the power of flight will last.

Forbiddance

Spell Level:	C6
Range:	30'
Duration:	Permanent

This spell can be used only to secure a consecrated area 20' by 20'. The effect on the enchanted area is based on the alignment of those trying to enter it, relative to the caster's.

- *Identical alignment:* Cannot enter area unless password is known (no saving throw).
- *Different alignment:* Save vs. Spells to enter the area; if failed, take 2-12 points of damage.
- *Opposite alignment:* Save vs. Spells to enter the area; if failed, take 4-24 points of damage.

Once a saving throw is failed, a intruder can never enter the forbidden area until the dweomer ceases.

Effects are cumulative, and multiple required saving throws are certainly possible. The caster is immune to the spell's effect. Intruders who enter by making saving throws will feel uneasy and tense, despite their success.

G

Gate

Spell Level:	M9
Range:	10ft
Duration:	See below

A gate spell creates an opening to another plane of existence, and summons forth a specified, tremendously powerful being from the other plane, including gods and demi-gods. The caster must know the name of the creature he is attempting to summon, or the spell will fail. There is a 5% chance that the wrong being may be summoned, and (regardless whether the summoned being is the right one or not) there is a 5% chance that it will lack interest in the situation and return through the gate. The summoned being is not necessarily friendly to the caster, and may even be extremely annoyed.

Geas

Spell Level:	M6
Range:	30 ft
Duration:	Until task is completed

If the spell succeeds (saving throw), the caster may set a task for the spell's victim. If the victim does not diligently work at performing the task, he will suffer weakness (-2 to all attack and damage rolls, -2 to saving throws and movement reduced by 50%), and trying to ignore the geas causes death within 1d6 days.

Guards and Wards

Spell Level:	M6
Range:	0
Duration:	1 hr./level

This spell is primarily used to defend the wizard's stronghold. The ward protects 200 square feet per caster level. The warded area can be as much as 20 feet high, and shaped as you desire. The caster can ward several stories of a stronghold by dividing the area among them; you must be somewhere within the area to be warded to cast the spell. The spell creates the following magical effects within the warded area.

1. Fog fills all corridors; visibility is reduced to 10 feet.
2. All doors are wizard locked.
3. Stairs are filled with webs from top to bottom. These act as the 2nd-level Web spell, except that they regrow within one turn if destroyed.
4. Where there are choices in direction--such as a cross or side passage--a minor confusion-type spell functions so as to make it 50% probable that intruders believe they are going in the exact opposite direction.
5. The whole area radiates magic. The normal use of the detect magic spell becomes impossible for those of less than the caster's level and difficult for others.
6. One door per level of experience of the wizard is covered by an illusion to appear as if it was not there.
7. The wizard can place one of the following additional magical effects:
   A. Dancing lights in four corridors.
   B. A Magic mouth in two places.
   C. A Stinking cloud in two places.
   D. A Gust of wind in one corridor or room.
   E. A Suggestion in one place.

Dispel magic can remove one effect, at random, per casting. A remove curse spell will not work.

Gust of Wind

Spell Level:	M2
Range:	0
Duration:	1 round.

This spell creates a strong blast of air originating from the caster affecting everything in its path.

The gust is 10 feet wide and 10 feet per level long.

The force of this gust of wind is strong enough to extinguish candles, torches, and similar unprotected flames. It causes protected flames--such as those of lanterns--to dance wildly and has a 50% to extinguish even such lights.

It has the effects expected of any strong wind like: blowing over light objects, disperse most vapors, and force away gaseous or unsecured levitating creatures.

Also it fans large fires, and disperse dust or papers outward for 1d6 feet in the direction of the wind's movement.

It forces back small flying creatures 1d6 x 10 yards and causes man-sized beings to be held motionless if attempting to move against its force.

It slows larger-than-man-sized flying creatures by 50% for one round.

H

Hallucinatory Terrain

Spell Level:	D4, M4
Range:	240 ft
Duration:	Until touched (other than by an ally) or dispelled

This spell changes the appearance of the terrain into the semblance of what the caster desires. A hill can be made to disappear, or could be replaced with an illusory forest, for example.

Heal (Harm)

Spell Level: C6
Range: touch
Duration: Permanent

Heal enables the caster to wipe away injury and afflictions. It immediately ends any and all of the following adverse conditions affecting the target: ability damage, blindness, confusion, deafness, disease, exhaustion or fatigue, feeblemind, insanity, nausea, and poison. It also restores all but 1d4 of the target's hit points. Heal does not remove negative levels or restore permanently drained ability score points.

The reversed spell, harm, injures the creature touched so horribly that it is left with only 1d4 hit points. The caster must succeed at a normal attack roll in this case; failure means the spell is wasted. Note that, if the victim has fewer hit points remaining than the number rolled, he or she will take at least one point of damage (and this is the only case in which harm may kill a creature).

Heat Metal

Spell Level: D2
Range: 30 ft
Duration: 2 rounds

Heat Metal makes metal extremely warm. This spell affects 1 metal item weighing ½ pound per level of the caster. A creature takes damage if it's holding or wearing equipment that is targeted by this spell. On the first round of the spell, the metal becomes searingly hot to the touch. Heated objects
in contact with hands make the hand unusable for 1 day. If another body part, other than hands or head, is affected, the victim will suffer 1d2 points of damage. If the searing metal is in contact with the victim's head, he'll take 1 point of damage and be dizzy.

A victim still in contact with the searing metal for a second consecutive round will receive further damage. Hand held objects will render the victim's hand useless for 1d3 weeks.

Other body parts (other than hands or head) receive an additional 1d2+1 points of damage. A head in contact with heated metal for a second round receives an additional 2 points of damage and the creature affected is struck unconscious for 2d4 turns.

Hold Animal

Spell Level: D3
Range: 120 ft
Duration: 1 hour + 10 minutes per level

Similar to the magic-user spell Hold Monster, Hold Animal affects 1d4 mammals, reptiles, birds, and fish within range or targets a single creature imparting a -2 save penalty in this case.

Hold Monster

Spell Level: M5
Range: 120 ft
Duration: 1 hour+10 min/level

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

Hold Person

Spell Level: C2, M3
Range: 180 ft (C), 120 ft (M)
Duration: 90 minutes (C)
                 1 hour+10 minutes/level (M)

The caster targets 1d4 persons (the same parameters as the Charm Person spell; saving throw applies). The caster may also target a single person, in which case the saving throw is made at -2.

Hold Plant

Spell Level: D5
Range: 30 ft + 10 ft/druid level
Duration: 6 turns + druid level

Similar to the magic-user spell Hold Monster but affects living, magical or animated plants. This spell affects both treants and fungoid life forms.

Hold Portal

Spell Level: M1
Range: Referee's discretion
Duration: 2d6 turns

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.

Holy Word

Spell Level: C7
Range: 40 ft radius
Duration: Instantaneous

The speaking of a holy word dramatically affects all those within the range of its divine power. Creatures of fewer than 5 hit dice/levels are slain, creatures of 5 to 8 hit dice/levels are stunned for 3d6 turns, and creatures with 9–12 hit dice/levels are deafened

for 1d6 turns. Creatures with 13+ hit dice/levels are unaffected but probably impressed.

I

Ice Storm

Spell Level:	M4
Range:	120 ft
Duration:	1 round

A whirling vortex of ice, snow, and hail forms in a cube roughly thirty feet across. Massive hailstones inflict 6d6 hit points of damage (no saving throw applies) to all within the area. Movement in the area is impaired as is vision.

Imbue With Spell Ability

Spell Level:	C4
Range:	Touch
Duration:	Special

The cleric can bestow the ability to cast a particular spell upon a character normally unable to cast spells.

The magic is only effective on fighters and rogues, nor will it function upon a monster or any individual with less than one full hit die. The spell's recipient must have a WIS score of 9 or higher.

The spells to be imbued in the subject must be ones that the cleric has currently memorized, and can only be defensive, healing or detection spells. An attempt to transfer any other sort of spell will cause the spell to fail.

Up to three spells can be transferred, no spell must be of 3rd level or higher.

HD/Level of Recipient	Spells Imbued
2 or lower	One 1st-level spell
3-4	One or two 1st-level spells
5 or higher	One or two 1st-level spells and one 2nd-level spell

Variable spell characteristics (range, duration, area of effect, etc.) are based on the cleric's level, not the recipient's.

All other spell details (e.g., casting time, components, etc.) apply normally.

When a cleric casts imbue with spell ability upon another character, the cleric loses that particular spell from his or her memory and cannot replace those spell slots until the recipient uses all of the spells that were transferred.

Insect Plague

Spell Level:	D4, C5
Range:	480 ft
Duration:	1 day

This spell only works outdoors. A storm of insects gathers, and goes wherever the caster directs. The cloud is approximately 400 sq ft (20 ft by 20 ft, with roughly corresponding height). Any creature of 2 HD or fewer that is exposed to the cloud of insects flees in terror (no saving throw). The insects obscure vision, limiting it to 10 feet. Spellcasting within the cloud is impossible. Creatures in the insect plague, regardless of Armor Class, sustain 1 point of damage for each round they remain within, due to the bites and stings of the insects. Invisibility is no protection.

Heavy smoke drives off insects within its bounds. Fire also drives insects away.

Invisibility I

Spell Level:	M2
Range:	240 ft
Duration:	Until dispelled or an attack is made

The object of this spell, whether a person or a thing, becomes invisible (to both normal vision and to darkvision). If the Referee 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 spell is broken. Otherwise, it lasts until dispelled or removed by the caster.

Invisibility II

Spell Level:	M3
Range:	240 ft
Duration:	Until dispelled or an attack is made

Like the Invisibility I spell, this makes the target creature or object invisible to normal sight and to darkvision. It also, however, throws a 10 ft radius sphere of invisibility around the recipient, which moves with him/it. If the Referee 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 spell is broken. Otherwise, it lasts until dispelled or removed by the caster.

Invisible Stalker

Spell Level:	M6
Range:	40 ft
Duration:	Until mission is completed

This spell summons (or perhaps creates) an invisible stalker, an invisible being with 8 HD. The stalker will perform one task as commanded by the caster, regardless of how long the task may take or how far the stalker may have to travel. The stalker cannot be banished by means of Dispel Magic; it must be killed in order to deter it from its mission.

K

Knock

Spell Level:	M2
Range:	60 ft
Duration:	Immediate

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

Know Weather

Spell Level:	D1
Range:	2 miles X 2 miles/ druid level
Duration:	instantaneous

The druid may forecast the weather in a given location (see range) with a chance of accuracy of 1-19 on d20.

L

Legend Lore

Spell Level:	M6
Range:	Caster
Duration:	See below

Over the course of long and arduous magical efforts (3d6 days), the caster gains knowledge about some legendary person, place, or thing. The spell's final result may be no more than a cryptic phrase or riddle, or it might be quite specific.

Levitate

Spell Level:	M2
Range:	20 ft/level
Duration:	1 turn/level

This spell allows the magic user to levitate himself, moving vertically up or down, but the spell 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), and the caster cannot levitate more than 20 ft per level from the ground level where the spell was cast (such range being applied both to movement into the air, and to downward movement into a pit or chasm).

Light I

Spell Level:	C1, M1
Range:	60 ft
Duration:	2 hours (C) 1 hour+10 min/level (M)

The target person or object (at a range of up to 120 ft) produces light about as bright as a torch, to a radius of 20 ft.

Light II

Spell Level:	C3, M2
Range:	120 ft
Duration:	Permanent until dispelled

The targeted person or object produces light about as bright as a torch, to a radius of 120 ft.

Lightning Bolt

Spell Level:	M3
Range:	240 ft
Duration:	Instantaneous

A bolt of lightning extends 60 ft from the targeted point, almost ten feet wide. Anyone in its path suffers 1d6 points of damage per level of the caster (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.

Limited Wish

Spell Level:	M7
Range:	Referee's discretion
Duration:	Changes reality

This spell is an extremely weak version of the "wish" spell. Limited wish is not even powerful enough to create or bring treasure to the caster, and under some circumstances only a part of the wish might actually be fulfilled. The spell does have the power to reach for a limited period of time into the past or future as well as the present.

Locate Animals

Spell Level:	D1
Range:	60 ft + 10 ft per level
Duration:	1 round per level

This spell is identical to the Locate Objects spell but deals with animals as opposed to objects.

Locate Object

Spell Level:	C3, M2
Range:	90 ft (C) 60 ft+10 ft/level (M)
Duration:	1 minute/level

This spell gives the caster the correct direction (as the crow flies) toward an object the casters specifies with a description. The object cannot be something the caster has never seen, although the spell can detect an object in a general class of items known to the caster: stairs, gold, etc.

Locate Plants

Spell Level: D2
Range: 60 ft
Duration: 20 minutes

This spell is identical to the Locate Objects spell but deals with plants as opposed to objects.

M

Magic Jar

Spell Level: M5
Range: See Below
Duration: See Below

This spell relocates the caster's life essence, intelligence, and soul into an object (of virtually any kind). The jar must be within 30 ft of the caster's body for the transition to succeed.

Once within the magic jar, the caster can possess the bodies of other creatures and people, provided that they are within 120 ft of the jar and fail a saving throw. The caster can return his soul to the magic jar at any time, and if a body he controls is slain, his life essence returns immediately to the jar. If the caster's body is destroyed while his soul is in the magic jar, the soul no longer has a home other than within the magic jar (although the disembodied wizard can still possess other bodies as before). If the jar itself is destroyed while the Magic-user's soul is within, the soul is lost. The magic user can return from the jar to his own body whenever desired, thus ending the spell.

Magic Missile

Spell Level: M1
Range: 150ft
Duration: Instantaneous

A magical missile flies where the caster directs, with a range of 150 ft. The missile hits automatically, doing 1d6 points of damage.

The magic user casts an additional two missiles for every 5 levels of experience. Thus, at fifth level, the caster is able to hurl 3 magic missiles, and 5 missiles at 10th level.

Magic Mouth

Spell Level: M2
Range: Touch
Duration: Permanent until triggered or dispelled

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

Mass Charm

Spell Level: M8
Range: 120 ft
Duration: Until dispelled

This spell operates in the same manner and with the same restrictions as Charm Person. However, it affects a total of 30 HD of creatures, in any combination. All saving throws are made with a penalty of -2.

Mass Invisibility

Spell Level: M7
Range: 240 ft
Duration: See below

This spell makes 1d3 hundred man or horse-sized creatures (or objects) invisible, as if they had been affected by a single invisibility spell. The spell can also affect up to 6 creatures of dragon size. As with the invisibility spell, the enchantment lasts until dispelled or until the creature makes an attack.

Massmorph

Spell Level: M4
Range: 240 ft
Duration: Until negated or dispelled

One hundred or fewer man-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.

Maze

Spell Level: M9
Range: 60 ft
Duration: Depends on intelligence

The targeted creature disappears into a gap in reality, where strange curving and branching passages conceal the way out. Creatures with intelligence lower than 6 require 2d4 x3 rounds (minutes) to escape the interdimensional prison. Creatures with Intelligence scores 7–11 require 2d4 rounds, and creatures with an intelligence of 12+ require only 1d4 rounds to puzzle the way back into normal reality. Although monsters aren't described with specific Intelligence scores, it shouldn't be hard to determine into which category any specific monster falls. Unless ruled otherwise by the Referee, there is no saving throw to avoid the spell.

Message

Spell Level: M1
Range: 100 ft + 10ft/level
Duration: 1 turn/level

Through this spell the caster can whisper messages and receive whispered replies with little chance of being overheard. The caster can include in the network up to one creature per level. When he or she whispers, 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 the caster 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 the caster hears. The spell transmits sound, not meaning.

Meteor Swarm

Spell Level: M9
Range: 240 ft
Duration: Instantaneous

Tiny meteors swarm from the caster's hands and explode into fireballs where he desires. The caster may hurl 4 normal fireballs for 10d6 damage or 8 fireballs of 10 ft diameter that inflict 5d6 points of damage. A saving throw is permitted in order to take half damage.

Mind Blank

Spell Level: M8
Range: 10 ft radius
Duration: 24 hours

The spell protects against all magic spying, including crystal balls, spells (including wish), and even magical scrying by minor deities.

Mirror Image

Spell Level: M2
Range: Caster
Duration: 1 hour or until destroyed

The spell creates 1d4 images of the caster, acting in perfect synchronization with him like mirror images. Attackers cannot distinguish the images from the caster, and may attack one of the images instead of the caster himself (determined randomly). When a hit is scored upon one of the images, it disappears.

Mnemonic Enhancer

Spell Level: M4
Range: Caster
Duration: 2 turns per level

Casting this spell allows the caster to prepare additional spells or retain spells recently cast. Pick one of these two versions when the spell is cast.

> *Prepare:* The caster prepares up to three additional levels of spells. The magician prepares and cast these spells normally.

> *Retain:* the caster retains any spell of 3rd level or lower that he has cast up to 1 round before he started casting the mnemonic enhancer. This restores the previously cast spell to his mind.

In either event, the spell or spells prepared or retained fade after 24 hours (if not cast).

Monster Summoning I

Spell Level: M3
Range: N/A
Duration: Six rounds

The caster summons allies, who serve him until slain (or until the duration of the spell expires). The allies do not appear immediately; there is a delay of 1 turn (10 minutes) before they appear.

Die Roll	Monster Summoned1
1	1d6 Giant Rats
2	1d3 Dwarfs (Goblins)
3	1d3 Elves (Hobgoblins)
4	1d6 Kobolds
5	1d3 Orcs
6	1d3 Skeletons

1 Chaotic casters may get the monster in parenthesis, at the Referee's discretion

Monster Summoning II

Spell Level: M4
Range: N/A
Duration: Six rounds

The caster summons allies, who serve him until slain (or until the duration of the spell expires). The allies do not appear immediately; there is a delay of 1 turn (10 minutes) before they appear.

Die Roll	Monster Summoned
1	1d2 Hobgoblins
2	1d2 Zombies
3	1d2 Gnolls
4	1d2 Bugbears
5	1d6 Orcs
6	1d6 Skeletons

Monster Summoning III

Spell Level: M5
Range: N/A
Duration: Six rounds

The caster summons allies, who serve him until slain (or until the duration of the spell expires). The allies do not appear immediately; there is a delay of 1 turn (10 minutes) before they appear.

Die Roll	Monster Summoned
1	1d4 Bugbears
2	1d2 Harpies
3	1d2 Ochre Jellies
4	1d2 Were-rats
5	1d2 Wights
6	1d2 Wild Boars

Monster Summoning IV

Spell Level: M6
Range: N/A
Duration: Six rounds

The caster summons allies, who serve him until slain (or until the duration of the spell expires). The allies do not appear immediately; there is a delay of 1 turn (10 minutes) before they appear.

Die Roll	Monster Summoned
1	1 Gargoyle
2	1 Ogre
3	1 Owlbear
4	1 Shadow
5	1 Werewolf
6	1 Wraith

Monster Summoning V

Spell Level: M7
Range: N/A
Duration: Six rounds

The caster summons allies, who serve him until slain (or until the duration of the spell expires). The allies do not appear immediately; there is a delay of 1 turn (10 minutes) before they appear.

Die Roll	Monster Summoned
1	1 Cockatrice
2	1 Manticore
3	1 Minotaur
4	1 Ogre Mage
5	1 Salamander
6	1 Troll

Monster Summoning VI

Spell Level: M8
Range: N/A
Duration: Six rounds

The caster summons allies, who serve him until slain (or until the duration of the spell expires). The allies do not appear immediately; there is a delay of 1 turn (10 minutes) before they appear.

Die Roll	Monster Summoned
1	1 Black Dragon
2	1 Chimera
3	1 Efreeti
4	1 Flesh Golem
5	1 Frost Giant
6	1 Hill Giant
7	1 Hydra (7 Heads)
8	1 Mummy
9	1d2 Ogre-Mages
10	1 White Dragon

Move Earth

Spell Level: M6
Range: 240 ft
Duration: 1 hour

This spell allows the caster to move hills and other raised land or stone at a rate of 6 ft per minute (60 ft per turn).

N

Neutralize Poison

Spell Level: D3, C4
Range: Referee's discretion
Duration: 10 minutes

This spell counteracts poison, but does not bring the dead back to life.

O

Obscuring Mist

Spell Level: D2
Range: 20 ft
Duration: 1 turn per druid level

A misty vapor arises around the druid. It is stationary once created. The vapor obscures all sight beyond 5 feet. The cloud covers 100 cubic feet per druid level.

P

Pass Plant

Spell Level: D5
Range: 480 ft
Duration: 10 minutes

Use of this spell allows the druid to enter one tree and emerge from another of the same species. The distance traveled this way is 480 yards.
The tree's girth must be large enough to engulf the druid.
Travel must be from one living tree to another. If no such tree exists within the range of the spell, then the spell fails and the druid simply re-emerges from the starting tree.

Passwall

Spell Level: M5
Range: 30 ft
Duration: 30 minutes (3 turns)

This spell creates a hole through solid rock. The hole or tunnel is up to 10 feet deep, and is large enough for the passage of a man.

Permanency

Spell Level: M8
Range: See below
Duration: Permanent until dispelled by an opponent of twice the caster's level

This spell makes the effect of another spell permanent—unless a Magic-user of twice the caster's level dispels it. No more than one permanency is ordinarily possible on any one object, and no more than two upon a creature. Considerable Referee discretion is required for the use of this spell: many spells should not be subject to being made permanent.

Phantasmal Force

Spell Level: M2
Range: 240 ft
Duration: Until negated or dispelled

This spell 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.

Phase Door

Spell Level: M7
Range: 10 ft
Duration: Seven uses

The phase door is an invisible portal about 7 feet high, 10ft wide, and 10ft deep, accessible only to the caster. A barrage of dispel magic spells can close the passage, but only if the combined level of the dispelling casters is twice that of the portal's creator.

Plane Shift

Spell Level: C5
Range: Touch
Duration: Permanent

This spell allows the caster to move himself or some other creature to another plane of existence or alternate dimension. If several willing persons link hands in a circle, as many as eight can be affected by the plane shift at the same time. Note that plane shift transports creatures instantaneously and then ends.
The creatures need to find other means if they are to travel back. An unwilling creature is entitled to a saving throw versus spells to negate the effects of this spell.

Plant Growth

Spell Level: D3, M4
Range: 120 ft
Duration: Permanent until dispelled

An area of 300x300 ft of ground can be affected by this spell; undergrowth in the area suddenly grows into an impassable forest of thorns and vines. The caster can decide the shape of the area to be enchanted.

Polymorph

Spell Level: M4
Range: See Below
Duration: See Below

The caster must announce which of the two options are being cast.
The caster 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 Referee might allow the benefit of the new form's armor class, if it is due to heavily armored skin. A great deal of the spell's effect is left to the Referee to decide. This form of the spell lasts for roughly one hour plus one additional hour for each level of the caster.
Alternately, this spell allows the caster 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. Used in this way, the range on this spell is 60 ft. This form of the spell lasts until dispelled.

Power Word, Kill

Spell Level: M9
Range: 120 ft
Duration: Immediate

The caster speaks a word of power to a particular creature. If that creature has fewer than 50 hit points, it is slain by the word it hears; if it has more than 50 hit points it is not affected by the spell. No saving throw is permitted

Power Word Stun

Spell Level: M7
Range: 120ft
Duration: Instantaneous

The caster speaks a word of power to a particular creature. If that creature has fewer than 35 hit points, it is instantly stunned for 2d6 turns; if the creature has from 36 to 70 hit points, it is stunned for only 1d6 turns. If the creature has more than 70 hit points it is not affected by the spell. No saving throw is permitted.

Prayer

Spell Level: C3
Range: 30ft
Duration: Following melee round

The prayer spell seeks short-term favor from the gods to help some other spell or attack to succeed. Prayer affects a 20x20 ft area, causing a saving throw penalty to all creatures in that area. The penalty is a -1, plus an additional -1 for every ten caster levels. Thus, a 10th level Cleric causes a saving throw penalty of -2. The penalty actually takes effect in the melee round following the one in which it was cast.

Prismatic Sphere

Spell Level: M9
Range: 10ft sphere
Duration: 1hour

A sphere of seven colors whirls about the Magic-user, with a radius of ten feet. The glowing colors form a layered spectrum; to destroy

the sphere, each layer must be destroyed in turn from Red to Orange, to Yellow, to Blue, to Indigo, and then to the innermost Violet layer. Any creature of 7 or fewer hit dice that looks upon the sphere will be blinded for 1d6 turns. (see accompanying table for the effects of this spell).

Produce Fire

Spell Level: D4
Range: 30 ft
Duration: 1 turn

This spell creates fire (dealing 1d4 damage points per round to those within) covering an area of 10 ft X 10 ft. This spell may be reversed to extinguish fires covering the same area.

Produce Flame

Spell Level :   D2
Range: caster
Duration: 2 turns per level

This spell allows the druid to produce a small flame in the palm of his hand which illuminates as a small lantern. The flame may be hurled for 1d4 damage requiring an attack roll, it has the same base range of a thrown dagger and may cause inflammables to combust. The flame reforms 1 round later in the caster's hand.

Project Image

Spell Level: M6
Range: 240ft
Duration: 1 hour

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

Effects of Prismatic Sphere

Layer	Effects of Color	Negated By
Red	Causes 12 points of damage to the touch. Stops any magic arrows or missiles (including the spell Magic Missile).	Ice Storm or other cold-based attack
Orange	Causes 24 points of damage to the touch. Stops arrows and any other non-magical missile.	Lightning Bolt or other electrical attack
Yellow	Causes 48 points of damage to the touch. Blocks all breath weapons.	Magic Missile spell or a magical arrow
Green	Causes death (saving throw allowed) to the touch. Blocks any scrying and detection-type spells from seeing within.	Passwall spell or other earth-moving magic
Blue	Turns flesh to stone when touched (saving throw allowed). Blocks all divine (Clerical) magic from passing through.	Disintegrate spell (or from a wand or item)
Indigo	Causes death and destroys the soul utterly when touched (saving throw allowed).	Dispel Magic
Violet	Causes permanent insanity when touched. Blocks all arcane (Magic-user) spells.	Continual Light

Protection from Chaos (Law) I

Spell Level: C1, M1
Range: Caster only
Duration: 2 hours (C), 1 hour (M)

Creates a magical field of protection around the caster to block out all chaotic monsters, who suffer a -1 penalty to-hit the caster, and the caster gains +1 on all saving throws against such attacks.

The opposite spell, Protection from Law, does the same thing except that lawful creatures suffer the -1 penalty.

Protection from Chaos (Law) II

Spell Level: C4, M3
Range: 10 ft radius around caster
Duration: 2 hours

The spell has the same effect as Protection from Chaos I, except that its effect covers an area rather than an individual.

The opposite spell, Protection from Law II, does the same thing, except that it affects lawful creatures within the area.

Protection from Fire

Spell Level: D3
Range: touch
Duration: 3 turns + druid level

This spell renders the target invulnerable to normal fire. This spell also protects from magical fire, but such magical flames will immediately cancel the spell on the next turn.

Protection from Lightning

Spell Level: D4
Range: touch
Duration: 6 turn + druid level

This spell negates the effects of electrical attacks. The spell ceases after such an attack.

Protection from Normal Missiles

Spell Level: M3
Range: 30 ft
Duration: 2 hours

The recipient becomes invulnerable small non-magical missiles. Only those missiles projected by normal men and/or weapons are affected.

Purify Food and Drink

Spell Level: C1, D1
Range: Close/Touch
Duration: Immediate

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

Pyrotechnics

Spell Level: M2, D3
Range: 240ft
Duration: 1 hour

The caster creates either fireworks or blinding smoke from a normal fire source such as a torch or campfire.

The Referee will decide exactly how much light, flame and smoke are produced, what effect it has, and what happens to it as it's produced, but the amount of smoke and light will definitely be more than 20 cubic feet.

Q

Quest

Spell Level: C5
Range: 30 ft
Duration: Until completed

If the spell succeeds (saving throw), the caster may set a task for the spell's victim.

If the victim does not diligently work at performing the task, the result is a curse to be determined by the Referee.

R

Raise Dead

Spell Level: C5
Range: Line of sight
Duration: See Below

Raise Dead allows the Cleric to raise a corpse from the dead, provided it has not been dead too long. The normal time limit is 4 days, but for every caster Level higher than 8th, the time limit extends another 4 days. Characters with low constitution might not survive the ordeal; and even for those with a strong constitution, a period of two weeks is required before they can function normally. This spell only functions on races that can be used for player characters (i.e., "human-like").

Read Languages

Spell Level: M1
Range: Reading distance
Duration: 1 or two readings

This spell allows the caster to read directions, instructions, and similar notations that are written in unfamiliar or even unknown languages. It is especially useful for treasure maps.

Read Magic

Spell Level: M1
Range: Caster only
Duration: 2 scrolls or other writings

This spell allows the caster to read magical writings on items and scrolls. Magical writing cannot be read without the use of this spell.

Reincarnation

Spell Level: D7
Range: touch
Duration: instantaneous

This spell brings a dead character's soul back from the dead, but the soul reappears in a newly formed body. If the resulting creature is a normal character race, roll 1d6 to determine the character's new level.

1d20 Die Roll Reincarnated as...

1 Bugbear	11 Human
2 Centaur	12 Kobold
3 Dog, Cat, or Wolf	13 Lizard man
4 Dwarf	14 Lycanthrope (Werewolf or other)
5 Elf	15 Minotaur
6 Gnoll	16 Ogre
7 Goblin	17 Ogre Mage
8 Half-orc	18 Orc
9 Harpy	19 Troll
10 Hobgoblin	20 Wyvern

Remove (Bestow) Curse

Spell Level: C3, M4
Range: Close/Touch
Duration: Immediate

This spell removes or (causes) one curse from a person or object.

Remove (Cause) Fear

Spell Level: C1
Range: Close/Touch (120 ft)
Duration: Immediate (2 turns)

This spell will calm the creature touched. If the target creature is currently subject to any sort of magical fear, it is allowed a new save to resist that fear, at a bonus of +1 per level of the caster.

The reverse of this spell, cause fear, causes one target creature within 120' to become frightened; if the target fails to save vs. Spells, it flees for 2 turns. Creatures with 6 or more hit dice are immune to this effect.

Remove Paralysis

Spell Level: C2
Range: 25 ft
Duration: instantaneous

This spell frees one or more creatures from the effects of any temporary paralysis or related magical effects (like a ghoul's touch). Up to one creature for every three levels can be affected by the spell, all targets must be within range.

Restoration

Spell Level: C7
Range: Touch
Duration: Immediate

This spell restores levels lost to such horrible creatures as wraiths and shadows. A chaotic reversal of the spell allows a Chaotic Cleric to drain a level from his target. The "Lawful" version of the spell is exhausting to the caster, incapacitating him for 3d6 days. It is in the discretion of the Referee to allow this spell to restore lost points of ability scores as well as lost levels.

Resurrection (Absolution)

Spell Level: C7
Range: Close/Touch
Duration: Immediate

This spell (also called "Raise Dead Fully") raises the dead back to life, in the same manner as the Raise Dead spell. It is, however, considerably more powerful: the person raised from the dead needs no time to recuperate from the experience of death, and suffers no other penalties. A chaotic reversal of the spell -Absolution- can also be cast, which causes death with no saving throw.

S

Sanctuary

Spell Level: C1, D1
Range: Self
Duration: 2 rounds + 1/level

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

Shape Change

Spell Level: M9
Range: Caster
Duration: 1d6+10 turns (+1 turn/level)

When the caster casts this spell upon himself, he is able to turn at will into a variety of creatures. In each form, he gains the characteristics of the creature (much as with the polymorph others spell). Thus, turning into a dragon actually allows the caster to use the dragon's breath weapon. The caster might then choose to turn into a raven, then a frog, and whatever other creatures he might choose. It is not, of course, required that the caster use more than one shape—if he wants to remain as a dragon for the duration of the spell, that's fine.

Shield

Spell Level: M1
Range: Caster
Duration: 2 turns

The caster conjures up an invisible shield that interposes itself in front of attacks. The shield improves the caster's armor class by [+3]. Also, the caster may roll an unmodified Saving Throw to avoid taking damage from Magic Missile spell, one Saving Throw is required for each missile.

Shillelagh

Spell Level: D1
Range: Touch
Duration: 1 round per level

The caster's own non-magical club or quarterstaff becomes a +1 weapon in regard to attack and damage rolls. These effects only occur when the weapon is wielded by the caster.

Silence, 15 ft Radius

Spell Level: C2
Range: 180 ft
Duration: 12 turns

Magical silence falls in an area 15 ft around the targeted creature or object, and moves with it. Nothing from this area can be heard outside, no matter how loud. No spell-casting is possible within the area of silence.

Simulacrum

Spell Level: M7
Range: Touch
Duration: Permanent

The caster creates a duplicate of himself or some other person. The basic form is created from snow and ice, and must then be animated (Animate Dead is an acceptable means). A Limited Wish (along with the actual simulacrum spell) is then used to imbue the animated form with intelligence and certain knowledge of the person being simulated. The simulacrum gains 30–60% (use a d3) of the simulated creature's knowledge and experience. The simulacrum follows its creator's orders. It is worthy of note that the simulacrum is not a perfect representation of the original. Side by side, the differences are obvious, and the simulacrum is a magical creature detectable with a detect magic spell. If the original of the simulacrum dies, a strange effect begins: the simulacrum begins to gain the knowledge and experience of the dead individual at a rate of 1% per week (to a maximum of 90%).

Snake Charm

Spell Level: C2
Range: 60 ft
Duration: 1d6 turns

One hit die (1 HD) of snakes can be charmed per level of the caster. The snakes obey the caster's commands.

Sleep

Spell Level: M1
Range: 240 ft
Duration: Referee's discretion

This spell puts enemies into an enchanted slumber. It affects creatures based on their hit dice, a saving Throw is allowed to resist the effect.

Table 25: Affected by Sleep

Victim's HD	Number Affected
Less than 1 to 1+	2d6+3
1+ to 2	2d6
3+ to 4+1	1d6

Slow Poison

Spell Level: C1
Range: Touch
Duration: 12 turns (2 hours)

When this spell is placed upon a poisoned individual, it greatly slows the effects of venom. While this spell does not neutralize the venom, it does prevent it from substantially harming the individual

for the duration of its magic in the hope that, during that spell period, the poison can be fully cured.

Speak with Animals

Spell Level: C2, D2
Range: 30 ft
Duration: 6 turns

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).

Speak with Dead

Spell Level: C3
Range: 10 ft
Duration: 3 questions

The caster can ask three questions to a corpse, and it will answer, although the answers might be cryptic. Only higher-level Clerics have enough spiritual power to command answers of long-dead corpses. Clerics lower than 8th level can only gain answers from bodies that have been dead 1d4 days. Clerics level 8–14 can speak to corpses that have been dead 1d4 months. Clerics of level 15+ can gain answers from a corpse of any age, including thousand-year old relics (as long as the body is still relatively intact). Take note that there's a die roll involved here: for example, a seventh level Cleric attempting to speak with a 2 day old corpse might still fail—his d4 roll might indicate that he can only speak to a 1 day old corpse with this attempt at the spell.

Speak with Monsters

Spell Level: C6
Range: speaking range
Duration: 3d4 questions

The caster can speak with any type of monster, for the duration of a certain number of questions. The monster is not forced to answer.

Speak with Plants

Spell Level: C4, D4
Range: 30 ft
Duration: 6 turns

The caster can speak to and understand the replies of plants. Plants will obey his commands as far as they are able (e.g. twisting or bending aside to ease his passage, etc.).

Sticks to Snakes

Spell Level: D5, C4
Range: 120 ft
Duration: 1 hour

The caster may turn as many as 2d8 normal sticks into snakes, each one having a 50% chance of being venomous. The snakes follow his commands, but turn back into sticks at the end of the spell (or when killed).

Stinking Cloud

Spell Level: M2
Range: 30 ft
Duration: 1 round/level

This spell creates a roiling cloud of noxious vapors, 10ft in radius. The gas is poisonous, but not lethal; anyone in the cloud who fails a saving throw will be racked with nausea for 1d6 melee rounds, unable to act in any way. The cloud also affects those who succeed in making the saving throw, but they can stumble out of the cloud and recover after a full melee round of gasping and coughing for fresh air.

Stone to Flesh

Spell Level: M6
Range: 120 ft
Duration: Permanent until dispelled or reversed

This spell transforms flesh into stone or stone into flesh, as desired by the caster. A saving throw is permitted to avoid being turned into stone, but if the spell succeeds the victim is transformed into a statue (until the stone-to-flesh version of the spell is cast).

Stoneskin

Spell Level: M4
Range: touch
Duration: special

The spell's target becomes immune to any attack by cut, blow, or projectile. The spell will protect the recipient even from attacks such as vorpal weapons or a rock hurled by a giant etc.

However, magical spell attacks (like fireball, magic missile, lightning bolt...) have their normal effects.

The spell's effects are not cumulative with multiple castings.

The spell blocks 1d4 attacks, plus one attack per two levels of the magic-user (a stoneskin spell cast by a 9th-level MU protect against 1d4+4 attacks).

One protection is consumed whenever a physical or magical attack is aimed at the spell's target, regardless of the result (attack rolls, saving throws...).

A creature with four attacks per round, would thus consume four protections each round; four magic missiles would count as four attacks in addition to inflicting their normal damage.

Please take note that the spell's recipient can still be wrestled, suffocated, poisoned or infected with disease.

Strength

Spell Level:	M2
Range:	Touch
Duration:	1 hour

This spell increases the target's strength score by 1d6. Creatures with no Strength score receive a +1 bonus to hit and damage in melee combat.

Suggestion

Spell Level:	M3
Range:	40 ft
Duration:	1 week

The caster 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.

Summon Weather

Spell Level:	D6
Range:	5 miles radius
Duration:	varies

Through this spell the druid may call for any weather desired, limited by the current season and climate. Extreme weather conditions, such as blizzards, heat wave of +15 degrees, hail, torrential rains, may only be summoned by an 11th level druid. The altered weather is not under the control of the druid. It takes 3 + 5d4 - druid level turns for the altered weather to arrive, but will become apparent after only 3 turns.

The duration of this spell varies according to the climactic changes brought about by the druid. A tornado may last a few turns, while torrential rains might last a few hours or day (GM's choice).

Symbol

Spell Level:	D7, C7, M8
Range:	Touch
Duration:	Permanent until triggered

A symbol spell creates a deadly magical trap, written into the shape of a divine or Arcane rune. The rune's magic is activated when any person or creature hostile to the caster reads it, or passes over, under, or past it. Various different runes are known, and others may be possible:

Symbol of Discord: Causes all creatures in the hostile group to begin arguing, and possibly fighting amongst themselves with lethal intent.

Symbol of Fear: Casts a Fear spell.

Symbol of Sleep: Casts a Sleep spell affecting double the normal number of creatures and with double the normal duration.

Symbol of Stunning: 150 hit dice/levels (HD) of creatures are affected as per a Power Word, Stun.

Divine symbols cannot be crafted in such a way that would cause a permanent effect (such as insanity) upon those affected.

Magic Users can create these additional kinds of symbols:

Symbol of Death: Deals 80 hit points of damage

Symbol of Insanity: Up to 100 HD of creatures are driven insane by a curse.

T

Telekinesis

Spell Level:	M5
Range:	120 ft
Duration:	6 turns (1 hour)

The caster can move objects using mental power alone. The amount of weight he can lift and move is 20 pounds per level.

Teleport

Spell Level:	M5
Range:	Touch
Duration:	Instantaneous

This spell transports the caster or another person to a destination that the caster knows (at least knowing what it looks like from a painting or a map). Success depends on how well the caster knows the targeted location:

If the caster 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.

If the caster 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 ft 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.

If the caster is 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—or else high. In either case, the arrival is 1d4 x10 ft high or low.

Time Stop

Spell Level:	M9
Range:	Caster
Duration:	1d4+1 rounds

The caster stops the passage of time in a radius about 15 ft around himself (the time-stopped area does not thereafter move with the

caster. Any creatures within this area are suspended in time, unable to act. The caster is not stopped in time while in the area or beyond.

Tongues (Garble Speech)

Spell Level: C4
Range: Caster
Duration: 1 turn

This spell grants the caster the ability to speak and understand the language of any intelligent creature within a 60' diameter area, whether it is a racial or alignment tongue. The reverse, garble, makes all language incomprehensible within the affected area, or may be used to negate a tongues spell. No saving throw is permitted.

Transform

Spell Level: D5, M5
Range: 120 ft
Duration: 3d6 days, or spell reversal

This spell transforms rock (and any other form of earth) into mud, or mud to rock. An area of roughly 300x300 ft becomes a deep mire, reducing movement to 10% of normal.

Transmute

Spell Level: D7
Range: 60 ft
Duration: permanent

This spell allows the druid to transform 5 pounds of metal per druid level into wood.

Transport Via Plant

Spell Level: D6
Range: unlimited
Duration: instantaneous or up to 24 hours

A more powerful version of Pass Plant, Transport Via Plant allows the druid to pass from one plant to any other plant of similar species anywhere, as long as the druid has seen the plant at one time. Should the emergence fail, the druid will instead emerge from another plant which may be miles away.

A druid may choose to remain inside a plant instead of transporting from it, and may remain so for up to 24 hours.

While within a plant in this manner, the druid is completely aware of his surroundings. This spell is usable but once per day.

True Seeing

Spell Level: C5, M5
Range: touch
Duration: 1 round/level

This spell confers on the target the ability to see all things as they actually are. The subject sees through normal and magical darkness, notices secret doors, sees the exact locations of displaced creatures or objects, sees through normal or magical disguises, sees invisible creatures or objects normally, sees through illusions, and sees the true form of polymorphed, changed, or transmuted things. The range of true seeing conferred is 120 feet.

True seeing, however, does not penetrate solid objects. It in no way confers X-ray vision or its equivalent. It does not negate concealment, including that caused by fog and the like. In addition, the spell effects cannot be further enhanced with known magic, so one cannot use true seeing through a crystal ball or in conjunction with clairvoyance.

Turn Wood

Spell Level: D6
Range: 20 ft x druid level
Duration: 1 turn + level of the druid

This spell creates a wall of force which moves away from the druid. Any wooden objects in the wall's path (weapon hafts, spear shafts, arrows) are pushed back, dragging back any creature holding such items. The length of the wall runs 60 ft to either side of the druid, and moves at a rate of 40 ft per turn.

U

Unseen Servant

Spell Level: M1
Range: 40 ft
Duration: 1 hour per level

An unseen servant is an invisible, mindless, shapeless force that performs simple tasks at the caster's command. It can run and fetch things, open unstuck doors, and hold chairs, as well as clean and mend. The servant can perform only one activity at a time, but it repeats the same activity over and over again if told to do so as long as the caster is within range. It can open only normal doors, drawers, lids, and the like. It is very weak and can lift 20 pounds or drag 100 pounds. It can't perform any task that requires a Secondary skill, racial or class ability. Its speed is 6 and ceases to exist if sent beyond the spell's range.

The servant cannot attack in any way; and dissipates if it takes 6 points of damage from area attacks. (It gets no saves against attacks.)

W

Walk Through Flora

Spell Level: D4
Range: 10ft
Duration: 3 turns + druid level

This spell allows the druid to pass through thick/dense vegetation. This "doorway" (3' X 6') is usable only by the caster, but another druid or a dryad may follow. This spell may also be used to pass through solid trunks. The druid may decide to stay within the truck for up to the duration of the spell as an effective way to hide from others.

Wall of Defense I

Spell Level: D5, M4
Range: 60 ft
Duration: Concentration

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

1. The caster conjures a wall of fire that flares into being and burns for as long as the caster 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 caster 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.

2. The other option is that the caster conjures up a wall of ice, six feet thick. The caster 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 spells and magical effects are negated in the vicinity of the wall.

Wall of Defense II

Spell Level: M5
Range: 60 ft
Duration: 2 hours (iron) or Permanent (stone)

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

1. The caster conjures an iron wall from thin air. The wall is 3 inches thick, with a surface area of 1,000 sq ft.

2. The other option is for the caster to conjure a wall of stone 2 inches thick, with a surface area of 1,000 sq ft.

In both options, the caster might choose to make the wall 50 ft long (in which case it would be 20 ft tall), or 100 ft long (10 ft tall).

Warp Wood

Spell Level: D2
Range: 30ft
Duration: permanent

This spell allows the druid to cause straight wooden shafts to bend. This spell affects an amount of wood equal to 1 spear shaft or 6 arrows per 2 druid levels.

Water Breathing

Spell Level: D3, M2
Range: 30 ft
Duration: 2 hours

This spell grants the ability to breathe underwater until the spell's duration expires.

Web

Spell Level: M2
Range: 30 ft
Duration: 8 hours

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 Referee's discretion.

Wind Walk

Spell Level: C7
Range: Touch
Duration: 1 day

The caster and one other person in contact with him become incorporeal and mist-like, able to travel through walls and other obstacles. The Cleric can bring this companion along, traveling at a speed of 16.

Wish

Spell Level:	M9
Range:	Unlimited
Duration:	See below

This spell is not all-powerful; it grants wishes of limited scope (although more powerful than a Limited Wish). The Referee's discretion will rule what sort of wishes are within the spell's power (one possible guideline—not official—might be that a wish can grant effects that would be similar in power to a spell of level 8 or lower, with permanent effect in many cases). After casting a wish spell, the Magic-user is too mentally drained to cast spells for a period of 1d4 days.

Wizard Eye

Spell Level	M4
Range:	240 ft
Duration:	1 hour

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

Wizard Lock

Spell Level:	M2
Range:	Close
Duration:	Permanent until dispelled

As with a hold portal spell, but it is permanent until dispelled. Creatures with magic resistance can shatter the spell without effort. Any Magic-user three levels or higher than the caster can open the portal, and a Knock spell will open it as well (although the spell is not permanently destroyed in these cases).

Word of Recall

Spell Level:	C6
Range:	Indefinite
Duration:	Immediate

The Cleric teleports without error back to his prepared sanctuary.

Spell failure table

Optionally, whenever a spell fails (due to interruption, lack of skill, backfiring scroll or armor) the DM may want to roll on this table.

D100	Result
01-03	Random spell of level 1D6 is cast on the Caster, spell is controlled by the GM and is of the same type (Druid, Cleric or Magic-user) as the one that was cast
04-06	Caster can not cast spells for 1d6 turns
07-09	Spell effect has 60' radius centered on Caster , spell is controlled by the GM
10-12	Caster pivots 180 degrees
13-15	Caster is stunned for 1d4 rounds
16-18	Spell cannot be canceled at will by the Caster
19-21	Caster suffers same spell effect as target
22-24	Caster ages 10 years
25-27	Spell effect rebounds on Caster
28-30	Caster releases random spell of level 1D6 with 60' effect centered on random target, spell is controlled by the GM
31-33	One magical item within 30' of Caster (randomly chosen) is permanently drained
34-36	One normal item within 30' of Caster (randomly chosen) becomes permanently magical
37-40	All normal doors, secret doors, portcullises, etc. (including those locked or barred) within 60' of the Caster swing open or close (50% of each happening)
41-43	Caster and target exchange places
44-46	Spell affects random target within 60' of Caster
47-49	Spell fails but is not used up.
50-52	Spell fails and memory slot is used.
53-55	Spell coalesces in the form of a gem worth 20 s.p. per level within 1d6x10 feet in a random direction.
56-59	Caster turns ethereal for 1d6 rounds
60-62	Spell functions
63-65	Spell effectiveness (range, duration, area of effect, damage, etc.) decreases by 50%
66-68	Spell reversed, if reverse is possible
69-72	Spell takes the form of an uncontrolled 8 HD elemental;it remains for the duration of the spell and its touch causes the spell effect
73-75	Spell functions; any applicable saving throw is not allowed
76-78	Spell appears to fail when cast, but occurs 1d4 rounds later
79-81	All magical items within 60' of Caster glow for 1d6 days
82-84	Caster and target switch personalities for 2d6 rounds
85-87	Spell is cast but not erased from scroll or memory
88-90	Target is stunned for 1d4 rounds
91-93	Target is unable to cast spells for 1d6 turns
94-96	Spell effect has 60' radius centered on target (all within suffer the effect)
97-99	Target turns ethereal for 1d6 rounds
00	Spell effectiveness (range, duration, area of effect, damage, etc.) increase 200%

Information for the Referee

Running a game of THE BLUE BOOK OF DANGERS & DWEOMERS is a lot easier than running most other RPGs, 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 Referee 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 Referee 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, THE BLUE BOOK OF DANGERS & DWEOMERS'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.

THE BLUE BOOK OF DANGERS & DWEOMERS 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 spell casting, plug them in as a replacement for the normal Magic-user character class. If you want to use critical hits and fumbles in the game, add 'em in. You won't break anything because there's not much to break.

The rest of the book contains information for the following aspects of THE BLUE BOOK OF DANGERS & DWEOMERS game:

- Designing and Running an Adventure
- Creating a Campaign
- Experience Points
- Magical Research
- Higher Level Adventuring
- The Planes of existence
- Monsters
- Treasure

Designing and Running an Adventure

Basically, the "adventure" is just the setting for the game, usually a map and your notes about certain locations on the map. As the players tell you where their characters go and what they do, you're referring to the map and your notes to describe what happens as a result. Don't try to plan for all contingencies—it's guaranteed that the players will do something unexpected during the adventure, and you'll just have to roll with it, thinking on your feet and making up new things as you go. Just as you challenge the players with the adventure, they'll challenge you to keep up with their collective creativity.

When creating an adventure, the first question you must answer is: Why will your player characters risk going into this venture risking life and limb? Here are some possible scenarios:

To Explore the Unknown: This is common in pulp fiction. One or more of the player characters has heard of some ancient site, and wishes to explore purely for knowledge. Possibly some of the other player characters are involved for other reasons.

To Battle A Chaotic Incursion: Goblins are raiding farms in the area, and the Baron has offered a reward for stopping the raids; the player characters are happy to help.

To Rescue A Kidnapped Victim: Some friend of the player characters has been kidnapped, and they must sneak into or storm the villain's tower/cave/dungeon to rescue the victim. Or, perhaps, the victim is the son or daughter of the local Baron or a wealthy merchant who offers a reward for the safe return of his or her offspring.

To Fulfill A Quest: The local church, to whom the player characters owe a favor, would like an ancient relic recovered from a lost mountain fortress, and the High Priest asks them to look into it; or some similar task might be assigned, depending on who the player characters owe a favor.

To Get Loot: This is a surprisingly common scenario (well, perhaps not so surprising). The dungeon is rumored to contain a hidden treasure of great value, and the first characters to find it will be rich! Of course, the treasure might not be that huge, and might be guarded by any number of horrific monsters…

To Escape Confinement: The player characters have been captured by an enemy, and find themselves incarcerated without their weapons, armor, or equipment. This scenario must be used with care, as the GM must not be seen to be "railroading" the characters into the adventure.

There are many other possible scenarios, and each has many variations. Knowing the answer to this question will make the next questions easier to answer.

Is the dungeon beneath a ruined fortress, or an ancient wizard's tower? Or perhaps it's a natural cave, which has been expanded by kobolds… or the tomb of an ancient barbarian warlord, guarded by undead monsters…

Or maybe your characters are in for an urban adventure in the most decadent town of The Old Empire, full of intrigue and magic.

Try to detail any relevant encounter they might have.

There is lots of room for creativity here: a distant, unfamiliar town may have different laws, traditions, or currency.

You should also describe key NPCs and their connections to each other. NPCs have their own goals and plans, which may or may not involve the PCs, and the actions of player characters toward one person will often influence how others treat them.

Don't go overboard trying to detail every single place in your mind… leave some room for expansion later, after you have a feel for your players.

None of the elements mentioned below are part of a magic formula. You can include every single one of them and still fail to capture that elusive old school essence.

These are "guidelines," not requirements. Use them more as a tool than as a checklist of things you must include in every adventure and you'll find them very useful indeed.

1. Environmental hazards -- slippery floors, rooms that flood, narrow ledges over steep drops, rooms that are excessively hot or cold, rooms or corridors filled with poison (or otherwise magical) gasses, etc.

2. Combat encounters should generally be with baseline (or near-baseline) monsters with difficulty enhanced by the circumstances of the encounter (i.e. monsters have set up ambushes, monsters forcing the PCs to fight in unfavorable surroundings, teams of similar (or dissimilar) monster-types working together, etc.) rather than through templates or class-leveling.

3. At least one encounter that if played as a straight combat will totally overmatch the party, but which can be avoided or circumvented by some clever means

4. At least one puzzle, trick, or obstacle that requires the players to figure it out, rather than being solvable by a die-roll

5. At least one item, location, or creature that causes some kind of significant permanent effect (permanently raise/lower stats or hp, permanently change race, gender, or alignment, permanently grant or take away magic items, etc.) determined by a random roll on a table -- with possibilities for both good and bad effects, depending on the roll

6. At least one item of treasure that is cursed or has other detrimental side-effects on the owner/possessor

7. Some sort of "false climax" where inattentive players will think they've won the adventure and either let their guard down or go home, while clever players will realize this couldn't have really been the climax

8. At least one disorienting effect. teleporter, mirror trap, [swiveling] floor, or maze like monster. up is down too.

9. An area where resources are an issue. wet torches or wind blowing them out. oxygen low or having to hold your breath to swim [through] a tunnel.

10. An area that has items of value. but they are too large to transport. or cause someone to have his hands full at an ambush.

11. A creature that appears to be something it is not. Some examples: Wolf in sheep's clothing, doppelganger, etc.

12. One encounter (no more, no less) that makes absolutely no logical sense, that the GM completely leaves up to the players' imagination to explain.

For the basic dungeon adventure, draw the dungeon floor plan on graph paper, number the rooms (or other important locations), and then write yourself a "key" to remind yourself what monsters, treasures, traps, and tricks are found in these numbered locations. The traditional dungeon, which many people on the internet call a "megadungeon" is a vast labyrinth of underground tunnels, rooms, corridors, and chambers, extending many levels down beneath the surface. It might contain subterranean lakes, rivers, chasms, and cave-ins, and it is certain to contain traps for the unwary, monsters in their multitudes, and most importantly: treasure beyond the wildest dreams of the players—if they can bring it out safely.

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. The worlds of Conan's Hyboria (Robert E. Howard), of Elric and the eternal champions (Michael Moorcock), and of the Dying Earth (Jack Vance) are popular fictional settings ready for gaming. Indeed, publishers have already created pre-packaged campaigns for all three of those examples. Some optional rules, mostly regarding magic, for adapting THE BLUE BOOK OF DANGERS & DWEOMERS to specific campaign settings follow.

Corruption

Corruption represents moral decay and the physical transformation a character acquires while getting in touch with Corrupting powers. The use of Corrupting magic -or the commitment to foul deeds- , can bring forth both moral and mental decay quite readily.

The possibility of gaining Corruption occurs whenever a character performs one of the following corrupt acts:

- Using magic in a corrupt place.

- Using magic while in contact with a corrupt item.

- Committing an evil action while in a corrupt place.

- Committing an evil action while in contact with a corrupt item.

- Learning, casting or inventing a Corrupting spell (no save allowed)

- Being a Priest of a Corrupt deity (no save allowed)

- Creating a Corrupt magic item (no save allowed)

The GM has final authority on what constitutes a corrupt act or corrupt magic.

Typically Corrupting Magic are considered all "Cause" Clerical spells, spells made to control another creature's will, those that inflict damage or deal with animating the dead (typically all Necromancy spells). Other kinds may include spells that bend time and space like summoning and teleportation spells.

When a character commits a corrupt act, make a Saving throw (modified by Charisma) for the character except for the cases specified.

Already gained Corruption points are applied as an additional penalty.

A successful save means there is no effect other than the consequences of the character's action. A failed save means the character acquires 1 point of Corruption.

The maximum Corruption score is 20.

GMs should take note that possession of spell-like abilities that simulate corrupting magic does not impart Corruption, using such a power in contact with corrupt places or items, however, does.

Corrupt places and items

Places and items can become tainted with Corruption over time. Houses where multiple murders occurred, or Black magic has been used repeatedly, knives used for necromantic rituals for generations are all good examples of this.

A corrupt place or item can spread their evil to those who spend their time there or use them.

Death in a Corrupt place will cause the victim to raise as undead within 24 hours unless a Dispel Chaos spell is cast on them or they are resurrected from the dead.

The character will raise as an undead with Hit Dice equal to its Level but not stronger than a Mummy.

Effects of Corruption

A character's Corruption score applies as a penalty to the character's Constitution and Wisdom scores. Monsters will usually have a Wisdom of 10 (or 7+1d6) and a Constitution equal to 9 plus its Hit Dice number. This means a character with Constitution 10, Wisdom 8, and 2 points of Corruption has an effective Constitution 8 and Wisdom 6.

These penalties reflect the impact of Corruption on the character's physical and mental well-being.

The loss of Constitution and Wisdom through Corruption can not be halted by Restoration magic, not even Wishes.

Only redemption can lessen the Corruption Score of a Character and thus restore its health.

A character reduced to a Constitution of 0 dies and can not be resurrected or raised from the dead in any way, while a character reduced to a Wisdom Score of 0 goes irreparably mad.

Characters that die due to Corruption will raise as undead within 24 hours unless a Dispel Chaos spell is cast on them.

The character will raise as an undead with Hit Dice equal to its Level but not stronger than a Mummy unless a wizard, in that case the character may become a Vampire or even a Lich.

Redemption

Eliminating Corruption takes time. Each time a character goes up one level without ever gaining a Corruption point, it can lessen its Corruption score by 1.

The following spells can reduce Corruption scores when cast outside Corrupt areas. No character can have his Corruption score reduced by any particular spell more than once per day.

Heal: This spell reduces a character's Corruption score by 1 point per three caster levels, but it cannot reduce a Corruption score below 1.

Remove curse, remove disease: These spells reduce a character's Corruption score by 1 point, but they cannot reduce a Corruption score below 1.

Restoration: This spell reduces a character's Corruption score by 1 point per four caster levels, it can reduce a Corruption score to 0.

Wish: These spells cannot remove Corruption except by duplicating the effects of other spells mentioned here.

Embracing Corruption

Corruption may eventually lead to insanity or death.

Characters exposed to its effects have to find ways to eliminate it, or embrace it. Some will choose the path of the light, but some, for whatever reason, will not.

Characters Embracing corruption gain the following advantages and disadvantages:

1. The character no longer suffers any Constitution or Wisdom penalties from accumulated Corruption.

2. The character cannot be healed by magic unless it comes from a Corrupt caster or item. Magic will simply have no effect. A caster who has embraced Corruption can use Cure spells on other corrupt characters, including himself.

3. Targets of his magic suffer a -1 to Saving Throws and -10% to Magic Resistance.

4. A Cleric or Druid of a Lawful or Neutral deity loses all of its powers becoming a fighting man with a level comparable to its XP.

5.The corrupt character is affected by Protection from chaos spells and all other spells specifically targeting magical chaotic creatures.

6.Upon its death the character can not be resurrected or raised from the dead in any way. The character will raise as an undead with Hit Dice equal to its Level but not stronger than a Mummy unless a spell-caster, in that case the character may become a Vampire or even a Lich.

7.Animals, children and extremely sensible creatures will feel something wrong in the character.

8.The character gains a special ability and a special disfigurement connected to its base nature.

Special ability	Disfigurement
Darkvision up to 60 feet	Smells of sulfur
Base speed of 5 if running on four hands	Red, shining eyes
Waste food or water on touch once per day	Running sores
Speak with Animals once per day	Color-blind
Claws or fangs inflicting 1d4 damage	Forked tongue
+1 to saving throws against magic, poison or disease, fire... whatever (choose one)	Pants like a dog
+1 to Armor class	Six fingered or palmed hands
5% magic resistance	Pointed ears
Immunity to critical hits and backstabs	Scaly or furry
	Short tail
	Feet become animal hoofs
	Hunchbacked
	Blinded by light

A character embarking on redemption after he has Embraced Corruption will immediately suffer from Constitution and Wisdom penalties and cannot be healed by non corrupt magic.

Still he loses the benefits of Corruption on spell casting and is not more affected by spells specifically targeting magical or extraplanar evil creatures.

As soon as the character raises a level without gaining corruption points the character can finally take benefit from healing magic.

The character also keeps the advantage and disadvantage gained by point 8 and can only get rid of it through a wish or divine intervention.

Magic and attunement to places, items and times

The GM can have certain places, times of the year or items attuned to a particular school of magic. For example, a magical forest which doubles the range and duration of all "Dispel" and "Remove" spells cast within the forest. The GM could also have certain places/items nullify spells from certain schools, like a chamber that prevents spells like Detect Thoughts or Crystal Ball effects.

The same modifiers to magic can be applied to Cleric spells of specific deities.

Tide Magic

In some campaign settings arcane (or priestly) magic may be connected to the ebb and flow of mystical energies or the phases of the moon or the fact that the magic user is stepped in darkness (or light). Depending on the conditions set by the GM the targets of the caster's spells may have their Saving Throws and magic Resistance modified. Tides may change every 1d4 to 1d20 days,

Conditions	Modifier
Bright daylight/continual light- New Moon or Low Tide	+1/+5%
Weak daylight/dusk/light- Wanning or Waxing	none
Twilight/moonlight/lantern light- Full Moon or Peak Tide	−1/-5%
Total darkness- Conjunction	-2/-10%

Bloodlines

Some campaigns will allow players and the GM the choice of a magical origin for their character. This choice will only be granted at first level, and once done is for life.

A character born from a magical Bloodline suffers a 10% Experience penalty in exchange for its powers, GMs may also have the character meet a minimum requirement of a Charisma score of 11 or more before he can choose a Bloodline.

At the GM's discretion, characters from a Bloodline may be considered enchanted creatures for rules effects and spells such as Protection from Chaos/Law and extra damage bonus from magical weapons.

Aberrant

There is a taint in your blood, your ancestors include alien creatures or creatures that are product of magical experiments.
Unusual Anatomy: The character is immune to critical hits and backstabs.

Arcane

Magic has infected your family's blood.
Magical gift: Once per day you can cast a random first level Magic-User spell with a caster level of 1.

Celestial

Your bloodline is blessed by a celestial power, either through having a celestial relative or through divine intervention.
Ascension: Once per day you can cast a random first level Cleric spell with a caster level of 1. Otherwise you can Turn Undead as a level 1 Cleric, if already a Cleric add 1 to your level for turning purposes.

Demonic

One of your ancestors fooled around with demons. Some would say you are possessed.

Demon Resistances: You gain a +1 bonus on saving throws made against poison, disease and fire.

Destined

Your family is destined for greatness in some way. Your birth could have been foretold in prophecy, or perhaps it occurred during an especially auspicious event, such as a solar eclipse.

It Was Meant To Be: You may re-roll any one attack roll, Saving Throw ability check or check made to overcome magic resistance. You must decide to use this ability after the first roll is made but before the results are revealed. You must take the second result, even if it is worse. You can use this ability once per day.

Draconic

At some point in your family's history, a dragon interbred with your bloodline, and now its ancient power flows through your veins.

Breath Weapon: You gain a breath weapon. This breath weapon deals 2d6 points of fire damage in a 60 feet long, 5 feet wide line. Those caught in the area of the breath receive a Save for half damage. You can use this ability once per day.

Elemental

The power of the elements resides in you, and at times you can hardly control its fury. This influence comes from an elemental outsider in your family history or a time when you or your relatives were exposed to a powerful elemental force. Chose an Elemental type (water, fire, earth, air)

Primordial essence: According to the elemental type chosen you may:

> Air: *Levitate* once per day.
> Earth: *Passwall* once per day.
> Fire: *Produce flame* once per day.
> Water: Breath water freely and swim at full ground movement rate+1 or 5, whichever is higher.

You are considered to have a caster level of 1 for the above spell-like abilities. Also you never lose control of elementals of your chosen type.

Humanoid

The savage blood of orcs, giants and goblinoids runs in your veins.

Savage Fury: You can get in a Berserk fury once per day for 10 combat rounds without getting exhausted.

Fey

The capricious nature of the fey runs in your family due to some intermingling of fey blood or magic.

Fey presence: You may become invisible (as for the magic-user spell) for up to one turn per day.

Undead

The touch of the grave runs through your family. Perhaps one of your ancestors became a powerful lich or vampire, or maybe you were born dead before suddenly returning to life.

One of Us: Unintelligent undead do not notice you unless you attack them. You receive a +2 bonus on saving throws made against spell-like abilities and powers used by undead.

Verdant

In your family a strong tie with the forces of nature is present, you can feel the breathing of the mother-earth and have a deep connection with all living things.

Connected: Once per day you can cast a random first level Druid spell with a caster level of 1. Otherwise you may Turn Animals as a level 1 Druid, if already a Druid or Elf add 1 to your level for turning purposes.

Combat options: healing and wounds

Stunned: Whenever a character or creature suffers more damage points than half its maximum hit points in a single blow or from a single source, he or she is stunned and loses its next action round.

Undead, oozes, elementals, constructs and other non-living or non-material being ignore stunning.

Death to Massive Damage: Whenever a character or creature suffers 40 or more damage points in a single blow or from a single source, and is not killed by that, he must roll a Constitution based Saving Throw to avoid being reduced to 0 Hit Points.

Undead, oozes, elementals, constructs and other non-living or non-material being may ignore Death to massive damage at the GM's choice.

Second Wind: Once per day each character may take 1 turn to rest, sip some water and bandage wounds. The character heals 50% of all the suffered damage. If this optional rule is in use Fighter characters may learn a new mastery: *Reserve.*

> *Reserve:* the character may take an additional Second Wind action per day.

Action resolution option: there's always a chance

Whenever rolling the d6 for an action consider a 6 as a 5 and re-roll the die adding the total. Keep rolling (and adding 5 to the total) as long as you get a 6 on the die.

This option gives a chance of success to character's that are greatly penalized or have very low ability scores.

Monsters as character races

Some campaigns may allow the choice of a player character's race to be made from humanoid races as well. Some monsters receive Racial Hit Dice, the Constitution modifier is not added to these Hit Dice. Racial Hit Dice are always d8s.

Also, when calculating the experience necessary to raise in level, add the Racial Hit Dice to the creature's current level to determine it's actual level. A first level bugbear fighting-man would thus need 8000 xp to raise to second level.

No race should be allowed in play if its Racial Hit dice total is higher than the actual lowest level in play. If this requirement is met, the monstrous character should have a class level of (lowest level in play minus its Racial Hit Dice).

Bugbears

 +4 Strength, +2 Dexterity, +2 Constitution, –2 Charisma.
A Bugbear has a base land speed of 4 and Darkvision out to 90 feet.

Racial Hit Dice: Bugbears receive 2 additional racial Hit Dice at first level.

Stealthy: Bugbears surprise, roll for surprise at +1, and are notoriously and surprisingly stealthy for their size.

Languages: Bugbears speak common, goblin and hobgoblin.

Advancement: Favorite Fighter , Forbidden Magic-user.

Centaurs

+8 Strength, -2 Dexterity, +4 Constitution, –2 Intelligence, +2 Wisdom.
A centaur has a base land speed of 6.

Racial Hit Dice: Centaurs receive 3 additional racial Hit Dice at first level.

Armor restrictions: Centaurs may only wear armor that has been tailor made for them, such armors are a cross between horse barding and human armor. Centaur armor costs and weights four times the normal cost and weight. Due to their tough skin, Centaurs have a base AC of [13].

Bad Climbers: Due to their peculiar and massive anatomy centaurs may not be able to climb very steep or slippery surfaces.

Carrying capacity: Due to their peculiar and massive anatomy centaurs have four times the basic carrying capacity of a human.

Kicks: Instead of using weapons to attack a centaur may attack twice with its hooves for 1d6 damage points each.

Languages: Centaurs speak Common, centaur and the languages of satyrs and harpies.

Level caps: Favorite Fighter, Forbidden Magic-user.

Goblins

+2 Dexterity, -2 Constitution,-2 Charisma.
A goblin has a base land speed of 3 and Darkvision out to 90 feet.

Hard to Hit: Being small, Goblins typically are awarded some defensive bonus in combat because they are hard to hit. (+4 to AC against larger than man-sized creatures.)

Weapon Restrictions: A goblin's small size does not allow them to use big weapons like battle axes, two handed swords, longbows or polearms, they may employ medium sized weapons like longswords with two hands.

Light sensitivity: Goblins suffer a -1 to all attack rolls, saving throws and ability checks while exposed to daylight.

Miners: Goblins can detect new construction, sloping passages, and shifting walls as dwarfs do.

Languages: Goblins speak common, goblin and hobgoblin.

Level caps: Favorite Rogue, Forbidden Magic-user.

Gnolls

Strength +2, Constitution +2, Intelligence –2, Charisma –2.
A gnoll has a base land speed of 4 and Darkvision out to 90 feet.

Racial Hit Dice: Gnolls receive 1 additional racial Hit Dice at first level.

Bite: Instead of using weapons to attack a gnoll may use its fangs to bite for 1d4 damage points.

Tracking scent: Gnolls have a powerful scent and can identify smells within 60', double this figure for very strong smells. This sense is about as powerful as a dog's.

Languages: Gnolls speak common and gnoll.

Level caps: Favorite Fighter, Forbidden Magic-User.

Hobgoblins

+2 Constitution.
A hobgoblin has a base land speed of 4 and Darkvision out to 60 feet.

Miners: Hobgoblins can detect new construction, sloping passages, and shifting walls as dwarfs do.

Languages: Hobgoblins speak Common, orcish, goblin and hobgoblin.

Level caps: Favorite Fighter, Forbidden Druid.

Kobolds
-2 Strength, +4Dexterity, -2 Constitution.
A kobold has a base land speed of 3 and Darkvision out to 60 feet.

Hard to Hit: Being small, Kobolds typically are awarded some defensive bonus in combat because they are hard to hit. (+4 to AC against larger than man-sized creatures.)

Weapon Restrictions: A kobold's small size does not allow them to use big weapons like battle axes, two handed swords, longbows or polearms, they may employ medium sized weapons like longswords with two hands.

Lightweight: Kobolds are so small they have half the carrying capacity of other races (0-25, 26-100, etc...).

Light sensitivity: Kobolds suffer a -1 to all attack rolls, saving throws and ability checks while exposed to daylight.

Miners: Kobolds can detect new construction, sloping passages, and shifting walls as dwarfs do.

Languages: Kobolds speak Common, kobold and goblin.

Level caps: Favorite Magic-User, Forbidden Druid.

Lizardmen
+2 Constitution, –2 Intelligence.
A Lizardmen has a base land speed of 2, a swimming speed of 4 and Darkvision out to 60 feet.

Racial Hit Dice: Lizardmen receive 1 additional racial Hit Dice at first level.

Claws: Instead of using weapons to attack a lizardmen may attack twice with its claws for 1d3 damage points or they may bite for 1d6.

Natural armor: An unarmored lizardmen has an Armor Class of [12].

Waterbreathing: A lizardmen can breath water for one hour before he needs fresh air.

Languages: Lizardmen speak lizardmen and common.

Level caps: Favorite Druid, Forbidden Magic-user.

Ogres
+10 Strength, –4 Dexterity, +4 Constitution, –4 Intelligence, –4 Charisma.
An ogre has a base land speed of 3 and Darkvision out to 60 feet.

Racial Hit Dice: Ogres receive 3 additional racial Hit Dice at first level.

Huge: Due to their massive anatomy ogres have four times the basic carrying capacity of a human. However ogre-sized armor costs and weights four times as much.

Weapon restrictions: Ogres have a hard time wielding human-sized small weapons as daggers, darts and shortswords. They may, however, wield two handed maces, swords and axes with a single hand. They may also employ giant-sized weapons with two hands, these deal an additional dice of damage and cost and weight four times the standard cost and weight.

Tough skin: Ogres have a base Armor Class of [13].

Languages: Ogres speak Common and ogrish.

Level caps: Favorite Fighter, Forbidden Magic-user.

Orcs
+2 Strength, –2 Intelligence,–2 Charisma.
An orc has a base land speed of 4 and Darkvision out to 60 feet.

Light sensitivity: Orcs suffer a -1 to all attack rolls, saving throws and ability checks while exposed to daylight.

Miners: Orcs can detect new construction, sloping passages, and shifting walls as dwarfs do.

Tracking scent: Orcs have a powerful scent and can identify smells within 30', double this figure for very strong smells. This sense is about as powerful as a dog's.

Languages: Orcs speak Common and orcish.

Level caps: Favorite Fighter, Forbidden Magic-user.

Troglodyte
+2 to Constitution, –2 Intelligence and Charisma.
A Troglodyte has a base land speed of 4 and Darkvision out to 60 feet.

Racial Hit Dice: Troglodytes receive 1 additional racial Hit Dice at first level.

Fangs and Claws: Instead of using weapons to attack a troglodyte may attack twice with its claws for 1d3 damage points or once with its bite for 1d4.

Natural armor: An unarmored troglodyte has an Armor Class of [15].

Chameleon skin: Troglodyte skin is slightly chameleon-like, which allows them to mount very effective ambushes surprising enemies with a +1 to the surprise check.

Stench: A troglodyte emits a horrible smell that weakens most other races. Failing a saving throw against the smell causes the victim to suffer a -1 penalty to all attack and damage rolls and saving throws for 10 rounds thereafter.

Languages: Troglodytes speak troglodyte only.

Level caps: Favorite Fighter, Forbidden Magic-user.

Monstrous characters average height and weight

Race	Height in Inches (M/F)		Weight in Pounds (M/F)	
	Base	Modifier	Base	Modifier
Bugbear	72/68	2d10	210/180	6d10
Centaur	84/80	3d12	1000/960	6d20
Goblin	43/41	1d10	72/68	5d4
Gnoll	84/80	1d12	180/160	4d10
Hobgoblin	72/ 68	1d8	150/130	5d10
Kobold	32/30	3d4	52/48	5d4
Lizard man	60/60	2d12	170/170	3d10
Ogre	96/93	2d12	320/280	3d20
Orc	58/56	1d12	130/90	6dl0
Troglodyte	58/56	1d12	130/90	6dl0

Monstrous character ages

Race	Base Age	Modifier	Maximum age range (base+ Variable)
Bugbear	10	1d6	65+2d10
Centaur	18	1d4	75+2d20
Goblin	12	1d6	40+1d20
Gnoll	7	1d4	33+1d4
Hobgoblin	14	1d6	50+1d20
Kobold	12	1d4	95+2d20
Lizard man	15	1d4	110+2d10
Ogre	15	1d4	90+2d20
Orc	10	1d4	35+1d10
Troglodyte	15	1d4	110+2d10

Middle Age is one-half the base maximum age, Old Age is 2/3 the base maximum age and Venerable Age is equal to the base maximum age.

Experience Points

The player's section of these rules gives some information about gaining XP. Most XP are awarded for Treasure and Monster kills, but there are more options a Referee can consider. For example:

- Active participation in the campaign could earn a player XP for each hour of real-time play.
- Casting a spell, finding a hidden door, disarming a trap, figuring out a puzzle, aiding an ally, etc. could earn a player XP.
- A particularly clever solution or epic victory could earn double the normal XP amount, while an abysmal failure could merit half.

Some Referees make all earned XP a part of a community total to be divided evenly, since not all characters have the same opportunities in a given adventure. Others prefer a more competitive game, whereby each player earns XP according to individual accomplishment.

To reduce the cash flow and imitate training some GMs allow experience for Silver Pieces to be gained only when the money is spent on training.

This is simply a decision each individual Referee will have to make for their own games.

Magical Research

Magical research is another area in which higher-level characters will begin to grow beyond the scope of the rules. Even fairly low-level Magic-users may want to develop new spells, and higher-level Magic-users might become involved in all kinds of research from potion formulae to creating magical items, to creating golems, to breeding monsters.

Clerics and Druids will be able to create magical items in line with their faith but should not be allowed to research new spells.

First of all a special laboratory (or Sancta Sanctorum) is required (with a minimum cost of 2,000 sp).

Spell development should usually require about one week of uninterrupted work and 500 sp per spell level.

Remember that new spells should be carefully reviewed to make sure they aren't too powerful—the spell's level should reflect the spell's power. If a spell turns out to be unexpectedly powerful to the point where it endangers the game, it is always the referee's prerogative to protect the game by adjusting the level of the new spell.

In addition the Magic user must pass an Intelligence action check on 1d6, (+1 for 1st and 2nd level spells, -1 for 5th and 6th level spells, -2 for 7th or higher level spells), if the roll fails time and money are wasted and the spell is not learned.

The details of item creation projects are left to the Referee: as a guideline the cost and time of such research should be at least equal to the Trade Out value of the item (see the part on Treasures): 100

sp and 1d6 days of work for Minor Magic Items, 1,000 sp and 1d6 weeks of work for a Medium Magic Item and 5,000 sp and 1d6 months of work for a Major Magic item.

Only spell-casters of at least 9th level should be allowed to create magic items like potions and scrolls and 12th level (and knowledge of the Enchant item spell for Magic-users) is required for more permanent items like wands, staffs, rings...

Item creation requires a successful Ability check modified by intelligence (or wisdom if the Referee allows clerics to create items) with base value by item type: Minor items roll at +1, Medium items roll at +0, Major items roll at -1.

Some secondary skills may apply their modifier to this roll depending on the kind of item created.

All kinds of Magical research will probably involve finding books of lost lore (yup, in dungeons, although perhaps the Wizard has henchmen to retrieve them by this point), as well as hiring the services of an alchemist or sage and strange components ranging from eye of newt up to the heart of a dragon.

Higher Level Adventuring

THE BLUE BOOK OF DANGERS & DWEOMERS usually isn't played just once for a single adventure—it is usually a weekly or monthly series of sessions in which the characters continue to adventure, gaining experience and power. Eventually, the more powerful characters will begin to make a mark on the game world itself; they may take control of a castle, build armies, and even, if the game goes on long enough and the group decides not to retire the characters, name kingdoms after themselves or venture into other worlds, realms, or dimensions. Perhaps they will do battle with demon princes, maybe they will forge artifacts of great power —even unite great empires beneath their banners on the field of war or through diplomacy in grand courts. Later "generations" of characters might even be serving as henchmen for the old, retired greats of the game!

The first several levels of playing the game are mainly devoted to the characters becoming more powerful, bringing back treasure to buy better equipment, finding magic items, learning spells, and getting more hit points as they gain levels. Often these adventures are expeditions into an underground dungeon complex, but might also be a series of voyages on a ship or any number of other adventures—whatever the players decide to embark upon. As the game reaches higher level, the players will most likely begin projects that aren't specifically covered by the rules. Perhaps the Magic-user wants to build an army of magically animated iron warriors, but needs to figure out how to do it. Maybe the Fighter wants to establish a small, fortified manor in the wilderness hills, but needs to hire some troops and clear out the area. This side of the game is only limited by your collective imaginations. Of course, as the characters become better known (or more notorious), they will be petitioned by all manner of people from kings to peasants

for help, and they will hear of mysterious places and rumors far beyond the normal fare of less renowned adventurers.

Strongholds

Strongholds and (sometimes) politics begin to dominate the game after the characters reach 9th level or higher—assuming that the players don't retire their characters at this point, which most do. Adventurers can start building strongholds before they have reached name level, of course, but they don't get the followers (or necessarily the recognition of other nobles in the area) until reaching a level where their renown is enough to attract villagers and troops to their protection.

These followers will assist the character, but will not usually go on adventures away from the stronghold in most cases (especially dangerous dungeon adventures).

Among the standard followers a character also receives special followers: 2d6+6 first level characters of the same class as the player character, 1d6 second level characters of the same class and 1d6 characters of level 1d6+1 (these can be also monsters of equivalent HDE for Magic-Users-).

Followers live from the income generated by the stronghold. The primary sources of this income are taxes on peasants for castles, fees for magical services and students' tuition for towers, tithing from the faithful for temples, and criminal activities for hideouts.

A stronghold must have 200 square feet of living space for each follower, as well as quarters for guests, stables for horses, and so on.

A player who wants to build a stronghold should draw its floor plan. Each story is usually 10' tall. The construction costs for the stronghold are determined by the square footage of its walls, floors and roofs, the materials used, and the thickness of the walls.

Make sure not to double-count corners on walls that are 5' thick or thicker – count the length of only one face. When determining wall length for round walls and towers, approximate pi by 3, since the inner face of the wall has a shorter circumference. The table below gives costs in silver pieces for each 10' square section of wall. All walls stand Structural Hit Points, which means that it takes 5 full hp of damage to inflict 1 damage point to the wall.

Wall material	1' thick	5' thick	10' thick	15' thick
Maximum height	40'	60'	80'	100'
Wood	10	n/a	n/a	n/a
Brick	20	50	n/a	n/a
Soft stone	30	70	200	n/a
Hard stone	40	90	260	350

A 1' thick wall is made of solid pieces of material held with mortar (or pegs and ropes for wooden walls); such walls may be at most 40' tall.

A 5' thick wall consists of two 1' thick walls sandwiching 3' of earth and rubble; such a wall may be at most 60' tall.

A 10' thick wall consists of a 4' thick outer wall and a 2' thick inner wall sandwiching 4' of earth and rubble, and may be built up to 80' tall.

A 15' thick wall consists of a 6' thick outer wall and a 2' thick inner wall sandwiching 7' of earth and rubble; these walls may be built up to 100' tall. To attain the maximum height, thinner walls can be used on upper stories.

For example, an 80 ft. tower must have at least 20' of 10' thick walls at the base, but more could be used.

The character will have to pay engineering costs for designing the stronghold, and tall structures are more difficult to design and to build. For each portion of the stronghold (wall, tower, and so on), each 10' of height adds 10% to the costs in both time and money. The GM should feel free to add a multiplier to reflect the difficulties of building in a remote area, obtaining materials, etc.

In particular, if materials need to be transported, they require 1 ton of cargo space per 5 sp of wood or stone construction. (The increased weight of stone compensates for its compactness compared to wood.)

A building over 40' high must have a solid foundation, and if over 60' high, it must rest on bedrock.

A stronghold requires one worker-day of construction labor for every sp it costs to build. Adding more workers reduces construction time, but the time cannot be reduced below the square root of the time for one worker to build the stronghold. Assume that there are 140 working days per year (seven months of 20 working days each) in temperate climates.

Floors and thatched roofs cost as much and take as long to build as it would take to build the square footage of their bases of 1' thick wood walls. Wood-shingled roofs cost twice this amount and take twice as long to build, while slate-shingled roofs cost four times as much and take four times as long. (You don't need to calculate the greater surface area of a pitched roof, since the increased height increases construction costs enough to cover this.)

These costs include normal features of construction such as stairs, doors and windows. Interior walls are not included; they are usually 1' thick. Parapets, which provide cover for defenders atop castle walls and towers, are usually 1' thick and 5' high (so they are half-cost).

Note that hideouts are almost always built in cities and thus are usually built with 1' thick exterior walls.

Traps or secret doors cost 200 to 500 silver pieces each at the GM's discretion.

For example, Molthvan, a 9th-level Fighter, desires to build a 60' tall square keep (50' walls with a 10' peaked slateshingled roof) that is 50' square. The keep will have four stories and an attic, and the first story, which will contain the great hall, will be 20' high. Sir Percy wishes his keep to be strongly built, so he tells his architect to build with hard stone and use 10' thick walls for the first two stories and 5' thick walls for the rest. The first and second floors will thus be 30' square or 900 square feet, and the third and

fourth floors will be 40' square or 1,600 square feet. With a total floor area of 5,000 square feet, Molthvan's keep will house him and up to 24 other people (or animals such as horses, which during an attack may be stabled in the great hall!) in acceptable comfort.

The first floor has 30 (= 5 [for 50' length] x 2 [for 20' height] x 4 walls, minus 8 sections double-counted at the corners and 2 sections for the entrance) 10' square sections of 10' thick hard stone walls, which cost 7,800 sp, and 9 10' square sections of floor, which cost 90 sp, for a total cost of 7,890 sp.

The second floor is the same as the first, except that the walls are 10' high and there is no deduction for an entrance, giving a cost of 4,250 sp.

The third and fourth floors each require 18 sections of 5' thick hard stone walls, costing 1,620 sp, and 16 sections of floor, costing 160 sp, for a total of 1,780 sp per floor.

The 50' square roof costs 4 x 25 x 10 = 1,000 sp, and the 40' square attic floor adds 160 sp.

The design calls for a total of 770' of 1' thick interior walls and doors, which would cost 30,800 sp if made of hard stone; Molthvan uses wood, which costs only 7,700 sp.

These costs total 24,560 sp, but since the keep is 60' high, its cost is increased by 60% to 39,296 sp.

The keep will require 39,296 workerdays.

Molthvan may employ up to 198 workers to build the keep, in which case it will take 198 working days to build, or a year and three months' time. Keep in mind what might happen in this time, given that the area is dangerous enough to warrant building a castle.

Dungeons: A stronghold may also have a dungeon excavated under it. A dungeon is an excellent place to store perishable supplies, a good shelter if the castle is overrun, and often incorporates an escape route if all is lost for the castle's defenders or a secret way out for raids is desired.

Magic-Users sometimes encourage monsters to take up residence in their dungeons, as they provide a convenient source of supplies for magical research and help keep away unwanted guests. Use the following figures for skilled workers, such as dwarfs or goblins, to create dungeons; double the times for less skilled miners.

Material Time for one worker to excavate a 5' cube

Material	Time
Earth	5 days (supports are required)
Soft stone	10 days
Hard stone	20 days

Structural strength and breaches: A section of stronghold wall has as many hit points as its base cost in sp divided by 5 (for example, a section of 10' thick soft stone wall has 40 structural hit points).

Stone and brick walls only take damage from crushing blows, while wood walls are also affected by fire and chopping attacks.

If a given section of wall loses all of its hit points, it is breached, allowing attackers to pass through. If a breach occurs on a lower course of wall, there is a 40% chance that the 10' section above it will be breached by collapse, and a 20% chance that the section below it will be breached.

These secondary breaches have the same chances of affecting the next 10' section above or below them, and so on until the top or bottom course of wall is reached. If a breach occurs on a right or acute corner (90 degrees or less), the chances of breaches double in each direction.

Attacking a Castle: Siege engines are difficult to aim, but as castles don't dodge around, each successive shot by a given siege engine with a given crew has an increasing chance of hitting. To reflect this, the first attack on a castle's walls is made against Armor Class 15; each subsequent attack by that weapon, fired by that crew, at that same point in the wall, is made against an Armor Class one lower than the previous shot, to a minimum AC of 10.

Attacks on a castle's defenders are at -4 on the attack roll if they are standing on the parapets, and at -10 if they are behind arrow slits. Since characters defending the castle do move around, the odds of hitting them with a siege engine do not improve from shot to shot. There is an additional -2 on the attack roll for missile attacks if the defenders are more than 20' higher than the attackers; this is not specifically due to altitude, but rather because the defenders can use more of the wall for cover. The defenders can take advantage of their height by dropping objects on attackers near the castle's base; these missiles do 3d6 points of damage, but they have a -2 attack penalty if dropped from a height of 30' or more.

Siege engines can damage several adjacent characters; roll damage separately for each character in the 10' square hit by the missile. Of course, the attack roll must be high enough to damage each one; a roll of 19 against characters having Armor Classes of 18 and 20 would hit the former but not the latter.

A castle may also be attacked by mining. This method of attack involves tunneling under the castle wall, then setting fire to the supports of the tunnel to cause the wall to collapse. It is also slow, and if the castle has a moat, the tunnel must avoid it, which requires that it be dug deeper, requiring twice the time. A mine is dug like a dungeon, and once its supports are fired, the wall above is breached; if the mine is only 5' wide, there is only a 50% chance of causing a breach.

Finally, a screw may be used to attack a stronghold. This device, which costs 200 sp, is used to bore through castle walls. A crew of at least eight is required to operate it. It is only used at the base of a wall, and it is usually operated under a sow, or portable roof, as it is slow. (A sow typically costs about 100 sp.) The device does 1d6 points of structural damage per turn. A breach caused by a screw is small, so it has only half the usual chance of spreading to the next course of wall, unless widened by miners.

Dominions

Characters may become rulers of land in their own right, dominions can range from small towers on an acre of land, to sprawling kingdoms with thousands of citizens.

Most dominions are part of larger territories; the ruler of the dominion typically swears an oath of service and fealty to a greater ruler.

Dominions are subdivided in smaller areas measuring 400 square miles. Wilderness areas are usually less populous than Civilized ones, but consider each area to be populated by 10 to 5000 families. Rulers of small dominions are usually called Barons or Counts, larger rulers of larger dominions have titles like Duke or Marquis.

To claim the title of Prince, King or Emperor one is expected to have a really huge dominion, and not to pay homage to any other Liege.

Ruling and duties

Tax rates, laws and the peasant population are all under control of the local ruler to be set as desired. The ruler is thus both judge, lawmaker and accountant to its dominion.

Rulers are expected to hold courts of law so to settle disputes and judge criminals.

In the same way rulers are expected to be present at festivities and be personal host when a ruler from another dominion -or his liege-comes visiting.

Lieges rarely interfere with local matters unless the local situation is getting out of hand and risks of meddling national affairs.

Also, all rulers are expected to give full military support to their own liege in case of war.

Beware that failure to attend to a visiting ruler is considered an insult, while failure to attend to your own liege (or paying taxes to him) is treason.

In absence of the dominion's ruler a seneschal or a council of nobles may be appointed take on the ruler's role.

Income and benefits

A ruler receives income -on a monthly basis- in three different ways: Goods, Taxes and Services.

Taxes are paid by each family in the dominion, the usual rate is 1 silver piece per family, the exact rate is set by the ruler but higher rates may cause malcontent. This money is cash and goes to the dominion's treasury.

Goods are equal to 2 silver pieces per family: beware these are not cash money. GM's should consider these as food, weapons, items, ships, books or any other kind of object or commodity. For example all -or part of- the money necessary to build a stronghold could be taken from this income.

Services represent the work force generated by each family and is rated at 10 silver pieces per family. As for Goods this does not represent cash. This kind of income could be used to pay for building strongholds and roads or to generate a militia (using the

costs for mercenaries above as a guideline), a dominion may not generate a militia greater than two men per family.

Costs

The basic costs for a dominion take four forms: Upkeep, Taxes, Army, Holidays.

Upkeep is required for all strongholds and works of engineering like dams, temples, towers, roads and bridges.

Upkeep of each item is paid separately and the cost is equal to 10% of the building cost. For each month without upkeep there is a cumulative 1% that the building will collapse.

Taxes should usually be paid: 20% of all income (Goods, Taxes and Services) must go every month to the to the ruler's liege. Not paying taxes to your liege lord may result in open war, You Have Been Warned. Usually 5 to 10% of all income goes to the local temples (or Magic user guild) as well, not paying for the temples' (or Guild) upkeep may bring the Clerics (or Magic Users) to retire their services to the ruler and/or the populace.

Armies may be made up either by a local militia (see above) or mercenaries, the cost for mercenaries is indicated above.

Holidays are more an occasional kind of expense, they happen when the ruler's liege comes to visit the dominion or the ruler needs to keep his subjects happy: the costs of such events range from 100 silver pieces per day -for small festivities- to 2000 or more silver pieces.

The Planes

The following description of the major planes of existence is only one possible scheme or interpretation.

The referee should feel free to use this as written, alter it, or disregard it completely depending on the needs of the milieu.

Material Plane : The material plane is the plane most campaign worlds are on. There are an infinite number of material planes, each of which may be wildly or subtly different from one another, and each one may operate under different magical or physical laws. Each material plane consists of its own universe, with the planet the characters are from, a sun, a solar system, and so on.

Transitive Planes

These three planes are used to get from one place to another. The astral plane is a conduit to all other planes, while the ethereal plane and the plane of shadow both serve as means of transportation within the material plane they're connected to.

These planes have the strongest regular interaction with the material plane and are often accessed by using various spells. They have native inhabitants as well.

Astral Plane: The astral plane is the space between the planes. It is a great, endless sphere of clear silvery sky, both above and below.

Occasional bits of solid matter can be found here, but most of the astral plane is an endless, open domain.

This plane serves as a connector between the different realities. It links the various Planes to each other (one travels from one Plane to another by crossing the Astral plane).

The astral Plane is invested in an eternal twilight as the cascading light of Positive Energy from above tries to break the darkness of Negative Energy below.

The Astral plane is a barren place with only rare bits of solid matter. Indeed, the most common feature is the silver cords of travelers in the plane. These cords are the lifelines that keep travelers of the Plane from becoming lost, stretching all the way back to the traveler's point of origin.

The plane is timeless: Age, hunger, thirst, poison, and natural healing don't function in the Astral Plane, though they resume functioning when the traveler leaves the Astral Plane.

The Astral Plane has no real gravity each individual chooses the direction of gravity's pull. Such a plane has no gravity for unattended objects and nonsentient creatures.

Characters on this plane can move normally along a solid surface by imagining "down" near their feet. If suspended in midair, a character "flies" by merely choosing a "down" direction and "falling" that way.

Ethereal Plane: The ethereal plane is coexistent with the material plane and often other planes as well. The material plane itself is visible from the ethereal plane, but it appears muted and indistinct, its colors blurring into each other and its edges turning fuzzy. Each plane's ethereal plane is usually the door to the Astral plane, but some spells allow powerful casters to skip it. The ethereal planes can also hide little demi-planes, small pockets of matter. These demi-planes are sometimes the creations of extremely powerful wizards, technologists, or demi-gods.

In an ethereal plane time passes at the same rate of the Prime plane it is attached to.

While it is possible to see into the material plane from the ethereal plane, the ethereal plane is usually invisible to those on the material plane. However, the gray fog of the Ether may be dense or thin, varying by what is nearby on the Prime Plane. Nearby rock, earth and wood as thicker ether. Fire on the nearby Prime Plane appears as bright Ether. Normally, creatures on the ethereal plane cannot attack creatures on the material plane, and viceversa. A traveler on the ethereal plane is invisible, incorporeal, and utterly silent to someone on the material plane.

The ethereal plane is mostly empty of structures and impediments. However, the plane has its own inhabitants. Some of these are other ethereal travelers, but the ghosts found here pose a particular peril to those who walk the fog.

Plane of Shadow: The plane of shadow is a dimly lit dimension that is both coterminous to and coexistent with the material plane. It overlaps the material plane much as the ethereal plane does, so a

planar traveler can use the plane of shadow to cover great distances quickly. This plane is also coterminous to other planes.

The plane of shadow is a world of black and white; color itself has been bleached from the environment. It otherwise appears similar to the material plane. Despite the lack of light sources, various plants, animals, and humanoids call the Plane of Shadow home.

All light sources have their ranges halved on the Plane of Shadow.

Parts of this plane continually flow onto other planes: as a result, creating a precise map of the plane is next to impossible, despite the presence of landmarks.

Spells that make use of shadows have range and duration doubled on this plane, while spells that use or generate light or fire may fizzle when cast on the Plane of Shadow. The GM may allow an Ability check to cast the spell with success. If the check fails the spell is lost.

Despite the dark nature of the Plane of Shadow, spells that produce, use, or manipulate darkness are unaffected by the plane.

Inner Planes

These four planes are manifestations of the basic building blocks of the universe. Each is made up of a single type of energy or element that overwhelms all others. The natives of a particular Inner plane are made of the same energy or element as the plane itself.

Where the elemental planes touch each other there arise the para-elemental planes—Smoke, Ice, Ooze, and Magma.

The quasi-elemental planes exist where the elemental planes touch the Energy planes (see below)—Lightning, Steam, Minerals, and Radiance around the Positive Energy plane, and Salt, Vacuum, Ash, and Dust around the Negative Energy plane.

Elemental Plane of Air: The elemental plane of air is an empty plane, consisting of sky above and sky below. The elemental plane of air is the most comfortable and survivable of the Inner planes, and it is the home of all manner of airborne creatures.

Indeed, flying creatures find themselves at a great advantage on this plane. While travelers without flight can survive easily here, they are at a disadvantage.

Mostly open space, this plane has a breathable atmosphere, though it may include clouds of acidic or toxic gas. Creatures connected to the earth elementals are uncomfortable this plane because they have little or no natural earth to connect with. They take no actual damage, however.

Unlike other Elemental Planes, the Elemental Plane of Air has subjective directional gravity like the Astral Plane. Inhabitants of the plane determine their own "down" direction. Objects not under the motive force of others do not move.

Spells and spell-like abilities that use, manipulate, or create air have twice the basic range and duration.

Spells and spell-like abilities that use or create earth require the caster to pass an Ability check to actually work. If the check fails the spell is lost.

Elemental Plane of Earth: The elemental plane of earth is a solid place made of rock, soil, and stone. An unwary and unprepared traveler may find himself entombed within this vast solidity of material and have his life crushed into nothingness, his powdered remains a warning to any foolish enough to follow.

Despite its solid, unyielding nature, the elemental plane of earth is varied in its consistency, ranging from relatively soft soil to veins of heavier and more valuable metal.

Travelers who arrive run the risk of suffocation if they don't reach a cavern or other pocket within the earth. Worse yet, individuals without the ability to burrow are entombed in the earth and must dig their way out (5 feet per turn). Creatures connected to the air elementals are uncomfortable on earth dominant planes because these planes are tight and claustrophobic to them. But they suffer no inconvenience beyond having difficulty moving.

Spells and spell-like abilities that use, manipulate, or create earth have twice the basic range and duration.

Spells and spell-like abilities that use or create air require the caster to pass an Ability check to actually work. If the check fails the spell is lost.

Elemental Plane of Fire: Everything is alight on the elemental plane of fire. The ground is nothing more than great, ever shifting plates of compressed flame. The air ripples with the heat of continual firestorms, and the most common liquid is magma, not water. The oceans are made of liquid flame, and the mountains ooze with molten lava. fire survives here without need for fuel or air, but flammables brought onto the plane are consumed readily.

The plane is composed of flames that continually burn without consuming their fuel source.

Unprotected wood, paper, cloth, and other flammable materials catch fire almost immediately, and those wearing unprotected flammable clothing catch on fire. In addition, individuals take 3d6 points of fire damage every round.

Creatures connected to the water elementals are extremely uncomfortable on the plane of fire. Those that are made of water take double damage each round.

Spells and spell-like abilities that use, manipulate, or create fire have twice the basic range and duration.

Spells and spell-like abilities that use or create water require require the caster to pass an Ability check to actually work. If the check fails the spell is lost.

Elemental Plane of Water: The elemental plane of water is a sea without a floor or a surface, an entirely fluid environment lit by a diffuse glow. It is one of the more hospitable of the Inner planes once a traveler gets past the problem of breathing the local medium. The eternal oceans of this plane vary between ice cold and boiling hot, between saline and fresh. They are perpetually in motion, wracked by currents and tides. The plane's permanent settlements form around bits of flotsam and jetsam suspended within this

endless liquid. These settlements drift on the tides of the elemental plane of Water.

Visitors who can't breathe water or reach a pocket of air will likely drown. Creatures connected to the fire elementals are extremely uncomfortable on water-dominant planes. Those made of fire take 3d6 points of damage each round.

Spells and spell-like abilities that use, manipulate, or create water have twice the basic range and duration.

Spells and spell-like abilities that use or create fire require the caster to pass an Ability check to actually work. If the check fails the spell is lost.

The Energy Planes

The Energy planes are the Positive Energy plane (also called the Plane of Life, "up and above" the upper planes) and the Negative Energy plane (the source of entropy, "down and below" the lower planes). The light seeping from the Plane of Life illuminates the darkness of the Plane of Entropy, the twilight in between these planes is the Astral space in which all other planes float.

The energy planes have no real gravity each individual chooses the direction of gravity's pull. Such a plane has no gravity for unattended objects and nonsentient creatures.

Characters on one of these planes can move normally along a solid surface by imagining "down" near their feet. If suspended in midair, a character "flies" by merely choosing a "down" direction and "falling" that way.

Negative Energy Plane: To an observer, there's little to see on the negative energy plane. It is a dark, empty place, an eternal pit where a traveler can fall until the plane itself steals away all light and life. The negative energy plane is the most hostile of the Inner planes, and the most uncaring and intolerant of life.

Only creatures immune to its life-draining energies can survive there.

On this plane living creatures take 1d6 points of damage per round unless somehow protected by magic. When a character dies here, it crumbles into ash and can not be raised from the dead.

Spells or abilities that drain energy or use negative energy(cause wounds, blindness, finger of death) are saved at -5 on this plane.

Using spells and powers that use positive energy (all cure spells, regeneration, restoration, raise dead...) produce no effect most of the time. The GM may allow an Ability check to cast the spell with success. If the check fails the spell is lost.

The plane is timeless: no aging, natural healing and hunger exist.

Positive Energy Plane: The positive energy plane has no surface and is akin to the elemental plane of air with its wide-open nature. However, every bit of this plane glows brightly with innate power. This power is dangerous to mortal forms, which are not made to handle it. Despite the beneficial effects of the plane, it is one of the most hostile of the inner planes. An unprotected character on this plane swells with power as positive energy is force-fed into her.

Then, her mortal frame unable to contain that power, she immolates as if she were a small planet caught at the edge of a supernova. Visits to the Positive Energy plane are brief, and even then travelers must be heavily protected.

The plane is timeless: no aging, natural healing and hunger exist.

A creature on a major positive-dominant plane must make a Saving Throw to avoid being blinded for 10 rounds by the brilliance of the surroundings. Simply being on the plane grants regeneration at a rate of 2 points per round.

In addition, those at full hit points gain 2 additional temporary hit points per round. These temporary hit points fade 1d20 rounds after the creature leaves the major positive- dominant plane. However, a creature must make a Constitution save each round that its temporary hit points exceed its normal hit point total. Failing the saving throw results in the creature exploding in a riot of energy, killing it.

Spells or abilities that use positive energy (cure wounds, blindness, raise) have double duration, range and always have the maximum possible effect.

Using spells and powers that use negative energy (all cause wounds spells, finger of death, energy drain...) on this plane often produces no effect whatsoever o this plane. The GM may allow an Ability check to cast the spell with success. If the check fails the spell is lost.

Outer Planes

The deities live on the outer planes, as do creatures such as demons. Each of the outer planes has an alignment, representing a particular moral or ethical outlook, and the natives of each plane tend to behave in agreement with that plane's alignment. The outer planes are also the final resting place of souls from the material plane, whether that final rest takes the form of calm introspection or eternal damnation.

Name	Alignment	Description
Elysium	Law	The plane of peace and unadulterated goodness where all live in harmony.
Arborea	Neutral	Fey realm of passion, abundance and nature's caprice.
Ysgard	Chaotic	The eternal battleground where true heroes prove their valor.
Limbo	Chaotic	An alien, anarchistic and unpredictable plane.
Pandemonium	Chaotic	An infinite network of pitch-black catacombs, with winds that drive men mad. Liars, cheats and traitors are imprisoned here by their own deceptions.
Mechanus	Lawful	This clockwork plane is the ultimate in order; scholars and constructs live here.
The Outlands	Neutral	The plane between all other outer planes.

Demiplanes

This category covers all extradimensional spaces that function like planes but have measurable size and limited access. Other kinds of planes are theoretically infinite in size, but a demiplane might be only a few hundred feet across. Any demiplane could have the characteristics of any other plane. Demiplanes can be found "floating" freely within the astral or ethereal planes.

Monsters

Some creatures may have "magic resistance." The given percentage chance is the likelihood that any magic used against the creature (other than weapon bonuses) will fail to take effect. Roll a d100, and the magic will fail if the result is less than the given percentage. Add one to the d100 roll per level of the spell caster above 10, also add its Wisdom (for Clerics and Druids) or Intelligence (for Magic Users) bonus

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.

Monster "to-hit" Rolls

Monsters roll a d20 to attack, add their Hit Dice to the number (maximum bonus of +15), and if the result is equal to or higher than the defender's AC, the attack hits and does damage.

Reading Monster Entries

Armor Class: See the section on Combat. This lists the armor wor -if any- by the monster and its unarmored AC

Hit Dice: This is the number of dice (d8) rolled to determine an individual creature's hit points. If there is a plus or minus next to the number, you add or subtract that number from the total, only once. For a creature with 4+1 hit dice, you'd roll 4d8, and then add one more HP.

A monster's carrying capacity is based on its Hit Dice, a monster with less than 1 hit dice has a base carrying capacity of 40 pounds, bigger monsters have a base carrying capacity of 50 pounds per hit dice.

Weight carried	Movement (minimum 1)
Base carrying capacity	+0
Up to base cc x2	-1
Up to base cc x3	-2
Up to base cc x6	-3

Total Hit Bonus: This is the number the monster adds to its attack roll to see if it scores a hit. *It is exactly the same as the creature's hit dice up to a maximum of 15.*

Attacks: This entry shows you the number of attacks and the damage they inflict. Most monsters have 1 attack and inflict 1d6 damage—but there are exceptions.

Saving Throw Bonus: This is the number the monster adds to its Saving Throws to see if it avoids peril. *It is half creature's hit dice rounded down up to a maximum of +10.*

Special: This is just a "flag" for the Referee to remind him that the monster has a special ability. Darkvision always has a range of 60 feet unless otherwise noted.

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

Alignment: This is the typical alignment of the monster. The Referee may change this if desired.

Hit Dice Equivalent (HDE): This is used to separate the monsters into "difficulty levels," so that when you're creating an adventure you've got some guidelines about what the characters can handle. XP tells you how many experience points the adventuring party gains as a result of killing the creature.

Some monsters have multiple saving throws and HDE's listed. This is because certain monsters have a range of hit dice. Order is always from lowest HD to highest HD.

Skills, weapons and armor: Unintelligent monsters have no secondary skills, and are not proficient with any kind of weapon or armor. Intelligent monsters will posses any secondary skills as determined by the Referee and are usually considered proficient with all armors and weapons unless they are described as being part of a character class (Cleric, Magic User...) in that case they usually abide by class restrictions for weapons and armor. All intelligent monsters know how to speak common and their native language.

Undead and constructs

Undead and constructs (golems and other machine like creatures) are not actual living beings, they do not need to breath, eat, drink or sleep.

They are immune to poison, disease and mind affecting spells like Detect Thoughts, Hold Person, Charm person or Sleep.

Healing magic has no effect on constructs and Cure (Cause) wounds spells affect undead in reverse fashion.

Extra-planar creatures like angels, demons and elementals may share some of these immunities as well as the GM sees fit..

A

Aboleth

Armor Class:	[16]
Hit Dice:	9
Attacks:	4 tentacles (1d6 + slime)
Special:	Charm monster (3/day), Phantasmal force (3/day), Mucus cloud in water (save or cannot breathe air for 3 hours), special disease upon successful hit (save or must be immersed in water every hour).
Move:	3 (Swim 4)
Alignment:	Chaotic
HDE/XP:	12/2000

The aboleth is a revolting fish-like amphibian, primarily subterranean, roughly the size of a killer whale. It vaguely resembles a catfish, but has four long tentacles and four orifices along its belly. The tentacles can be used to drag its bulk across dry land. These horrid abominations are extremely intelligent: an aboleth can cast charm monster three times per day, and create a phantasmal force three times per day. In the water, an aboleth surrounds itself with a cloud of mucus that requires anyone inhaling it to make a saving throw or become unable to breathe air for 3 hours. Finally, the slime on an aboleth's tentacles causes disease if a saving throw fails. Those afflicted suffer a change to their skin, which must be immersed in water every hour, or the victim suffers 1d6 points of damage.

Angels

Angels inhabit the upper planes of existence, but they may be encountered almost everywhere as they are often sent on a mission by the deities they serve.

Angel, Messenger

Armor Class:	[20]
Hit Dice:	7
Attacks:	sword (1d10+2)
Special:	See Below, darkvision, immune to non-magical weapons
Move:	4 (8 when flying)
Alignment:	Lawful
HDE/XP:	11/1700

The least powerful of all angels, messenger angels appear as beautiful androgynous humans with a single pair of peacock wings dressed in flowing robes and surrounded by a halo of light.

They have 50% magic resistance immune and are immune to non-magical weapons.

A Messenger Angel can cast spells and Turn undead as a 7th level Cleric, and if forced to fight materializes a flaming sword.

Ankheg

Armor Class:	[17], underside [15]
Hit Dice:	6
Attacks:	bite (3d6)
Special:	spits acid (5d6 1/day, save for half damage)
Move:	4 (2 if Burrowing)
Alignment:	Neutral
HDE/XP:	7/600

Ankhegs are huge insects, 10 to 20ft long, resembling grasshoppers with vicious mandibles. They burrow through the ground, often in farmlands as well as in caverns. Once per day, an ankheg can squirt digestive acids for 5d6 points of damage (save for half), but this is a defense not used in normal hunting.

Ants, Giant (Worker)

Armor Class:	[16]
Hit Dice:	2
Attacks:	Bite (1d6 + poison)
Special:	None
Move:	6
Alignment:	Neutral
HDE/XP:	2/30

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)

Armor Class:	[16]
Hit Dice:	3
Attacks:	Bite (1d6 + poison)
Special:	None
Move:	6
Alignment:	Neutral
HDE/XP:	2/30

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, 1d6 points of damage if the saving throw succeeds.

Ants, Giant (Queen)

Armor Class:	[16]
Hit Dice:	10
Attacks:	Bite (1d6)
Special:	None
Move:	1

Alignment: Neutral
HDE/XP: 8/800

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.

B

Badgers, Giant

Armor Class: [15]
Hit Dice: 3
Attacks: 2 claws (1d3), bite (1d6)
Special: None
Move: 2
Alignment: Neutral
HDE/XP: 3/120

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

Banshees

Armor Class: [20]
Hit Dice: 7
Attacks: claw (1d6)
Special: See Below
Move: 4
Alignment: Chaotic
HDE/XP: 11/1700

Banshees are horrid fey (or undead) creatures that live in swamps and other desolate places. They can only be harmed by magical or silver weapons. Banshees have a 49% resistance to magic, and they 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 with long, stringy hair and glowing yellow eyes. They often wear hooded cloaks. At the Referee's discretion, such creatures might be undead rather than faerie-folk, and are considered Type 9 undead for turning purposes.

Basilisks

Armor Class: [15]
Hit Dice: 6
Attacks: bite (2d6)
Special: Petrifying gaze
Move: 4
Alignment: Neutral
HDE/XP: 8/800

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.

Bat Monster

Armor Class: [13]
Hit Dice: 8
Attacks: Bite (2d8), claws (1d6)
Special: None
Move: 1/6 (when flying)
Alignment: Neutral
HDE/XP: 9/1,100

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.

Bear, Black

Armor Class: [12]
Hit Dice: 4+1
Attacks: 2 claws (1d3), bite (1d6)
Special: Bear hug
Move: 3
Alignment: Neutral
HDE/XP: 4/120

If a black bear hits with both claws, it hugs for an additional 1d6 hit points of damage.

Beetles, Giant Fire

Armor Class: [15]
Hit Dice: 1+3
Attacks: bite (1d4+2)
Special: None
Move: 4
Alignment: Neutral
HDE/XP: 1/15

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

Black Puddings

Armor Class: [13]
Hit Dice: 10
Attacks: strike (3d8)
Special: Acidic
Move: 2

Alignment:	Neutral
HDE/XP:	11/1700

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), chainmail 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. They are immune to cold, and divide when attacked by lightning.

Blink Dogs

Armor Class:	[14]
Hit Dice:	6
Attacks:	bite (1d6)
Special:	Teleport
Move:	4
Alignment:	Lawful
HDE/XP:	4/240

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

Armor Class:	[12]
Hit Dice:	3+3
Attacks:	gore (3d4)
Special:	Continues attacking 2 rounds after death
Move:	5
Alignment:	Neutral
HDE/XP:	4/240

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

Armor Class:	[14]- Ring mail and shield [10]
Hit Dice:	3+1
Attacks:	weapon (+1 for strength)
Special:	Surprise opponents (+1), darkvision
Move:	3 (4 unarmored)
Alignment:	Chaotic
HDE/XP:	3/120

These large, hairy, goblin-like humanoids are stealthier than their size would suggest, almost always getting the chance to surprise even alert opponents rolling their surprise check at +1.

C

Centaurs

Armor Class:	[14] – leather [12]
Hit Dice:	4
Attacks:	2 kicks (1d6) or weapon (+2 for strength)
Special:	None
Move:	6
Alignment:	Neutral
HDE/XP:	5/240

Half man, half horse, centaurs are fierce warriors and well-known creatures of mythology. The Referee may choose any "version" of the centaur from myth or folklore for his campaign: some are evil, some aloof, and some are soothsayers.

Centipedes, Giant

Listings are for: small, medium, and large

Armor Class:	[10], [14], [20]
Hit Dice:	(1d2 HP), 2, 4
Attacks:	bite: 0, 1d8, 2d8
Special:	Poison (save): +4, +6, +4
Move:	4,5,6
Alignment:	Neutral
HDE/XP:	2/30, 4/240, 6/400

Small: Giant lethal centipedes of the small size inflict a lethal amount of poison with a +4 modifier to opponent's saving throw, but inflict no damage if the saving throw is successful.

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

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

Chimera

Listings are for: goat, lion, dragon

Armor Class:	[13], [14], [17]
Hit Dice:	9
Attacks:	2 claws (1d3), 2 goat horns (1d4), 1 lion bite (2d4), and 1 dragon bite (3d4)
Special:	Breathes fire, flies
Move:	3 (6 when flying)
Alignment:	Chaotic
HDE/XP:	11/1700

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 3d6 damage to anyone caught within the fiery blast (saving throw for half damage).

Cockatrices

Armor Class:	[13]
Hit Dice:	5
Attacks:	bite (1d3+special)
Special:	Bite turns bitten into stone
Move:	2 (6 when flying)
Alignment:	Neutral
HDE/XP:	7/600

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

Crocodile

Armor Class:	[15]
Hit Dice:	3
Attacks:	bite (1d6)
Special:	None
Move:	2 (4 when swimming)
Alignment:	Neutral
HDE/XP:	3/60

Some normal crocodiles are man-eaters; all are dangerous and can conceal themselves well.

D

Demons

Demons are creatures of the lower planes of existence, but they are occasionally encountered in places where they have been enslaved to serve as guardians by powerful Magic-users or Chaotic priests. The more intelligent varieties might also be interrupted while carrying out plots of their own. There is no meaningful game distinction between demons and devils; all are creatures of the lower planes.

Demon, Baalrogs

Armor Class:	[17]
Hit Dice:	9
Attacks:	sword (1d10+2) and whip
Special:	See Below, darkvision, immune to non-magical weapons
Move:	2 (5 when flying)
Alignment:	Chaotic
HDE/XP:	10/1400

The Baalrog's name means, roughly, the Bull of Baal: the Baal-aurochs (the aurochs was a bull that stood twelve feet tall at the shoulder, and Baal is an ancient and evil pagan deity). These powerful demons somewhat resemble vast minotaurs with great, spreading bat-wings; they burn with the fires of hell and are wreathed in flame. They are 75% immune to all spells and to non-magical weapons. In combat, a baalrog uses whip and sword;

the whip can be used to reach great distances—on a successful hit the victim is pulled close to the baalrog and burned by the fires of the demon's body (3d6 hit points). Baalrogs are sometimes referred to in ancient texts as Balor or Baalor, which may be the name of a single demon rather than a term for all of them. A baalrog could be forced or tricked into the service of a powerful wizard, but the risk would be immense.

Demon, Lemure

Armor Class:	[17]
Hit Dice:	3
Attacks:	claw (1d3)
Special:	Regenerate (1 HP/round), darkvision
Move:	1
Alignment:	Chaotic
HDE/XP:	4/120

Lemures are vaguely humanoid, but their flesh is mud-like, shifting and soft upon their horrible bodies. Like manes and wretches, lemures are lower forms of demons, the fleshly manifestations of damned souls. These demons can only be permanently destroyed by sprinkling their disgusting bodies with holy water.

Demon, Quasit

Armor Class:	[17]
Hit Dice:	3
Attacks:	2 claws (1d2 + non-lethal poison), 1 bite (1d3)
Special:	Regenerate (1 HP/round), poison, magic resistance, magic
Move:	3
Alignment:	Chaotic
HDE/XP:	7/600

Quasits are demon familiars, much like imps but without wings and with a less human-like shape. A quasit can polymorph into two other forms (commonly a giant centipede and a bat). These demons are 25% resistant to magic, regenerate at 1hp per round, can become invisible at will, and once per day can cast a Fear spell. Their claws are laden with poison that reduces an opponent's dexterity by 1 point (saving throw applies, lasts for 2d6 rounds).

Djinn

Armor Class:	[15]
Hit Dice:	7+3
Attacks:	fist (1d6) or weapon (1d10)
Special:	Flight, magic, whirlwind
Move:	3 (8 when flying)
Alignment:	Neutral
HDE/XP:	9/1100

Djinn are one of the genies of folklore, creatures of the air (and possibly of the elemental planes). They can carry 700 pounds of

weight, and have a number of magical powers. A djinni can create food and water of high quality, 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 turn themselves into 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 much like an air elemental, 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.

Doppelgangers

Armor Class:	[14]
Hit Dice:	4
Attacks:	claw (1d6)
Special:	See Below, darkvision
Move:	3
Alignment:	Chaotic
HDE/XP:	5/240

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

All dragons have a breath weapon of some kind, which can be used three times in a day. The Referee chooses when a dragon will use the breath weapon, or may roll a 50% chance in any given round.

All dragons have darkvision with a 120 feet range and can spot the presence of invisible beings within 120 by smell.

Creatures with than 3 levels or Hit Dice in sight of a dragon must make a Saving Throw modified by wisdom or flee for 3d6 rounds. If cornered these creatures will fight with a -1 modifier to all attack rolls.

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.
- Aged (101-400 years old): 7 hit points per die; 7 hit points per die inflicted by breath weapon.
- Ancient (401+ years old): 8 hit points per die; 8 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 Referee 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 come in three different types:

1. A cloud-shape for gaseous exhalations.
2. A cone shape for fiery-type breath.
3. A line for spitting dragons. The dimensions of a dragon's breath differ according to the dragon's type.

Dragon, Black

Armor Class:	[17]
Hit Dice:	6–8
Attacks:	bite (3d6), 2 claws (1d4) , or tail (1d4)
Special:	Spits acid
Move:	4 (8 when flying)
Alignment:	Chaotic
HDE/XP:	8/800, 9/1100, 10/1400

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.

Dragon, Blue

Armor Class:	[17]
Hit Dice:	8–10
Attacks:	bite (3d6), 2 claws (1d6) , or tail (1d6)
Special:	Spits lightning
Move:	4 (8 when flying)
Alignment:	Chaotic
HDE/XP:	10/1400, 11/1700, 12/2000

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.

Dragon, Gold

Armor Class:	[17]
Hit Dice:	10–12
Attacks:	bite (2d10), 2 claws (1d8) , or tail (1d6)
Special:	Breathes poisonous gas or fire
Move:	4 (8 when flying)
Alignment:	Lawful
HDE/XP:	12/2000, 13/2300, 14/2600

Gold dragons are of lawful nature, can always speak, and cast spells as if they were a Magic-user of equal level to hp per die of their age category (so that very old Gold Dragons are 6th level Magic-users). They can choose to either breathe fire in a cone 90 ft long and roughly 30 ft wide at the base, or breathe chlorine gas in a cloud 50 ft long, 40 ft wide, and 30 ft high.

Dragon, Green

Armor Class:	[17]
Hit Dice:	7–9
Attacks:	bite (2d10), 2 claws (1d6) , or tail (1d6)
Special:	Breathes poisonous gas
Move:	4 (8 when flying)
Alignment:	Chaotic
HDE/XP:	9/1100, 10/1400, 11/1700

Green dragons breathe a cloud of poisonous gas, 50 ft in diameter. A successful saving throw indicates half damage.

Dragon, Red

Armor Class:	[17]
Hit Dice:	9–11
Attacks:	bite (3d10), 2 claws (1d8) , or tail (1d6)
Special:	Breathes fire
Move:	4 (8 when flying)
Alignment:	Chaotic
HDE/XP:	11/1700, 12/2000, 13/2300

Red dragons are the fire-breathing wyrms of legend. They breathe fire in a cone-shape 90 ft long and roughly 30 ft wide at the base.

Dragon, White

Armor Class:	[17]
Hit Dice:	5–7
Attacks:	bite (2d8), 2 claws (1d4) , or tail (1d4)
Special:	Breathes cold
Move:	4 (8 when flying)
Alignment:	Neutral
HDE/XP:	7/600, 8/800, 9/1100

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.

Dryads

Armor Class:	[10]
Hit Dice:	2
Attacks:	wooden dagger (1d3)
Special:	Charm Person
Move:	4
Alignment:	Neutral
HDE/XP:	3/60

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.

Dwarfs

Armor Class:	[15] – Chain mail and shield [10]
Hit Dice:	1+1
Attacks:	By weapon
Special:	Stonework insight, darkvision and hardiness
Move:	2 (3 unarmored)
Alignment:	Any (usually Neutral or Lawful)
HDE/XP:	1/15

Dwarfs have 60 feet darkvision and receive a +2 bonus to Saving Throws versus magic, poison and disease.
The above abilities are those of standard dwarf warrior, dwarf leaders are usually high level Fighters or Clerics.

E

Efreet

Armor Class:	[17]
Hit Dice:	10
Attacks:	fist (1d6) or sword (1d10)
Special:	Wall of Fire
Move:	3 (8 when flying)
Alignment:	Chaotic
HDE/XP:	12/2000

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 Wall of Defense I). They appear as giant humans with cruel features, their skin flickering with flames.

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

Armor Class:	[17]
Hit Dice:	8, 12, 16
Attacks:	strike (2d8)
Special:	Whirlwind
Move:	12 (Flight)
Alignment:	Neutral
HDE/XP:	9/1100, 13/2300, 17/3400

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 (almost certainly killing them). Elemental whirlwinds are approximately 100 ft high.

Elemental, Earth

Armor Class:	[17]
Hit Dice:	8, 12, 16
Attacks:	fist (3d6)
Special:	Tear down stone
Move:	2
Alignment:	Neutral
HDE/XP:	9/1100, 13/2300, 17/3400

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 minutes.

Elemental, Fire

Armor Class:	[17]
Hit Dice:	8, 12, 16
Attacks:	strike (2d6)
Special:	Ignite materials
Move:	4
Alignment:	Neutral
HDE/XP:	9/1100, 13/2300, 17/3400

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

Elemental, Water

Armor Class:	[17]
Hit Dice:	8, 12, 16
Attacks:	strike (3d6)
Special:	Can overturn ships
Move:	2 (6 when swimming)
Alignment:	Neutral
HDE/XP:	9/1100, 13/2300, 17/3400

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 minutes to work at it. On water, they can attack ships, battering them to pieces within one hour if not prevented or distracted.

Elves

Armor Class:	[14] -Leather and shield [11]
Hit Dice:	1
Attacks:	sword or longbow
Special:	Darkvision, turn animal, fey, alert
Move:	4
Alignment:	Any (usually Neutral or Chaotic)
HDE/XP:	1/15

The example above is for a typical elf warrior; elven leaders are usually high level druids.

All Elves have 60 feet darkvision, can use the Animal Friendship special ability of Druids at level 1 and are surprised only 1 time out of 6.

Furthermore elves are immune to Charm person and Sleep spells plus the paralyzing effects induced by a ghoul's touch.

Ettercap

Armor Class:	[13]
Hit Dice:	5
Attacks:	2 claws (1d3) or bite (1d6+poison)
Special:	Poison, traps, web
Move:	4
Alignment:	Chaotic
HDE/XP:	6/400

Ettercaps are a strange race of spindly, long-armed bipeds about seven feet tall. They have spider-like spinnerets, and are often found in the company of giant spiders. Ettercaps are flesh-eating predators who use their spinnerets to create traps of various kinds such as web-filled pits or deadfall traps with silken ropes.

G

Gargoyles

Armor Class:	[14]
Hit Dice:	4+4
Attacks:	2 claws (1d3), 1 bite (1d4), 1 horn (1d6)
Special:	Flight, darkvision
Move:	3 (5 when flying)
Alignment:	Chaotic
HDE/XP:	6/400

Gargoyles are winged creatures resembling the carven monstrosities that bedeck the walls of cathedrals and many subterranean dungeons. They can be vicious predators.

Gelatinous Cubes

Armor Class:	[11]
Hit Dice:	4
Attacks:	attack (2d4)
Special:	Paralysis, lighting and cold immunity
Move:	2
Alignment:	Neutral
HDE/XP:	5/240

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

Armor Class:	[13]
Hit Dice:	2
Attacks:	2 claws (1d3), bite (1d4)
Special:	Immunities, paralysis, darkvision
Move:	3
Alignment:	Chaotic
HDE/XP:	3/60

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

Armor Class:	[17] – plate mail [11]
Hit Dice:	13
Attacks:	weapon (6d6) or fist (1d6)
Special:	Hurl boulders
Move:	5 (7 unarmored)
Alignment:	Neutral
HDE/XP:	13/2300

Cloud giants are cunning beasts, often living in cloud-castles in the sky (hence their name). They throw rocks for 5d6 hit points of damage. Cloud giants are famous for their ability to smell out food, enemies, and *Englishmen*.

Giant, Fire

Armor Class:	[16] – splinted armor [11]
Hit Dice:	12
Attacks:	weapon (5d6) or fist (1d6)
Special:	Hurl boulders, immune to fire
Move:	4 (6 unarmored)
Alignment:	Chaotic
HDE/XP:	12/2000

Fire giants are usually found near volcanic mountains, in great castles of basalt or even iron. They throw boulders for 4d6 hit points.

Giant, Frost

Armor Class:	[15] – chain mail [11]
Hit Dice:	11
Attacks:	weapon (4d6) or fist (1d6)
Special:	Hurl boulders, immune to cold
Move:	4 (5 unarmored)
Alignment:	Chaotic
HDE/XP:	12/2000

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

Armor Class:	[15] – leather [13]
Hit Dice:	8+2
Attacks:	weapon (2d8) or fist (1d4)
Special:	Hurl boulders
Move:	4
Alignment:	Chaotic
HDE/XP:	9/1100

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

Armor Class:	[20]
Hit Dice:	9+3
Attacks:	club (3d6) or fist (1d6)
Special:	Hurl boulders
Move:	4
Alignment:	Neutral
HDE/XP:	10/1400

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

Armor Class:	[18] – plate mail [12]
Hit Dice:	16
Attacks:	weapon (7d6) or fist (1d6)
Special:	Hurl boulders, control weather
Move:	5 (7 unarmored)
Alignment:	Lawful
HDE/XP:	16/3200

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).

Gibbering mouther

Armor Class:	[18]
Hit Dice:	4+4
Attacks:	6 bites (1 point)
Special:	Gibbering, spit, pull prey underneath.
Move:	1
Alignment:	Neutral
HDE/XP:	6/400

Gibbering mothers are amorphous blobs of flesh with multiple eyes and mouths appearing and disappearing from the quivering mass of the body as it moves along. The mouths gibber and babble meaningless, speech-like noises; the monster is perpetually accompanied by this disturbing and inhuman sound except when it is waiting to ambush prey, in which case the eyes and mouths are all kept closed, and the monster appears to be nothing more than an oozy pile of earth. When the mouther spots prey, it begins gibbering loudly, causing anyone within 60ft to make a saving throw or become confused (per the spell). Each round spent listening to the mouther requires another saving throw. In any given round, the mouther will have six mouths available either to spit or to bite. The creature's spittle flashes brightly upon impact with most surfaces, causing anyone nearby to make a saving throw or be blinded for one round. The mouther's bites are not particularly deadly in and of themselves, but once a mouth hits it fastens on and continues to do automatic damage thereafter. Also, if a character has 3 or more mouths fastened to him, there is a risk of slipping and being covered by the mouther (which allows the mouther to attack with 12 additional mouths on its underside). The chance of slipping is 5%, and if more than 3 mouths are attached the chance increases by 5% per additional mouth. The ground around a gibbering mouther, in a radius of 5ft, will be soft and mud-like, for the mouther changes the consistency of the ground beneath itself.

Gnolls

Armor Class:	[14] -ring mail and shield [10]
Hit Dice:	2
Attacks:	bite (1d4) or weapon
Special:	Darkvision, tracking scent
Move:	3 (4 unarmored)
Alignment:	Chaotic
HDE/XP:	2/30

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 to steal and kill with rapacious ferocity.

Gnome

Armor Class:	[12] -leather armor [10]
Hit Dice:	1
Attacks:	weapon (1d6)
Special:	Illusionism, stealthy
Move:	3
Alignment:	Neutral
HDE/XP:	1/15

Gnomes are small rural humanoids. Gnomes are natural illusionists gaining a +2 bonus to saving Throws against illusion magic and powers. All gnomes can cast once per day Audible Glamer and Dancing Lights as first level magic-users, also gnomes roll for surprise at +1.

Goblins

Armor Class:	[12] -padded and shield [10]
Hit Dice:	1d6 hit points
Attacks:	weapon (1d6)
Special:	-1 "to-hit" in sunlight, darkvision
Move:	3
Alignment:	Chaotic
HDE/XP:	< 1/10

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 and are gifted with 90 feet darkvision.

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

Armor Class:	[10]
Hit Dice:	12
Attacks:	fist (2d8)
Special:	See Below
Move:	3
Alignment:	Neutral
HDE/XP:	12/2000

A creation stitched together from human limbs and other parts, like a Frankenstein monster. Damage inflicted by lightning heals the golem, 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

Armor Class:	[16]
Hit Dice:	13
Attacks:	weapon or fist (4d10)
Special:	See Below
Move:	2
Alignment:	Neutral
HDE/XP:	17/3500

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

Armor Class:	[14]
Hit Dice:	16
Attacks:	fist (3d8)
Special:	See Below
Move:	2
Alignment:	Neutral
HDE/XP:	16/3200

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

Armor Class:	[17]
Hit Dice:	8
Attacks:	gore (2d6)
Special:	Breath turns to stone
Move:	4
Alignment:	Neutral
HDE/XP:	10/1400

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

Grey Oozes

Armor Class:	[12]
Hit Dice:	3+3
Attacks:	strike (2d6)
Special:	Acid, immunities
Move:	1
Alignment:	Neutral
HDE/XP:	5/240

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.

Green Slime

Green slime isn't technically a monster, just an extremely dangerous hazard in underground tombs and other such places. Any metal or organic substance it touches begins to turn to green slime (saving throw). It can be killed with fire or extreme cold, and the transformation process can be arrested by the use of a Cure Disease spell.

Griffons

Armor Class:	[16]
Hit Dice:	7
Attacks:	2 claws (1d4) plus 1 bite (2d8)
Special:	Flight
Move:	4 (9 when flying)
Alignment:	Neutral
HDE/XP:	8/800

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.

H

Harpies

Armor Class:	[12]
Hit Dice:	3
Attacks:	2 talons (1d3) or weapon
Special:	Flight, siren song
Move:	2 (6 when flying)
Alignment:	Chaotic
HDE/XP:	4/120

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).

Hell Hounds

Armor Class:	[15]
Hit Dice:	4–7
Attacks:	bite (1d6)
Special:	Breathes fire, darkvision
Move:	4
Alignment:	Chaotic
HDE/XP:	5/240, 6/400, 7/600, 8/800

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

Armor Class:	[14]
Hit Dice:	3+3
Attacks:	2 claws (1d6) plus 1 bite (1d10)
Special:	Flight
Move:	4 (9 when flying)
Alignment:	Neutral
HDE/XP:	3/60

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.

Hobgoblins

Armor Class:	[14] – ring mail and shield [10]
Hit Dice:	1+1
Attacks:	weapon
Special:	Darkvision
Move:	3 (4 unarmored)
Alignment:	Chaotic
HDE/XP:	1/15

Hobgoblins are simply large goblins, possibly a separate breed living apart from their smaller cousins. As a matter of the campaign's flavoring, the Referee might choose to make hobgoblins the "fey" goblins of Irish legend, while regular goblins are the more Tolkien-style underground-dwellers.

Horses

Horses are AC [12], riding horses have 2 HD while warhorses have 3 HD and 2 hoof attacks (1d4). Horses move at a speed of 6.

Humans

Humans are such a versatile race that any number of "monsters" and NPCs can be made from them. Berserker warriors, tribesmen, cavemen, princesses, chaotic 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. Here are some samples, otherwise just make up their stats and abilities as you see fit.

Human, Bandit

Armor Class:	[12] – leather [10]
Hit Dice:	1
Attacks:	weapon
Special:	None
Move:	4
Alignment:	Neutral or Chaotic
HDE/XP:	1/15

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

Human, Commoner

Armor Class:	[10] – None
Hit Dice:	1d4 Hit Points
Attacks:	weapon
Special:	None
Move:	4
Alignment:	Neutral
HDE/XP:	<1/10

Commoners are everyday people with jobs and families: farmers, blacksmiths, scribners...

Human, Berserker

Armor Class:	[12] – leather [10]
Hit Dice:	1+2
Attacks:	weapon
Special:	Berserking
Move:	4
Alignment:	Neutral
HDE/XP:	2/30

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

Armor Class:	[14] – ring mail and shield [10]
Hit Dice:	3
Attacks:	weapon
Special:	None
Move:	3 (4 unarmored)
Alignment:	Any
HDE/XP:	3/60

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 in castles and armies.

Human, Soldier

Armor Class:	[12] – leather [10]
Hit Dice:	1
Attacks:	weapon
Special:	None
Move:	4
Alignment:	Any
HDE/XP:	1/15

Human soldiers serve as city guardsmen, mercenaries, and men-at-arms. They are generally armed with leather armor and a mace, sword, or spear. For every five guardsmen there is usually a sergeant.

Hydrae

Armor Class:	[14]
Hit Dice:	5–12 (equals # of heads)
Attacks:	5–12 bites (1d6 each)
Special:	None
Move:	3
Alignment:	Neutral
HDE/XP:	7/600, 8/800, 9/1100, 10/1400
	11/1700, 12/2000

Hydrae are great lizard-like or snake-like creatures with 5–12 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 are also known to exist.

I

Invisible Stalkers

Armor Class:	[16]
Hit Dice:	8
Attacks:	bite (4d4)
Special:	Invisible, flight
Move:	4
Alignment:	Neutral
HDE/XP:	9/1100

Invisible stalkers are magical servants summoned by powerful Magic-users. They are invisible flying beings created to follow a single command made by the caster.

K

Kobolds

Armor Class:	[13] – leather and shield [10]
Hit Dice:	1d4 hit points
Attacks:	weapon (1d6-1)
Special:	Darkvision
Move:	2
Alignment:	Chaotic
HDE/XP:	< 1/10

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.

L

Liches

Armor Class:	[20]
Hit Dice:	12–18
Attacks:	touch (1d6+paralysis)
Special:	See Below, darkvision
Move:	2
Alignment:	Chaotic
HDE/XP:	15/2900. 16/3200, 17/3500, 18/3800, 19/4100, 20/4400, 21/4700

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 Magic-user (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

Armor Class:	[13]
Hit Dice:	5+2
Attacks:	2 claws (1d4), 1 bite (1d8)
Special:	None
Move:	4
Alignment:	Neutral
HDE/XP:	5/240

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

Armor Class:	[14] – leather [12]
Hit Dice:	2+1
Attacks:	2 claws (1d3) or 1 bite (1d6) or 1 weapon
Special:	Underwater
Move:	2 (4 when swimming)
Alignment:	Neutral
HDE/XP:	2/30

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.
Some lizardmen wield a wicked sword made of sharp bone.

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 low 50% hit points by a lycanthrope, the character will become a lycanthrope himself.

Lycanthrope, Werebear

Armor Class:	[17]
Hit Dice:	7+3
Attacks:	bite (2d4) plus 2 claws (1d3)
Special:	Lycanthropy
Move:	3
Alignment:	Lawful
HDE/XP:	8/800

Werebears are mostly found in wilderness areas.

Lycanthrope, Wererat

Armor Class:	[13]
Hit Dice:	3
Attacks:	bite (1d3) or weapon (1d6)
Special:	Lycanthropy, control rats
Move:	4
Alignment:	Chaotic
HDE/XP:	4/120

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

Lycanthrope, Werewolf

Armor Class:	[14]
Hit Dice:	3
Attacks:	bite (2d4)
Special:	Lycanthropy, control rats
Move:	4
Alignment:	Chaotic
HDE/XP:	4/120

Werewolves are the traditional Lycanthropes seen in horror movies. They are often only affected by silver or magical weapons, often are humanoid except for during a full moon, and so on.

M
Manticores

Armor Class:	[15]
Hit Dice:	6+4
Attacks:	1d6 tailspikes (1d6 damage each)
Special:	Flight
Move:	4 (3 when swimming)
Alignment:	Chaotic
HDE/XP:	8/800

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.

Medusa

Armor Class:	[14]
Hit Dice:	6
Attacks:	weapon
Special:	Petrifying gaze
Move:	3
Alignment:	Chaotic
HDE/XP:	8/800

Medusae are horrid creatures from Greek mythology 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).

Mind Eaters

Armor Class:	[15]
Hit Dice:	8
Attacks:	4 tentacles (2hp) or weapon
Special:	Magic resistance (90%), Mind blast, mental powers, eat brains
Move:	4
Alignment:	Chaotic
HDE/XP:	12/2000

Mind eaters are a deep-dwelling, chthonic race of ancient and very evil beings. They have a tentacled, cephalopodic head upon a tall but human-like body coated in protective slime. This race considers all other intelligent races as nothing more than a source of slaves and of the mind eaters' food source – brains. Mind eaters attack with their four face-tentacles. If even one of these hits, it worms its way toward the victim's brain, yanking it forth from the skull in 1d6-1 rounds. In addition, the mind eater uses a powerful mental blast, a 60ft cone 5ft wide at the point of emanation and 20ft wide at the end. This power can be used once per day (see effects below). Mind eaters have magic resistance of 90%, and their mental powers allow them to evoke the effects of the following spells: Levitate, Charm Monster, Detect Thoughts, and Astral Spell.

Effect of Mental Blast:

1-2 creatures in area: Natural 1 on saving throw = death, Failed save = stunned 3d6 turns, Successful save = panic for 1d10 rounds.

3-4 creatures in area: Natural 1 on saving throw = stunned 3d6 turns, Failed save = panic for 3d6 turns, Successful save = confused for 1d10 rounds.

5+ creatures in area: Natural 1 on saving throw = panicked for 3d6 turns, Failed save = confused for 1d6 turns, Successful save = confused for 1d6 rounds.

Minotaurs

Armor Class:	[13]
Hit Dice:	6+4
Attacks:	weapon (+2 for strength)
Special:	Never lost in labyrinths, darkvision
Move:	4
Alignment:	Chaotic
HDE/XP:	6/400

The minotaur is a man-eating predator from Greek mythology, with the head of a bull and the body of a massive human, covered in shaggy hair. Sometimes they wield large axes. Most are not particularly intelligent.

Mummies

Armor Class:	[16]
Hit Dice:	6+4
Attacks:	touch (1d6+special)
Special:	Rot, hit only by magic weapons
Move:	2
Alignment:	Chaotic
HDE/XP:	7/600

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.

N

Nagas

"Naga" is the Sanskrit word for dragon or snake. In mythology, the naga are benevolent and very powerful, equivalent to Asian dragons. The nagas portrayed here are more serpentine and less powerful; all have the body of a snake, although the head is not necessarily that of a serpent. All kinds of interesting abilities could be added to "customized" nagas, from breathing fire to moving in and out of strange planes of existence.

Guardian Naga

Armor Class:	[16]
Hit Dice:	11
Attacks:	1 bite (1d6 + poison), 1 constrict (1d6+1), 1 spit (poison)
Special:	Poison, constriction, spells.
Move:	6
Alignment:	Lawful
HDE/XP:	13/2300

The largest and noblest of the naga, guardian nagas are from 20 to 25ft in length. They do not necessarily have a human-like head, but some characteristic (a flowing mane of hair, for instance) will immediately set their appearance apart from normal serpents. They can bite or spit with lethal poison, and if they hit with their coils they automatically cause 1d6+1 points of constriction damage per round thereafter. Guardian nagas cast clerical spells (2/2/1/1).

Naga, Spirit

Armor Class:	[15]
Hit Dice:	9
Attacks:	1 bite (1d3 + poison)
Special:	Poison, charm gaze, spells.
Move:	4
Alignment:	Chaotic
HDE/XP:	13/2300

Spirit nagas are malicious, evil creatures. Their gaze has the effect of a charm person spell, their bite is poison, and they cast both magic user spells (4/2/1) and cleric spells (2/1). Such nagas are from 10 to 20ft in length, and have a human head.

Naga, Water

Armor Class:	[14]
Hit Dice:	7
Attacks:	Bite (1d4 +poison)
Special:	Poison, spells
Move:	4 (Swim 6)
Alignment:	Neutral
HDE/XP:	10/1400

Water nagas might be of any alignment. They do not ordinarily have human heads, but like the guardian nagas they will have some physical attributes separating them clearly from normal serpents. In the case of water nagas, this might be the color of the scales or the presence of flowing beard-like fins, perhaps. Water nagas are from 10 to 15ft long. Water nagas cast magic-user spells (4/2/1).

Night Hag

Armor Class:	[11]
Hit Dice:	8
Attacks:	Bite (2d6)
Special:	Magic, Magic resistance (65%), requires magic weapons to hit
Move:	3
Alignment:	Chaotic
HDE/XP:	11/1700

Night hags come from beyond the material plane: perhaps from the realms of dream, perhaps from the demonic pits of the underworlds. These creatures prey upon the souls of those who are Chaotic: they can cause enchanted sleep once against such individuals (saving throw, affects up to 12th level), or visit the victim's dreams nightly (no saving throw) to leech away a point of constitution per night until the attribute reaches 0 and the hag can steal away the soul. In combat, night hags can magically weaken an opponent to half normal strength (saving throw) three times per day; additionally, they can use a spell that automatically inflicts 2d6 points of damage against a single opponent. Both of these abilities have a range of 100ft. A hag can also also become ethereal

and incorporeal at will, summon a demon ally once per day (with only a 50% chance of success), and cannot be hit by non-magical weapons. They are highly resistant to magic, as well.

Nightmare

Armor Class:	[23]
Hit Dice:	7
Attacks:	Bite (1d8), 2 hooves (1d6)
Special:	Become incorporeal, breath smoke
Move:	6 (12 flying)
Alignment:	Chaotic
HDE/XP:	10/1400

Nightmares are the steeds of night hags and other demons; black horses with flaming hoofs and mane. Their breath is a cloud of brimstone smoke, which causes any nearby opponent to attack at –2 (saving throw). These horrible creatures can become incorporeal and travel between the planes of existence bearing their chaotic riders.

Nixie

Armor Class:	[12]
Hit Dice:	1d4 hit points
Attacks:	Weapon (1d6)
Special:	Charm
Move:	2 (4 when swimming)
Alignment:	Neutral
HDE/XP:	<1/10

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.

O

Ochre Jelly

Armor Class:	[11]
Hit Dice:	6
Attacks:	acid strike (3d4)
Special:	Lightning divides creature
Move:	1
Alignment:	Neutral
HDE/XP:	6/400

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

Armor Class:	[14] – leather [12]
Hit Dice:	4+1
Attacks:	weapon (+2 for strength)
Special:	Darkvision
Move:	3
Alignment:	Chaotic
HDE/XP:	4/120

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

Ogre Mages

Armor Class:	[15]
Hit Dice:	5+4
Attacks:	weapon (+2 for strength)
Special:	Magic use, darkvision
Move:	4 (6 when flying)
Alignment:	Chaotic
HDE/XP:	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."

Orcs

Armor Class:	[13] – leather and shield [10]
Hit Dice:	1
Attacks:	weapon
Special:	Darkvision
Move:	4
Alignment:	Chaotic
HDE/XP:	1/15

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 a Chaotic high priest or a mystic sorcerer.

Owlbears

Armor Class:	[14]
Hit Dice:	5+1
Attacks:	2 claws (1d6), 1 bite (2d6)
Special:	Hugs for 2d8 damage on attack of 18+
Move:	4
Alignment:	Neutral
HDE/XP:	5/240

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.

P

Pegasus

Armor Class:	[13]
Hit Dice:	4
Attacks:	2 hooves (1d6)
Special:	Flight
Move:	8 (16 when flying)
Alignment:	Lawful
HDE/XP:	4/120

Pegasus was the winged horse from Greek mythology. Other Pegasus creatures might have bat wings, some might be Chaotic; such choices are left to the Referee.

Pixie

Armor Class:	[14]
Hit Dice:	1d4 hit points
Attacks:	1 dagger (1d4), arrow or Magic
Special:	Magic
Move:	2 (5 when flying)
Alignment:	Neutral
HDE/XP:	5/240

Pixies are nasty, treacherous creatures of the fey, resembling tiny, winged people. They attack with a +4 bonus to hit with arrows. A pixie speeds each arrow on its way with a charm, which reduces rate of fire to one arrow per round, but enchants the arrow in one of three ways. A pixie arrow, at the pixie's choice, (1) is enchanted with a +1 to hit and damage, for 1d4+1 points; (2) causes sleep for 3d6 turns (saving throw); (3) causes total amnesia (saving throw). Pixies are magic resistant (25%), can polymorph themselves as many times per day as they desire, can become invisible at will, can cast dancing lights at will, can dispel magic once per day, and can cause permanent Confusion once per day with a successful hit (saving throw).

Pseudodragon

Armor Class:	[17]
Hit Dice:	2
Attacks:	bite (1d3) or tail sting (1d3+poison)
Special:	Poison sting, chameleon, Magic resistance
Move:	2 (8 flying)
Alignment:	Neutral
HDE/XP:	5/240

Pseudo-dragons are tiny relatives of dragons or wyverns, less than 2ft long. Like wyverns, they have a tail stinger: the poison is not lethal in 75% of cases, but it induces catalepsy for 1d4 days (saving throw). When they desire, pseudo-dragons can become almost invisible (80% chance not to be seen). They are somewhat resistant to magic (25%), and this resistance extends to any human touching the creature (if the pseudo-dragon desires).

Purple Worms

Armor Class:	[13]
Hit Dice:	15
Attacks:	bite (2d12) or sting (1d8)
Special:	Poison sting, swallow
Move:	3
Alignment:	Neutral
HDE/XP:	17/3500

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.

R

Rats, Giant

Armor Class:	[12]
Hit Dice:	1-1
Attacks:	bite (1d3)
Special:	5% are diseased
Move:	4
Alignment:	Neutral
HDE/XP:	< 1/10

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

Rocs

Armor Class:	[15]
Hit Dice:	12
Attacks:	Bite (3d12), 2 claws (3d6)
Special:	None
Move:	1 (10 when flying)
Alignment:	Neutral
HDE/XP:	12/2000

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.

S

Salamanders

Armor Class:	[14], [16]
Hit Dice:	7
Attacks:	constrict (2d8+1d6) or weapon
Special:	Heat, constrict
Move:	3
Alignment:	Chaotic
HDE/XP:	8/800

Salamanders are intelligent creatures of the elemental planes of fire. They have the upper body of a human (AC [14]) and the lower body of a snake (AC [16]), 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. Salamanders cannot be enslaved in the same manner djinn and efreet might be.

Sea Serpents

Armor Class:	[17]
Hit Dice:	30
Attacks:	bite (4d10)
Special:	Swallow
Move:	6 (Swim)
Alignment:	Neutral
HDE/XP:	30/8400

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

Shadows

Armor Class:	[12]
Hit Dice:	3+3
Attacks:	touch (1d4+strength drain)
Special:	See Below, double range darkvision
Move:	4
Alignment:	Chaotic
HDE/XP:	4/130

Shadows may or may not be undead creatures: they are immune to sleep and charm, but the Referee 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. 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

Armor Class:	[11], [12] with shield
Hit Dice:	1
Attacks:	weapon or strike (1d4)
Special:	Darkvision
Move:	4
Alignment:	Neutral
HDE/XP:	1/15

Skeletons are animated bones of the dead, usually under the control of some evil master.

Snake

Armor Class:	[14]
Hit Dice:	1d4 hit points
Attacks:	bite (1d3+poison)
Special:	poison (+2 to save)
Move:	4
Alignment:	Neutral
HDE/XP:	2/30

Normal snakes are not particularly dangerous, with these exceptions. Vipers are highly poisonous, and about a foot or two in length. Their poison is lethal, but the saving throw is at a bonus of +2.

Snake, Giant

Listings are for: poisonous, constrictor, and spitting

Armor Class:	[14], [14], [14]
Hit Dice:	4, 6, 4
Attacks:	bite: 1d3+poison, bite: 1d3 or constrict: 1d6, bite: 1d3+poison
Special:	Poison ,Constrict, Poison bite or spit
Move:	4,4,4
Alignment:	Neutral
HDE/XP:	6/400, 7/600, 6/400

This entry covers three kinds of giant snakes: giant vipers/cobras, giant constrictor snakes, and the giant spitting snake (similar to the spitting cobra). Giant vipers and cobras are about ten feet long, giant constrictors are twenty to thirty feet long, and giant spitting snakes are about ten feet long (these are identical to regular giant poisonous snakes, with the exception of the poison spit). The constrictors do automatic constriction damage after hitting, and may also manage to pinion an arm or leg (1 in 6 chance). The spitting snakes have a range of 40ft, aiming at one target with the poison. There are aquatic versions of each of these (except the spitting snake); aquatic varieties swim at 1.5 times the speed noted for land movement.

Slug, Giant

Armor Class:	[11]
Hit Dice:	12
Attacks:	bite (1d6)
Special:	Spits acid for 6d6 damage
Move:	2
Alignment:	Neutral
HDE/XP:	13/2300

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 20 ft,

Specters

Armor Class:	[17]
Hit Dice:	7
Attacks:	touch (1d6+level drain)
Special:	Drains 2 levels per hit, double range darkvision
Move:	5 (10 when flying)
Alignment:	Chaotic
HDE/XP:	9/1100

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.

Spiders, Giant

Armor Class:	[13]
Hit Dice:	2+2
Attacks:	bite (1d6+poison)
Special:	Surprise, webs, poison
Move:	6
Alignment:	Chaotic
HDE/XP:	5/240

Giant spiders are aggressive hunters. Only the greater giant spiders are web builders. Giant spider webs require a saving throw to avoid becoming stuck. Those who make their saving throw can fight and move (5 ft per round) in the webs. Giant spiders surprise enemies very easily, rolling for surprise at +2, being able to hide well in shadows. A spider's bite is very poisonous, adding +1 to save vs. poison.

Stag

Armor Class:	[12]
Hit Dice:	2
Attacks:	Antlers (1d8)
Special:	None
Move:	6
Alignment:	Neutral
HDE/XP:	2/30

The largest stags stand up to 7ft at the shoulder, and have antlers spreading 6ft across. Elven lords typically ride such ponderous beasts in battle.

Stirges

Armor Class:	[12]
Hit Dice:	1+1
Attacks:	Sting (1d3 + blood drain)
Special:	Drain blood 1d3/round
Move:	1/6 (when flying)
Alignment:	Neutral
HDE/XP:	1/15

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 1d3 per round.

T

Ticks, Giant

Armor Class:	[15]
Hit Dice:	3
Attacks:	Bite (1d4)
Special:	Drains blood
Move:	1
Alignment:	Neutral
HDE/XP:	3/60

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 1d6 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

Armor Class:	[17-22]
Hit Dice:	17–22
Attacks:	1 weapon (2d8) or fist (1d6)
Special:	Spells
Move:	5
Alignment:	any
HDE/XP:	19/4100, 20/4400, 21/4700, 22/5100, 23/5400, 24/5700

Titans are incredibly powerful beings, almost as powerful as the gods (and possibly they are older than the gods themselves). A titan has 2 spells of each spell level from first level magic user spells to 7th level magic user spells, and 2 clerical 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.

Treants

Armor Class:	[17]
Hit Dice:	7–12
Attacks:	strike (2d6, 3d6, 4d6)
Special:	Control trees
Move:	4
Alignment:	Lawful
HDE/XP:	7/600, 8/800, 9/1100, 10/1400
	11/1700, 12/2000

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 1, and possibly to attack (no more than two trees at a time can be awake at the behest of a single treant).

Troglodyte

Armor Class:	[15]
Hit Dice:	2
Attacks:	2 claws (1d3) or weapon (1d6) or bite (1d4)
Special:	Stench, Chameleon skin
Move:	4
Alignment:	Neutral
HDE/XP:	3/60

Troglodytes are subterranean reptile-people. In battle, they emit a horrible smell that weakens most other races. Failing a saving throw against the smell causes the victim to suffer a -1 penalty to all attack and damage rolls and saving throws for 10 rounds thereafter. Troglodyte skin is slightly chameleon-like, which allows them to mount very effective ambushes surprising enemies 1-3 times in 6. Troglodytes despise the civilized races and seek to annihilate them, but different clans do not ordinarily work well together. Troglodytes have 60' darkvision.

Trolls

Armor Class:	[15]
Hit Dice:	6+3
Attacks:	1bite (1d8) and 2 claws (1d4)
Special:	Regenerates, darkvision
Move:	4
Alignment:	Chaotic
HDE/XP:	8/800

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 submerse it in acid or burn it. Trolls can even re-grow lopped-off heads and limbs.

U

Unicorns

Armor Class:	[17]
Hit Dice:	4+1
Attacks:	2 hooves (1d6) or horn (1d8)
Special:	See Below
Move:	8
Alignment:	Lawful
HDE/XP:	5/240

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. When they charge, their horn can deal double damage. Unicorns are 25% resistant to magic. The unicorn's horn has healing properties according to legend (the details of this, if any, are left to the Referee). There is considerable room to create variant sorts of unicorns: evil ones, flying ones, etc.

V

Vampires

Armor Class:	[17]
Hit Dice:	7–9
Attacks:	bite (1d6+level drain)
Special:	See Below, darkvision
Move:	4 (6 when flying)
Alignment:	Chaotic
HDE/XP:	9/1100, 10/1400, 11/1700

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 change into a gaseous form, returning to their coffins.

They regenerate at a rate of 3 hit points per round, can turn into 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 (as per the spell Charm Person). 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 Lawful 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: those who drink blood rather than level drain (Nosferatu), those vampires more feral than intelligent. Plus, other cultural templates with different attributes could be created—how about an ancient Aztec vampire?

W

Wights

Armor Class:	[14]
Hit Dice:	3
Attacks:	claw (1 HP+level drain)
Special:	See Below, darkvision
Move:	3
Alignment:	Chaotic
HDE/XP:	5/240

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 (1 level per hit) by a wight becomes a wight.

Will-o-the-Wisps

Armor Class:	[27]
Hit Dice:	9
Attacks:	Shock (2d6)
Special:	None
Move:	6
Alignment:	Chaotic
HDE/XP:	10/1400

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.

Wolf, Winter

Armor Class:	[14]
Hit Dice:	5
Attacks:	Bite (1d6+1)
Special:	Icy breath weapon 1/turn
Move:	6
Alignment:	Neutral
HDE/XP:	6/400

Winter wolves are as intelligent as humans, and many packs or their leaders are not friendly to humankind. Some, indeed, are actively malevolent and hostile, hunting humans as prey and stalking arctic villages for lone victims. Winter wolves can breathe frost at a range of 10ft, blasting anything in front of them in a wide area for 4d6 points of damage (save for half). This ability can only be used once per turn (10 rounds). Winter wolf pelts are very valuable (1d6 x1000sp).

Wolves

Armor Class:	[12]
Hit Dice:	2+2
Attacks:	Bite (1d4+1)
Special:	None
Move:	6
Alignment:	Neutral
HDE/XP:	2/30

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

Worgs

Armor Class:	[13]
Hit Dice:	4
Attacks:	bite (1d6+1)
Special:	None
Move:	6
Alignment:	Chaotic
HDE/XP:	4/120

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

Wraiths

Armor Class:	[16]
Hit Dice:	4
Attacks:	touch (1d6+level drain)
Special:	See Below, darkvision
Move:	3
Alignment:	Chaotic
HDE/XP:	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. They drain 1 level per hit. Wraiths can be found riding well-trained battle steeds or more unusual mounts that will tolerate their presence.

Wyverns

Armor Class:	[16]
Hit Dice:	8
Attacks:	bite (2d8) or sting (1d6)
Special:	Poison, sting, flight
Move:	2 (8 when flying)
Alignment:	Neutral
HDE/XP:	9/1100

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.

Y

Yellow Mold

Armor Class:	n/a
Hit Dice:	n/a
Attacks:	1d6 damage if touched
Special:	Poisonous spores
Move:	0
Alignment:	Neutral
HDE/XP:	3/60

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.

Z

Zombies

Armor Class:	[11]
Hit Dice:	2
Attacks:	weapon or strike (1d6)
Special:	Darkvision
Move:	2
Alignment:	Neutral
HDE/XP:	2/30

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.

Monster list

HDE <1

Goblins
Kobolds
Nixie
Rats, Giant

HDE 1
Beetles, Giant (Fire)
Centipedes, Giant (Small, non-lethal)
Dwarfs
Elves
Gnomes
Hobgoblins
Human, Bandit
Human, Soldier
Orcs
Skeletons
Stirges

HDE 2
Ants, Giant (Worker)
Centipedes, Giant
Gnolls
Human, Beserker
Lizardmen
Snake
Wolves
Zombies

HDE 3
Badgers, Giant
Bugbears
Dryads
Ghouls
Human, Sergeant
Stag
Ticks, Giant
Troglodyte
Yellow Mold

HDE 4
Ants,Giant (Warrior)
Bear, Black
Blink Dogs
Boars, Wild
Centipedes, Giant
Demon, Lemures
Harpies
Hippogriffs
Lycanthrope, Wererat
Ogres
Pegasi
Shadows

HDE 5
Centaurs
Dopplegangers
Gelatinous Cubes

Grey Oozes
Hell Hounds
Lions
Lycanthrope, Werewolf
Owlbears
Pixie
Pseudodragon
Spiders, Giant
Unicorns
Wights

HDE 6
Centipedes, Giant
Ettercap
Gargoyles
Gibbering mouther
Hell Hounds
Lycanthrope, Wereboar
Minotaurs
Ochre Jelly
Snake, Giant poisonous
Wolf, Winter
Wraiths

HDE 7
Ankheg
Cockatrices
Demon, Quasit
Dragon, White
Hell Hounds
Hydrae
Lycanthrope, Weretiger
Mummies
Naga, water
Ogre Mages
Snake, Giant constrictor
Treant

HDE 8
Ants, Giant (Queen)
Basilisks
Dragon, Black
Dragon, White
Griffons
Hell Hounds
Hydrae
Lycanthrope, Werebear
Manticores
Medusae
Salamanders
Treants
Trolls

HDE 9
Bat Monster
Djinn
Dragon, Black
Dragon, Green
Dragon, White
Elemental, Air
Elemental, Earth
Elemental, Fire
Elemental, Water
Giant, Hill
Hydrae
Invisible Stalkers
Specters
Treants
Vampires
Wyverns

HDE 10
Demon, Baalrochs
Dragon, Black
Dragon, Blue
Dragon, Green
Giant, Stone
Gorgons
Hydrae
Nightmare
Treants
Vampires
Will-o-the-Wisps

HDE 11
Angel, MessengerBanshees
Black Puddings
Chimerae
Dragon, Blue
Dragon, Green
Dragon, Red
Giant, Frost
Hydrae
Night Hag
Treants
Vampires

HDE 12
Aboleth
Dragon, Blue
Dragon, Gold
Dragon, Red
Efreet
Giant, Fire

Golem, Flesh
Hydrae
Mind Eater
Rocs
Treants

HDE 13
Dragon, Gold
Dragon, Red
Elemental, Air
Elemental, Earth
Elemental, Fire
Elemental, Water
Giant, Cloud
Hydrae
Naga, guardian
Naga, spirit
Slug, Giant

HDE 14–16
Dragon, Gold
Giant, Storm
Golem, Stone
Hydrae
Liches

HDE 17+
Elemental, Air
Elemental, Earth
Elemental, Fire
Elemental, Water
Golem, Iron
Liches
Purple Worms
Sea Serpents
Titans

Better Monsters

There is really no limit as to how high monsters can go, and often it's fun to trick the players by throwing uber-monsters at them. The Referee should feel free to adjust AC, HD, or other factors to make monsters more challenging.

Also, feel free to try new options like a super strain of orcs, goblin spider-riders, or fire-resistant mummies just to keep the players on their toes.

Groups of most intelligent monster types can be lead by heroic types not dissimilar to player characters, such extraordinary individuals will usually have up to 3 HD more than the usual specimen and a +1 or +2 to damage rolls.

Monster leaders will also wear better armor than their followers, raising AC by one or two points.

It's not uncommon for run-of-the-mill monsters to roll for Morale at +1 or +2 in presence of such heroic individuals.

Very large groups of monstrous humanoids under the leadership of a King will probably include one or more monstrous spell casters called Warlocks, Shamans or Witch Doctors.

These have the same abilities of a Cleric, Druid or Magic-User with 1d6 Levels: add to the standard monster's HD, ST and BHB those due to class levels, subtracting 1 form the number of HD and ST if they are more than 1. Otherwise refer to the GM's section on creating campaigns for a more detailed solution.

Creating Monsters

The HDE Modifications table contains guidelines for how many additional HDE to add to a monster's hit dice, based on special abilities if you really need guidelines.

Monsters are not player characters, and their abilities are not at all determined by the rules for player characters—not even the stats for races that can have player characters, such as Dwarfs. A monster's abilities are determined by the Referee, not by any rules!

Feel free to add wings, breath weapons, extra hit dice, wounded versions, or whatever suits your adventure and your campaign. Toggle and tweak, imagine and invent!

You are responsible for the quality of the swords and sorcery in your game, not the rules. So don't try to create monsters according to any sort of power formula.

Create monsters based on how they feel and how they play at the gaming table.

Create challenges for the players, not headaches for yourself. Your job is to imagine and create, not to slave at rulebooks finding out what you're "allowed" to do.

HDE Modifications

4+ attacks per round (minimum d6 or saving throw each)	+1 HD
AC 20 or higher	+1 HD
Automatic damage after hit	+1 HD
Breath weapon 25 points max or below	+1 HD
Breath Weapon 26 points max or more	+1 HD
Disease	+1 HD
Drains level with no save	+3 HD
Drains level with save	+2 HD
Flies, or breathes water	+1 HD
Greater than human intelligence	+1 HD
Immune to blunt/piercing (including half damage)	+1 HD
Immune to energy type (acid, fire, etc)	+1 HD
Immune to non-magic weapons	+1 HD
Magic resistance 50% or below	+1 HD
Magic resistance higher than 50%	+2 HD
Massive attack for 20+ hps	+1 HD
Paralysis, swallows whole, immobilizes enemies (web, etc)	+1 HD
Petrifaction, poison, or death magic	+2 HD
Regenerates	+1 HD

Undead or construct (subject to banishment but immune to sleep, charm, hold)	+0 HD
Uses a spell-like power level 3 equivalent or above	+2 HD
Uses multiple spells level 2 or lower	+1 HD
Uses multiple spells level 3 or above	+2 HD
Uses multiple spells level 5 or higher	+3 HD
Poison	+1 HD
Miscellaneous other	+1 HD

HD	THB/ST	XP Given
< 1	+0/0	10
1	+1/0	15
2	+2/1	30
3	+3/1	60
4	+4/2	120
5	+5/2	240
6	+6/3	400
7	+7/3	600
8	+8/4	800
9	+9/4	1100
10	+10/5	1400
11	+11/5	1700
12	+12/6	2000
13	+13/6	2300
14	+14/7	2600
15	+15/7	2900
+1	+ 0.5 to ST(max +10)	+300/HD

Treasure

The amount of treasure a monster owns or guards is usually related to the monster's HDE. That's not necessarily realistic, but keep in mind that treasure is one of the ways the game reflects what a character has done: it's used in awarding experience points. Too many large treasures and the characters will become powerful without actually having done very much. Too many monsters with small treasures and the characters won't gain levels to reflect their achievements.

As a general guideline, the monetary value of a treasure ought to be about 2–3 times the monster's value in experience points, and keep in mind that hunting and patrolling monsters likely won't be carting their treasure around with them. Here is a possible table a Referee can use as a guideline:

Treasure Values

Roll	Possible SP Value for Treasure	CP	SP	GP
1	1x XP value of the monsters	50%	40%	10%
2–3	2x XP value of the monsters	20%	60%	20%
4–5	3x XP value of the monsters	10%	50%	40%
6	4x XP value of the monsters	-	35%	65%

If the characters can't find the monster's lair, they may get none of the treasure. Also, it obviously doesn't make sense for every wild boar and wolf to have a cache of treasure hidden away somewhere. Averaging the treasure out over several of the monsters in an adventure is a good way of making sure the characters get the right amount of experience points from treasure. Perhaps the goblin treasure hoard contains some "extra" treasure to account for the wolves in the area. If the characters avoid the wolves and kill the goblins, so much the better. If they have to fight the wolves and never find the goblins, that's the breaks.

You can't make the game perfectly fair.

House Rule: Splitting the Take

Once the monsters are slain and the wounds are bound, it's time to divide up the treasure.

It is suggested that the total sp value of the loot is totaled and divided up among the participants with each getting an equal "share."

Many Referees rule that treasure must be shared with NPCs getting either a full or half share, depending upon their level.

It is also customary for fallen (dead) comrades to still get a share of the take to be given to their next of kin.

"Trading" SP Value for Treasures

In addition to coins, treasures might contain gems, jewelry, and magical items. Treasures have got to be interesting: endless series of "another treasure worth 100 sp in total" is a surefire recipe for boring your players.

- For every 100 sp in value, there is a 10% chance of a 100 sp trade-out.
- For every 1,000 sp in value, there is a 10% chance of a 1,000 sp trade-out.
- For every 5,000 sp in value, there is a 10% chance of a 5,000 sp trade-out.

It is suggested that the Referee begin with the major sp values first and work down to the lesser ones. "Jewelry" refers to a single item of jewelry.

Also, always trade gold pieces first, then silver and last copper.

Treasure Trade Out (Example #1)

If you populate an area with 5 skeletons, their total XP value would be 75. If you were to roll against the Treasure Values table and get a 4, the total treasure value for that encounter would be (rounded down): 9 gp, 112 sp, and 250 cp. There is a 10% chance of trading out 100 sp of that treasure for one minor item. If, on a d100, you roll under 10%, then the treasure value of that encounter would be, 102 sp, 250 cp, and one minor item (as rolled on the Minor Gem/Jewelry or Minor Magic table).

Treasure Trade Out (Example #2)

You place a fearsome minotaur in a locked dungeon room for a total of 400 XP. Rolling against the Treasure Values table, if you were to roll a 6, the total treasure value for this encounter would be: 104 gp and 560 sp. There is a 10% chance of trading out 1,000 sp of that treasure for one medium item. If, on a d100, you roll under 10%, then the treasure value on that encounter would be 4 gp, 560 sp, and one medium item (as rolled on the Medium Gem/Jewelry or Medium Magic table). With the remaining silver, there could either be a 60% chance to trade out 600 sp for one minor item, six 10% chances to trade out 600 sp for a total of six minor items, or some other variant like one 10% chance to trade out 100 sp for one minor item (keeping the remaining 500 sp).

5,000 SP Trade Out

A roll of 1–19 on a d20 means a roll on the Major Gem/Jewelry table. A roll of 20 results in rolling on the Major Magic Item table.

Table 28: Major Gem/Jewelry

Roll	Possible SP Value for Treasure
1	Gem or jewelry worth 1d1000 sp
2–3	Gem or jewelry worth 1d1000 x8 sp
4–5	Gem or jewelry worth 1d1000 x12 sp
6	Gem or jewelry worth 1d1000 x20 sp

Table 29: Major Magic Item

Roll	Possible SP Value for Treasure
1	Roll six times on the potions table
2–3	Roll 1d6+12 on the scrolls table
4–5	Roll 1d6+12 on the weapons and armor table
6	Roll 1d20+40 on the miscellaneous table (includes rings and staffs)

1,000 SP Trade Out

A roll of 1–19 on a d20 means a roll on the Medium Gem/Jewelry table. A roll of 20 results in rolling on the Medium Magic Item table.

Table 30: Medium Gem/Jewelry

Roll	Possible SP Value for Treasure
1	Gem or jewelry worth 1d100 sp
2–3	Gem or jewelry worth 1d1000 + 250 sp
4–5	Gem or jewelry worth 1d1000 + 750 sp
6	Gem or jewelry worth 1d10,000 sp

Table 31: Medium Magic Item

Roll	Possible SP Value for Treasure
1	Roll three times on the potions table
2–3	Roll 1d6 +6 on the scrolls table
4–5	Roll 1d6 +6 on the weapons and armor table
6	Roll 1d20 +20 on the miscellaneous table (includes rings and staffs)

100 SP Trade Out

A roll of 1–19 on a d20 means a roll on the Minor Gem/Jewelry table. A roll of 20 results in rolling on the Minor Magic Item table.

Table 32: Minor Gem/Jewelry

Roll	Possible SP Value for Treasure
1	Gem or jewelry worth 1d6 sp
2–3	Gem or jewelry worth 1d100 +25 sp
4–5	Gem or jewelry worth 1d100 +75 sp
6	Gem or jewelry worth 1d1000 sp

Table 33: Minor Magic Item

Roll	Possible SP Value for Treasure
1	Roll 1d12 on the potions table
2–3	Roll 1d6 on the scrolls table
4–5	Roll 1d6 on the weapons and armor table
6	Roll 1d20 on the miscellaneous table (includes rings and staffs)

Using Magic Items

To be used, magic items, must be activated.

Some items like rings or cloaks, once donned, function constantly.

Some items are activated just by using them. For instance, a character has to drink a potion, swing a sword, interpose a shield to deflect a blow in combat, wear a ring, or don a cloak.

Using such a magic item, does not automatically confer knowledge of its powers, as some of its powers may require that the character knows (or guesses) them and wills them active (as in the case of cloaks of invisibility).

If no activation method is suggested either in the magic item description or by the nature of the item, assume that a command word is needed to activate it.

Command word activation means that a character speaks the word and the item activates. No other special knowledge is needed.

The command word is usually some seemingly nonsensical word, or a word or phrase from an ancient or dead language.

Learning the command word for an item may be easy (sometimes the word is actually inscribed on the item) or it may be difficult, requiring the services of a powerful wizard or sage, or some other means of discovery.

Only the character holding or wearing a magic item may activate it. A character that has been gagged or silenced may not activate a magic item which requires a command word.

Articles of magic armor, clothing or jewelry (including rings) have a special power they can adjust themselves for wearers from as small as Gnomes to as large as Humans.

Only one magical item of a given type may be worn at the same time (one suit of armor, one necklace, one shield, a pair of boots at a time and so on). However, a character may wear one magical ring per hand.

If a character wears more items of a given type, the items will usually fail to function due to interference with one another; for instance, wearing two rings on the same hand normally results in both rings failing to operate.

This limitation can not be used to disable cursed magic items.

For example, wearing a cursed ring would prevent another magic ring from being worn and used on that hand, but the curse would not be lifted by donning a second magic ring.

Any item (potion, scroll, ring...) capable of casting spells is considered to be a spell caster of the minimum required level to cast the spell unless specified otherwise.

When considering class restrictions for magic items, treat Druids as Clerics. However Druids can't use Cleric scrolls nor Clerics can use Druid scrolls.

Magic Potions

A potion is an elixir concocted with a spell-like effect that affects only the drinker. Unless otherwise noted, a potion grants its benefits for 1d6+1 turns (even if the duration of an associated spell is longer or shorter).

Potions can be used by all classes.

Table 34: Magic Potions

Roll	Magic Potion[1]
1–3	Animal Control
4–6	Clairaudience
7–9	Clairvoyance
10–12	Diminution
13–15	Dragon Control
16–18	Ethereality
19–21	Fire Resistance
22–24	Flying
25–27	Gaseous Form
28–30	Giant Strength
31–33	Growth
34–36	Heroism
37–39	Invisibility
40–42	Invulnerability
43–45	Levitation
46–48	Plant Control
49–55	Poison
56–58	Slipperiness
59–61	Treasure Finding
62–64	Undead Control
65–75	Extra Healing
76–00	Healing

Potions descriptions

Animal Control: Results as per the spell.

Clairaudience: Results as per the spell Crystal Ball.

Clairvoyance: Results as per the spell Crystal Ball.

Diminution: Imbiber shrinks to 6 inches tall for 2d6 hours.

Dragon Control: 1d6/2 dragons of a specific type (determined randomly by the Referee) are affected as per the spell Charm Monster.

Ethereality: The imbiber of this potion can move through solid objects but cannot attack. Equipment also becomes ethereal.

Extra Healing: Cures 3d6+3 HP of damage.

Fire Resistance: Grants immunity to normal fire, +2 saving throws against fire attacks, half damage to magic fire attacks that do not permit saving throws.

Flying: Results as per the spell.

Gaseous Form: The user's body turns to a mist that he controls, allowing him to access any place that isn't airtight. Equipment is left behind; only the body becomes gaseous.

Giant Strength: Character gains a Strength score of 30 (+6 bonus) in place of his own.

Growth: Character grows to 30 ft in height.

Healing: Cures 1d6+1 HP of damage.

Heroism: +2 to attacks and damage.

Invisibility: Results as per the spell.

Invulnerability: +2 saving throws, opponents attack at -2.

Levitation: Results as per the spell.

Plant Control: Results as per the spell.

Poison: Save or die.

Slipperiness: Except for the soles of the feet and the palms of the hands, the character has a virtually frictionless surface.

Treasure Finding: Character can detect hoards of treasure within 400 ft.

Undead Control: 1d6+1 undead of fewer than 4 HD and 1d6-1(minimum 1) undead of 4+ hit dice fall under the imbiber's control as per the control animals spell.

Combining Potions

Whenever two potions are mixed, or a potion is consumed by a creature while another potion, already consumed, is in effect the GM must test for compatibility of the liquids.

Secretly roll 1d20 for potion compatibility, giving no clues until necessary. The effects of combining specific potions can be pre-set as a plot device, at the GM's option, but the PCs can never foretell the outcome of mixing potions due to different fabrication methods, and the quality of components employed by different mages.

Table: Potion Compatibility

D20 Roll	Result
1	Explosion: If two or more potions are swallowed together, internal damage is 10d6 hit points. Anyone within a 5-foot radius takes 2d6 points of damage. If the potions are mixed externally, all within a 10-foot radius suffer 4d6 points of damage, no saving throw.
2	Poisoning: Imbiber dies by poisoning unless a Saving Throw is made. If externally mixed, a poison gas cloud of 10-foot diameter results. All within the cloud must roll successful saving throws or die.
3	Poisoning: Mild poison causes nausea and the loss of 1 point each of Strength and Dexterity, no saving throw. One potion is canceled and the other is at half strength and duration. (Determine randomly which potion is canceled).
4	Potions can't be mixed, one cancels the other.
5-6	One potion is canceled, but the other remains normal (random selection).
7-9	Both potions function at half normal efficacy.
10-18	Potions can be mixed and work normally, unless their effects are contradictory.
19	One potion (randomly selected) has 150% its normal efficacy. The GM can rule that only the duration of the augmented potion is extended.
20	The mixing of the potions creates a special effect—only one of the potions will function, but its effects upon the imbiber are permanent. (Note that some harmful side effects could well result from this, at the GM's discretion.)

Scrolls

Most scrolls contain some sort of magic which is activated when read, and which may only be used once; the characters burn away as the words are read.

Table 35: Scrolls

Roll	Scroll (Roll 1d6 :1-3 Arcane, 4-5 Clerical, 6 Druidical)
1	1 spell, level 1
2	1 spell, level 1d3
3	2 spells, level 1d2 each
4	3 spells, level 1 each
5	Cursed Scroll
6	Protection Scroll (normal duration)
7	2 spells, level 1d4
8	2 spells, level 1d6-1 each (minimum of 1)
9	1 spell level 1d3+2
10	5 spells, level 1d3 each
11	Cursed scroll
12	Protection Scroll (double duration)
13	5 spells, level 1d6-1 each (minimum of 1)
14	6 spells, level 1d6-1 each (minimum of 1)
15	7 spells, level 1d6-1 each (minimum of 1)
16	8 spells, level 1d6 each
17	Cursed scroll
18	Protection Scroll (triple duration and double effect if applicable)

Table 36: Protection Scrolls

Roll	Scroll
1	Demons
2	Drowning
3	Elementals
4	Magic
5	Metal
6	Poison
7	Undead
8	Were-creatures

Spell Scrolls are enchanted with one or more Cleric or Magic-User spells (never both sorts on the same scroll).

One Cleric scroll out of 6 is actually a Druid scroll.

Each spell can be used just once, though of course the same spell may appear multiple times on a single scroll.

Only a Cleric can use a Clerical scroll, only a Druid may use a Druid scroll and only a Magic-User can use a Magic-User scroll.

Magic-Users must cast read magic on a spell scroll before being able to use or copy it; each scroll needs to be treated in this way just once, and the effect lasts indefinitely thereafter.

If a Magic-User attempts to cast a spell from a scroll, and he or she does not know that spell, there is a 5% chance the spell will fail. If a spell on a scroll is of higher level than the highest level spell the Magic-User can cast, for each spell level of difference, add 5% to the chance of failure.

For example, Aura the 3rd level Magic-User attempts to cast Polymorph from a scroll. Aura is able to cast, at most, 2nd level spells. Polymorph is a 4th level spell, so Aura has a chance of failure of 5% (she doesn't know the spell) plus 10% (2nd level maximum vs. 4th level spell), for a total of 15%.

A Magic-User may copy spells from a scroll to its spellbook, this takes hour per spell level. The procedure effectively erases the spell from the scroll.

Clerical and Druidic scrolls are written in a normal language (being just specially enchanted prayers), so the Cleric merely needs to know the language in which the scroll is written in order to use it. Clerics and Druids suffer the same chance of failure as do

Magic-Users, save that the 5% penalty assigned for not knowing the spell does not apply.

A **Cursed Scroll** inflicts some curse upon whoever reads it. It need not be read completely; in fact, merely glancing at the text is enough to inflict the curse. A saving throw may or may not be allowed, as determined by the Referee (though a save should usually be allowed). The Referee is encouraged to be creative when creating curses; the following list can be used for inspiration, but cursed scrolls can contain more powerful or inventive curses at the Referee's discretion.

- Bad luck (-1 on attacks and saving throws).
- The character is teleported away from the rest of the party.
- Random monster appears and attacks.
- The character is polymorphed into a mouse.
- The character shrinks to half his normal size.
- The character is stricken with weakness, halving his Strength score.
- The character falls into a deep sleep from which he can't be roused.
- The character develops an uncontrollable appetite.
- The character must always talk in rhyme (preventing spellcasting).
- The character is stricken with cowardice and must make a saving throw or flee every time a monster is encountered.
- The character suffers amnesia.
- The character feels compelled to give away all his belongings.
- The character must save vs. paralyzation or petrification.

Protection Scrolls can be read by any character class, assuming the character can read the language the scroll is written in (see the notes under Language in the Character section for details). When read, a protection scroll creates a 10' radius protective circle around the reader; preventing the warded creatures from entering. The circle moves with the reader. Any creature other than the sort the scroll wards may enter, including of course the allies of the scroll-reader, who are themselves protected so long as they remain entirely within the circle. If any creature within the circle performs a melee attack against any of the warded creatures, the circle is broken and the warded creatures may freely attack.

Protection Scroll Descriptions

Demons: All within a 10 ft radius around the reader are protected from the attacks of 1 demon per round for a period of 40 minutes.

Drowning: All within a 10 ft radius of the reader gain the ability to breathe underwater for 1 full day.

Elementals: This scroll protects against a single elemental, and lasts for a duration of 40 minutes.

Magic: Anti-magic shell surrounds and moves with the reader, having a radius of 10 ft. Spells cannot pass in or out of the shell. Duration: 1 hour.

Metal: Metal cannot harm the reader for a duration of 1 hour.

Poison: Poison cannot harm the reader for a period of 6 hours, and any poison in his system is removed.

Undead: All within a 10 ft radius of the reader are protected against undead, but only to a limited degree. In any given round, 2d12 undead with HD fewer than 4, and 2d6 undead with hit dice 4–5, and 1d6 undead with hit dice of 6+ are foiled by the protection of the scroll. Thus, the scroll is effective against all but a true horde of undead.

Were-creatures: All within a 10 ft radius around the reader, for a duration of one hour, are protected from lycanthropes.

Magical Weapons and Armors

Table 37: Magical Weapons and Armor

Roll	Magical Weapon/Armor
1	Cursed armor or shield
2	+1 missile weapon(s)
3	+1 shield
4	+1 melee weapon
5	+1 armor
6	Cursed weapon
7	+2 missile weapon(s)
8	+2 shield
9	+2 melee weapon
10	+2 armor
11	+2 melee weapon
12	+1 melee weapon with minor ability
13	+3 missile weapon(s)
14	+3 melee weapon
15	+3 shield
16	+3 armor
17	Unusual weapon
18	Unusual armor

Magical Armor

Magic armor (including shields) offers improved, magical protection to the wearer. In general, magic armor grants the normal Armor Class for its type, plus the magical armor bonus, as rolled on the Magic Armor table; for example, Plate Mail +2 provides an Armor Class bonus of 8.

There are different varieties of cursed armor: Cursed Armor that imparts penalties to AC, Cursed Armor that attracts attacks or that force a certain behavior.

Cursed armor cannot be removed from the wearer once the curse is proven, that is, once the wearer is hit in combat. Once the curse has taken effect, only a remove curse spell, or some more powerful magic (such as a wish), will enable the wearer to remove it.

The armor will detect as magical, like any other magic armor; the curse cannot be detected by any means other than wearing the armor in combat.

Table 38: Cursed Armors and Shields

Roll	Cursed Armor/Shield1
1	-1 weapon or armor
2	-2 weapon or armor
3	-3 weapon or armor
4	Attracts missiles
5	Causes wearer to run away from combat
6	Causes wearer to charge into combat

[1] *Cannot be put down without remove curse.*

Table 43: Unusual Armor

Roll	Unusual Armor
1-2	Armor of Arrow Deflection
3	Demonic Armor
4	Elven Chain
5	Ethereal armor
6	Fiery armor

Table 38A: Magical Armor Type

Die Roll (1d20)	Armor type
1-6	Padded
7-10	Leather
11-14	Ring mail
15-17	Chain mail
18-19	Splint mail
20	Plate mail

Magical Armor Descriptions

Armor of Arrow Deflection: +2 AC against missile fire.

Attracts missiles: This item attracts missile fire (even those fired at others nearby), and grants +1 to-hit on such missiles.

Demonic Armor: Possessed by a spirit or demon, Roll 1d3 for its AC bonus. There is a 10% chance that such an armor may have the ability to cast a spell once per day. Such armors generally can communicate with their bearers, and often (25% chance) can speak audibly.

Elven Chain mail: This is magical armor so fine and light that it can be worn under normal clothing without revealing its presence. Elven Chain mail weighs nothing and is encumbering as wearing no armor at all for what regards movement rates and Ability check or movement modifiers. All character classes are considered proficient with Elven chain mail. Magic-Users and Druids can cast spells without problems while wearing Elven Chain mail.

Ethereal armor: +3 plate mail that also allows the wearer to become insubstantial and incorporeal 50 times, at which time it reverts to normal +3 plate mail. In ethereal form, the wearer cannot be hit and cannot attack (unless the opponent is also ethereal).

Fiery Armor: +1 armor that is surrounded by flames. These flames deal 1d3 damage to melee attackers.

Magic weapons

Magic weapons are created with a variety of powers and will usually aid the wielder in combat. A magical weapon's bonus is applied to all attack and damage rolls made with the weapon.

Table 39: Melee Weapons

Roll	Melee Weapon
1	Axe, Battle
2-3	Axe, Hand
4	Club
5-7	Dagger
8	Flail
9	Warhammer
10	Halberd/Polearm
11	Mace
12	Morningstar
13-14	Spear
15	Staff
16-18	Sword, Long
19	Sword, Short
20	Sword, Two-handed

Table 40: Missile Weapons

Die Roll	Magic Missile Weapon
1	Firearm (1d6: 1-2 Blunderbuss, 3-4 Musket, 5-6 Pistol)
2–6	Short bow
7-8	Long bow
9–10	Sling
11	javelin
12–14	2d4 darts
15–17	Light crossbow
18-19	Heavy Crossbow
20	Missiles (roll below)

Table 40A: Missile Projectiles

Roll	Missile Weapon
1–10	2d6 arrows
11–15	1d10 sling stones
16-19	2d6 crossbow bolts
20	2d6 bullets

Table 41: Minor Abilities for Melee Weapons

Roll	Melee Weapon
1–4	Additional damage (+1)
5	Sheds light, 15 ft radius
6	Sheds light, 30 ft radius

Table 42: Unusual Weapons

Die Roll	Unusual Weapon
1	+1 blunt weapon that destroys undead
2	+1 thrown weapon that returns to hand
3	+1 weapon, extra attack
4	+1, +4 vs. particular type of foe
5	+2, +3 vs. particular type of foe
6	+4 weapon
7	+5 weapon
8	Flaming weapon
9-12	+1, +2 vs. particular type of foe
13	Freezing Weapon
14	Dancing Weapon
15	Defending Weapon
16	Holy/Unholy Weapon
17	Intelligent Weapon
18	Lifestealer Weapon
19	Vorpal Weapon
20	Wounding Weapon

Magic weapon descriptions

+1 Blunt weapon that destroys undead: Can be a mace, hammer, sling, or staff (determine type randomly). Lesser types of undead don't get a saving throw, though more powerful types do.

+1 thrown weapon that returns to hand: This axe, javelin, or hammer (determine type randomly) will eventually return to the throwers hand.

+1 weapon, extra attack: This weapon grants 1 additional attack for the user once per day.

+1, +2 vs. particular type of foe: This weapon provides +1, +2 vs. a particular type of foe (were-creatures, undead, giants, orcs, dragons, etc.) to be determined randomly.

+1, +4 vs. particular type of foe: This weapon provides +1, +2 vs. a particular type of foe (were-creatures, undead, giants, orcs, dragons, etc.) to be determined randomly.

+2, +3 vs. particular type of foe: This weapon provides +1, +2 vs. a particular type of foe (were-creatures, undead, giants, orcs, dragons, etc.) to be determined randomly.

Flaming Weapon: This weapon flames for additional 1d6 points of damage. Roll 1d6-1 for its to-hit bonus.

Freezing Weapon: This weapon is freezing cold, inflicting an additional 1d6 points of damage. Roll 1d6-1 for its to-hit bonus.

Dancing Weapon: This dancing weapon fights beside its owner in the air after 3 rounds as a +1d3 weapon.

Defending weapon: This +4 weapon allows the wielder to use all, some, or none of its magical bonus to improve his Armor Class instead of his attack rolls. For example, the wielder can opt to have +2 to AC and +2 to attack rolls or +4 to AC and +0 to attack and damage rolls and any possible combination. The wielder can move its bonus each round.

Holy/unholy weapon: In the hands of any character other than a cleric of the appropriate deity, this weapon is a normal +2 magical weapon. In the right hands it will create a 5-foot radius area covered by 50% magic resistance and will dispel magic at will as a caster of the same level as the wielder. In addition, against all followers and servants of deities opposed to the one to whom the weapon is sacred it inflicts a +10 points of bonus damage. The weapon inflicts 2d6 damage points without save against such characters if they touch it.

Lifestealer: This +2 weapon will drain one level of experience (or Hit Die) and accompanying hit points and abilities when it strikes any opponent on a natural roll of 20. This function is the same as the level-draining ability of certain undead creatures. The weapon's wielder can gain as many hit points as an opponent loses to this function of the weapon, up to the maximum number of hit points the character is allowed (i.e., only a character who has suffered loss of hit points can benefit from the function).

Intelligent Weapon: Roll 1d3 for its to-hit bonus. There is a 10% chance that such a weapon may have the ability to cast a spell once per day. Such swords generally can communicate with their bearers, and often (25% chance) can speak audibly.

Vorpal weapon: This +3 slashing weapon will sever an extremity—arm, leg, neck, tail, tentacle on any natural attack roll of 19-if enough to hit the target- or the head on a roll of 20 -always if enough to hit the target-. Note that many creatures are headless,

limbless or can shapechange and thus cannot suffer decapitation or the severing of limbs. There are also creatures that have heads but will not necessarily be killed by decapitation (like golems, trolls or the undead).

Wounding weapon: This is a +1 slashing weapon (sword, dagger, axe...). Wounds inflicted by this kind of weapon cannot be healed by regeneration, magic or potions of any kind. Damage from a wounding weapon can only be healed through rest and time. In subsequent rounds, the opponent so wounded loses one additional hit point for each wound inflicted by the sword. Successive wounds will damage in the same manner as the first. Loss of the extra point stops only when the creature so wounded bandages its wound or after 10 melee rounds (one turn). Undead, constructs, oozes, plant creatures and other immaterial or non-living creatures are immune to this weapon's special power.

Cursed Weapons: inflict a penalty to the wielder's attack rolls, of 1d3. The curse causes the afflicted character to be unable to get rid of the weapon. There are two possible forms the curse may take: Obsession and Affliction. The GM may decide which to use at his or her option.

Obsession: Regardless of how severe the penalty is, the character wielding the weapon will believe it is a bonus and refuse to use any other weapon in combat. A remove curse spell is the only way to rid a character of such a weapon; but as he or she will believe the weapon is the best magical weapon ever, the character receives a saving throw vs. Spells to resist.

Affliction: The character knows the weapon is cursed as soon as he or she uses it in combat; however, any attempt to throw it away fails, as the weapon magically appears back in the character's hand whenever he or she tries to draw any other weapon. In this case, the remove curse spell needed to rid the character of the weapon will be unopposed (i.e. no saving throw).

Table 44: Miscellaneous Items

Roll	Miscellaneous Item
1	Lesser Wand
2	Lesser Ring
3-20	Misc. Lesser Magical Item
21-22	Lesser Wand
23	Greater Wand
24-25	Lesser Ring
26	Greater Ring
27-40	Misc. Medium Magical Item
41-42	Greater Wand
43-44	Greater Ring
45	Staff

46-60	Misc. Greater Magical Item

Wands

A wand is a short stick, generally 12 to 18 inches long, imbued with the power to cast a specific spell or spell-like effect.

If a wand generates an effect equivalent to a spell, assume the spell functions as if cast by a 6th level caster, or the lowest level caster who could cast that spell (whichever is higher), unless otherwise noted.

Wands become useless when they reach zero charges, but can be recharged by casting the spell into the wand. Each such recharge, where a spell is cast into the wand, has a 5% chance of destroying the wand irrevocably. In some cases, a non-rechargeable wand might be found with a large number of charges (e.g., 100).

Table 45: Lesser Wands

Roll	Lesser Wand
1–2	Spell, level 1, holds 10 charges
3–4	Spell, level 2, holds 5 charges
5–6	Spell, level 3, holds 2 charges

Table 46: Greater Wands

Roll	Greater Wand
1	Spell, level 3, holds 10 charges
2	Spell, level 4, holds 10 charges
3	Wand of Detection, enemies
4	Wand of Detection, metal
5	Wand of Detection, magic
6	Wand of Detection, traps and secret doors
7	Wand of Polymorph
8	Wand of Fear
9	Wand of Cold
10	Wand of Paralyzing

Wand Descriptions

Wand of Detection, enemies: Detects enemies in a radius of 60 ft, provided that the enemies are actually thinking hostile thoughts. Always active when held, does not use charges.
Usable by: All Classes.

Wand of Detection, metal: Detects large caches of metal, with a range of 20 ft. The wand's user also gets a vague sense of the metal's type. Always active when held, does not use charges.
Usable by: All Classes.

Wand of Detection, magic: Functions as a detect magic spell with a range of 20 ft. The wand's user gets a vague sense of what sort of magic is being detected. Always active when held, does not use charges.
Usable by: All Classes.

Wand of Detection, traps and secret doors: Detects traps and secret doors with a range of 20 ft. Always active when held, does not use charges.
Usable by: All Classes.

Wand of Polymorph: Casts either polymorph self or polymorph other, carries 10 charges.
Usable by: Magic-Users.

Wand of Fear: Causes creatures in a cone-shaped path to flee (saving throw). There is a 60% chance that they will drop whatever they are holding. The cone extends 60 ft to a base 30 ft across. Holds 25 charges (cannot be recharged).
Usable by: All Classes.

Wand of Cold: Casts a cone of cold 60 ft to a base 30 ft across. Creatures in the cone take 6d6 damage (saving throw for half damage). Holds 25 charges (cannot be recharged).
Usable by: Magic-Users.

Wand of Paralyzing: Casts a cone of paralysis 60 ft to a base 30 ft across. Creatures in the cone are paralyzed for 3d6 turns. Holds 25 charges (cannot be recharged).
Usable by: All Classes.

Wand of Spell: Casts random spell of determined level. Holds variable amount of charges (cannot be recharged).
Usable by: Magic-Users.

Rings

No more than two magic rings may be worn at a time (one on each hand) without unpredictable and potentially dire consequences.

Table 47: Lesser Rings

Roll	Lesser Ring
1	Protection, +1
2	Protection, +2
3	Invisibility
4	Mammal control
5	Fire Resistance
6	Poison Resistance

Table 48: Greater Rings

Roll	Greater Ring
1	Human Control
2	Three Wishes
3	Regeneration
4	Djinni Summoning
5	Shooting Stars
6	X-ray vision
7	Telekinesis
8	Spell Turning
9	Spell Storing, arcane
10	Spell Storing, Clerical

Ring Descriptions

Djinni Summoning: The wearer of the ring can summon a djinni, who will do his bidding.
Usable by: All Classes.

Fire Resistance: +5 to saving throws versus magical fire, immune to normal fire.
Usable by: All Classes.

Human Control: Allows the wearer to cast Charm Person once per day, and maintain the charm on up to 3 individuals at a time.
Usable by: All Classes.

Poison Resistance: +5 to saving throws versus poison.
Usable by: All Classes.

Regeneration: The wearer regenerates one hit point per combat round, and thus cannot die unless the ring is removed or his body is burned.
Usable by: All Classes.

Shooting Stars: Once per day this ring can summon d6 flaming meteors from the depths of space. Each meteor can target a separate enemy and does 3d6 damage. If used underground or indoors the meteors will strike whatever is directly above their target.
Usable by: All Classes.

Spell Storing, arcane: The ring contains 1d6 magic-user spells. Roll 1d6 for each spell to determine the spell level. The wearer (if he is a magic-user) can cast these spells as if they were his own memorized and prepared spells. Once the spell is cast, it cannot be cast a second time until the wearer has rested for 8 hours.
Usable by: Magic-Users.

Spell Storing, clerical: The ring contains 1d6 clerical spells. Roll 1d6 for each spell to determine the spell level. The wearer (if he is a cleric) can cast these spells as if they were his own memorized and prepared spells. Once the spell is cast, it cannot be cast a

second time until the wearer has rested for 8 hours. One ring out of six is destined to Druids. Usable by: Clerics or Druids.

Spell Turning: Any spell (other than from a wand or other item) directly aimed at the wearer of the ring is partially reflected back at the caster. Roll a percentile die to see how much of the spell's power bounces back; the exact determination of what happens is up to the referee.
Usable by: All Classes.

Telekinesis: The wearer can mentally lift and move 200 pounds of weight at a range of 120 ft.
Usable by: All Classes.

Three Wishes: Grants the wearer three wishes. Beware of outrageous wishes; they backfire.
Usable by: All Classes.

Staffs

Like wands, most staffs operate by using up charges.
Spell effects generated by a staff operate at 8th level, or the lowest caster level the spell could be cast by, whichever is higher, unless otherwise stated.
However, staffs are not as easily rechargeable as wands. Magic-users will have to figure out how it's done, or hire a wizard to do it (if even they know how). Most staffs carry 200 charges.

Table 49: Staffs

Roll	Staff
1	Healing
2	Command
3	Snake, the
4	Striking
5	Withering
6	Power
7	Wizardry
8	Beguiling
9	Absorption
10	Lordly Might

Staff Descriptions

Absorption: Absorbs spells cast directly at the wielder, and allows the wielder to cast a spell from his own memory using that power (and thus not losing the spell from memory). Once the staff has absorbed 50 levels of spells (whether or not the power has been cast back out again), it no longer absorbs spells.
Usable by: Magic-Users, Clerics, Druids.

Beguiling: Casts Charm Person in a radius of 20ft from the wielder (uses one charge). The duration of the charm is one hour.
Usable by: All Classes.

Command: A charge can be used to control humans (as per Charm Person), plants, or animals.
Usable by: All Classes.

Healing: Cures 1d6+1 hit points of damage per charge.
Usable by: Clerics and Druids.

Power: Casts Light (no charge used), casts Fireball (6d6 damage), cold as a Wand of Cold, Lightning Bolts (6d6 damage), acts as a ring of Telekinesis (costs one charge) and hits for 2d6 damage (no charge used).
Usable by: Magic-Users.

Lordly Might: These staffs only carry 10 charges, but a charge may be used to cast Raise Dead.
Usable by: Clerics and Druids.

Snake, the: +1 to hit and +1 damage. When commanded (by using a charge) the staff coils around the target with a successful hit and pinions the victim for 1d4 x10 minutes. The victim must be about the size of a human or smaller to use this power. The staff will slither back to its owner afterwards at a speed of 24. Only clerics can employ a Staff of the Snake.
Usable by: Magic-Users, Clerics and Druids.

Striking: Inflicts 2d6 points of damage with a successful hit (does not use charges)
Usable by: Clerics and Druids.

Withering: Adds ten years of physical aging with a successful hit.
Usable by: Magic-Users, Clerics and Druids.

Wizardry: The most powerful of staffs. It is a staff of power with additional abilities. At the cost of one charge, it allows invisibility, summoning elementals (calling 1d4 at a time), Hold Person, a Wall of Fire (See Wall of Defense I), Passwall, a Web spell, or Fly.
Usable by: Magic-Users.

Table 50: Misc. Magic Items (Lesser Items)

Roll	Lesser Magic Item
1	Arrow of Direction
2	Bag of Holding
3	Boots of Elvenkind
4	Boots of Speed or Boots of Leaping (50%)
5	Bracers of Defense, AC [13]
6	Chime of Opening
7	Cloak of Elvenkind
8	Cloak of Protection, +1
9	Cursed Item
10	Decanter of Endless Water
11	Dust of Appearance or Disappearance (50%)
12	Dust of Sneezing and Choking
13	Gauntlets of Swimming and Climbing
14	Horseshoes of Speed
15	Luckstone (+1 saving throws and attack rolls)
16	Manual of Beneficial Exercise
17	Pipes of the Sewers
18	Rope of Climbing
19	Rope of Entanglement
20	Spade of Excavation

Table 51: Misc. Magic Items (Medium Items)

Roll	Medium Magic Item
1	Amulet Against Scrying
2	Boots of Flying
3	Bracers of Defense
4	Carpet of Flying
5	Cloak of Displacement
6	Cloak of Protection, +2 or +3
7	Deck of Many Things
8	Figurine of the Onyx Dog
9	Gauntlets of Ogre Power
10	Helm of Reading Magic and Languages
11	Hole, Portable
12	Horn of Valhalla, Bronze
13	Horn of Valhalla, Silver
14	Jug of Alchemy
15	Manual of Quickness
16	Medallion of ESP
17	Mirror of Mental Scrying
18	Robe of Blending
19	Robe of Eyes
20	Robe of Wizardry

Table 52: Misc. Magic Items (Greater Items)

Roll	Greater Magic Item
1	Amulet of Demon Control
2	Beaker of Potions
3	Censer, Bowl, Brazier, or Stone of Controlling Elementals
4	Crystal Ball
5	Efreeti Bottle
6	Figurine of the Golden Lions
7	Gauntlets of Dexterity
8	Gem of Seeing
9	Girdle of Giant Strength
10	Helm of Fiery Brilliance
11	Helm of Teleportation
12	Horn of Blasting
13	Horn of Valhalla, Iron
14	Lenses of Charming
15	Libram, Magical (level gain)
16	Manual of Golems
17	Manual of Intelligence
18	Manual of Wisdom
19	Necklace of Fireballs
20	Symbol-scarab of Insanity

Misc. Magic Item Descriptions

The following descriptions are in alphabetical order:

Amulet Against Scrying: Protects the wearer from all scrying, such as Detect Thoughts or being viewed through a crystal ball.
Usable by: All Classes.

Amulet of Demon Control: Functions as a Protection From Chaos spell, and allows the wearer to attempt to "Charm Monster" upon a demon. Success means that the demon is enslaved for 1d6 weeks, whereupon it becomes free.
Usable by: Magic-users and Clerics.

Arrow of Direction: Points the direction of whatever the owner requests. Cannot be used more than seven times in a single week.
Usable by: All Classes.

Bag of Holding: The inside of this bag is larger than the outside. The inside dimensions are roughly 10x5x3 ft, but the bag cannot carry more than 1,000 pounds of weight. If it is not empty, the bag weighs 50 pounds, no matter how much weight it actually contains.
Usable by: All Classes.

Beaker of Potions: This small jug fills itself with the requested potion, out of the 1d4+1 potions it knows how to produce. The jug can be used as many times per week as the number of different potions it can produce.
Usable by: All Classes.

Boots of Elvenkind: The wearer moves with complete silence.
Usable by: All Classes.

Boots of Levitation: These boots allow the wearer to levitate as per the spell, with unlimited duration.
Usable by: All Classes.

Boots of Speed or Boots of Leaping (50%): Boots of speed double the wearer's movement rate, but require complete rest for a period of time equivalent to the amount of time they were used. Boots of Leaping allow the wearer to make prodigious leaps 10 ft high and up to 30 ft horizontally. These boots also double movement rates, but outdoors only. They do not require the wearer to rest after using them.
Usable by: All Classes.

Bracers of Defense, AC [15] or AC [17] (50% chance): These bracers improve the wearer's armor class (whatever part of it is due to actual armor) to the stated level—there is no effect if the wearer is already armored to the same or higher degree. The armor class granted by the bracers can be increased by magical rings or other protective magics.
Usable by: All Classes.

Bracers of Defense, AC [13]: These bracers improve the wearer's armor class (whatever part of it is due to actual armor) to the stated level—there is no effect if the wearer is already armored to the same or higher degree. The armor class granted by the bracers can be increased by magical rings or other protective magics.
Usable by: All Classes.

Carpet of Flying: the carpet can carry as many as three people, and travels at a speed of 6 when it has more than one passenger. With only one rider, the carpet moves at a rate of 10.
Usable by: All Classes.

Censer, Bowl, Brazier, or Stone of Controlling Elementals: Censers control air elementals, Bowls (when filled) control water elementals, braziers control fire elementals, and Stones control earth elementals. These items can be used to summon a 12 HD elemental of the appropriate type. Generally, it takes 10 minutes to prepare the object for use.
Usable by: Magic-users.

Chime of Opening: Sounding this small chime opens any door, even if the door is barred or wizard locked.
Usable by: All Classes.

Cloak of Displacement: The wearer appears to be in a slightly different location than he really is. His armor class improves by 2, and he gains a +2 bonus saving throw against any targeted attack upon him.
Usable by: All Classes.

Cloak of Elvenkind: The wearer is almost, but not quite, invisible.
Usable by: All Classes.

Cloak of Protection, +1: This cloak improves the wearer's armor class by 1, and grants a bonus of +1 on saving throws.
Usable by: All Classes.

Cloak of Protection, +2 or +3 (50%): This cloak improves the wearer's armor class by 2 (or 3), and grants a bonus of +2 (or +3) on saving throws.
Usable by: All Classes.

Crystal Ball: Allows the user to see what he desires to see, over a considerable distance. A crystal ball may not be used more than thrice per day, or the user will be driven mad. Certain spells and other precautions may be used to prevent being seen through a crystal ball. Some crystal balls communicate sound or even thoughts from the area being scryed, although these are rare.
Usable by: Magic-users.

Cursed Item: (See Cursed Items at the end of this section.)

Decanter of Endless Water: This jug pours out one gallon of water per minute when unstoppered.
Usable by: All Classes.

Deck of Many Things: An ordinary-seeming deck of hand-painted cards, this item bears tremendous and varied enchantments, one per placard in the deck. The deck contains all the aces and face cards, plus one Joker (the Fool). A character may draw as many cards as he likes (with the deck re-shuffled each time), but once he stops drawing cards, the deck disappears in a sound of faintly malevolent laughter. The results of the cards are as follows:

The Hearts (♥)
   Ace: Gain 50,000 XP.
   King: Gain magic item from the Misc. Greater Magical Items Table.
   Queen: Gain 1d3 wishes.
   Jack: Gain the ability to summon an 8 HD warrior with +3 weapon, shield, and sword, to serve for a total of 1 hour.

The Clubs (♣)

Ace: The character's alignment is changed. If the game does not use alignment, the character receives a dangerous Quest (per the spell).

King: The character's most powerful magic item is sucked into the void and disappears.

Queen: The character is instantly turned to stone, a look of great surprise upon his face.

Jack: The character loses one point from his Prime Attribute.

The Spades (♠)

Ace: Lose a level of experience.

King: A warrior with 9 HD, a +4 weapon, +4 shield, and +4 armor appears and attacks. When he is killed, his body and all his possessions disappear again.

Queen: The character dies instantly.

Jack: The party is attacked by a random monster, with 1d4+6 HD. The monster gains one round of surprise, for it appears from thin air.

The Diamonds (♦)

Ace: Gain a map to a significant treasure.

King: Gain 5d6 items of jewelry.

Queen: Gain a scroll of seven spells, all 2nd level or higher.

Jack: Add one point to a single attribute of the player's choice.

The Joker: Gain 25,000 XP or choose to draw two more cards.
Usable by: All Classes.

Dust of Appearance or Disappearance (50%): Dust of Appearance is tossed in a radius of 10 ft around the user, and makes any invisible, astral, displaced, out-of-phase, or dimensional thing completely visible. The dust generally comes in a pouch, with enough for 20–30 uses. Dust of Disappearance works in the opposite way: when it is sprinkled in a 10 ft radius, everything therein becomes invisible for 5d6 turns. Normal means of detecting invisibility (such as a Detect Invisibility spell) are not strong enough to work against the dust's powerful enchantment.
Usable by: All Classes.

Dust of Sneezing and Choking: Pouches containing this dust ordinarily contain only enough for one "dose." When scattered in a radius of 10 ft, the dust causes all in the area to make a saving throw or die. If the nature of the dust is identified before it is experimented with, it can be used as a devastating thrown weapon.
Usable by: All Classes.

Efreeti Bottle: The efreeti of the bottle will serve the bottle's owner for a year and a day unless it is accidentally released from servitude.
Usable by: All Classes.

Figurine of the Golden Lions: A small stone figurine that transforms into a lion when the command word is spoken, fighting at the owner's orders. If they are slain, they turn back into figurines, but may be used again. The figurine may be used once per week, and no more.
Usable by: All Classes.

Figurine of the Onyx Dog: This stone figure transforms into a living hound of stone when its command word is spoken. It will seek whatever the owner tells it to find, without stopping until it succeeds or is killed. It has a 75% chance to detect objects that are invisible or hidden (and of course its sense of smell detects invisible and hidden creatures with almost perfect success). For purposes of defense and attack, the stone dog is treated as a wolf. It may be used twelve times before the statuette becomes non-magical.
Usable by: All Classes.

Gauntlets of Dexterity: When worn, these gloves grant a bonus of +2 to the wearer's dexterity (to a maximum of 18).
Usable by: All Classes.

Gauntlets of Ogre Power: These gauntlets raise the wearer's Strength to 19 (+3 bonus not cumulative with the wearer's existing strength bonus, if any).
Usable by: all but Magic-users.

Gauntlets of Swimming and Climbing: These gloves permit the wearer to swim at a rate of 18, and climb sheer walls with a 95% chance of success per ten feet of climbing.
Usable by: all but Magic-users.

Gem of Seeing: A gem of seeing is used as a lens, and shows the truth of what it sees, cutting through illusions of all kinds, even very powerful ones.
Usable by: All Classes.

Girdle of Giant Strength: This wide belt grants the wearer a Strength of 30 (+6 strength bonus, not cumulative with any existing strength bonuses).
Usable by: All but Magic-Users.

Helm of Fiery Brilliance: This prodigiously powerful helm grants many benefits to the wearer. He gains a +10 on saving throws against fire damage, and can create a wall of fire himself (as per the spell Wall of Defense I). Fighters or Rogues wearing the helm may command a weapon in hand to flame (+1d6 damage). Magic-users wearing the helm can add +1 to each die of damage inflicted by a fireball or delayed blast fireball spell. Clerics wearing the helm can ignite objects within 30 ft at will, and may cast two light or continual light spells for each one actually prepared. The wearer of this ring is likely to be attacked by any air elemental creatures, but

fire elemental types (such as efreet or salamanders) will be favorably disposed toward the wearer.
Usable by: All Classes.

Helm of Reading Magic and Languages: The wearer can read all languages, including magic script.
Usable by: All Classes.

Helm of Teleportation: When the wearer casts a teleportation spell on himself, while wearing the helm, he may teleport himself without error, anywhere he desires. The helm does not permit the casting of a teleportation spell on anyone other than the wearer.
Usable by: Magic-users.

Hole, Portable: A piece of dark cloth about five feet in diameter. It is actually the mouth of an inter-dimensional hole 10 ft deep—items and people can fall through it or climb down into it once it is placed on the ground. The piece of cloth can actually be pulled in from the inside to close the hole off entirely, although there is no source of fresh air within, and staying inside will asphyxiate the inhabitant in a short time. The piece of cloth can be picked up and carried off whenever desired—hence the name "portable."
Usable by: All Classes.

Horn of Blasting: This horn, when blown, has the same effect on structures as a catapult, and causes 2d6 points of damage to creatures, deafening them for 10 minutes as well. The cone of sound is 100 ft long, and widens to a base of 20 ft (the "point" of the cone, at the horn's mouth, is 10 ft wide). After use, roll 1d6: if the result is lower than the number of times the horn has been blown today, it explodes causing its usual effects on the blower and within 20 feet of him or her.
Usable by: All Classes.

Horn of Valhalla, Bronze: Once per week summons 2d4 berserk warriors (3 HD) to assist the one who winded the horn.
Usable by: Fighters, Rogues and Clerics.

Horn of Valhalla, Iron: Once per week summons 2d4 berserk warriors (4 HD) to assist the one who winded the horn.
Usable by: Fighters.

Horn of Valhalla, Silver: Once per week summons 2d4 berserk warriors (2 HD) to assist the one who winded the horn.
Usable by: All Classes.

Horseshoes of Speed: These double a horse's movement rate.
Usable by: horses.

Jug of Alchemy: This jug produces whatever liquid is desired, in a commonly used large quantity (e.g., 10 gallons of water, but only five gallons of wine). It may be used no more than seven times per day, and will only produce the liquid first requested in that day. It does not produce magical liquids.
Usable by: All Classes.

Lenses of Charming: These lenses, when placed over the eyes, give the wearer the ability to charm those who look into his eyes (as per the spell Charm Person). The saving throw against the power of the lenses is made at -2.
Usable by: All Classes.

Libram, Magical (level gain): Magical librams grant a level of experience to the reader, if the reader is of the right class. Randomly determine the class for which the libram is written.
Usable by: varies.

Luckstone: This stone grants +1 to saving throws and attack rolls.
Usable by: All Classes.

Manual of Beneficial Exercise: Reading this tome increases the reader's strength by 1 point (to a maximum of 18).
Usable by: All Classes.

Manual of Golems: This book contains the basic instructions and formulae for creating a single type of golem. The process is expensive, and the creator must have achieved a certain level of magical expertise in order to use the book, but these are priceless repositories of forgotten lore. Such books are often warded, by the original owner, from the touch of anyone not of the Magic-user class, enchanted to inflict damage or even the loss of a level.
Usable by: Magic-users.

Manual of Intelligence: Reading this tome increases the reader's intelligence by 1 point (to a maximum of 18).
Usable by: All Classes.

Manual of Quickness: Reading this tome increases the reader's dexterity by 1 point (to a maximum of 18).
Usable by: All Classes.

Manual of Wisdom: Reading this tome increases the reader's wisdom by 1 point (to a maximum of 18).
Usable by: All Classes.

Medallion of ESP: Functions as a Detect thoughts spell within 30 ft (75%) or 90 ft (25%).
Usable by: All Classes.

Mirror of Mental Scrying: This hand-mirror (it might also be found as a smaller mirror on a necklace) allows the user to cast Crystal Ball, with the normal range, but for an unlimited time. The mirror will also answer a question about what it portrays (the answer is

likely to be cryptic), but only one question per week is possible.
Usable by: All Classes.

Necklace of Firebaubles: This necklace is hung with 3d4 little baubles. When thrown, the baubles explode into 6d6 fireballs (per the spell).
Usable by: All Classes.

Pipes of the Sewers: These pipes summon 10d6 giant rats. The piper does not need to concentrate once the rats arrive (which takes 1d6x5 minutes), but it is wise to do so. When the rats arrive, there is a 5% chance that they will not obey him, and if he ceases to concentrate on his tune there is a 10% chance that he will lose control of them. Every subsequent round in which he fails to concentrate there is another chance to lose control, and the chance increases by 10% each time it is made (first round, 10%, second round 20%, etc.).
Usable by: All Classes.

Robe of Blending: These robes make the wearer appear to be a part of his surroundings, including the ability to appear as another one of a group of nearby creatures. He will appear to be a small tree when in forest surroundings, a sand formation in the desert, etc. Creatures with 10+ hit dice (or levels of experience) have a 1 in 6 chance per level (or HD) above 9th to perceive the wearer as a robed figure rather than a part of the surroundings.
Usable by: All Classes.

Robe of Eyes: Hundreds of eyes are woven and embroidered into the fabric of these magical robes, granting the wearer tremendous powers of supernatural perception. In a radius of 240 ft, anything he looks upon is seen for what it is: he sees invisible creatures, he perceives illusions, and his sight even extends into the astral plane. He cannot be ambushed or otherwise taken by surprise, and he can follow the trail of anything that has passed by within the last day.
Usable by: Magic-users only.

Robe of Wizardry: This robe grants the wearer the ability to cast Charm Person, Polymorph, and Hold Person once er day each. The robes may be tied to specific alignments.
Usable by: Magic-users only.

Rope of Climbing: A 50 ft length of rope that leaps magically upward and can tie and untie itself upon command.
Usable by: All Classes.

Rope of Entanglement: This rope, on command, twines itself around as many as 1d6+1 human-sized foes. The rope cannot be hit except with a natural roll of 20 (it is magical), and can sustain 20 hit points of damage before fraying and becoming useless.
Usable by: All Classes.

Spade of Excavation: This ordinary-looking spade digs by itself when commanded, shoveling out one cubic yard (27 cu ft.) per ten minutes (1 turn).
Usable by: Fighters and Rogues only.

Symbol—Scarab of Insanity: This is a carving of a scarab-beetle, or perhaps the petrified remains of a real one. When the scarab is displayed, all creatures with 9 or fewer hit dice, within a radius of 30 ft, fall into temporary insanity lasting for 2 hours. Creatures with 10+ hit dice still do not receive a saving throw, but have a 25% chance to overcome the scarab's insidious influence. The scarab may be used 12 times, after which it crumbles to dust. At the option of the Referee, it might be recharged using a Symbol of Insanity spell, but with a 5% chance per charge that the item will be destroyed.
Usable by: All Classes.

Cursed Items

Cursed items come in many shapes and forms—most likely they are ancient magical items whose magic has deteriorated or changed with age, although some of them were clearly fashioned to serve as traps for the unwary (or for the maker's enemies, perhaps). Characters of all classes and races are affected by Cursed Items. Note that cursed items cannot usually be dropped or removed without the assistance of a Remove Curse spell. Although the Referee is encouraged to create his own cursed items, the samples on the following page should prove useful guidance:

Table 53: Cursed Items

Roll	Cursed Item
1	Bag of Devouring
2	Censer of Hostile Elementals
3	Cloak of Poison
4	Crystal Ball of Suggestion
5	Dancing Boots
6	Flask of Stoppered Curses
7	Horn of Collapse
8	Medallion of Projecting Thoughts
9	Mirror of Opposition
10	Robe of Feeblemindedness

Cursed Item Descriptions

Bag of Devouring: Functions as a bag of holding, but devours any item placed into it within 1d6 hours.

Censer of Hostile Elementals: A censer (or brazier, bowl, or stone) that summons elementals—but the elementals are hostile instead of under the summoner's control.

Cloak of Poison: Upon donning this cloak, the wearer's body is suffused with magical poisons of many kinds, and dies instantly, without the chance of a saving throw.

Crystal Ball of Suggestion: Does not function as a crystal ball, but implants a suggestion in the viewer's mind. Powerful versions of this item might even implant a Quest.

Dancing Boots: These boots function as boots of Elvenkind or speed, until the wearer is in combat or fleeing. Suddenly at that point he will begin to dance a jig, or perhaps a stately waltz.

Flask of Stoppered Curses: This flask releases a curse of some kind when its seal is broken.

Horn of Collapse: When sounded, this horn causes a blast of destruction straight upwards, destroying any ceiling overhead and causing it to collapse.

Medallion of Projecting Thoughts: The wearer's thoughts can be "heard" by all nearby.

Mirror of Opposition: All persons looking into this mirror are attacked by Chaotic (or Lawful if the gazer is Chaotic) versions of themselves, exact duplicates including spells and magic items. When the mirror-opposites are slain, their bodies and equipment disappear into mist, and return to the mirror.

Robe of Feeblemindedness: Anyone donning this cloak has his intelligence reduced to that of a garden snail.

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