

DUNGEONCRAWLERS *to* DRAGONSLAYERS!



Basic to Expert Fantasy Roleplaying Adventure Game

By Lazaro Izaguirre

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DUNGEONCRAWLERS to DRAGONSLAYERS!

Character Sheet

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INTRODUCTION

DUNGEONCRAWLERS to DRAGONSLAYERS! is a simulacrum of the “basic/expert” or “B/X” version of the most famous fantasy adventure roleplaying game of all time published in 1981. That version of the game was presented in two books, but this work combines them into one volume.

As a fantasy adventure roleplaying game, **DUNGEONCRAWLERS to DRAGONSLAYERS!** is played in the realms of the imagination. The game takes place around a table or virtually online through conversation, dice rolling, and record keeping. Most players create and develop a fantasy character like a dwarf or human warrior to roleplay in the fantasy worlds created and revealed to them by one essential player called the game master (GM). The GM narrates what the characters experience through their senses in the game world, plays the part of everything else in the game world, and is the final adjudicator of the rules.

The fantasy worlds of authors like Marion Zimmer Bradley, Robert E. Howard, Ursula K. LeGuin, Anne McCaffrey, R.A. Salvatore, and J.R.R. Tolkien are great inspiration for creating your own game worlds. **DUNGEONCRAWLERS to DRAGONSLAYERS!** not only provides the rules of the B/X version of the most famous fantasy roleplaying game of all time, but also includes several appendices of alternate rules so you can better tailor the game world to your style of play.

Dice

DUNGEONCRAWLERS to DRAGONSLAYERS! uses the following polyhedral dice (and their abbreviations): four-sided (d4), six-sided (d6), eight-sided (d8), ten-sided (d10), twelve-sided (d12), and twenty-sided (d20). The number of

dice to roll is added before the die abbreviation and any modifiers to the total dice results are added after so 2d6+3 for example means “roll two six-sided dice and add three to the total”. A “d100” die is also used by rolling two d10s of a different color and designating one as the ones digit and the other as the tens digit so a roll of 2 and 3 for example would be a result of “23”.

Overview of Contents

DUNGEONCRAWLERS to DRAGONSLAYERS! includes four important parts: this introduction, the rules chapters, the appendices of alternate rules, and the character sheet. All the parts except the chapters are self-explanatory. Listed below is a brief overview of the rules chapters.

Chapter 1: Characters & Equipment

This chapter includes sections on character creation, ability scores, character classes, alignment, languages, character advancement and death, money and wealth, equipment, land transportation, water transportation, mercenaries, specialists, and lastly, castles and strongholds.

Chapter 2: Spells

Lists and descriptions (in alphabetical order) of all spells are included in this chapter.

Chapter 3: Core Rules

This chapter includes sections on the sequence of play, adventuring rules, basic combat procedures, other combat rules, standard combat charts, and lastly, magic rules.

Chapter 4: Bestiary

Rules and descriptions for the various creatures the characters can encounter are provided in alphabetical order in this chapter that is intended for game master use only.

Chapter 5: Game Masters

This chapter for the game masters of **DUNGEONCRAWLERS to DRAGONSLAYERS!**

includes sections on adventure scenarios, designing a dungeon, random dungeon room contents, designing a wilderness, designing a base town, dungeon encounter tables, wilderness encounter tables, stronghold encounters, non-player characters (NPCs) parties, placing treasures, treasure types, gems and jewelry, and lastly, magic items.



CHAPTER 1: CHARACTERS & EQUIPMENT

Character Creation

1. Roll Ability Scores

Character ability scores are determined by rolling randomly. Roll 3d6 for your character's Charisma, Constitution, Dexterity, Intelligence, Strength, and Wisdom. See *Ability Scores*, page 6.

Sub-Par Characters

If you roll a character with very poor ability scores – for example an 8 or less in every score or an extremely low rating in one ability – the GM may sometimes allow you to discard the character and start again.

2. Choose a Class

Select one of the classes available (see *Character Classes*, page 9), bearing in mind the minimum ability score requirements of some classes.

3. Adjust Ability Scores

Optionally, the prime requisite(s) of your character (determined by the chosen class) may be raised by lowering other (non-prime requisite) ability scores. For every two points by which an ability score is reduced, one point may be added to your prime requisite. The following restrictions apply:

- Only Intelligence, Strength, and Wisdom may be lowered in this way.
- No score may be lowered below 9.
- Some classes may have extra constraints.

4. Note Ability Score Modifiers

Now that your character's ability scores are fixed, make a note of any associated bonuses or penalties, consulting the charts in *Ability Scores*, page 6.

5. Note Attack Values

The level progression chart for your character's class lists the modified attack roll needed to hit an opponent with Armor Class 0. The attack roll you need to hit opponents of other AC ratings can be calculated from this value by subtracting the target AC from the value to hit AC 0.

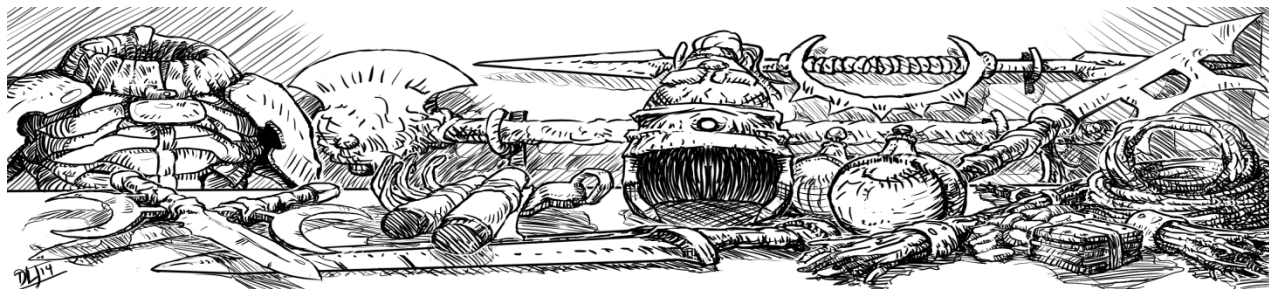
For example, a character who needs a 17 to hit AC 0 could hit AC 5 on a roll of 12 or greater (17 - 5 = 12).

It is usual to pre-calculate the modified attack values required to hit AC 0-9 and record them in a matrix. 1st level characters need to roll a 19 to hit AC 0, resulting in an attack matrix like this:

Opponent's AC	0	1	2	3	4	5	6	7	8	9
Attack roll required	19	18	17	16	15	14	13	12	11	10

6. Note Saving Throws and Class Abilities

Record any special abilities possessed by your character as a result of his or her class, as well as your character's saving throws. If your character has a spell book, ask your GM which spells are recorded in it. The GM may allow you to choose.



7. Roll Hit Points

Determine your character's hit points by rolling the die type appropriate to the chosen class. Modifiers for high or low Constitution apply (see *Ability Scores*, page 6). Your character always starts with at least 1 hit point, regardless of CON modifier.

Re-Rolling 1s and 2s (Optional Rule)

If your roll for hit points comes up 1 or 2 (*before* applying any CON modifier), the GM may allow you to re-roll. This is in order to increase the survivability of 1st level PCs.

8. Choose Alignment

Decide whether your character is Lawful, Neutral, or Chaotic (see *Alignment*, page 23) and note this on your character sheet.

9. Note Known Languages

Every character begins play knowing one or more languages, determined by the character's class. Characters with high Intelligence may also choose additional languages. See *Languages*, page 24 for a list of possibilities.

10. Buy Equipment

Your character starts play with $3d6 \times 10$ gold pieces (see *Money and Wealth*, page 26). You may spend as much of this money as you wish to equip your character for adventure, consulting the lists in *Equipment*, page 27, *Land Transportation*, page 32 and *Water Transportation*, page 34.

Remember that your chosen class may restrict your use of some equipment (e.g. weapons and armor).

11. Note Armor Class

Your character's Armor Class is determined by two factors:

- The armor worn (see *Armor*, page 28). If your character has no armor, his or her base AC is 9.
- Modifiers for high or low Dexterity (see *Ability Scores*, page 6).

12. Name Character

Finally, choose a name for your character. You are now ready for adventure!

Ability Scores

Standard Adjustments

Ability	Standard Adjustment
3	-3
4-5	-2
6-8	-1
9-12	None
13-15	1
16-17	2
18	3



Charisma

Charisma (CHA) measures a character's force of personality, persuasiveness, personal magnetism, physical attractiveness, and ability to lead. This ability is important for how NPCs or monsters respond to a character in an encounter. Charisma also determines the number of retainers a character may have and their morale.

- **Reaction adjustment** applies when hiring Retainers and when interacting with monsters (see *Encounters*, page 81).
- **Max # of retainers** and **retainer morale** determine the number of **Retainers** a character may have in his or her pay at any one time and their loyalty to the character.

CHA	Reaction Adjustment	Max # of Retainers	Retainer Morale
3	-2	1	4
4-5	-1	2	5
6-8	-1	3	6
9-12	None	4	7
13-15	1	5	8
16-17	1	6	9
18	2	7	10

Constitution

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

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

Dexterity

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

- **Standard adjustment** is applied to attack rolls (but not damage rolls) made with a ranged weapon and modifies the character's Armor Class (a bonus lowers AC, a penalty raises it).
- **Initiative adjustment** modifies the character's initiative roll, if the optional rule for individual initiative is being used (see *Initiative*, page 93).

DEX	Initiative Adjustment
3	-2
4-5	-1
6-8	-1
9-12	None
13-15	1
16-17	1
18	2

Intelligence

Intelligence (INT) determines how well a character learns, remembers, and reasons.

- **Language ability** denotes the character's ability to speak, read, and

write in his or her native tongue and other languages.

- **Bonus languages** determines the number of additional languages the character can choose during character creation.

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

Strength

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

- **Standard adjustment** is applied to attack and damage rolls with melee weapons and to attempts to force open a stuck door (see *Doors*, page 80).

Wisdom

Wisdom (WIS) encompasses a character's willpower, common sense, perception, and intuition. While Intelligence represents one's ability to analyse information, Wisdom represents being in tune with and aware of one's surroundings.

- **Standard adjustment** is applied to saving throws versus magical effects. This normally does not include saves against breath attacks, but may apply to any other saving throw category.

Prime Requisite

Each character class has one or more prime requisites, that is, an ability score or scores that are of especial importance to characters of that class. A character's score in his or her class' prime requisite(s) affects how quickly the character is able to gain experience points.

- **XP Adjustment** is applied to all experience points awarded to the character, unless otherwise noted in the description of the class.

Score	XP Adjustment
3-5	-20%
6-8	-10%
9-12	None
13-15	5%
16-18	10%

Character Classes

Cleric

Requirements: None

Prime Requisite: WIS

Hit Dice: 1d6

Maximum Level: 14

Allowed Armor: Any, including shields

Allowed Weapons: Any blunt weapons

Languages: Alignment language, Common

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

Holy Symbol: A cleric must carry a holy symbol (see *Equipment*, page 27).

Deity Disfavor: If a cleric ever falls from favor, due to violating the beliefs or strictures of his or her deity or clergy, penalties (determined by the GM) may be imposed upon the cleric. These may include penalties to attack (-1) or even a reduction in spells.

Cleric Abilities

Combat: Clerics can use any form of armor, but strict holy doctrine prevents their use of weapons that have a sharp edge. Thus, only the following weapons from the standard lists in *Equipment*, page 27 may be used: club, mace, sling, staff, and warhammer.

Magical Research: A cleric of any level may spend time and money to research new spells associated with his or her deity. When a cleric reaches 9th level, he or she is also able to create magic items and research other magical effects. These rules are detailed in *Magical Research*, page 104.

Spell Casting: From 2nd level, a cleric may pray to receive spells from his or her deity. The power and number of spells available to a cleric are determined by the character's experience level. The rules for divine spell casting are found in *Magic Rules*, page 101. The list of spells available to clerics is found in *Cleric Spell List*, page 50.

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

- A dash means an automatic failure.
- A number indicates that the player must roll that number or higher on 2d6 in order to successfully turn the undead.
- A "T" means that the turning automatically succeeds for this type of undead.
- A "D" means that the turning automatically succeeds for this type of

undead and that the monsters are destroyed, not simply caused to flee.

If the turning attempt succeeds, the player rolls 2d6 to determine the number of Hit Dice of undead affected (either turned or



destroyed). No matter what the dice roll result, at least one undead creature is always turned or destroyed, as appropriate, on a successful turning. Turned undead leave the area, if possible, and will not harm or make contact with the cleric.

If *turn undead* is used against a mixed group of undead monsters of different types, those with the lowest HD are affected first.

Using Magic Items: As spell casters, clerics can use magic scrolls of spells on their spell list. There are also items (e.g. some staves) that only clerics can use.

Reaching 9th Level

Once attaining 9th level, a cleric may establish or build a stronghold. So long as the cleric is currently in favor with his or her god, a stronghold may be bought or built at half the normal price, due to divine intervention.

Once a stronghold is established, the cleric attracts followers ($5d6 \times 10$ fighters of 1st or 2nd level). These troops are completely devoted to the cleric (never checking morale). The GM chooses which proportions of followers are 1st and 2nd level and which are bowmen, infantry, etc.

Cleric Level Progression

Level	XP	Hit Dice	AC0**	Saving Throws				
				Death	Wands	Paralysis	Breath	Spells
1	0	1d6	19	11	12	14	16	15
2	1,500	2d6	19	11	12	14	16	15
3	3,000	3d6	19	11	12	14	16	15
4	6,000	4d6	19	11	12	14	16	15
5	12,000	5d6	17	9	10	12	14	12
6	25,000	6d6	17	9	10	12	14	12
7	50,000	7d6	17	9	10	12	14	12
8	100,000	8d6	17	9	10	12	14	12
9	200,000	9d6	14	6	7	9	11	9
10	300,000	9d6+1*	14	6	7	9	11	9
11	400,000	9d6+2*	14	6	7	9	11	9
12	500,000	9d6+3*	14	6	7	9	11	9
13	600,000	9d6+4*	12	3	5	7	8	7
14	700,000	9d6+5*	12	3	5	7	8	7

* Hit point modifiers from CON no longer apply.

**AC0: Modified attack roll needed to hit Armor Class 0.

Cleric Spell Casting

Level	Spells per Day by Level				
	1st Level	2nd Level	3rd Level	4th Level	5th Level
1	-	-	-	-	-
2	1	-	-	-	-
3	2	-	-	-	-
4	2	1	-	-	-
5	2	2	-	-	-
6	2	2	1	1	-
7	2	2	2	1	1
8	3	3	2	2	1
9	3	3	3	2	2
10	4	4	3	3	2
11	4	4	4	3	3
12	5	5	4	4	3
13	5	5	5	4	4
14	6	5	5	5	4

Turning the Undead

Level	Monster Hit Dice							
	1	2	2*	3	4	5	6	7+
1	7	9	11	-	-	-	-	-
2	T	7	9	11	-	-	-	-
3	T	T	7	9	11	-	-	-
4	D	T	T	7	9	11	-	-
5	D	D	T	T	7	9	11	-
6	D	D	D	T	T	7	9	11
7	D	D	D	D	T	T	7	9
8	D	D	D	D	D	T	T	7
9	D	D	D	D	D	D	T	T
10	D	D	D	D	D	D	D	T
11+	D	D	D	D	D	D	D	D

* 2 Hit Dice monsters with a special ability (e.g. paralyzing touch, immunity to normal weapons, etc.) are more difficult to turn, as indicated by this column of the chart. Such monsters have an asterisk next to their HD rating, in the monster description.

Dwarf

Requirements: Minimum CON 9

Prime Requisite: STR

Hit Dice: 1d8

Maximum Level: 12

Allowed Armor: Any, including shields

Allowed Weapons: Small or normal sized (see below)

Languages: Alignment language, Common, dwarvish, gnome, goblin, kobold

Dwarves are stout, bearded demi-humans with an average height of approximately 4 feet and weight of about 150 pounds. Dwarves live underground and value precious metals, fine craftsmanship, and stones. Perhaps not surprisingly, they have skin, hair, and eye colors in earth tones. Dwarves have a reputation for having surly attitudes and are particularly gruff with elves. Dwarves are particularly hardy people and have a strong

resistance to magic, as reflected in their saving throws.

Dwarf Abilities

Combat: Dwarves may use any type of armor, however, due to their short height, can only use small or normal sized weapons. This means that dwarves cannot use longbows or two-handed swords.

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

Detect Traps: Due to their expertise with construction, dwarves have a 2-in-6 chance of detecting non-magical traps, when searching (see *Searching*, page 89).



Infravision: Due to their habit of living underground in great mines, dwarves have the ability to see in the dark with infravision up to 60' (see *Light, Vision, and Visibility*, page 86).

Listening at Doors: Dwarves have a 2-in-6 chance of hearing noises (see *Doors*, page 80).

Reaching 9th Level

When a dwarf reaches level 9, he or she has the option of creating an underground stronghold that attracts dwarves from far and wide. Dwarves usually live in clans, so dwarves of the character's clan come to live under his or her roof. Dwarves from other clans also come and live nearby to be ruled by the character. A dwarf ruler is able to hire dwarven soldiers or mercenaries, but may only hire members of other races for other tasks, such as human alchemists or elves for spell casting.

Dwarf Level Progression

Level	XP	Hit Dice	AC0**	Saving Throws				
				Death	Wands	Paralysis	Breath	Spells
1	0	1d8	19	8	9	10	13	12
2	2,200	2d8	19	8	9	10	13	12
3	4,400	3d8	19	8	9	10	13	12
4	8,800	4d8	17	6	7	8	10	10
5	17,000	5d8	17	6	7	8	10	10
6	35,000	6d8	17	6	7	8	10	10
7	70,000	7d8	14	4	5	6	7	8
8	140,000	8d8	14	4	5	6	7	8
9	270,000	9d8	14	4	5	6	7	8
10	400,000	9d8+3*	12	2	3	4	4	6
11	530,000	9d8+6*	12	2	3	4	4	6
12	660,000	9d8+9*	12	2	3	4	4	6

* Hit point modifiers from CON no longer apply.

**AC0: Modified attack roll needed to hit Armor Class 0.

Elf

Requirements: Minimum INT 9

Prime Requisite: INT and STR

Hit Dice: 1d6

Maximum Level: 10

Allowed Armor: Any, including shields

Allowed Weapons: Any

Languages: Alignment language, Common, elvish, gnoll, hobgoblin, and orcish

Elves are slender, fey demi-humans with pointed ears. They are very diverse in appearance, much like humans, and there are said to be different kinds of elves in distant locations. They typically weigh about 120 pounds and are between 5 and 5½ feet tall. Though a peaceful people who enjoy good, light food and play, elves are very talented fighters and users of magic.

Prime Requisites: An elf must have at least 13 in both prime requisites in order to get the +5% bonus to experience. An elf with an INT of at least 16 and a STR of at least 13 receives a +10% XP bonus.

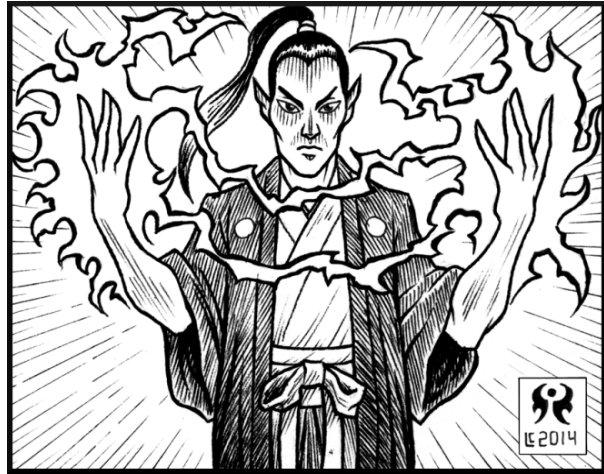
Elf Abilities

Combat: Elves are able to use all forms of weapons and armor.

Detect Secret Doors: Elves have keen eyes that allow them, when actively searching, to detect hidden and secret doors with a 2-in-6 chance (see *Searching*, page 89).

Immunity to Ghoul Paralysis: Elves are completely unaffected by the paralysis ghouls can inflict.

Infravision: Elves have infravision to 60' (see *Light, Vision, and Visibility*, page 86).



Listening at Doors: Elves have a 2-in-6 chance of hearing noises (see *Doors*, page 80).

Magical Research: An elf of any level may spend time and money to research new spells to add to his or her spell book. When an elf reaches 9th level, he or she is also able to create magic items and research other magical effects. These rules are detailed in *Magical Research*, page 104.

Spell Casting: Elves carry spell books that hold the formulae for arcane spells written on their pages. An elf can only memorize a certain number of spells at any given time. The spell casting chart (below) shows both the number of spells in the elf's spell book and the number he or she may memorize, determined by the character's experience level. Thus, a 1st level elf has one spell in his or her spell book, selected by the GM (who may allow the player to choose). The rules for arcane spell casting and spell books are described in *Magic Rules*, page 101. The list of spells available to elves is provided in *Magic-User Spell List*, page 51 (elves have the same spell selection as magic-users).

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

Reaching 9th Level

An elf can establish a stronghold in a natural setting, such as a forest or glen, upon reaching 9th level. Rather than impose upon nature, this keep must blend seamlessly with it. Even if the stronghold is not constructed of stone, the cost is the same due to the quality and artistry of elven craft. Because of the elven connection to nature, all ordinary animals within 5 miles of

the stronghold are kind and helpful to the elves. This helpfulness includes the ability to warn of dangers and pass information or even messages to others nearby. However, in exchange, an elven ruler must always defend the animals within his or her territory. Elven rulers can hire members of other races in the capacity of retainers or specialists, but only soldiers of elven stock may be hired.

Elf Level Progression

Level	XP	Hit Dice	AC0**	Saving Throws				
				Death	Wands	Paralysis	Breath	Spells
1	0	1d6	19	12	13	13	15	15
2	4,000	2d6	19	12	13	13	15	15
3	8,000	3d6	19	12	13	13	15	15
4	16,000	4d6	17	10	11	11	13	12
5	32,000	5d6	17	10	11	11	13	12
6	64,000	6d6	17	10	11	11	13	12
7	120,000	7d6	14	8	9	9	10	10
8	250,000	8d6	14	8	9	9	10	10
9	400,000	9d6	14	8	9	9	10	10
10	600,000	9d6+2*	12	6	7	8	8	8

* Hit point modifiers from CON no longer apply.

**AC0: Modified attack roll needed to hit Armor Class 0.

Elf Spell Casting

Level	Spells by Level				
	1st Level	2nd Level	3rd Level	4th Level	5th Level
1	1	-	-	-	-
2	2	-	-	-	-
3	2	1	-	-	-
4	2	2	-	-	-
5	2	2	1	-	-
6	2	2	2	-	-
7	3	2	2	1	-
8	3	3	2	2	-
9	3	3	3	2	1
10	3	3	3	3	2

Fighter

Requirements: None

Prime Requisite: STR

Hit Dice: 1d8

Maximum Level: 14

Allowed Armor: Any, including shields

Allowed Weapons: Any

Languages: Alignment language, Common

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



Fighter Abilities

Combat: Fighters can use all forms of weapons and armor.

Stronghold: Any time a fighter wishes (and has sufficient money) he or she can build a castle or stronghold and control the surrounding lands.

Reaching 9th Level

Upon achieving 9th level, a fighter may be granted a title such as Baron or Baroness. The land under the fighter's control is then known as a Barony.

Fighter Level Progression

Level	XP	Hit Dice	AC0**	Saving Throws				
				Death	Wands	Paralysis	Breath	Spells
1	0	1d8	19	12	13	14	15	16
2	2,000	2d8	19	12	13	14	15	16
3	4,000	3d8	19	12	13	14	15	16
4	8,000	4d8	17	10	11	12	13	14
5	16,000	5d8	17	10	11	12	13	14
6	32,000	6d8	17	10	11	12	13	14
7	64,000	7d8	14	8	9	10	10	12
8	120,000	8d8	14	8	9	10	10	12
9	240,000	9d8	14	8	9	10	10	12
10	360,000	9d8+2*	12	6	7	8	8	10
11	480,000	9d8+4*	12	6	7	8	8	10
12	600,000	9d8+6*	12	6	7	8	8	10
13	720,000	9d8+8*	10	4	5	6	5	8
14	840,000	9d8+10*	10	4	5	6	5	8

* Hit point modifiers from CON no longer apply. **AC0: Modified attack roll needed to hit AC 0.



Halfling

Requirements: Minimum CON and DEX 9

Prime Requisite: DEX and STR

Hit Dice: 1d6

Maximum Level: 8

Allowed Armor: Any appropriate to size, including shields

Allowed Weapons: Appropriate to size (see below)

Languages: Alignment language, Common, halfling

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

Prime Requisites: A halfling must have at least 13 in one or the other prime requisite in order to get a +5% to experience. The character must have a STR and DEX of 13 or higher to get a +10% bonus.

Halfling Abilities

Combat: Halflings may use any type of armor, though it must be tailored to their small size. Similarly, they may use any weapon which is appropriate to their stature. They cannot use longbows or two-handed swords.

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

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

- In bushes or other outdoor cover, a halfling can hide with 90% ability.
- In dungeons, a halfling can also hide in shadows or behind other forms of cover, so long as he or she remains silent and motionless. The chance of success is 2-in-6.

Initiative Bonus (optional rule): If using the optional rule for individual initiative (see *Initiative*, page 93), halflings get a bonus of +1 to initiative rolls.

Listening at Doors: Halflings have a 2-in-6 chance of hearing noises (see *Doors*, page 80).

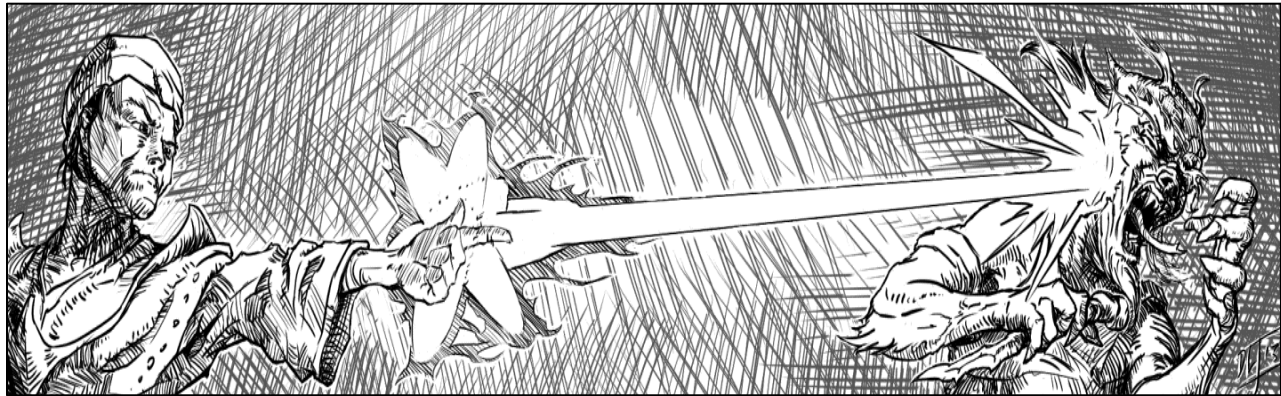
Missile Attack Bonus: Halflings' keen coordination grants them +1 on any missile attacks.

Stronghold: Any time a halfling wishes (and has sufficient money), he or she can build a stronghold. These strongholds are established in serene, beautiful valleys and halflings come from great distances to settle there. The character becomes the leader of the people (called the sheriff) and must rule them wisely and well.

Halfling Level Progression

Level	XP	Hit Dice	AC0*	Saving Throws				
				Death	Wands	Paralysis	Breath	Spells
1	0	1d6	19	8	9	10	13	12
2	2,000	2d6	19	8	9	10	13	12
3	4,000	3d6	19	8	9	10	13	12
4	8,000	4d6	17	6	7	8	10	10
5	16,000	5d6	17	6	7	8	10	10
6	32,000	6d6	17	6	7	8	10	10
7	64,000	7d6	14	4	5	6	7	8
8	120,000	8d6	14	4	5	6	7	8

*AC0: Modified attack roll needed to hit Armor Class 0.



Magic-User

Requirements: None

Prime Requisite: INT

Hit Dice: 1d4

Maximum Level: 14

Allowed Armor: None

Allowed Weapons: Dagger only

Languages: Alignment language, Common

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

Magic-User Abilities

Combat: Magic-users may only use daggers and are unable to use shields or wear any kind of armor. For this reason, magic-users are weak at low levels and, in an adventuring group, should be protected.

Magical Research: A magic-user of any level may spend time and money to research new spells to add to his or her spell book. When a magic-user reaches 9th level, he or she is also able to create magic items and research other magical effects. These rules are detailed in *Magical Research*, page 104.

Spell Casting: Magic-users carry spell books that hold the written formulae for arcane spells. A magic-user can only memorize a certain number of spells at any given time. The spell casting chart (below) shows both the number of spells in the magic-user's spell book and the number he or she may memorize, determined by the character's experience level. Thus, a 1st level magic-user has one spell in his or her spell book, selected by the GM (who may allow the player to choose). The rules for arcane spell casting and spell books are described in *Magic Rules*, page 101. The list

of spells available to magic-users is provided in *Magic-User Spell List*, page 51.

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

Reaching 11th Level

A magic-user may build a stronghold, often a great tower, when he or she reaches level 11. 1d6 apprentices of levels 1-3 then arrive to study under the magic-user.

Magic-User Level Progression

Level	XP	Hit Dice	AC0**	Saving Throws				
				Death	Wands	Paralysis	Breath	Spells
1	0	1d4	19	13	14	13	16	15
2	2,500	2d4	19	13	14	13	16	15
3	5,000	3d4	19	13	14	13	16	15
4	10,000	4d4	19	13	14	13	16	15
5	20,000	5d4	19	13	14	13	16	15
6	40,000	6d4	17	11	12	11	14	12
7	80,000	7d4	17	11	12	11	14	12
8	150,000	8d4	17	11	12	11	14	12
9	300,000	9d4	17	11	12	11	14	12
10	450,000	9d4+1*	17	11	12	11	14	12
11	600,000	9d4+2*	14	8	9	8	11	8
12	750,000	9d4+3*	14	8	9	8	11	8
13	900,000	9d4+4*	14	8	9	8	11	8
14	1,050,000	9d4+5*	14	8	9	8	11	8

* Hit point modifiers from CON no longer apply.

**AC0: Modified attack roll needed to hit Armor Class 0.

Magic-User Spell Casting

Level	Spells by Level					
	1st Level	2nd Level	3rd Level	4th Level	5th Level	6th Level
1	1	-	-	-	-	-
2	2	-	-	-	-	-
3	2	1	-	-	-	-
4	2	2	-	-	-	-
5	2	2	1	-	-	-
6	2	2	2	-	-	-
7	3	2	2	1	-	-
8	3	3	2	2	-	-
9	3	3	3	2	1	-
10	3	3	3	3	2	-
11	4	3	3	3	2	1
12	4	4	3	3	3	2
13	4	4	4	3	3	3
14	4	4	4	4	3	3

Thief

Requirements: None

Prime Requisite: DEX

Hit Dice: 1d4

Maximum Level: 14

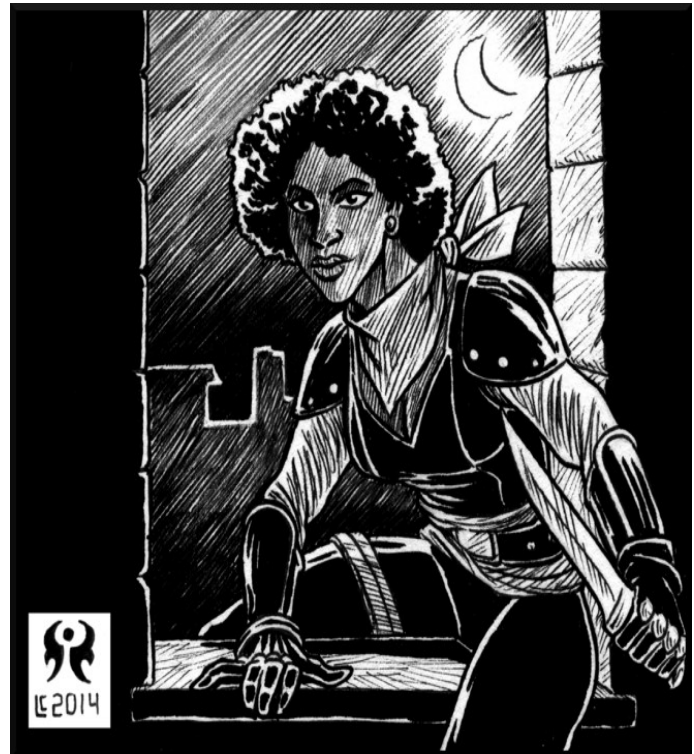
Allowed Armor: Leather armor, no shields

Allowed Weapons: Any

Languages: Alignment language, Common

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

Note: In step 3 of character creation (*adjust ability scores*), thieves may not lower Strength.



Thief Abilities

Back-stab: When attacking an unaware opponent from behind, a thief receives a +4 bonus to hit and doubles any damage dealt.

Combat: Because of their need for stealth and free movement, thieves cannot wear armor heavier than leather and cannot use shields. They can use any weapon.

Read Languages: A thief of 4th level or higher can read non-magical text in any language (including dead languages and basic codes) with 80% probability. If the roll does not succeed, the thief may not try to read that particular piece of writing again until he or she reaches a higher level of experience.

Scroll Use: A thief of 10th level or higher can cast spells from arcane scrolls with 90% accuracy. A failed roll means the spell does not function as expected and creates an unusual or deleterious effect.

Thief Skills: Thieves have the following skills, which improve as the character gains levels (see the chart below). Note that dice rolls for these abilities are usually made by the GM, because a thief is not always aware that he or she has failed!

- **Climb Sheer Surfaces:** Thieves are adept at scaling sheer surfaces, including walls or steep cliffs. A skill roll is required for each 100 feet to be climbed. If the roll fails, the thief falls a distance equal to half the attempted distance, taking 1d6 points of damage per 10 feet.
- **Find or Remove Traps:** A thief may only try one time to find or remove a trap in an area. Note that these are separate skills, for a thief must find a trap before he or she can remove it!
- **Hear Noise:** Thieves can attempt to listen for noises in a cave or hallway, at

a door, or in other locations, but the thief must be quiet and in a quiet environment. Unlike the other thief abilities, this ability is rolled using 1d6.

- **Hide in Shadows:** A thief always thinks he or she is successful in this skill and does not know otherwise until others react to his or her presence. A thief must remain motionless when hiding.
- **Move Silently:** When successful, others do not hear the movements of a thief. However, the thief always thinks he or she is moving silently and only knows otherwise by others' reaction.
- **Pick Locks:** A thief is skilled in picking locks, but needs thieves' tools to do so (see *Equipment*, page 27). He or she can only try to pick a lock one time and, if the roll fails, may not try the same lock again before gaining an experience level.
- **Pick Pockets:** This skill is the bread and butter of non-adventuring thieves; it is a quick (if perilous) source of income. If the victim is above 5th level, the thief's roll is penalized by 5% for every level above 5th. There is always at least a 1% chance of failure. A roll of more than twice the percentage required for success means the intended target notices the thieving attempt. The GM then rolls 2d6 on the reaction table (see *Encounters*, page 81) to determine the target's reaction.

Reaching 9th Level

When a thief attains level 9, he or she can establish a thief den. 2d6 thief apprentices of 1st level come to work with the character. These thieves serve the character with some reliability; however, if any are arrested or killed, the character cannot attract more followers of this type to replace them. A successful thief might use these followers to start a Thieves' Guild.

Thief Level Progression

Level	XP	Hit Dice	ACO**	Saving Throws				
				Death	Wands	Paralysis	Breath	Spells
1	0	1d4	19	13	14	13	16	15
2	1,200	2d4	19	13	14	13	16	15
3	2,400	3d4	19	13	14	13	16	15
4	4,800	4d4	19	13	14	13	16	15
5	9,600	5d4	17	12	13	11	14	13
6	20,000	6d4	17	12	13	11	14	13
7	40,000	7d4	17	12	13	11	14	13
8	80,000	8d4	17	12	13	11	14	13
9	160,000	9d4	14	10	11	9	12	10
10	280,000	9d4+2*	14	10	11	9	12	10
11	400,000	9d4+4*	14	10	11	9	12	10
12	520,000	9d4+6*	14	10	11	9	12	10
13	640,000	9d4+8*	12	8	9	7	10	8
14	760,000	9d4+10*	12	8	9	7	10	8

* Hit point modifiers from CON no longer apply.

**ACO: Modified attack roll needed to hit Armor Class 0.

Thief Skills

Level	Climb Sheer Surfaces	Find or Remove Traps	Hear Noise	Hide in Shadows	Move Silently	Pick Locks	Pick Pockets
1	87%	10%	2-in-6	10%	20%	15%	20%
2	88%	15%	2-in-6	15%	25%	20%	25%
3	89%	20%	3-in-6	20%	30%	25%	30%
4	90%	25%	3-in-6	25%	35%	30%	35%
5	91%	30%	3-in-6	30%	40%	35%	40%
6	92%	40%	3-in-6	36%	45%	45%	45%
7	93%	50%	4-in-6	45%	55%	55%	55%
8	94%	60%	4-in-6	55%	65%	65%	65%
9	95%	70%	4-in-6	65%	75%	75%	75%
10	96%	80%	4-in-6	75%	85%	85%	85%
11	97%	90%	5-in-6	85%	95%	95%	95%
12	98%	95%	5-in-6	90%	96%	96%	105%
13	99%	97%	5-in-6	95%	98%	97%	115%
14	99%	99%	5-in-6	99%	99%	99%	125%

Alignment

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

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

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

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



Player Characters

The player must inform the GM of his or her character's alignment, but does not have to tell other players. When determining the character's actions, players should do their

best to adhere to their chosen alignment. The game master takes note when behavior deviates too much and may assign a new alignment more appropriate to actual character actions. Deviation from alignment may also be penalized, as the game master sees fit.

Languages

The Common Tongue

The common tongue (sometimes simply called *Common*) is a language which is widespread among intelligent species. All player character races – as well as many monsters (see below) – are able to speak Common.

It is assumed that the common tongue is a language common to all humans and used by other intelligent races. However, the GM may rule that different human cultures in the campaign world have different languages, in which case a particular human language must be chosen instead of Common.

Player Character Languages

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

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

Alignment Languages

All intelligent beings know a secret, unwritten language of gestures, signs, and code words associated with their alignment. This secret language allows beings of the same alignment to communicate. Beings of another alignment recognize when an alignment language is being used, but cannot understand it. It is not possible to learn another alignment language except by changing alignment, in which case the former language is forgotten.

Monster Languages

20% of intelligent monsters speak Common (unless the monster description states otherwise). Many intelligent monster species also have their own tongue.

Character Advancement and Death

Parties of Mixed Levels

As new player characters join play (either due to the death of old characters or due to new players joining the group), the experience levels of the characters in the party may begin to diverge. It is recommended that characters more than four levels apart should adventure separately, as challenges which are suitable for higher level characters are too dangerous for those of lower level. The opposite is also true: low-level adventures do not provide an interesting challenge to characters of higher level.

Level Titles (Optional Rule)

In some campaigns, characters are not merely referred to by their numerical experience level (e.g. "2nd level magic-user"), but also gain the right to bear certain titles as they advance in

level. Such titles may be granted by the guilds, colleges, or temples that PCs are associates of.

Level titles often vary greatly between campaign worlds, but the following lists may be used as inspiration:

Cleric: Acolyte, Adept, Priest(ess), Vicar, Curate, Elder, Bishop, Lama, Matriarch (Patriarch).

Dwarf: As fighter (e.g. Dwarven Veteran, Dwarven Warrior, etc.).

Elf: As fighter and magic-user (e.g. Medium/Veteran, Seer/Warrior, etc.).

Fighter: Veteran, Warrior, Swordmaster, Hero, Swashbuckler, Myrmidon, Champion, Superhero, Lord (Lady).

Halfling: As fighter (e.g. Halfling Veteran, Halfling Warrior, etc.).

Magic-User: Medium, Seer, Conjuror, Magician, Enchanter (Enchantress), Witch (Warlock), Sorcerer (Sorceress), Necromancer, Wizard.

Thief: Apprentice, Footpad, Robber, Burglar, Cutpurse, Sharper, Pilferer, Thief, Master Thief.



High Level Play (Optional Rule)

Human character classes are listed as having a maximum level of 14. This range of levels presents the best play experience, in terms of challenge and reward. Some groups, however, may wish to continue play into the extremely high levels beyond. In this case, human characters may continue advancing to a maximum of 36th level. This must be carefully considered, as PCs of some classes are left behind, due to their strict level limits. If the GM allows continued play into higher levels, the following guidelines may be used. Additionally, other rule books are available which detail high level play.

Note that however far a character's ability to hit in combat advances, the minimum modified roll required to hit is never less than 2.

Clerics require an additional 100,000 XP per level beyond 14th and gain 1 hit point per level gained. Their chance to hit in combat improves by 2 every 4 levels. Spells of higher levels become available as the character advances.

Fighters require an additional 120,000 XP per level beyond 14th and gain 2 hit points per level gained. Their chance to hit in combat improves by 2 every 3 levels. Fighters of 20th level may make two attacks per round. This

increases to three attacks per round at 25th level and four per round at 30th level.

Magic-users require an additional 150,000 XP per level beyond 14th and gain 1 hit point per level gained. Their chance to hit in combat improves by 2 every 5 levels. Spells of higher levels become available as the character advances.

Thieves require an additional 120,000 XP per level beyond 14th and gain 2 hit points per level gained. Their chance to hit in combat improves by 2 every 4 levels. Additional skills become available to high level thieves, including the ability to climb upside down or horizontally, voice skills such as mimicry and ventriloquism, and other skills of deception.

Money and Wealth

Coinage

The most common coin is the gold piece (gp). Coins made of other types of precious metals—platinum, electrum, silver, and copper—are also used. Platinum is more valuable than gold: a platinum piece (pp) is worth 5 gold pieces. Coins of the other metals are less valuable than gold: a gold piece is worth 2 electrum pieces (ep), 10 silver pieces (sp), or 100 copper pieces (cp).

Coin Conversion Rates

Value in:	Coin				
	1 PP	1 GP	1 EP	1 SP	1 CP
PP	1	1/5	1/10	1/50	1/500
GP	5	1	1/2	1/10	1/100
EP	10	2	1	1/5	1/50
SP	50	10	5	1	1/10
CP	500	100	50	10	1

Starting Money

Player characters begin play with $3d6 \times 10$ gold pieces.

Inheritance

Faced with the possibility of character death, players may take efforts to ensure the amassed wealth of their PCs is not simply lost if the PC dies. The GM may allow players to create a will for their characters, to leave treasure behind for an heir.

- Any treasure left as an inheritance is taxed at 10%. (A player might try to leave money to an heir through clandestine means, such as burying it and leaving a map behind, but this is more risky.)
- A character's heir must be a new, 1st level character.
- A player is only allowed to leave a character inheritance one time.

Equipment

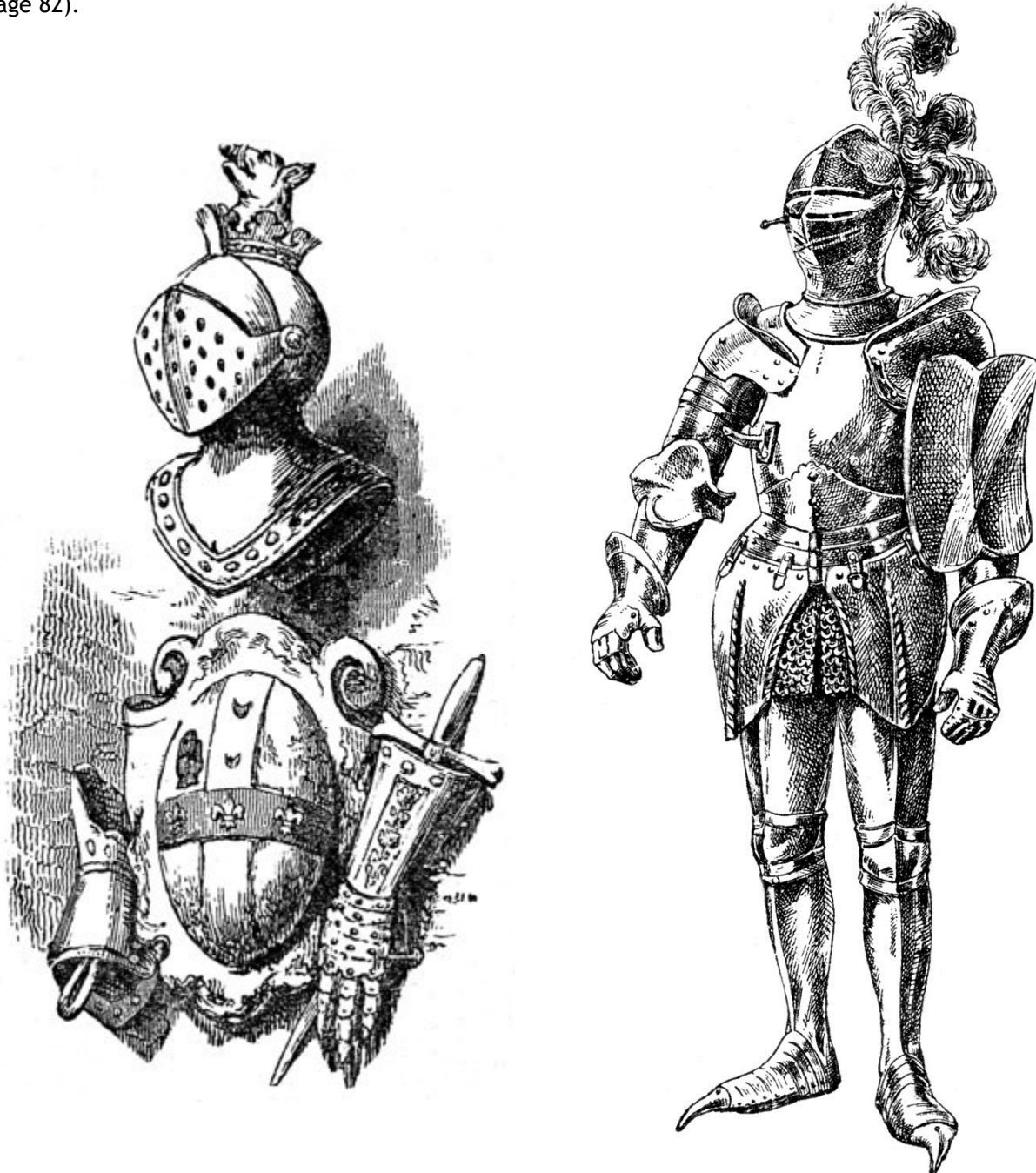
Adventuring Gear

Item	Cost (gp)	Item	Cost (gp)
Backpack	5	Rations (iron, 7 days)	15
Crowbar	10	Rations (standard, 7 days)	5
Garlic	5	Rope (50')	1
Grappling hook	25	Sack (small)	1
Hammer (small)	2	Sack (large)	2
Holy symbol	25	Stakes (3) and mallet	3
Holy water (vial)	25	Thieves' tools	25
Iron spikes (12)	1	Tinder box (flint & steel)	3
Lantern	10	Torches (6)	1
Mirror (hand-sized, steel)	5	Waterskin	1
Oil (1 flask)	2	Wine (2 pints)	1
Pole (10' long, wooden)	1	Wolfsbane (1 bunch)	10

Armor

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

Weight (Coins): The weight of armor is only tracked with encumbrance option 2 (see *Encumbrance*, page 82).



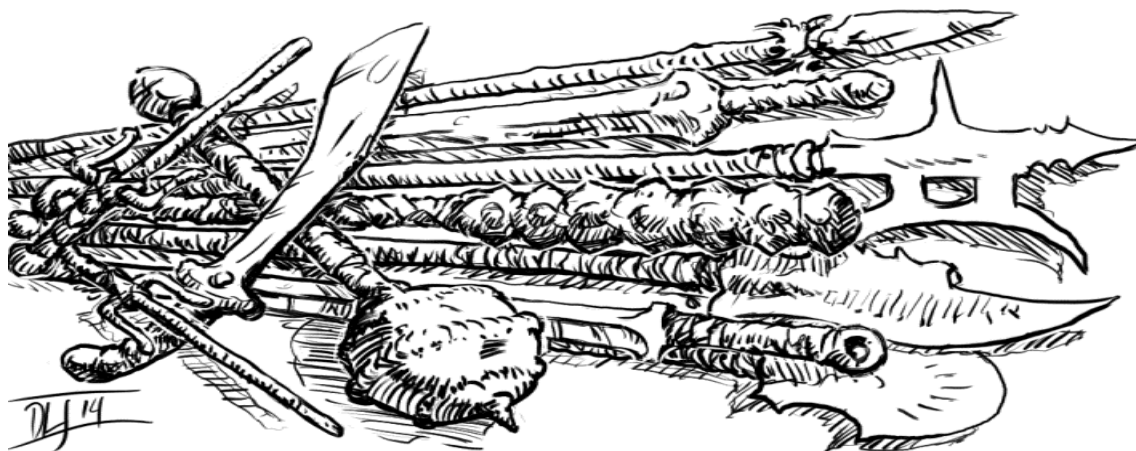
Weapons

Weapon	Cost (gp)	Weight (Coins)	Weapon	Cost (gp)	Weight (Coins)
Battle axe	7	50	Short bow	25	30*
Club	3	50	Short sword	7	30
Crossbow	30	50*	Silver dagger	30	10
Dagger	3	10	Sling	2	20*†
Hand axe	4	30	Spear	4	30
Javelin	1	20†	Staff	2	40†
Lance	5	120†	Sword	10	60
Mace	5	30	Two-handed sword	15	150
Polearm	7	150	Warhammer	5	30
Long bow	40	30*	—	—	—

Weight (Coins): The weight of weapons is only tracked with encumbrance option 2 (see *Encumbrance*, page 82).

* Includes weight of ammunition/container.

† Not defined in the traditional Basic/Expert rules; value extrapolated from similar items.



Ammunition

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

Weapon Combat Stats

Weapon	Damage	Qualities
Battle axe	1d8	Melee, Slow, Two-handed
Club	1d4	Blunt, Melee
Crossbow	1d6	Missile (5'-80' / 81'-160' / 161'-240'), Reload, Slow, Two-handed
Dagger	1d4	Melee, Missile (5'-10' / 11'-20' / 21'-30')
Hand axe	1d6	Melee, Missile (5'-10' / 11'-20' / 21'-30')
Holy water vial	1d8	Missile (5'-10' / 11'-30' / 31'-50'), Splash weapon
Javelin	1d4	Missile (5'-30' / 31'-60' / 61'-90' †)
Lance	1d6	Charge, Melee
Long bow	1d6	Missile (5'-70' / 71'-140' / 141'-210'), Two-handed
Mace	1d6	Blunt, Melee
Oil flask, burning	1d8	Missile (5'-10' / 11'-30' / 31'-50'), Splash weapon
Polearm	1d10	Brace, Melee, Slow, Two-handed
Short bow	1d6	Missile (5'-50' / 51'-100' / 101'-150'), Two-handed
Short sword	1d6	Melee
Silver dagger	1d4	Melee, Missile (5'-10' / 11'-20' / 21'-30')
Sling	1d4	Blunt, Missile (5'-40' / 41'-80' / 81'-160')
Spear	1d6	Brace, Melee, Missile (5'-20' / 21'-40' / 41'-60')
Staff	1d4	Blunt, Melee, Slow, Two-handed
Sword	1d8	Melee
Torch	1d4	Melee
Two-handed sword	1d10	Melee, Slow, Two-handed
Warhammer	1d6	Blunt, Melee

Damage: Die rolled when using the optional rule for variable weapon damage (see *Damage Rolls*, page 94).

† Not defined in the traditional Basic/Expert rules; value extrapolated from similar items.



Qualities

Blunt: May be used by clerics.

Brace: When braced against the ground, doubles damage against charging monsters.

Charge: On horseback, moving at least 60' in a round and attacking doubles any damage done with a successful hit.

Melee: Close quarters weapon (5' or less).

Missile: Thrown or fired weapon (greater than 5' distance). The distances for short (+1 to hit), medium, and long (-1 to hit) range are shown in parentheses.

Reload (optional rule): Requires a round to reload between shots; can only be fired every second round.

Slow: The character acts last in each combat round (see *Initiative*, page 93).

Splash weapon: On a successful missile attack, the container smashes and the target is doused in the liquid. Damage is inflicted over two rounds, as the liquid drips off.

Two-handed: The weapon requires both hands; the character cannot use a shield.

Descriptions

Backpack: Has two straps and can be worn on the back, keeping the hands free. Holds up to 400 coins.

Crowbar: 2 or 3 feet long and made of solid iron. Can be used for forcing doors and other objects open.

Grappling hook: Has 3 or 4 prongs. Can be used for anchoring a rope.

Hammer: Can be used for construction or as a mallet with iron or wooden spikes.

Holy symbol: A divine spell caster is required to own a holy symbol of his or her deity, often worn as a necklace. These symbols are different for each religion.

Holy water: Water that has been blessed by a holy person. It is used in some religious rituals and is a formidable weapon against the undead. A vial of holy water must be thrown at an undead monster to harm it (see *Weapon Combat Stats*, page 30). Holy water cannot retain its power if it is stored in any other container than the special vials it is placed in when blessed.

Iron spikes: May be used for wedging doors open or shut (see *Doors*, page 80), as an anchor to attach a rope to, and many other purposes.

Lantern: Lanterns can be closed to hide the light. They burn one oil flask for each four hours, or 24 turns, and have an effective light radius of 30 feet.

Mirror: Useful for looking around corners or for reflecting a monster's gaze attack.

Oil flask: A flask of oil fuels a lantern for four hours (24 turns). In addition to fuelling lanterns, oil can be used as a weapon:

- To inflict damage, an oil flask must be either lit on fire and thrown (see *Weapon Combat Stats*, page 30) or poured on the ground and lit.
- Oil that is poured on the ground can cover a diameter of 3 feet and burns for a full turn, inflicting damage on any character or monster moving through the pool.
- Fire from oil does not harm monsters that have a natural flame attack.

Pole, 10’: A 2” thick pole useful for poking and prodding suspicious items in a dungeon.

Rations, iron: Dried and preserved food to be carried on long voyages when securing other food may be uncertain.

Rations, standard: Fresh, unpreserved food.

Rope: Can hold the weight of approximately three human-sized beings.

Sack, large: Can hold up to 600 coins.

Sack, small: Can hold up to 200 coins.

Stakes and mallet: A wooden mallet and three 18” long stakes. Valuable when confronting vampires.

Thieves’ tools: This kit contains all of the tools needed to pick locks.

Tinder box: Used to light fires, including torches. Using a tinder box takes one round. There is a 2-in-6 chance of success per round.

Torch: A torch burns for 1 hour (6 turns), clearly illuminating a 30’ radius. Torches may also be used in combat (see *Weapon Combat Stats*, page 30).

Waterskin: This container, made of hide, holds 2 pints (1 quart) of fluid.

Wolfsbane: This herb can be used to repel lycanthropes. The creature must be hit with the herb in melee combat.

Other Equipment

The items detailed in this section are those most commonly available for purchase by adventurers. Should PCs wish to purchase items not on these lists, the GM may use the listed items as guidelines for determining new items’ price and characteristics, including combat statistics (if appropriate).

Land Transportation

Animals of Burden

Animal	Cost (gp)	Miles per Day	Movement Rate	Maximum Encumbrance (Coins)
Camel	100	30	150’ (50’)	6,000
Horse (draft)	40	18	90’ (30’)	9,000
Horse (riding)	75	48	240’ (80’)	6,000
Horse (war)	250	24	120’ (40’)	8,000
Mule	30	24	120’ (40’)	4,000

Movement Rate: Distance moved in one exploration turn; per-round encounter movement rate in parentheses.

Max Encumbrance (Coins): Burdens of up to half the listed maximum do not affect movement rate; greater burdens (up to the maximum listed encumbrance) reduce movement to half speed.

Tack and Harness

Item	Cost (gp)
Barding	150
Saddle and bridle	25
Saddle bags	5

Vehicles

Vehicle	Cost (gp)	Miles per Day	Movement Rate	Max Load (Coins)
Cart	100	12	60' (20')	4,000 / 8,000
Wagon	200	12	60' (20')	15,000 / 25,000

Movement Rate: Distance moved in one exploration turn; per-round encounter movement rate in parentheses.

Max Load (Coins): The maximum load of a vehicle depends on the number of animals pulling it. See descriptions.



Descriptions

(Full descriptions and stats for animals are found in *Monsters*, pages 107-155.)

Barding: Armor constructed of leather and plates of metal. Provides the animal with an AC of 5 and weighs 600 coins.

Camel: AC 7, HD 2, 1 × hoof (1d4) + 1 × bite (1), Ml 7, SA Fighter 1.

Cart: A two-wheeled vehicle. Pulled by a single draft horse or two mules, a cart may be loaded with up to 4,000 coins of weight. Pulled by two draft horses or four mules, it may carry up to 8,000 coins. When travelling through difficult terrain (e.g. desert, forest, mountains, swamp), can only travel on maintained roads.

Horse, draft: AC 7, HD 3, no attacks, Ml 6, SA Fighter 2.

Horse, riding: AC 7, HD 2, 2 × hoof (1d4), Ml 7, SA Fighter 1.

Horse, war: AC 7, HD 3, 2 × hoof (1d6), Ml 9, SA Fighter 2.

Mule: AC 7, HD 2, 1 × kick (1d4) or 1 × bite (1d3), Ml 8, SA Normal Human.

Saddle bags: Hold up to 300 coins weight.

Wagon: A four-wheeled, open vehicle. Pulled by two draft horse or four mules, a wagon may be loaded with up to 15,000 coins of weight. Pulled by four draft horses or eight mules, it may carry up to 25,000 coins. When travelling through difficult terrain (e.g. desert, forest, mountains, swamp), can only travel on maintained roads.

Water Transportation

The vessels described in this section span various historical periods from ancient galleys

to medieval sailing ships. Vessels are propelled by rowing or sailing, with some able to use either means. The necessary crew and the resulting speeds are given on the following pages. The pay rates for crew are given in *Specialists*, page 43.

Dimensions

A ship's *beam* is its width and its *draft* is the depth it extends beneath the water.

Seaworthiness

Water vessels are divided into two broad categories: those which are suitable for use on the high seas and those which are restricted to rivers, lakes, or coastal waters.

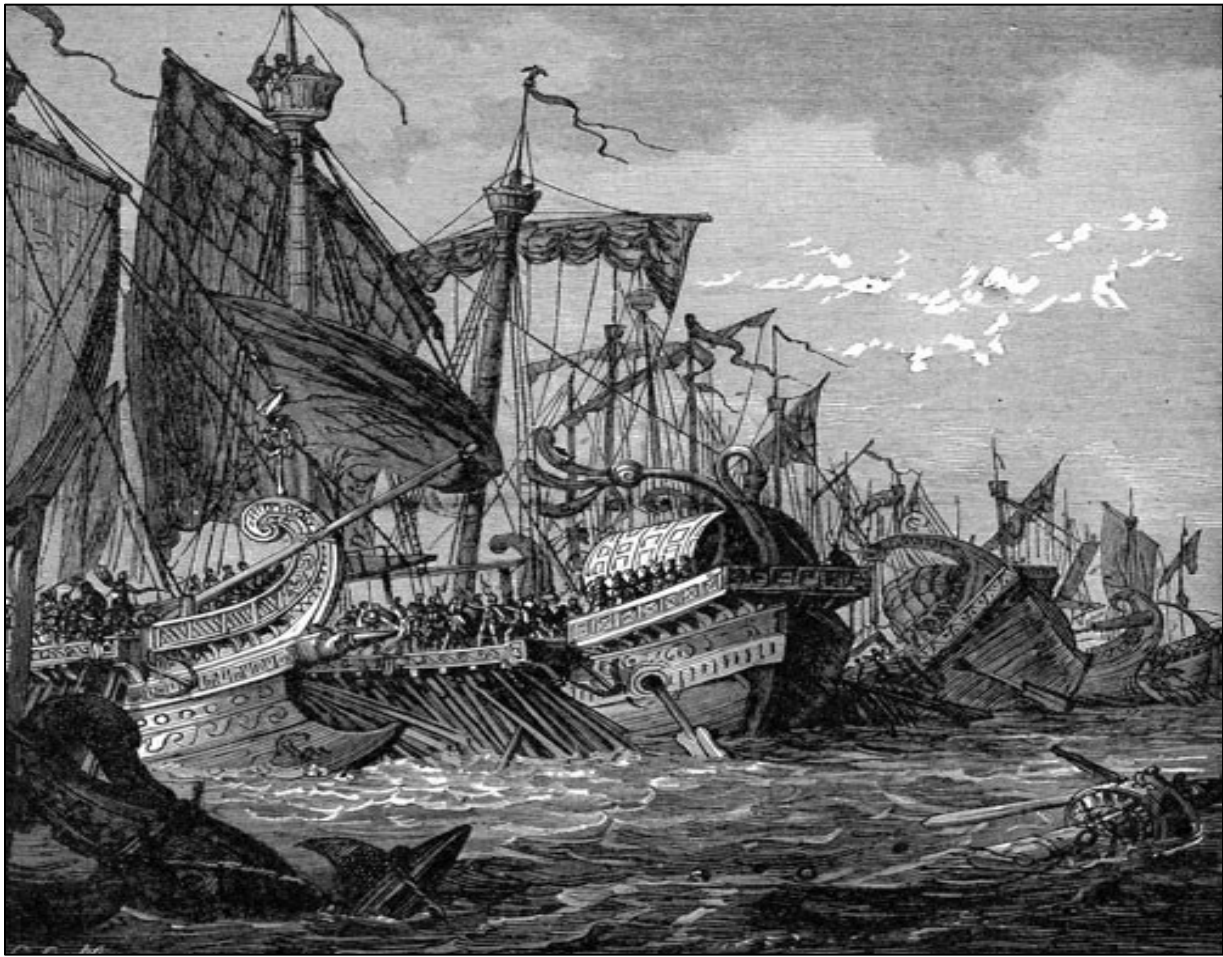
High Winds

Unseaworthy vessels are designed for use in rivers, lakes, or coastal waters, not on the open seas. They are thus not built to withstand high winds (see *Water Travel*, page 91). These vessels suffer as follows in extreme winds:

Near gale: With the optional variable wind conditions rule, a result of 11 indicates near gale conditions. Unseaworthy vessels have a 20% chance (increased from the usual 10% chance) of taking on water.

Gale: During gale conditions, unseaworthy vessels are affected as follows:

- There is an 80% chance of the vessel being overrun with water and sinking.
- Unseaworthy vessels with sails cannot move with the wind to avoid damage.
- If the vessel is in sight of land when the gale hits, it may attempt to beach. If the shore is relatively clear of physical dangers (rocks, cliffs, etc.), this is automatically successful; otherwise there is a 2-in-6 chance of finding a safe harbour to weather the storm.



Seaworthy Vessels

Vessel	Cost (gp)	Maximum Cargo (Coins)	Usage	Length	Beam	Draft
Lifeboat	1,000	15,000	Any	20'	4'-5'	1'-2'
Longship	15,000	40,000	Any	60'-80'	10'-15'	2'-3'
Sailing ship (large)	20,000	300,000	Coastal waters, open seas	100'-150'	25'-30'	10'-12'
Sailing ship (small)	5,000	100,000	Coastal waters, open seas	60'-80'	20'-30'	5'-8'
Troop transport (large)	26,600	300,000	Coastal waters, open seas	100'-150'	25'-30'	10'-12'
Troop transport (small)	6,600	100,000	Coastal waters, open seas	60'-80'	20'-30'	5'-8'
Warship (large)	26,600	300,000	Coastal waters, open seas	100'-150'	25'-30'	10'-12'
Warship (small)	6,600	100,000	Coastal waters, open seas	60'-80'	20'-30'	5'-8'

Unseaworthy Vessels

Vessel	Cost (gp)	Maximum Cargo (Coins)	Usage	Length	Beam	Draft
Boat (river)	4,000	30,000	Rivers, lakes	20'-30'	10'	2'-3'
Boat (sailing)	2,000	20,000	Lakes, coastal waters	20'-40'	10'-15'	2'-3'
Canoe	50	6,000	Rivers, swamps	15'	3'	1' †
Galley (large)	30,000	40,000	Coastal waters	120'-150'	15'-20'	3'
Galley (small)	10,000	20,000	Coastal waters	60'-100'	10'-15'	2'-3'
Galley (war)	60,000	60,000	Coastal waters	120'-150'	20'-30'	4'-6'
Raft (makeshift)	-	50 per square foot	Rivers, lakes	Varies	Varies	½' †
Raft (professional)	1gp / square foot	100 per square foot	Rivers, lakes	Varies	Varies	½' †

† Not defined in the traditional Expert rules; value extrapolated from similar vessels.

Vessel Descriptions

Boat, river: Riverboats are either rowed or pushed with poles. The cost of the boat increases by 1,000 gp if it has a roof (to protect passengers or cargo).

Boat, sailing: A small boat typically used for fishing in lakes or coastal waters.

Canoe: A small boat made of hide or canvas stretched over a wooden frame. Because of its small size and lightweight construction, a canoe may be carried by two people (weighing 500 coins).

Galley, large: A long ship with a shallow draft and a single, square-sailed mast.

Longship: A narrow ship which may be used in rivers, coastal waters, or the open seas. A longship may be rowed or sailed, depending on the conditions. The crew typically fill the role of oarsmen, sailors, and fighters, as needed.

Galley, small: A ship with a shallow draft and a single, square-sailed mast.

Galley, war: A large, specially constructed galley that is generally a fleet's flagship. War galleys are always fitted with a ram (comes with the basic cost) and have a full deck above the rowers. They have two masts and 10'-20' wide wooden towers rising 15'-20' above the bow and stern.

Lifeboat: A small boat with a mast that folds down for storage. A small ship usually has 1-2 lifeboats, while larger ships may have 3-4. A lifeboat weighs 5,000 coins and reduces the cargo capacity of the ship on which it is carried by this much. A lifeboat is usually equipped with rations to feed ten human-sized beings for one week.

Sailing ship, large: A large, seaworthy vessel with up to three masts. Usually has multiple decks and raised "castles" at the bow and stern.

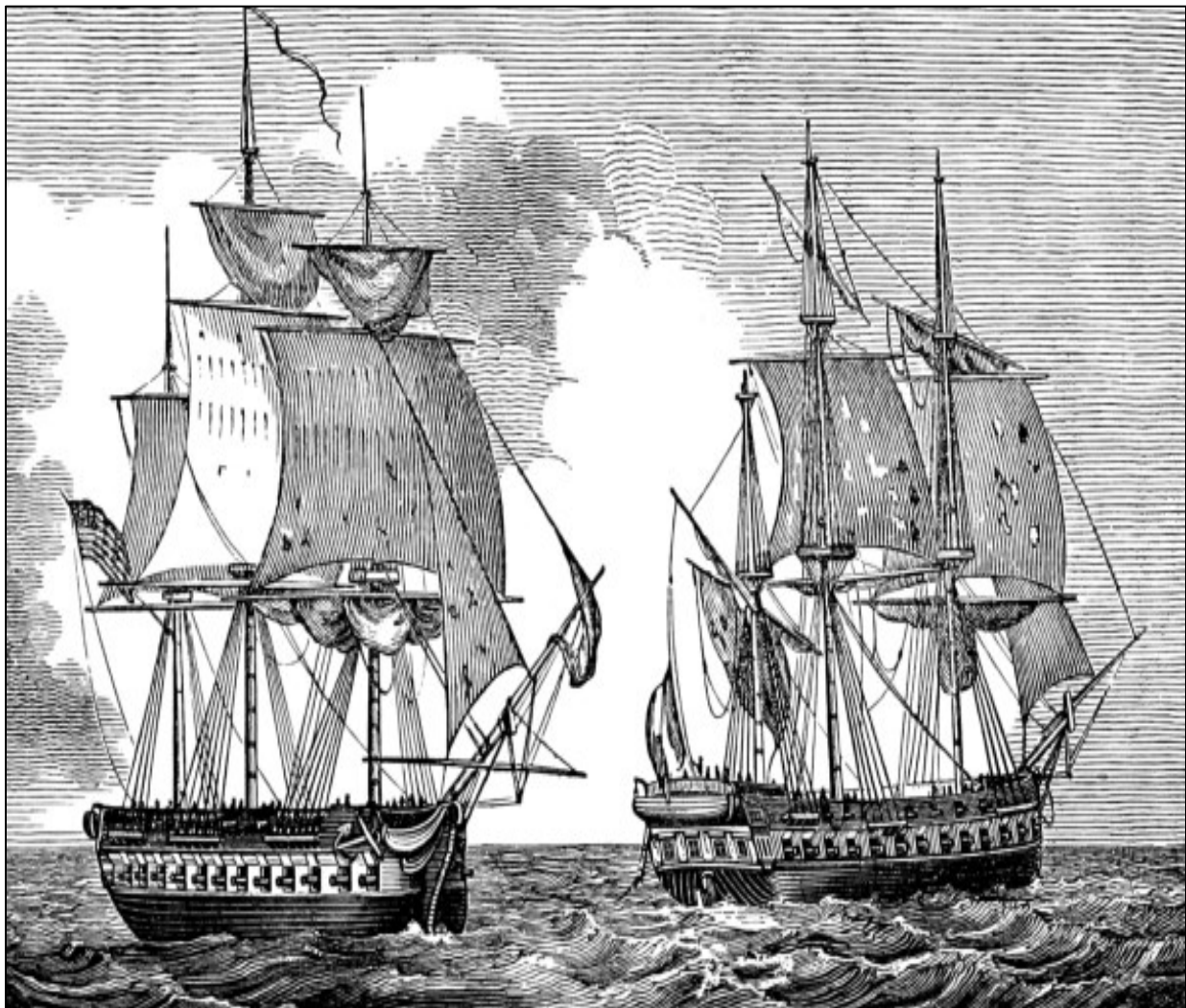
Sailing ship, small: A small, seaworthy vessel with a single mast.

Troop transport (large, small): These ships have similar dimensions and characteristics to normal sailing ships, but are specially designed to carry troops, mounts, and equipment of war as their cargo.

Warship (large, small): These ships have similar dimensions and characteristics to normal sailing ships, but are specially designed to carry mercenaries and war gear.

Raft, makeshift: Given sufficient wood, characters may build a makeshift raft in 1-3 days per 10' square section (up to a maximum size of 20' × 30').

Raft, professional: A professionally built raft has raised sides, a basic steering oar, and some form of shelter for goods or passengers. Such a raft may be up to 30' × 40'. Professionally built rafts are sometimes floated downstream with cargo and then broken down and sold for the value of their wood (25cp per square foot).



Vessel Movement Rates and Crew

Vessel	Requires Captain?	Rowing (Oarsmen)			Sailing (Sailors)		
		Req. Crew	Miles/Day	Movement Rate	Req. Crew	Miles/Day	Movement Rate
Boat (river)	No	8	36	180' (60')	-	-	-
Boat (sailing)	No	-	-	-	1	72	360' (120')
Canoe	No	1**	18	90' (60')	-	-	-
Galley (large)	Yes	180	18	90' (90')	20	72	360' (120')
Galley (small)	Yes	60	18	90' (90')	10	90	450' (150')
Galley (war)	Yes	300	12	60' (60')	30	72	360' (120')
Lifeboat	No	-	-	-	1**	18	90' (30')
Longship	Yes	60*	18	90' (90')	75*	90	450' (150')
Raft (makeshift)	No	1**	12	60' (30')	-	-	-
Raft (prof.)	No	1**	12	60' (30')	-	-	-
Sailing ship (lg.)	Yes	-	-	-	20	72	360' (120')
Sailing ship (sm.)	Yes	-	-	-	10	90	450' (150')
Troop trans. (lg.)	Yes	-	-	-	20	72	360' (120')
Troop trans. (sm.)	Yes	-	-	-	10	90	450' (150')
Warship (large)	Yes	-	-	-	20	72	360' (120')
Warship (small)	Yes	-	-	-	10	90	360' (150')

Movement Rate: Distance moved in one exploration turn; per-round encounter movement rate in parentheses.

* Crew may take on the roles of oarsmen, sailors, and fighters.

** Specialist crew not required. Unskilled characters (e.g. PCs) may pilot the vessel.

Rowed Movement

For rowed vessels, the encounter movement rate represents a great effort on the part of the oarsmen. Such speeds cannot be maintained for long periods, thus the movement rates per turn and per day are much slower.

Reduced Crew

Having less than the required number of oarsmen reduces a vessel's speed. For every 10% reduction in the available rowing crew, the vessel's rowing speed is reduced by an equal percentage. For example, if 10% of the oarsmen are being used to repair hull damage, the vessel moves at 90% of its normal speed (i.e. 10% slower than normal).

Vessel Combat Stats

Vessel	Maximum Mercenaries	Armor Class	Hull Points	Ram?	Catapult?
Boat (river)	-	8	20-40	-	-
Boat (sailing)	-	8	20-40	-	-
Canoe	-	9	10-May	-	-
Galley (large)	50	7	100-120	Can be added	Up to 2
Galley (small)	20	8	80-100	Can be added	Up to 2
Galley (war)	75	7	120-150	Built in	Up to 3
Lifeboat	-	9	20-Oct	-	-
Longship	75*	8	60-80	-	Up to 1
Raft (makeshift)	-	9	5 per 10' sq	-	-
Raft (professional)	-	9	5 per 10' sq	-	-
Sailing ship (large)	-	7	120-180	-	-
Sailing ship (small)	-	8	60-90	-	-
Troop trans. (lg.)	100	7	160-240	-	-
Troop trans. (sm.)	50	8	80-120	-	-
Warship (large)	50	7	120-180	-	Up to 2
Warship (small)	25	8	60-90	-	Up to 1

Ship Weaponry

Item	Cost (gp)
Catapult	100
Catapult shot	5
Catapult shot, pitch	25
Ram, large galley	10,000
Ram, small galley	3,000

Mercenaries

Some vessels have space aboard for mercenaries in addition to the normal crew of sailors/oarsmen. These mercenaries are optional and may be of any type. (See *Mercenaries*, page 41.)

Hull Points

In combat, attacks and damage may be directed at water vessels in addition to characters and monsters. A water vessel has a number of hull points. These are analogous to a creature's hit points. Normal attacks (bows, swords, etc.) do not inflict hull damage, but spells, magical attacks, and the attacks of giant sea monsters inflict one point of hull damage per five points of normal hit point damage the attack does.

Effects of Hull Damage

When a vessel loses hull points, its movement rate is also affected. This may be due to taking on water or because of structural damage influencing how the vessel passes through water. For every 10% a ship is reduced from its maximum hull points, its movement is reduced by an equal percentage. For example, if a ship loses 20% of its hull points, its movement is reduced by 20%.

When a vessel is reduced to 0 hull points, it sinks in 1d10 rounds. Any mounted weaponry is no longer functional.

Repairs

It takes five crew-members one turn to repair one hull point. This task requires full attention, so any crew involved in repair cannot take any other action during a turn repairing a vessel. Only half of all damage sustained to a ship can be repaired at sea by the crew, the remaining damage can only be repaired by facilities at a dock.

Ship Modifications

The following modifications may be made to an existing ship:

- A sailing ship may be converted into a warship or troop transport of the same size. The modification costs one-third of the ship's original cost.
- A catapult may be added to a galley, longship, or warship.
- A ram may be added to a large or small galley (a war galley already comes with a ram fitted).

Weaponry Descriptions

Catapult: Fires either large rocks or flaming pitch and may be operated by 2-4 crew. A catapult, along with twenty rounds of shot, weighs 10,000 coins. This must be subtracted from the ship's cargo allowance.

The range of attacks is 150-300 yards. Attack rolls may be modified for weather conditions, manoeuvrability, etc. Attacks are made as a fighter of level equal to the number of crew manning the catapult (minimum 2, maximum 4). The rate of fire also depends on the number of crew: every 5 rounds with four crew, every 8 rounds with three crew, or every 10 rounds with two crew.

Catapult shot: Inflicts 3d6 hull points of damage against ships.

Catapult shot, pitch: Sets a 10'×10' area of a ship on fire. The burning inflicts 1d6 hull points of damage per turn (for at least one turn) and spreads to other areas of the ship, if not extinguished. A fire may be put out by five crew in 3 turns, ten crew in 2 turns, or fifteen crew in 1 turn.

Ram: War galleys have a ram built in. A ram may be added to a large or small galley. Attacks with a ram are made using the attack chart for 1st level fighters and occur at the

same point in the combat sequence as missile fire. Attack rolls may be modified for weather conditions, maneuverability, etc. A ram can only be used against large targets (e.g. other ships or giant sea monsters); small individuals cannot be targeted.

- Large or war galley: Deals $1d6+5 \times 10$ hull points damage against ships and 6d6 hit points damage against monsters.
- Small galley: Deals $1d4+4 \times 10$ hull points damage against ships and 3d8 hit points damage against monsters.

Mercenaries

Mercenaries are typically hired as soldiers and guard, patrol, and otherwise serve in wilderness settings, but only as part of a larger force, not an adventuring group.

Note that as mercenaries are hired by a character to perform specific services, they are

not treated as retainers and thus do not count toward a character's maximum number of retainers.

Locating and Hiring

Mercenaries may be located by frequenting taverns or by posting notices of help wanted. There may also be guilds that can act as a contact point for recruiting mercenaries.

The most commonly found types of mercenary are listed in the following table, along with their monthly rates of pay.

Wages and Upkeep

The monthly rate of pay includes food and basic gear. Most mercenaries already have weapons and armor when hired, though their employer may equip them with additional gear. Note that armorers (see *Specialists*, page 43) are required to repair mercenaries' armor and weapons.



Common Mercenary Types

Type	Weapons	AC	Base Morale	Wage per Month				
				Human	Dwarf	Elf	Orc	Goblin
Archer	Shortbow	6	8	5gp	-	10gp	3gp	2gp
Archer, mounted	Shortbow	9	9	15gp	-	30gp	-	-
Crossbowman	Crossbow	5	8	4gp	6gp	-	2gp	-
Crossbowman, mounted	Crossbow	9	9	-	15gp	-	-	-
Footman, light	Sword	6	8	2gp	-	4gp	1gp	5sp
Footman, heavy	Sword	4	8	3gp	5gp	6gp	15sp	-
Horseman, light	Lance	7	9	10gp	-	20gp	-	-
Horseman, med.	Lance	5	9	15gp	-	-	-	-
Horseman, heavy	Lance, sword	3	9	20gp	-	-	-	-
Longbowman	Longbow, sword	5	8	10gp	-	20gp	-	-
Peasant	None	9	6	1gp	-	-	-	-
Wolf rider	Spear	7	9	-	-	-	-	5gp

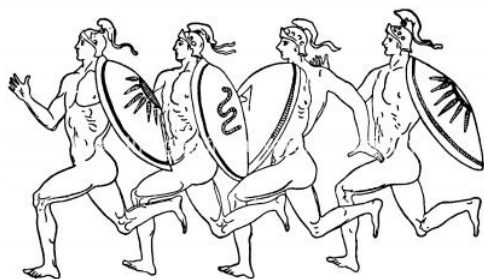
Wage per Month: This is the rate of pay out of wartime. In wartime, all wages are doubled.

AC: 9 = no armor; 7 = leather; 6 = leather + shield; 5 = chainmail; 4 = chainmail + shield; 3 = plate mail.

Morale

Like retainers, mercenaries have a morale rating. However, the morale rating of a group of mercenaries is determined solely by their type—it does not depend on the CHA of the hiring character.

The table of common mercenary types above lists their base morale rating, but the following chart may be used to calculate the morale of other types of mercenary:



Mercenary Type	Morale
Peasants, Militia	6
Barbarians	7
Soldiers, Men-at-arms	8
Mounted soldiers	1
Elite soldiers	1
Fanatic soldiers, Berserkers	2

Modifiers

At the GM's discretion, the morale score of a group of mercenaries may be modified based on working conditions. If the mercenaries are being killed frequently or subjected to other abuses, morale will be low. If the mercenaries are enjoying riches and excitement, it might be higher.

Specialists

All types of characters that PCs may wish to hire for non-combat and non-adventuring purposes (i.e. not mercenaries or retainers) are termed specialists.

Note that as specialists are hired by a character to perform specific services, they are not treated as retainers and thus do not count toward a character's maximum number of retainers.

Locating and Hiring

Specialists may be located by frequenting taverns or by posting notices of help wanted. There may also be guilds which can act as a contact point for recruiting specialists.

Wages and Upkeep

Several possible types of specialist are described below, along with their typical monthly pay rates. The monthly rate of pay includes food and basic gear. This list is not

exhaustive and the GM may create additional types of specialist as needed.

Specialist	Wage per Month
Alchemist	1,000gp
Animal trainer	500gp
Armorer	100gp
Assistant armorer	15gp†
Blacksmith	25gp
Engineer	750gp
Navigator	150gp
Oarsman	2gp
Sage	2,000gp
Sailor	10gp
Ship's captain	250gp
Spy	500gp (or more)

† Not defined in the traditional Expert rules; value extrapolated from similar specialists.



Descriptions

Alchemist

Alchemists dedicate their expertise to creating potions and other concoctions. Based on a sample or recipe, an alchemist can produce a potion at twice the normal speed and for half the normal cost (see *Magical Research*, page 104). An alchemist may also research new potions, but this takes twice as long and costs twice as much as normal.

Animal Trainer

All animal trainers are specialized in a particular kind of animal and can have up to six animals under their care at a time. Trainers are not required for small numbers of common animals like dogs, horses, or mules, but more exotic animals or larger numbers of normal animals require a specialized trainer.

The GM decides how long an animal must be trained, based on the nature of the training. It takes a minimum of one month to teach an animal the first new behavior or trick. After this first month, an animal has become accustomed to the trainer and can be taught additional behaviors at twice the rate (two weeks per behavior). If training is interrupted, all time already spent on that particular behavior is lost and the animal becomes unable to learn further behaviors.

Armorer

An armorer may either:

- Produce weapons and armor: Per month, an armorer can make five weapons, three shields, or one complete suit of armor.
- Maintain mercenaries' gear: One armorer is required per 50 troops.

The output of an armorer (either in terms of arms produced or troops maintained) may be doubled by hiring two assistant armorers and one blacksmith. If four assistants and two blacksmiths are hired, the armorer's output may be quadrupled. An armorer cannot coordinate more assistants than this.

Assistant Armorer

Apprentices who may work under an armorer to increase the rate of production. See *Armorer* above.

Blacksmith

Craftsmen trained in the art of forging metal. Blacksmiths may be hired to work under an armorer to increase the rate of production. See *Armorer* above.

Engineer

Engineers plan and oversee large construction projects—see *Castles or Strongholds*, page 46. The number of engineers required for a construction project depends on the overall cost of the building: one engineer is needed per 100,000 gp value of the project. Human engineers usually handle large aboveground structures, while dwarves may be hired for underground construction.

Navigator

A navigator is a sailor who understands how to read charts and navigate based on instruments and the position of the stars. Any time a ship ventures beyond sight of a coastline, it becomes lost if a navigator is not aboard. (See *Losing Direction*, page 86.)

Oarsman

Unskilled normal humans who man the oars of sea vessels. They are not trained for combat.



Sage

Sages are rare individuals who devote their lives to the study of an obscure and specific subject area (e.g. dragons, ancient history). A sage may be consulted for information in his or her specialist area. Characters may have to pay the monthly rate in addition to any other supplies the sage needs to research their question, as determined by the game master. If the information is particularly difficult to obtain, it costs the characters extra. In addition, despite the special knowledge sages have, they are occasionally wrong when it comes to particularly obscure questions. The game master decides what questions are obscure and the probability of achieving a wrong answer. If the characters receive a wrong answer, they may not realize it!

Sailor

Skilled normal humans who can handle a ship. Sailors can fight to defend their ship, typically being equipped with a sword, shield, and leather armor.

Ship's Captain

A captain is required for any large ship, is skilled like a sailor, and has an intimate knowledge of the particular coasts he or she frequents.

Spy

A spy is hired to gather information about a specific person or group. The spy may be an outsider who tries to infiltrate or may be a traitor already connected with the person or group to be spied upon. Spies are often NPC thieves, but may be of any character class. The GM determines the time required for the job and the probability of success in the mission, based on the circumstances. Spies may or may not be reliable and could stab the hiring character in the back (perhaps literally!).

Castles and Strongholds

Planning and Construction

The construction of a castle or stronghold has the following steps:

1. **Permission:** It is sometimes necessary to secure permission to build from an existing authority over the land. This may not be required if the land is wilderness and is uncharted.
2. **Clear land:** All monsters in the local area (one hex on a small-scale wilderness map—typically 6 miles across) must be killed or driven off.
3. **Design:** The player must create a plan for the stronghold and calculate the costs based on the price suggestions listed in this section. The plan should take account of the required thickness of the walls (see the dimensions of different structures, opposite).
4. **Review:** The GM should review and approve the player's plans.
5. **Hire engineers:** In addition to normal building costs, the character must hire at least one engineer per 100,000 gp cost of the stronghold.
6. **Construction:** Once the land has been cleared and construction materials delivered, construction may commence. The time required depends entirely on the stronghold's total price: one day of game time per 500 gp.
7. **Prepare for settlers:** When construction is complete, the character may wish to clear any monsters out of

adjacent hexes, so as to provide a safe area for settlers.

Building in Towns

If a character has permission to build in an existing town or city, the costs are greatly reduced due to the proximity of materials and labour. Stone buildings cost 40% of the listed price and wooden buildings 20%. It is unlikely that the local ruler will grant permission for the construction of castles or fortifications by player characters in a town.

Maintaining Cleared Lands

In order to prevent monsters from returning to cleared lands, mercenaries may be hired to conduct patrols. These patrols can cover a maximum of an 18-mile radius around a stronghold (6 miles, in inhospitable terrain such as swamp, mountains, or thick jungle). If the area to be maintained is larger than this radius, additional garrisons must be stationed at intervals.

Settlers and Taxation

The character may wish to attract settlers into a cleared area. In addition to ensuring the safety of surrounding lands, the character must fund construction of other buildings (e.g. mills, inns, docks, etc.) to attract settlers.

Advertising may also be necessary. The GM determines the costs involved and how many settlers are attracted.

The character can expect to gain money through taxes at a rate of 10 gp per settler per year. These taxes can be used to pay patrolling mercenaries or to further invest in infrastructure that encourages commerce.

Standard Structures

Structure	Description	Dimensions	Cost
Barbican	Heavily fortified entry/exit point in a castle wall. Consists of two small towers, a gatehouse, and a drawbridge.	See small tower, gatehouse, drawbridge	37,000gp
Bastion	Semi-circular tower built against a castle wall.	30' base, 30' high, walls 5' thick	9,000gp
Civilian building, stone	Two levels; wooden stairs, doors, floors, and roof; attic.	Outer wall 120' long (e.g. 30'×40'), walls 1-2' thick	3,000gp
Civilian building, wood	Two levels; wooden stairs, doors, floors, and roof; attic.	Outer wall 120' long (e.g. 30'×40')	1,500gp
Drawbridge	Raisable wooden bridge crossing a moat. May be attached to a gatehouse.	10' long	500gp
Gatehouse	Fortified entry/exit point in a castle wall. Includes a portcullis.	30'×20' base, 20' high, walls 5' thick	6,500gp
Keep	Square, fortified building at the centre of a castle.	60' base, 80' high, walls 10' thick	75,000gp
Moat	Defensive ditch optionally filled with water.	100' long, 20' wide, 10' deep	400gp
Subterranean passage	Typical dungeon passageway.	10'×10'×10'	500gp
Tower, large	Round tower, either freestanding or built into a castle wall.	30' base, 40' high, walls 5' thick	30,000gp
Tower, small	Round tower, either freestanding or built into a castle wall.	20' base, 30' high, walls 5' thick	15,000gp
Wall, castle	Stone wall with battlements.	100' long, 20' high, 10' thick	5,000gp

Non-Standard Dimensions

Bastion: Bastions of different dimensions to those listed above may be constructed. Use the guidelines for tower pricing, below, and divide by two.

Tower: Towers of different dimensions to those listed above may be constructed. The cost is determined as follows:

- The diameter of a tower's base determines the cost per 10' of height and the maximum height (twice the base diameter).
- Up to the base diameter, each 10' of height costs $200 \text{ gp} \times$ the base diameter in feet.
- Above the base diameter, each 10' of height costs $400 \text{ gp} \times$ the base diameter in feet.

Example Tower Cost Calculation

A 60' high tower with a 40' diameter base is to be constructed.

The cost is 8,000 gp ($40 \times 200 \text{ gp}$) per 10' for the first 40' of height and 16,000 gp ($40 \times 400 \text{ gp}$) per 10' for the remainder of the height.

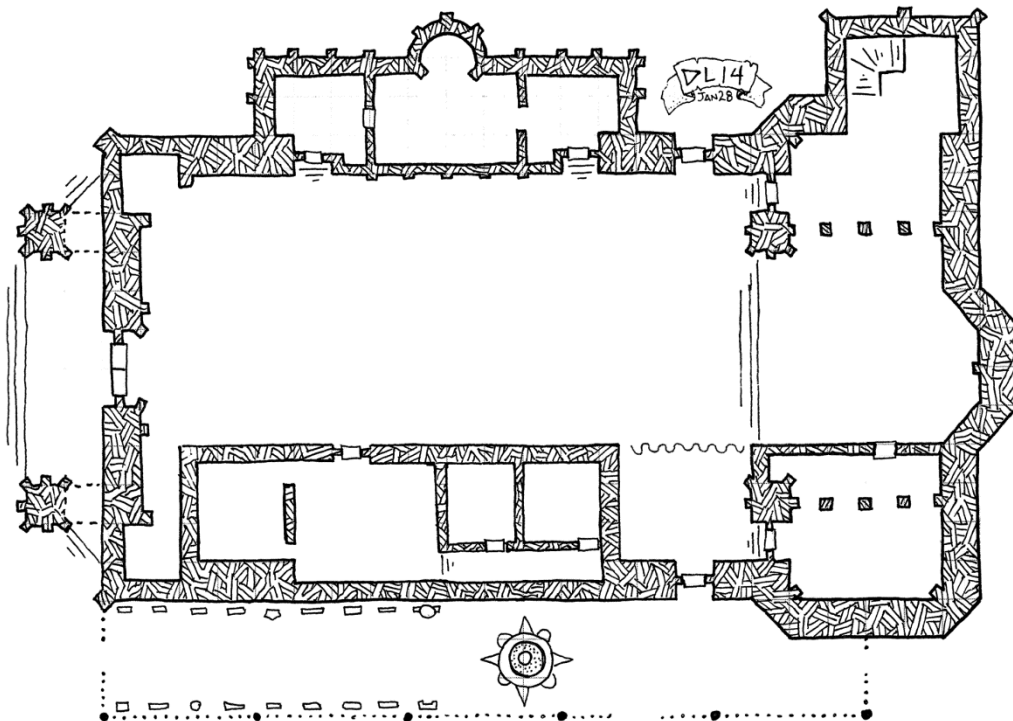
The total cost is thus $(8,000 \text{ gp} \times 4) + (16,000 \text{ gp} \times 2) = 64,000 \text{ gp}$.

Wall, castle: Higher castle walls may be constructed at increased cost. A 100' length of 30' high wall costs 7,500 gp. Every additional 10' of height beyond this (up to a maximum of 60' high) costs 5,000 gp.

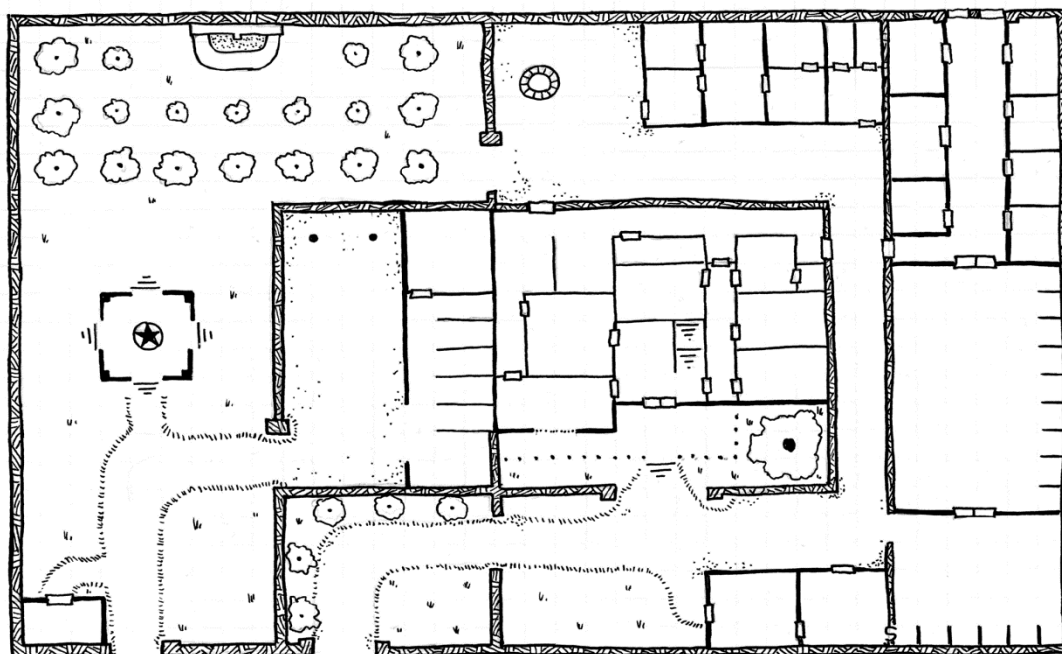
Interior Details

For simplicity, the cost of a stronghold may be increased by 25% to account for interior details, including: reinforced doors, stone stairs, flagstone flooring, tile roofing, windows or arrow slits, bars and shutters on windows, and standard furnishings.

If the group wishes to perform more detailed calculations or if additional features are desired, the chart below may be consulted.



Detail	Dimensions	Cost
Arrow slit	-	10gp
Door, iron	3' wide, 7' tall	50gp
Door, reinforced wood	3' wide, 7' tall	20gp
Door, stone	3' wide, 7' tall	50gp
Door, wood	3' wide, 7' tall	10gp
Floor, flagstones or tiles	10'×10' section	100gp
Floor, wood	10'×10' section	40gp
Roof, tiled	10'×10' section	100gp
Roof, wood	10'×10' section	40gp
Secret door or trapdoor	Normal	Five times normal
Shifting wall	10'×10' section	1,000gp
Stairs, stone	3' wide, 10' long section	60gp
Stairs, wooden	3' wide, 10' long section	20gp
Trapdoor, iron	4'×3'	120gp
Trapdoor, reinforced wood	4'×3'	40gp
Trapdoor, stone	4'×3'	120gp
Trapdoor, wood	4'×3'	20gp
Window	-	10gp
Window bars	-	10gp
Window shutters	-	5gp



CHAPTER 2: SPELLS



Cleric Spell List

(Reversed versions of spells are listed in parentheses.)

1st Level

1. Cure Light Wounds (Cause Light Wounds)
2. Detect Evil
3. Detect Magic
4. Light (Darkness)
5. Protection from Evil
6. Purify Food and Water
7. Remove Fear (Cause Fear)
8. Resist Cold

2nd Level

1. Bless (Blight)
2. Find Traps
3. Hold Person
4. Know Alignment
5. Resist Fire
6. Silence 15' Radius
7. Snake Charm
8. Speak with Animals

3rd Level

1. Continual Light (Continual Darkness)
2. Cure Disease (Cause Disease)
3. Growth of Animal
4. Locate Object
5. Remove Curse (Curse)
6. Striking

4th Level

1. Create Water
2. Cure Serious Wounds (Cause Serious Wounds)
3. Neutralize Poison
4. Protection from Evil 10' Radius
5. Speak with Plants
6. Sticks to Snakes

5th Level

1. Commune
2. Create Food
3. Dispel Evil
4. Insect Plague
5. Quest (Remove Quest)
6. Raise Dead (Finger of Death)

Magic-User Spell List

(Reversed versions of spells are listed in parentheses.)

1st Level

1. Charm Person
2. Detect Magic
3. Floating Disc
4. Hold Portal
5. Light (Darkness)
6. Magic Missile
7. Protection from Evil
8. Read Languages
9. Read Magic
10. Shield
11. Sleep
12. Ventriloquism

2nd Level

1. Continual Light (Continual Darkness)
2. Detect Evil
3. Detect Invisible
4. ESP
5. Invisibility
6. Knock
7. Levitate
8. Locate Object
9. Mirror Image
10. Phantasmal Force
11. Web
12. Wizard Lock

3rd Level

1. Clairvoyance
2. Dispel Magic
3. Fire Ball
4. Fly
5. Haste
6. Hold Person
7. Infravision
8. Invisibility 10' Radius
9. Lightning Bolt
10. Protection from Evil 10' Radius
11. Protection from Normal Missiles
12. Water Breathing

4th Level

1. Charm Monster
2. Confusion
3. Dimension Door
4. Growth of Plants
5. Hallucinatory Terrain
6. Massmorph
7. Polymorph Others
8. Polymorph Self
9. Remove Curse (Curse)
10. Wall of Fire
11. Wall of Ice
12. Wizard Eye

5th Level

1. Animate Dead
2. Cloudkill
3. Conjure Elemental
4. Contact Higher Plane
5. Feeblemind
6. Hold Monster
7. Magic Jar
8. Pass-Wall
9. Telekinesis
10. Teleport
11. Transmute Rock to Mud
(Transmute Mud to Rock)
12. Wall of Stone

6th Level

1. Anti-Magic Shell
2. Control Weather
3. Death Spell
4. Disintegrate
5. Geas (Remove Geas)
6. Invisible Stalker
7. Lower Water
8. Move Earth
9. Part Water
10. Projected Image
11. Reincarnation
12. Stone to Flesh (Flesh to Stone)

Spell Descriptions in Alphabetical Order

Animate Dead

Duration: Permanent
Range: 60'

This spell turns the bones or bodies of dead creatures into undead skeletons or zombies:

- They obey the caster's commands.
- They are unable to use any special abilities (including spell casting) that they possessed in life.
- They remain animated until they are destroyed or until a dispel magic spell is cast upon them.

The spell animates a number of HD of zombies or skeletons equal to the caster's level:

- A skeleton has AC 7 and Hit Dice equal to those the creature had in life.
- A zombie has AC 8 and Hit Dice one greater than it had in life.
- If a PC or NPC with levels in a class is reanimated by this spell, the levels are not counted as HD. For example, the reanimated corpse of a 5th level fighter would have 2 HD (1 HD as a normal human, +1 for being reanimated as a zombie).

Anti-Magic Shell

Duration: 12 turns
Range: The caster

An anti-magic barrier is created around the caster. No spells or spell effects can pass through this barrier, whether from inside or outside. The caster may end this spell at any time before the duration has expired.

Bless

Duration: 6 turns
Range: 60'

May be used in one of two ways:

1. Allies within a 20' square area who are not yet in melee gain a +1 bonus to attack and damage rolls and a +1 bonus to morale.
2. Casting *bless* may also form part of rituals of purification or consecration, at the game master's discretion.

Reversed: Blight

Incurs a -1 penalty to morale checks, attacks rolls, and damage rolls of enemies within a 20' square area. A **save versus spells** is allowed to resist the *blight*.

Charm Person

Duration: One or more days (see below)
Range: 120'

A single, humanoid creature must **save versus spells** or be charmed, as follows:

- The subject regards the caster as its trusted friend and ally and comes to the caster's defence.
- If they share a language, the caster can give the charmed creature commands it obeys.
- Actions that the charmed creature wouldn't ordinarily do based on its nature or alignment can be abstained from.
- An affected creature never obeys suicidal or obviously harmful orders.

Humanoids of greater than 4+1 HD and undead are not affected.

The charm lasts indefinitely, but the subject is allowed to make further **saves vs spells** at intervals. If one of these saves succeeds, the spell ends.

- A creature with an INT score of 3-8 gains a new save once every month.
- A creature with an INT of 9-12 gains a new save each week
- A creature with an INT of 13-18 gains a new save once every day.

Charm Monster

Duration: One or more days (see below)

Range: 120'

This spell places a charm upon either 3d6 creatures of 3 HD or less or a single creature of more than 3 HD. Undead are not affected. Each subject must make a **save versus spells** or be charmed as follows:

- The subject regards the caster as its trusted friend and ally and comes to the caster's defence.
- If they share a language, the caster can give the charmed creature commands it obeys.
- Actions that the charmed creature wouldn't ordinarily do based on its nature or alignment can be abstained from.
- An affected creature never obeys suicidal or obviously harmful orders.

The charm lasts indefinitely, but subjects are allowed to make further **saves vs spells** at intervals. If one of these saves succeeds, the spell ends for that creature.

- A creature with an INT score of 3-8 gains a new save once every month.
- A creature with an INT of 9-12 gains a new save each week
- A creature with an INT of 13-18 gains a new save once every day.

Clairvoyance

Duration: 12 turns

Range: 60'

This spell grants the caster the ability to see through the eyes of other living creatures.

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

Cloudkill

Duration: 6 turns

Range: 30'

A poisonous fog streams from the caster's fingertips, filling a 30' diameter area.

- The fog moves at 60' per turn (20' per round), driven by the wind (or away from the caster, in still conditions).
- Because the fog is heavier than air, it sinks to the lowest level of the land, even pouring down den or sinkhole openings.
- All creatures in contact with the vapors suffer 1 hit point of damage per round of contact. Creatures with less than 5 Hit Dice must also **save versus death** (also once per round of contact) or die.

Commune

Duration: 3 turns
Range: The cleric

The cleric calls upon divine powers in order to seek knowledge.

- The cleric may ask three questions per casting. Once per year, the cleric may ask six questions instead of the normal three.
- Each question receives a simple “yes” or “no” answer.
- *Commune* may only be cast once per week. If the GM feels this spell is being overused, its usage may be limited to once per month.

Confusion

Duration: 12 rounds
Range: 120'

This spell causes 3d6 targets within 60' of one another to become confused, making them unable to independently determine what they will do.

- Targets of 2+1 HD or greater may **save versus spells** each round to resist the spell's effect, acting with freewill that round if they make the save.
- Targets of 2 HD or lower get no save.
- Roll on the following table separately for each affected target each round to see what that target does that round:

2d6	Behavior
2-5	Attack caster's group
6-8	No action
9-12	Attack creature's group

Conjure Elemental

Duration: Permanent (until dismissed or slain)
Range: 240'

A 16 Hit Dice elemental (see *Elemental*, page 119) is summoned from an elemental plane of the caster's choice (air, earth, fire, water) to do his or her bidding.

- A large volume of the appropriate element is required for the summons to work.
- Commanding an elemental requires great concentration: the caster may not take part in combat, cast other spells, or move at greater than half speed.
- While control over the elemental is maintained, the caster may dismiss it at any time, sending it back to its plane of origin.
- If the caster's concentration is disturbed, the spell's command of the elemental ends. It is, henceforth, a free-willed entity and immediately tries to kill the caster and any who get in its way.
- A conjured elemental may be dispelled by *dispel magic* or *dispel evil*.

The caster may summon at most one elemental from each plane in a single day.

Contact Higher Plane

Duration: One conversation
Range: The caster

A channel of communication is opened to a higher plane of existence, allowing the caster to ask powerful, otherworldly beings for advice and knowledge on any subject.

- The caster must choose which plane of existence to contact: communion with beings of the 3rd to 12th planes is possible via this spell. Higher numbered

planes are home to more powerful and knowledgeable beings.

- The caster may then ask a number of simple yes/no questions equal to the number of the plane contacted. The GM plays the role of the contacted being, responding to the caster's questions.
- For each question asked, there is a chance of the contacted being not knowing the answer or of answering untruthfully: see the chart below. (It is impossible to detect whether the entity is lying.)

Casting *contact higher plane* is a great and perilous deed.

- It may be cast at most once per week. (The GM may limit the spell's usage to even less frequently, if desired.)
- Communion with otherworldly beings of great power can shatter the caster's sanity. The basic chance is shown in the chart below. For every level of the caster above 11, this chance is reduced by 5%. If the caster is driven insane as a result of the communion, the recovery time is a number of weeks equal to the number of the plane contacted.

Plane	#Questions	Don't Know	Truth	Insanity
3rd	3	75%	50%	5%
4th	4	70%	55%	10%
5th	5	65%	60%	15%
6th	6	60%	65%	20%
7th	7	50%	70%	25%
8th	8	40%	75%	30%
9th	9	30%	80%	35%
10th	10	20%	85%	40%
11th	11	10%	90%	45%
12th	12	5%	95%	50%

Continual Light

(Cleric Version)

Duration: Permanent

Range: 120'

This spell has three usages:

1. Conjuring light in a 30' radius. The magical light is as bright as full daylight (creatures that suffer attack penalties in daylight are affected). The spell may be cast upon an object, in which case, the light moves with the object.
2. Blinding a creature by casting the spell upon its eyes. If the target fails a **saving throw versus spells**, it is blinded. A blind creature cannot attack.
3. Cancelling a *continual darkness* spell (see below).

Reversed: Continual Darkness

Creates a 30' radius area of magical blackness, preventing both normal sight and infravision. Light sources brought within the area of darkness do not illuminate it. Like *continual light*, it may alternatively be used to blind creatures or to dispel a *continual light* spell.

Continual Light

(Magic-User Version)

Duration: Permanent

Range: 120'

This spell has three usages:

1. Conjuring light in a 30' radius. The magical light is sufficient for reading, but is not as bright as daylight. The spell may be cast upon an object, in which case, the light moves with the object.
2. Blinding a creature by casting the spell upon its eyes. If the target fails a **saving throw versus spells**, it is

blinded. A blind creature cannot attack.

3. Cancelling *continual darkness*.

Reversed: Continual Darkness

Creates a 30' radius area of magical blackness, preventing both normal sight and infravision. Light sources brought within the area of darkness do not illuminate it. Like *continual light*, it may alternatively be used to blind creatures or to dispel a *continual light* spell.

Control Weather

Duration: Concentration

Range: 240 yards around the caster

By concentrating (no movement allowed), the caster causes one of the following conditions to manifest around him or her. This spell only functions outdoors.

- **Calm:** Clears bad weather (though side-effects—e.g. mud after rain—remain.)
- **Extreme heat:** Dries up snow or mud (including *transmute rock to mud*). Creatures in the area move at half normal rate.
- **Foggy:** Visibility drops to 20'. Creatures in the fog move at half their normal rate. At the GM's option, they may also have a chance of getting lost.
- **High winds:** Movement rates are halved. Missile fire and flight are impossible. At sea, may be used to increase the sailing speed of ships by 50%, if they travel with the wind. In sandy areas, may cause a sandstorm, reducing visibility to 20'.
- **Rainy:** -2 penalty to missile attacks. Mud forms in 3 turns, halving movement rates.
- **Snowy:** Visibility drops to 20'. Movement rates are halved. Bodies of water may freeze. After the snow thaws, mud remains and still impedes movement.

- **Tornado:** The caster can direct the tornado, which moves at 120' per round. The tornado can be directed to attack, using the stats for a 12 HD air elemental (see *Elemental*, page 119). Ships caught in a tornado have a 75% chance of suffering 12 points of hull damage.

Create Food

Duration: Permanent

Range: Appears in the cleric's presence

Food sufficient for twelve humans and twelve mounts for one day is conjured from thin air. For each level of the cleric beyond 8th, food sufficient for an additional twelve humans and mounts is produced.

Create Water

Duration: Permanent

Range: Touch

This spell causes a magical fount to spring forth from the ground or a wall.

- The fount produces approximately 50 gallons of water—enough to sustain twelve humans and twelve mounts for one day.
- If the cleric is higher than 8th level, water sufficient for an additional twelve humans and mounts is produced for each level beyond 8th.

Cure Disease

Duration: Instant

Range: 30'

This spell has two uses:

1. Cure a subject of any disease, including those of magical origin.
2. Instantly kill green slime.

Reversed: Cause Disease

Inflicts a terrible withering disease on a victim, if a **saving throw versus spells** is failed. The disease has the following effects:

- Death within 2d12 days.
- A -2 penalty to attack rolls.
- Natural healing takes twice the usual time.
- Magical healing is utterly ineffective.

This disease can be cured with a casting of *cure disease*.



Cure Light Wounds

Duration: Instant

Range: The cleric or a creature touched

This spell has two uses:

1. Healing a living subject of 1d6+1 hit points of damage. This cannot grant more hit points than the subject's normal maximum.
2. Curing the subject of paralysis.

Reversed: Cause Light Wounds

Inflicts 1d6+1 hit points of damage to a touched creature. In combat, a melee attack roll is required.

Cure Serious Wounds

Duration: Instant

Range: The cleric or a creature touched

The cleric's touch heals 2d6+2 hit points of damage in one living subject. This cannot grant more hit points than the subject's normal maximum.

Reversed: Cause Serious Wounds

Inflicts 2d6+2 hit points of damage to a touched creature. In combat, a melee attack roll is required.

Death Spell

Duration: Instant

Range: 240'

Up to 4d8 Hit Dice of creatures within a 60' cube area must **save versus death** or die instantly. Undead and creatures with greater than 7 Hit Dice are unaffected.

Detect Evil

(Cleric Version)

Duration: 6 turns

Range: 120'

Objects enchanted for evil purposes or living beings with evil intentions are caused to magically glow.

- This spell does not grant the ability to read minds, but only grants a general sense of evil intent.
- The GM must decide what is "evil". Some things that are potentially harmful, like traps, are not "evil."

Detect Evil

(Magic-User Version)

Duration: 2 turns

Range: 60'

Objects enchanted for evil purposes or living beings with evil intentions are caused to magically glow.

- This spell does not grant the ability to read minds, but only grants a general sense of evil intent.
- The GM must decide what is "evil". Some things that are potentially harmful, like traps, are not "evil."

Detect Invisible

Duration: 6 turns

Range: 10' per level

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

Detect Magic

Duration: 2 turns

Range: 60'

Enchanted objects, areas, or creatures are caused to glow. Both permanent and temporary enchantments are revealed.

Dimension Door

Duration: 1 round

Range: 10'

The caster or a single creature is instantly transferred to another location up to 360' distant. The destination may be selected in two ways:

1. A location, within 360', known to the caster.
2. An unknown location specified by a series of offsets (e.g. 120' north, 160' east, 80' up) totalling not more than 360'.

3. If the destination is already occupied by a solid body, the spell fails.

If the target is unwilling, it may **save vs spells** to resist the teleportation.

Disintegrate

Duration: Instant

Range: 60'

The material form of a single, non-magical creature or object is unwoven, causing it to instantly and permanently cease to exist.

- If a creature is targeted, it may **save versus death** to resist disintegration.
- Examples of objects that might be targeted: a tree, a ship, a 10' section of wall.

Dispel Evil

Duration: Concentration (up to 1 turn) or instant (see below)

Range: 30'

This spell has three uses:

1. By concentrating and remaining stationary, enchanted or undead monsters that come within range may be banished or destroyed. Each monster may **save versus spells** to avoid banishment or destruction. If a monster's save succeeds, it flees the affected area.
2. Instantly banish or destroy a single enchanted or undead monster within range. The monster may **save versus spells (with a -2 penalty)** to avoid banishment or destruction. If the monster's save succeeds, it flees the affected area.
3. Instantly dispel the hold that a cursed item has over a being within range.

Dispel Magic

Duration: Instant
Range: 120'

Dispel magic ends ongoing spells (i.e. those with a non-instantaneous duration) within a 20' cube area.

- If the level of the caster of the effect to be dispelled is higher than the level of the caster of *dispel magic*, there is a 5% chance per level difference that the attempt to dispel fails.
- Magic items are unaffected.

ESP

Duration: 12 turns
Range: 60'

This spell grants the caster the ability to perceive and understand the thoughts of other living creatures.

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

Feeblemind

Duration: Permanent
Range: 240'

An arcane spell caster (e.g. a magic-user or elf) within range must **save versus spells (at a -4 penalty)** or become an imbecile, unable to think clearly or cast spells.

Find Traps

Duration: 2 turns
Range: 30'

Trapped objects or areas within range of the cleric glow with a magical blue light.

- Both magical and mechanical traps are detected.
- No knowledge about the nature of the trap or how to deactivate it is granted.

Fire Ball

Duration: Instant
Range: 240'

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

Floating Disc

Duration: 6 turns
Range: 6'

The caster conjures a slightly concave, circular disc of magical force that follows him or her about and carries loads.

- The disc is 3 feet in diameter and 1 inch deep at its centre.
- It can hold a maximum load of 5,000 coins (500 pounds).

- The disc floats at waist height and remains level, floating along horizontally within spell range.
- When the disc winks out at the end of the spell's duration, anything it was supporting is dropped.

Fly

Duration: 1d6 turns +1 per level

Range: The caster or a creature touched

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

Geas

Duration: Permanent / Instant (remove geas)

Range: 30'

The caster commands a subject to perform or avoid performing a specific action.

- Examples include: bringing a specific item to the caster, eating or drinking without restraint, keeping a certain fact secret.
- The prescribed *geas* must not be impossible or directly deadly—if such a *geas* is cast, it affects the caster instead.
- The subject may **save versus spells**, to avoid coming under the spell's effect.
- If the save fails, the subject must follow the stipulated course of action or suffer gradually increasing (and eventually fatal) penalties determined by the GM. For example: penalties to attack, ability score reductions, inability to memorize spells, physical torment and feebleness, etc.

Reversed: Remove Geas

Can dispel an active *geas* spell and any incurred penalties. If the caster of the *geas* to be nullified is higher level than the character

casting *remove geas*, there is a chance of the spell having no effect. The probability of spell failure is 5% per level the caster is below the caster of *geas*.

Growth of Animal

Duration: 12 turns

Range: 120'

One non-magical, normal animal is doubled in size when this spell is cast upon it.

- The animal's strength is doubled, along with the damage inflicted by its attacks and the amount of weight it can carry.
- This spell may be used on giant versions of normal animals, but intelligent animals and fantastic monsters are unaffected.

Growth of Plants

Duration: Permanent

Range: 120'

This spell causes vigorous growth of normal vegetation in an area within range of up to 3,000 square feet, as selected by the caster (e.g. 150' × 20', 100' × 30', etc). Plants in the affected area become thick and overgrown, entwining to form a thorny jungle that only very large creatures can force their way through.

Hallucinatory Terrain

Duration: Until touched

Range: 240'

An illusionary terrain feature (e.g. a hill, wood, marsh, etc) is brought into being, either appearing out of nowhere or concealing existing terrain.

- The illusion must fit completely within the spell's range.
- If the illusion is touched by an intelligent being, the spell is negated.

Haste

Duration: 3 turns

Range: 240'

Up to 24 creatures in a 60' diameter area are enchanted to be able to move and act twice as quickly as normal:

- Subjects' maximum movement rates are doubled.
- Subjects may make double the normal number of attacks per round.
- The number of spells a subject may cast per round is not doubled.
- The use of magical devices such as wands is also not doubled.

Hold Person

(Cleric Version)

Duration: 9 turns

Range: 180'

This spell causes one or more humans, demi-humans, or humanoid monsters to be paralyzed if they fail a **saving throw versus spells**. It may be cast in two ways:

1. Against an individual. The target's saving throw is penalised by -2.
2. Against a group. 1d4 individuals in the group are targeted.

Humanoids of greater than 4+1 HD and undead are not affected.

Hold Person

(Magic-User Version)

Duration: 1 turn per level

Range: 120'

This spell causes one or more humans, demi-humans, or humanoid monsters to be paralyzed if they fail a **saving throw versus spells**. It may be cast in two ways:

1. Against an individual. The target's saving throw is penalised by -2.
2. Against a group. 1d4 individuals in the group are targeted.

Humanoids of greater than 4+1 HD and undead are not affected.

Hold Monster

Duration: 6 turns, +1 per level

Range: 120'

This spell causes one or more creatures (except undead) to be paralyzed if they fail a **saving throw versus spells**. It may be cast in two ways:

- Against an individual. The target's saving throw is penalised by -2.
- Against a group. 1d4 individuals in the group are targeted.

Hold Portal

Duration: 2d6 turns

Range: 10'

This spell magically holds shut a door, gate, window, or other kind of portal.

- A *knock* spell opens the held portal instantly.
- Creatures with at least 3 Hit Dice more than the caster can open the held portal with one round of effort.

Infravision

Duration: 1 day

Range: The caster or a creature touched

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

Insect Plague

Duration: Concentration (up to 1 day)
Range: 480'

Cast aboveground, this spell conjures a 60' diameter swarm of flying insects with the following properties:

- Moves at 20' per round. While the swarm is within range, the cleric is able to direct its movements.
- Vision within the area of the swarm is obscured.
- Creatures of 2 HD or less are driven away, if caught within the swarm.

If the cleric moves or loses concentration, the swarm dissipates, ending the spell.

The spell has no effect if cast underground.

Invisibility

Duration: Permanent (but may be broken, see below)
Range: 240'

The caster or another creature or object within range becomes invisible:

- If cast on a creature, any gear the subject is carrying is also rendered invisible (this includes clothing and armour). Items dropped or put down by an invisible creature become visible. If the subject attacks or casts a spell, the invisibility is broken, ending the spell.
- If cast on an object, the invisibility is permanent.
- Note that if a light source is made invisible (either as part of a creature's gear or as an individual object), the light it casts is unaffected.

Invisibility 10' Radius

Duration: Permanent (but may be broken, see below)
Range: 120'

A selected creature and all creatures within 10' of it become invisible:

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

Invisible Stalker

Duration: One mission
Range: Summoned to caster's presence

An invisible stalker (see *Invisible Stalker*, page 130) is summoned to the caster's presence and magically bound to perform a mission of the caster's choosing.

- The caster must be careful with the wording of the mission. Invisible stalkers are treacherous and unless the assigned mission can be easily and quickly accomplished they follow the letter of the command while twisting the intent.
- The creature is bound to attempt the mission until it succeeds or is destroyed.
- The spell *dispel evil* will banish an invisible stalker, ending the spell.

Knock

Duration: 1 round

Range: 60'

The *knock* spell opens stuck, barred, or locked doors, gates, chests, and so forth.

- Magically held doors (for example with *hold portal*, *wizard lock*) are affected.
- Secret doors may be opened, but they must be known to the caster.

Know Alignment

Duration: 1 round

Range: 10'

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

Light

(Cleric Version)

Duration: 12 turns

Range: 120'

This spell has three usages:

1. Conjuring light in a 15' radius. The magical light is sufficient for reading, but is not as bright as daylight. The spell may be cast upon an object so that the light moves with the object.
2. Blinding a creature by casting the spell upon its eyes. If the target fails a **saving throw versus spells**, it is blinded for the duration. A blind creature cannot attack.
3. Cancelling a *darkness* spell (see below).

Reversed: Darkness

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

Light

(Magic-User Version)

Duration: 6 turns +1 per level

Range: 120'

This spell has three usages:

1. Conjuring light in a 15' radius. The magical light is sufficient for reading, but is not as bright as daylight. The spell may be cast upon an object so that the light moves with the object.
2. Blinding a creature by casting the spell upon its eyes. If the target fails a **saving throw versus spells**, it is blinded for the duration. A blind creature cannot attack.
3. Cancelling a *darkness* spell (see below).

Reversed: Darkness

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

Lightning Bolt

Duration: Instant

Range: 180'

A powerful stroke of electrical energy, 60' long and 5' wide, is conjured. Creatures caught in the *lightning bolt* suffer 1d6 damage per level of the caster, with a successful **save versus spells** indicating half damage.

If the *lightning bolt* hits a solid barrier before its full length is reached, it is reflected and travels for any remaining distance of its full length in the direction of the caster.

Levitate

Duration: 6 turns +1 per level

Range: The caster

This enchantment allows the caster to move up and down through the air:

- The caster mentally directs movement up or down at up to 20' per round.
- The spell does not allow horizontal movement, but the caster can push against solid objects to move laterally.
- A normal amount of weight can be carried while levitating.

Locate Object

(Cleric Version)

Duration: 6 turns

Range: 120'

The cleric can sense the direction (but not distance) of an object. One of two types of object may be located:

1. An object of a general class (e.g. a stairway, an altar, etc). In this case, the nearest object of that type is located.
2. A specific object which the cleric can clearly visualize in all aspects.

This spell cannot be used to locate creatures.

Locate Object

(Magic-User Version)

Duration: 2 turns

Range: 60' +10' per level

The caster can sense the direction (but not distance) of an object. One of two types of object may be located:

1. An object of a general class (e.g. a stairway, an altar, etc). In this case, the nearest object of the type is located.
2. A specific object known to the caster.

This spell cannot be used to locate creatures.

Lower Water

Duration: 10 turns

Range: 240'

This spell reduces the depth of a body of water by half for the duration. An area of up to 10,000 square feet may be affected.

Magic Jar

Duration: Special

Range: The caster

The caster's body enters a comatose trance as his or her life-force is transferred into a receptacle (any inanimate object within 30'), known as a *magic jar*. From there, the caster may attempt to possess the bodies of other creatures.

The following stipulations apply, when the caster's life-force is *in the magic jar*:

- The caster may attempt to possess the body of another creature within 120'. The victim may **save versus spells** to resist possession. If the save is successful, the caster may not make another attempt to possess that victim for one turn. If the save fails, the caster's life-force leaves the *magic jar* and enters the victim, possessing it.
- The caster may choose to return to his or her own body at any time, ending the spell.
- If the *magic jar* is destroyed, the caster dies.
- If the caster's own body is destroyed, his or her life-force is stranded in the *magic jar*.

The following stipulations apply, when the caster's life-force is *possessing a victim*:

- The caster gains full control over the victim's body, but is not able to make the victim cast spells.

- If the *magic jar* is destroyed, the spell ends and the caster's life-force is trapped in the possessed body.
- If the possessed victim is killed, the caster's life-force returns to the *magic jar*.
- *Dispel evil* also forces the caster's life-force back into the *magic jar*.
- If the caster's own body is destroyed, his or her life-force is stranded in the body of the creature being possessed.

Magic Missile

Duration: 1 turn
Range: 150'

This spell conjures a glowing dart of energy that the caster may choose to shoot at a visible target within range.

- The missile hits unerringly (no attack roll or saving throw is required).
- The missile inflicts 1d6+1 damage.
- Higher level casters may conjure more missiles: two additional missiles are conjured per five experience levels the caster has gained (i.e. three missiles at 6th-10th level, five missiles at 11th-15th level, etc). Multiple missiles may be directed at a single target.

Massmorph

Duration: Permanent
Range: 240'

A force of human-sized creatures within a 240' diameter area is veiled by illusion to appear as a copse or orchard of trees.

- Once the illusion is in place, even creatures moving among the veiled subjects are deceived.
- Subjects who leave the affected area cease to be veiled.

The caster may dismiss the illusion in its entirety at any time.

Mirror Image

Duration: 6 turns
Range: The caster

1d4 illusory duplicates of the caster appear.

- The mirror images look and behave exactly as the caster.
- Any attack (whether successful or not) on the caster destroys one of the mirror images.

Move Earth

Duration: 6 turns
Range: 240'

Earth (but not stone) within range is rearranged as the caster wishes.

- The range of the spell also extends downwards, allowing excavations to be made.
- The caster can move earth in the area at up to 60' per turn.

Neutralize Poison

Duration: Instant
Range: The cleric or a creature or object touched

This spell has two uses:

1. Neutralize the effects of poison on a character. A character who has died from poisoning can be revived, if neutralize poison is cast within ten rounds.
2. Remove poison from an item.

Part Water

Duration: 6 turns
Range: 120'

The caster creates a path 10' wide and a maximum of 120' long through water, such as a pond, lake, or other body. The caster can

dismiss the spell's effect before the duration ends.

Pass-Wall

Duration: 3 turns
Range: 30'

A 5' diameter hole is temporarily opened in solid rock or stone, forming a passageway up to 10' deep.

Phantasmal Force

Duration: Concentration
Range: 240'

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

1. An illusionary monster that can be directed to attack. The monster has an Armour Class of 9 and vanishes if hit in combat.
2. An illusionary attack of some kind (an avalanche, a falling ceiling, a magic missile, etc). Targets that **save versus spells** are unaffected.
3. A scene of some kind, either changing the appearance of the affected area or creating the appearance of something new. The scene disappears if touched.

The following stipulations apply:

- Concentration is required to maintain the illusion: if the caster moves or is affected by an attack, the spell ends.
- Illusionary monsters or attacks may appear to be harmful but no real damage is ever inflicted. A character that appears to die actually falls unconscious, a character turned to stone is actually paralyzed, and so on. Such effects last for 1d4 turns.
- If the illusion is of something the caster has not personally seen, the game

master should grant targets a bonus to any applicable saving throws.

Polymorph Others

Duration: Permanent
Range: 60'

A living subject is transformed into another type of creature, as chosen by the caster:

- The spell fails if the new creature's HD is more than twice the HD of the original creature.
- The subject retains the same number of hit points.
- The subject truly becomes the new form: all special abilities are acquired, along with behavioural patterns, tendencies, and intelligence.
- The spell cannot be used to duplicate the appearance of a specific individual.
- If the subject dies, it returns to its original form.

An unwilling subject may make a **saving throw versus spells** to negate the effect.

Polymorph Self

Duration: 6 turns +1 per level
Range: The caster

The caster transforms himself or herself into another being:

- The new form may not have higher Hit Dice than the caster's level.
- The caster retains his or her own intelligence, hit points, saving throws, and attack probabilities.
- Physical capabilities of the new form (e.g. strength, physical attack forms, modes of movement) are acquired.
- Non-physical special abilities (e.g. immunities, breath weapons, spell casting) are not acquired.
- While polymorphed, the caster is unable to cast spells.

- The spell cannot be used to duplicate the appearance of a specific individual.
- If the caster dies while polymorphed, he or she returns to his or her original form.

Projected Image

Duration: 6 turns
Range: 240'

An illusory duplicate of the caster appears within range.

- The image is an exact duplicate of the caster that can only be differentiated by touch.
- Subsequent spells cast appear to originate from the image. (Targets must still be visible to the caster, however.)
- The image appears unaffected by spells or missile weapons.
- If the image is touched or hit in melee, it disappears.

Protection from Evil (Cleric Version)

Duration: 12 turns
Range: The cleric

This spell wards the cleric from attacks by creatures of another alignment, as follows:

- The cleric gains a +1 bonus to saving throws against attacks or special abilities of affected creatures.
- Affected creatures' attacks against the cleric are penalised by -1.

Additionally, the spell prevents enchanted, constructed, or summoned creatures from attacking the cleric in melee, though they may still make ranged attacks. If the cleric engages such a creature in melee, this protection is broken (the cleric still gains the bonuses to saving throws and attack rolls mentioned above).

Protection from Evil (Magic-User Version)

Duration: 6 turns
Range: The caster

This spell wards the caster from attacks by creatures of another alignment, as follows:

- The caster gains a +1 bonus to saving throws against attacks or special abilities of affected creatures.
- Affected creatures' attacks against the caster are penalised by -1.

Additionally, the spell prevents enchanted, constructed, or summoned creatures from attacking the caster in melee, though they may still make ranged attacks. If the caster engages such a creature in melee, this protection is broken (the caster still gains the bonuses to saving throws and attack rolls mentioned above).

Protection from Evil 10' Radius

Duration: 12 turns
Range: 10' around the caster

This spell wards the caster and all allies within 10' from attacks by creatures of another alignment, as follows:

- Those warded gain a +1 bonus to saving throws against attacks or special abilities of affected creatures.
- Affected creatures' attacks against those warded are penalised by -1.

Additionally, the spell prevents enchanted, constructed, or summoned creatures from making melee attacks against those warded, though they may still make ranged attacks. If any of the warded party engages such a creature in melee, this protection is broken (those warded still gain the bonuses to saving throws and attack rolls mentioned above).

Protection from Normal Missiles

Duration: 12 turns
Range: 30'

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

Purify Food and Water

Duration: Permanent
Range: 10'

This spell makes spoiled, rotten, poisonous, or otherwise contaminated food and water pure and suitable for eating and drinking. One of the following may be affected:

- 6 quarts of drink.
- One trail ration (iron or standard).
- A quantity of unpreserved food for 12 human-sized beings.

Quest

Duration: Until quest is completed / Instant (remove quest)
Range: 30'

The cleric commands a single subject to perform a specific quest or task.

- Examples of quests include: rescuing a prisoner, killing a specific monster, bringing a magic item to the cleric, or going on a journey to a holy site.
- The prescribed quest must not be obviously suicidal.
- The subject may **save versus spells**, with success indicating that the quest has no effect.
- Otherwise, the subject must undertake the quest or fall under a curse (per the curse spell, with the exact nature of the curse determined by the GM).

- Once the task is completed, the spell ends.

Reversed: Remove Quest

Can dispel an active *quest* spell. If the cleric who cast the *quest* spell to be nullified is higher level than the cleric casting *remove quest*, there is a chance of the spell having no effect. The probability of failure is 5% per level the cleric is below the caster of *quest*.

Raise Dead

Duration: Instant
Range: 120'

This spell has two uses:

1. Restore life to a recently deceased human or demi-human. The cleric can raise a person that has been dead for no longer than four days per level of the cleric above 7th. For example, a 10th level cleric can revive a character that has been dead for twelve days (three levels above 7th × four days). Coming back from the dead is an ordeal. Until the subject gets two full weeks of bed rest, he or she has 1 hit point, moves at half the normal rate, cannot carry heavy items, and cannot attack, cast spells, or use other class abilities. This period of weakness may not be shortened by any magical healing.
2. Destroy an undead monster, if it fails a **saving throw versus spells**.

Reversed: Finger of Death

Directs a ray of deadly magic at a single target. If the target fails a **saving throw versus death**, it dies instantly. Casting *finger of death* is a chaotic act; it will only be used by lawful clerics in desperate situations.

Read Languages

Duration: 2 turns
Range: The caster

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



Read Magic

Duration: 1 turn
Range: The caster

By means of *read magic*, the caster can decipher magical inscriptions or runes, as follows:

- The magical script of a scroll of arcane spells can be understood. The caster is then able to activate the scroll at any time in the future.
- A spell book written by another arcane spell caster can be deciphered.
- Runes or magical words inscribed on an object or surface can be understood.

Once the caster has read a magical inscription using *read magic*, he or she is thereafter able to read that particular writing without recourse to the use of this spell.

Reincarnation

Duration: Permanent
Range: Appears in the caster's presence

A dead character is returned to life in a new physical form that manifests in the presence of the caster. The character's new body is not necessarily the same as the original; it is determined by rolling on the topmost table below.

The roll indicates either a character class or a monster:

- **Character class:** The character is of experience level 1d6 (or at most the same level as the character achieved before death). The reincarnated character can continue to gain experience and advance as normal, in the new class.
- **Monster:** The type should be determined by the GM. The monster should be at least partially intelligent, have no greater Hit Dice than the level of the character being reincarnated (at most 6 HD), and be of the same alignment. The tables below may be used or the GM may create his or her own tables. Monsters cannot gain experience or advance in level.

The descriptions and stats of the monsters listed in the standard tables given here can be found in *Monsters*, pages 107-155.

Reincarnated Class

d10	Reincarnation
1	Cleric
2	Dwarf
3	Elf
4	Fighter
5	Halfling
6	Magic-user
7	Thief
8	Monster (roll on alignment table)
9	Same class

Lawful Monsters

d6	Reincarnation	HD
1	Gnome	1
2	Neanderthal	2
3	Pegasus	2
4	Blink dog	4
5	Unicorn	4
6	Roc, small	6

Neutral Monsters

d6	Reincarnation	HD
1	Pixie or sprite	1
2	Lizard man	2
3	Rock baboon	2
4	Ape, white	4
5	Centaur	4
6	Werebear	6

Chaotic Monsters

d10	Reincarnation	HD
1	Goblin	1
2	Hobgoblin	1
3	Kobold	1
4	Orc	1
5	Gnoll	2
6	Bugbear	3
7	Wererat	3
8	Ogre	4
9	Werewolf	4
10	Minotaur	6

Remove Curse

Duration: Instant / Permanent (*curse*)

Range: The caster or a creature touched

Remove curse instantaneously removes one curse from a creature. It may allow a character to discard a cursed magic item.

Reversed: Curse

Places a deleterious effect upon a creature, if it fails a **saving throw versus spells**.

- The exact form and effects of the curse are determined by the caster.
- Maximum possible effects include: a -2 penalty to saving throws, a -4 penalty to hit, reducing an ability score by 50%.
- Multiple curses may afflict a creature, as long as each has a different effect.
- The game master should judge the effects of this spell and may turn overly powerful curses back onto the caster!

Remove Fear

Duration: 2 turns

Range: The cleric or a creature touched

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

Reversed: Cause Fear

Will cause a target within 120' to flee for the duration unless it **saves versus spells**.

Resist Cold

Duration: 6 turns

Range: 30'

All creatures within range are protected from cold, as follows:

- Unharmed by non-magical freezing temperatures.
- Gain a +2 bonus to all saving throws versus cold-based magical or breath attacks.
- Cold-based damage is reduced by 1 point per damage die rolled. (Each die inflicts a minimum of 1 hit point damage.)

Resist Fire

Duration: 2 turns

Range: 30'

A single creature is bestowed with supernatural resistance to fire, as follows:

- Unharmed by non-magical heat or fire.
- Gain a +2 bonus to all saving throws versus fire-based magical or breath attacks.
- Fire-based damage is reduced by 1 point per damage die rolled. (Each die inflicts a minimum of 1 hit point damage.)

Shield

Duration: 2 turns

Range: The caster

Shield creates an invisible field of force that protects the caster, granting an AC of 2 against missile attacks and AC 4 against other attacks.

Silence 15' Radius

Duration: 12 turns

Range: 180'

A 15' radius area is rendered utterly silent.

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

Sleep

Duration: 4d4 turns

Range: 240'

A *sleep* spell causes a magical slumber to come upon creatures, excluding the undead. The spell may target either:

- A single creature with 4+1 Hit Dice.
- A total of 2d8 Hit Dice of creatures of 4 HD or lower each.

When targeting creatures of 4 HD or less, the following rules apply:

- Targets with the least HD are affected first.
- Calculate monsters with less than 1 HD as having 1 HD and monsters with a

bonus to HD as having the flat amount. (For example, a 3+2 HD monster would be calculated as having 3 HD.)

- Rolled Hit Dice that are not sufficient to affect a creature are wasted.

Creatures enchanted by this spell are helpless and can be killed instantly with a bladed weapon. Slapping or wounding awakens an affected creature.

Snake Charm

Duration: 1d4+1 rounds or turns

Range: 60'

One or more snakes are rendered non-hostile, rearing up and swaying to and fro but not attacking.

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

Speak with Animals

Duration: 6 turns

Range: 30'

The cleric can communicate with one type of animal within range when the spell is cast.

- Ordinary animals or giant versions of ordinary animals may be targeted.
- The cleric can ask questions of and receive answers from animals of the chosen kind, although the spell doesn't make animals any more friendly or cooperative than normal (a reaction roll may be required).

- If an animal is friendly toward the cleric, it may perform some favor or service.

Speak with Plants

Duration: 3 turns

Range: 30'

This spell has two uses:

1. Communication with normal plants. The cleric is able to ask questions and receive answers and may ask for simple favours. Plants may comply, if the request is within their ability to understand and perform. For example, densely overgrown plants may clear a passageway through which the cleric and party may travel.
2. Communication with plant-like or plant-based monsters.

Sticks to Snakes

Duration: 6 turns

Range: 120'

2d8 normal sticks are miraculously transformed into snakes that follow the cleric's orders.

- Snakes' monster statistics: HD 1, AC 6, Att: 1 × bite (1d4), Sv F1, Ml 7, Mv 90' (30'), Al N.
- There is a 50% chance of the snakes being poisonous.
- When killed or at the end of the spell's duration, the snakes revert back into sticks.

Stone to Flesh

Duration: Permanent

Range: 120'

This spell transforms stone into living flesh. It is especially useful for restoring life to a petrified creature and its equipment to its normal state.

Reversed: Flesh to Stone

Turns one creature into a statue, including all gear and any items currently held. A **save versus paralysis** is permitted to resist the transformation.

Striking

Duration: 1 turn
Range: 30'

A single weapon is enchanted:

- It deals an additional 1d6 damage.
- It is able to harm monsters which are normally only harmed by magical weapons.

Telekinesis

Duration: Concentration (up to 6 rounds)
Range: 120'

By concentrating, the caster is able to move objects or creatures by the power of thought.

- Up to 200 coins of weight per level of the caster may be targeted.
- The target may be moved up to 20' per round, in whatever direction the caster wishes (including vertically).
- If a creature is targeted, it may **save versus spells** to resist the spell.
- If the caster's concentration is broken, the target falls.

Teleport

Duration: Instant
Range: 10'

The caster or a chosen creature vanishes and reappears at a location of the caster's choice.

- The subject is teleported with all its gear, up to its maximum encumbrance load.
- An unwilling subject may **save versus spells** to prevent the teleportation.

- The selected destination may be at any distance, but must be known to the caster and an open space at ground level. (It is not possible to intentionally teleport the subject into mid-air or into solid matter.)

There is a risk, when teleporting, of accidentally arriving above or below ground level. The chance of a successful teleportation depends on the caster's knowledge of the destination (see below). Roll d% and consult the following chart:

Knowledge of Destination	Ground Level	Too High	Too Low
Scant	1-50	51-75	76-00
Moderate	1-80	81-90	91-00
Exact	1-95	96-99	00

- **Ground level:** The subject appears at the desired destination.
- **Too high:** The subject appears 1d10×10 feet above the intended destination. Should this location already be occupied by solid matter, the subject is instantly killed. Otherwise, the subject falls (suffering 1d6 damage per 10' fallen).
- **Too low:** The subject appears in the ground and is killed instantly.

The caster's knowledge of the destination is rated as follows:

- **Scant:** A location that the caster has visited once or twice, has seen by magical scrying, or has heard of from descriptions.
- **Moderate:** A location that the caster has visited often or has studied via scrying for several weeks.
- **Exact:** A location that the caster has made a detailed study of, in person.

Transmute Rock to Mud

Duration: 3d6 days / Permanent (*transmute mud to rock*)

Range: 120'

This spell turns up to 3,000 square feet of rock into 10' deep mud. Any creatures passing through the mud have their movement rate reduced by 90%.

Reversed: Transmute Mud to Rock

Changes an area of mud—up to 3,000 square feet and up to 10' deep—into rock. This alteration is permanent.

Ventriloquism

Duration: 2 turns

Range: 60'

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

Wall of Fire

Duration: Concentration

Range: 60'

An immobile, opaque, blazing curtain of shimmering violet fire springs into existence and persists so long as the caster focuses concentration on the spell and does not move.

- The wall can be any size up to 1,200 square feet and may be shaped in any manner and to any dimensions the caster desires. For example, it may be a straight wall or curved into a protective circle.
- The wall may not be evoked so that it appears where objects are.
- The wall of flames is impenetrable to monsters with fewer than 4 HD.
- Monsters with more than 4 HD suffer 1d6 hit points of damage when they pass through the wall. The wall deals

double damage to undead creatures or creatures that use cold or are accustomed to cold.

Wall of Ice

Duration: 12 turns

Range: 120'

An immobile, translucent, wall of ice springs into existence.

- The wall can be any size up to 1,200 square feet and may be shaped in any manner and to any dimensions the caster desires. It may be a straight wall or curved into a protective circle.
- The wall must rest upon a solid surface and may not be evoked so that it appears where objects are.
- The wall of ice is impenetrable to monsters with fewer than 4 HD.
- Monsters with more than 4 HD can break through the wall but suffer 1d6 hit points of damage when doing so. The wall deals double damage to creatures that use fire or are accustomed to fire.

Wall of Stone

Duration: Permanent

Range: 60'

A wall of solid rock springs into existence.

- The wall may be of whatever shape the caster desires and is of 1,000 cubic feet in volume. (For example, a 2' thick wall, 50' long and 10' high.)
- The wall must rest upon a solid surface and may not be evoked so that it appears where objects are.

Water Breathing

Duration: 1 day
Range: 30'

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

Web

Duration: 48 turns
Range: 10'

Web conjures a many-layered mass of strong, sticky threads, blocking a 10' cube area. Creatures caught within a web become entangled among the gluey fibers. Entangled creatures can't move, but can break free depending on their strength:

- A creature with strength in the normal human range can break free in 2d4 turns.
- A creature with magically augmented strength above 18 can break free in 4 rounds.
- A creature of giant strength can break free in two rounds.

The strands of the web are flammable and can be destroyed by fire in two rounds. All creatures caught within flaming webs suffer 1d6 points of damage from the flames.

Wizard Eye

Duration: 6 turns
Range: 240'

An invisible, magical eye is conjured that allows the caster to see at a distance.

- The eye can be directed to move within range at up to 120' per turn.
- By concentrating, the caster can see through the eye.

- The magical eye grants both normal vision and infravision.
- Solid barriers block its passage, but it can pass through a hole or space as small as 1 inch in diameter.

Wizard Lock

Duration: Permanent
Range: 10'

A *wizard lock* spell magically locks a door, gate, similar portal, or any item that has a lock. The magical lock is permanent but may be bypassed as follows:

- The caster can freely pass his or her own *wizard lock*.
- A *knock* spell allows passage.
- Any magic-using character who is at least 3 levels higher than the caster of the *wizard lock* may pass through unimpeded.

Bypassing a *wizard lock* does not destroy it.



CHAPTER 3: CORE RULES

Sequence of Play

ONE DUNGEON TURN

1. The game master checks for *Wandering Monsters* (see page 90), if applicable.
2. The party decides what action to take (e.g. moving, searching, listening, entering rooms).
3. The GM describes what happens.
4. If no encounter occurs, the turn is over, continue to step 5. If monsters are encountered, first follow the encounter sequence below.
5. The turn ends. The GM should update time records, with special attention to light sources, spell durations, and the party's need to rest.

ONE WILDERNESS DAY

1. The players decide on their course of travel for the day.
2. The GM determines whether the party gets lost (see *Losing Direction*, page 86) and, if the party is travelling at sea, determines the weather conditions (see *Water Travel*, page 91).
3. The GM checks for *Wandering Monsters* (see page 90), if applicable.
4. The GM describes the terrain passed through and any sites of interest that the party comes across, asking players for their actions, as required.

5. If no encounters occur, the day is over, continue to step 6. If monsters are encountered, first follow the encounter sequence, below.
6. The day ends. The GM should update time records, with special attention to rations, spell durations, and the party's need to rest.

ENCOUNTERS

1. The GM rolls for surprise, if applicable, and determines how far away the monsters are.
2. Any sides that are not surprised roll initiative (see *Initiative*, page 93) to determine who acts first.
3. The GM determines the monsters' reaction to the party. The players decide how they act:
 - a. If both sides wish to talk, the negotiation may be role-played. The GM may make reaction rolls, as applicable.
 - b. If the players decide to flee, the GM determines whether the monsters pursue.
 - c. If combat breaks out, follow the steps listed in *Basic Combat Procedure*, page 93.

See *Encounters*, page 81 for a full description on all elements of running an encounter, including encounter distance, surprise, and monster reactions.

Adventuring Rules

ABILITY CHECKS (Optional Rule)

Sometimes, the GM might require a test against an ability score, instead of a saving throw, to determine if a character succeeds in a task or escapes a danger. For example, DEX might be used to jump over a pit or STR might be used to push an object.

The player rolls 1d20 and, if the result is less than or equal to the ability, the check succeeds. If the roll is greater than the ability, the check fails.

Bonuses or penalties to the roll may be applied, with a modifier of -4 being a relatively easy ability check and +4 being very difficult. Of course, any modifier between these extremes can be applied.

An unmodified roll of 1 should be treated as a success and a 20 treated as a failure.

AIR TRAVEL

When travelling by air, the total number of miles a character can travel in a day is twice the distance he or she could travel overland (see *Movement*, page 87).

This rate might be reduced if there are adverse conditions such as very high mountains, storms, or thick fog. There are many magical items that grant characters the ability to fly, as well as spells and winged mounts.

Mounts

In general, a winged beast may carry riders or other burdens based on its Hit Dice:

- 3 HD creatures may carry a being about half the size of an adult human.

- 6 HD creatures may carry an adult human.
- 12 HD creatures may carry a large animal like a horse or four adult humans.
- 24 HD creatures may carry a very large animal, or four horses, or eight adult humans.

CHASES

When the party encounters monsters and one side decides to flee, the other may wish to pursue them.

Generally, this is possible in two situations:

- Combat has not commenced.
- One side breaks away from combat.

(See *Encounters*, page 81 for details.)

Surprise

If one side is surprised, the other side may be able to flee without the possibility of being chased—the surprised side may not even be aware that the encounter occurred. In the wilderness, where greater distances are involved, this is always possible.

Group Movement Rate

It is common for monsters to chase the whole party, as a group. In this case, it is important to note that a side's movement rate is usually determined by the speed of the slowest member.

Chases in the Dungeon

One side can always successfully flee if its movement rate (see *Movement*, page 87) is higher than the other side's and if combat has not commenced. A pursuit is possible if the pursuing side's movement rate is greater than or equal to the side that is fleeing.

Time in a chase is measured in rounds (see *Time*, page 90), with each side assumed to be running at full speed (see *Movement*, page 87). Most monsters do not continue a chase if the characters manage to get out of the monster's range of vision.

If the monsters enjoy treasure, there is a 3-in-6 probability that they stop the pursuit to collect any treasure the characters drop. Hungry or less intelligent monsters may do the same if the characters drop food. Burning oil or other obstacles may also slow or stop a pursuit.

Chases in the Wilderness

With the open spaces and (generally) good visibility in the wilderness, a chase is assumed to play out over an extended period—time is not tracked round by round. The probability that one group can escape from another is determined by the relative size of the two sides. The more members in the pursuing side there are relative to the fleeing side, the greater chances the fleeing side has of escaping. This is because larger groups cannot move as fast or as quietly.

The basic chance of escape is determined by consulting the table opposite. The GM may modify the probabilities based on the conditions and environment. For example, if one side has time to flee within a densely wooded area, the GM may give a bonus of 25% to escape. If one side's movement rate is double that of the other, the chance to escape can be modified by 25% in its favor. There is always at least a 5% chance of escape, except when surprise is involved.

The following procedure is followed, day by day, until the chase is over:

1. Roll for escape (see table, below). If the roll succeeds, the fleeing party has escaped; the chase is over.
2. If the roll fails, the fleeing party must choose either to be caught

(ending the chase) or to flee in a random direction, determined by the GM (no mapping is possible).

3. If the chase continues, compare the speeds of the fleeing and pursuing sides:
 - a. If the fleeing side is at least as fast as the pursuing side, it has another chance to escape; return to step 1.
 - b. If the pursuing side is faster, there is a 50% chance of them catching up. If the roll succeeds, the fleeing side has been caught; the chase is over. If the roll fails, the fleeing party has another chance to escape; return to step 1.



Fleeing group size	Chance of Escape by Number of Pursuers					
	10%	25%	35%	50%	70%	90%
1-4	--	--	--	1 pursuer	2-3 pursuers	4+ pursuers
5-12	--	--	1-3 pursuers	4-8 pursuers	9+ pursuers	--
13-24	--	1-6 pursuers	7-16 pursuers	17+ pursuers	--	--
25+	1-10 pursuers	11-30 pursuers	31+ pursuers	--	--	--

Waterborne Chases

When two waterborne sides (ships or swimming monsters) encounter one another, one side may choose to flee.

First, the initial distance between each side is determined as normal for an encounter. Next, the fleeing party rolls on the chart below. Success depends on luck and the difference between the two groups' movement rates.

If the roll to escape succeeds, the pursuers cannot attempt to catch up with the fleeing side until the next day—and then only if a random encounter roll indicates an encounter.

If the roll to escape fails, the distance between the two sides decreases by the pursuer's movement rate each round (or a minimum of 30' per round, if the pursuer has a slower movement rate than the fleeing side).

Fleeing Side's Movement Rate	Chance of Escape
Faster than pursuer	80%
Equal movement rate or up to 30' per round slower than pursuer	50%
Up to 60' per round slower than pursuer	40%
Up to 90' per round slower than pursuer	35%
Up to 120' per round slower than pursuer	25%
More than 120' per round slower than pursuer	10%

CLIMBING

When characters are climbing in a difficult or tense situation, the GM may specify a chance of failure (as a percentage or an x-in-6 chance) or may require an ability check versus DEX (if the optional *Ability Checks* rule on page 77 is being used).

Note that very steep or sheer surfaces are normally impossible to climb without specialized equipment. Some characters may have class abilities that allow them to attempt to climb such surfaces unaided.

DISTANCE AND MEASUREMENT

When characters are adventuring in a dungeon, all ranges and movement rates are measured in feet. However, the wilderness is not cramped like a dungeon and characters can usually see further ahead and need not be as wary of obstacles. For this reason, ranges and movement rates are measured in yards, rather than feet, in the wilderness.

Note that areas (such as the area of a spell effect or a breath weapon) are always measured in feet, both in dungeons and in the wilderness.

DOORS

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

Locked Doors

Locks must be picked by a character proficient with lock picks or opened by magic.

Stuck Doors

There is a base 2-in-6 chance of being able to force open a stuck door. Strength adjustments

apply, but cannot take the success range above 5-in-6 or below 1-in-6.

A failed attempt to force open a door eliminates any possibility of surprise (see *Encounters*, page 81) that the party may have against any monsters on the other side of the door.

Note that monsters resident to the dungeon are often able to pass through stuck doors unhindered.

Secret Doors

Secret doors can only be spotted if characters are specifically looking for them.

See *Searching*, page 89.

Wedging Doors

Doors opened by adventurers (by whatever means) are likely to swing shut after they pass. To prevent this, doors may be held open using iron spikes or other wedges.

Likewise, players may wish to wedge doors shut, to hinder monsters' movement.

Listening at Doors

PCs have a 1-in-6 chance of detecting subtle sounds beyond a door. (Some types of adventurer may have an increased chance of success.)

The GM should always roll for the character listening so that the player never knows if the roll failed or if there simply is no sound behind the door.

This attempt may only be made one time at any door by a character. Note that some creatures, such as undead, do not any make noise.

ENCOUNTERS

An encounter begins when the characters stumble onto a monster, either because the game master has planned an encounter in the area the player characters are exploring or because a random die roll indicates an encounter (see *Wandering Monsters*, page 90).

Time in Encounters

When an encounter begins, action is measured in rounds (see *Time*, page 90). Rolls for surprise (see below) and initiative (see *Basic Combat Procedure*, page 93) determine which side acts first.

Surprise

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

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

Note that aquatic monsters are usually not surprised by ships. Special circumstances (e.g. thick fog) may alter this.

Encounter Distance

The situation in which the encounter occurs often determines how far away the monster is. If there is uncertainty (for example, in the case of *Wandering Monsters*—see page 90):

- **In a dungeon**, the monster encountered is $2d6 \times 10$ feet away,

moving in the direction of the party.

- **In the wilderness**, the monster is $4d6 \times 10$ yards away. If either side is surprised, this is reduced to $1d4 \times 10$ yards.
- **At sea**, monsters are encountered at the same distance as in the wilderness (see above). Ships may be sighted and identified at 300 yards on a clear day or as little as 40 yards in dense fog.

Monster Reactions

Very often, circumstances make it obvious how a monster reacts when encountered. However, sometimes the GM may wish to roll on the table below to determine how a monster reacts to encountering the party. If one specific character attempts to interact with monsters, that character's CHA score is used to modify the reaction roll.

2d6	Result
2 or less	Hostile, attacks
3-5	Unfriendly, may attack
6-8	Neutral, uncertain
9-11	Indifferent, uninterested
12 or more	Friendly, helpful

Evasion

The characters may decide they are outmatched and flee an encounter or a monster might flee. Characters may choose whether they chase a fleeing monster. The GM decides if monsters chase fleeing characters. A low roll on the *Monster Reactions* table above may be taken to indicate that the monster pursues. See *Chases* on page 77 for complete rules on handling pursuit.

Encounter Duration

An encounter is assumed to take at least one full turn to complete, including time to rest,

regroup, clean weapons, bind wounds, and so on afterwards.

ENCUMBRANCE (Optional Rule)

Note: The original Basic rules contain ambiguities relating to the encumbrance system. The rules presented here are an attempt to resolve these ambiguities in a sensible and consistent way, but other interpretations of the original rules are possible.

It is important to keep track of how much player characters are carrying, because this affects how much treasure they can haul from a dungeon. Groups that wish different characters to have different movement rates (see *Movement*, page 87), based on the amount of equipment or treasure they are carrying may use one of the following rules. The same rule should be applied to all characters.

As coins are the most common form of treasure found by adventurers, both encumbrance systems are based on weight measured in coins. Ten coins are equivalent to one pound.

Treasure Encumbrance in Coins

Treasure	Weight in Coins
Coin (any type)	1
Gem	1
Jewellery (1 piece)	10
Potion	10
Rod	20
Scroll	1
Staff	40
Wand	10

Option 1: Encumbrance by Armor Type

This rule may be used by groups that want a simple system for determining the movement rates of different characters.

A character's movement rate is determined by two factors: the armor he or she is wearing and whether he or she is carrying a significant amount of treasure or not (at the GM's discretion).

The maximum amount of treasure any character can carry is 1,600 coins or equivalent. For this reason, the weight of treasure carried must be tracked. The encumbrance of common types of treasure is shown in the table above. The weight of the character's standard adventuring gear (including armor and weapons) is *not* counted.

Movement Rate		
Armor	Without Treasure	Carrying Treasure
Unarmored	120'	90'
Leather armor	90'	60'
Metal armor	60'	30'

Option 2: Encumbrance by Weight Carried

This rule may be used by groups that want to make sure characters carry more realistic amounts of equipment and treasure.

A character's encumbrance value is calculated based on adding the weights of all significant items carried, including treasure (see table above), weapons, and armor (see tables below). The character's movement rate is then based on the total encumbrance value. Miscellaneous adventuring gear (backpack, spikes, sacks, etc.) may be counted as 80 coins of weight. The maximum any character can carry is 1,600 coins.

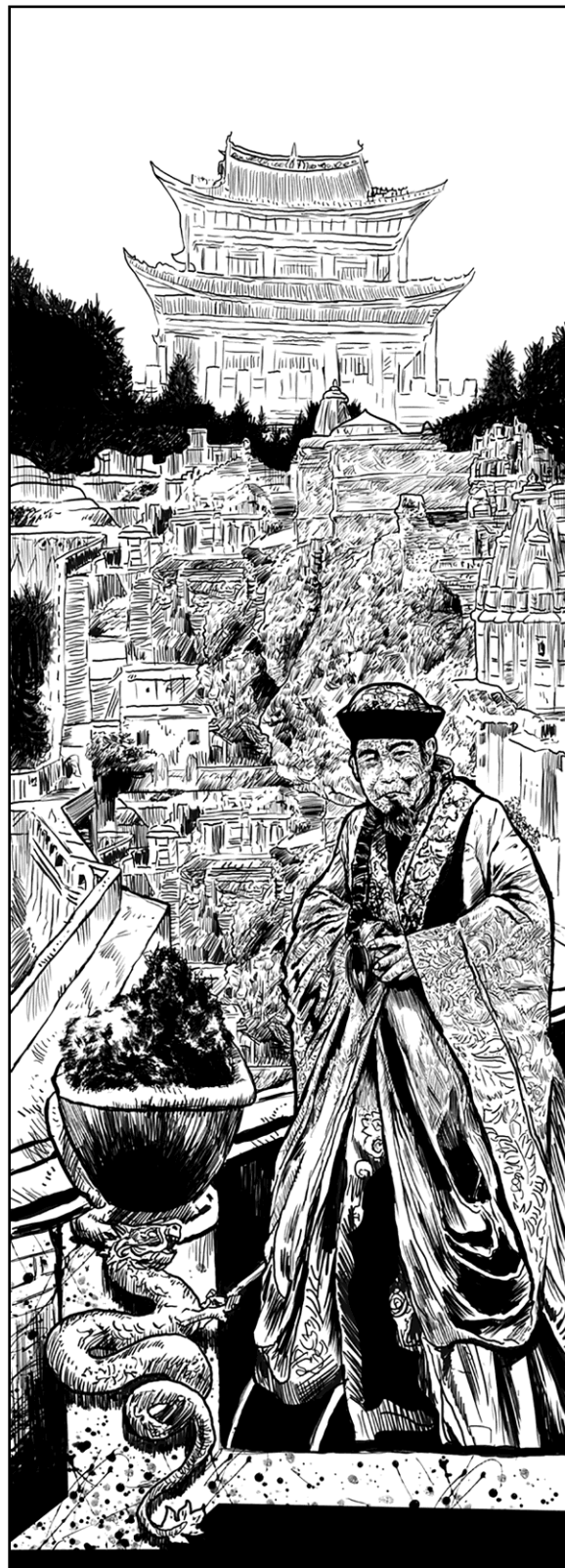
Encumbrance	Movement Rate
Up to 400 coins	120'
Up to 600 coins	90'
Up to 800 coins	60'
Up to 1,600 coins	30'

Equipment Encumbrance in Coins

(Only used with encumbrance option 2.)

Armor	Weight in Coins
Leather armor	200
Chain mail	400
Plate mail	500
Shield	100

Weapon	Weight in Coins
Battle axe	50
Bow + 20 arrows	30
Club	50
Crossbow + 30 quarrels	50
Dagger	10
Hand axe	30
Long sword	60
Mace	30
Polearm	150
Short sword	30
Spear	30
Two-handed sword	150
Warhammer	30



EXPERIENCE POINTS

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

Recovered Treasure

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

Defeated Monsters

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



Monster HD	Base XP	Bonus XP / Ability
Less than 1	5	1
1	10	3
1+	15	4
2	20	5
2+	25	10
3	35	15
3+	50	25
4	75	50
4+	125	75
5	175	125
5+	225	175
6	275	225
6+	350	300
7	450	400
8	650	550
9-10+	900	700
11-12+	1,100	800
13-16+	1,350	950
17-20+	2,000	1,150
21+*	2,500	2,000

* For monsters of HD 22 and higher, add a cumulative 250 XP for the Base and Bonus categories.

Division of Experience

The XP awards for treasures recovered and monsters defeated are totalled and divided evenly between all characters that survived the adventure. Note that total XP is divided evenly between all party members (including *Retainers*—see page 88), irrespective of how the players decide to divide the treasure.

Discretionary Bonuses and Penalties

The GM may grant XP bonuses to players that did particularly well. Likewise, players that did not do their share of the work in an adventure may be penalized.

Prime Requisite Modifiers

In addition, characters receive XP bonuses or penalties based on their score in their class prime requisites, as described in *Prime Requisite*, page 9.

All bonuses or penalties to experience are applied to the grand total XP a particular character receives at the end of an adventure.

Maximum XP in One Session

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

FALLING

Falling from a height onto a hard surface inflicts 1d6 damage per 10' fallen.

FORAGING AND HUNTING

When adventuring in a dungeon, the availability of food may be limited. Characters must take rations with them to cover the extent of time they expect to be away from town. However, they may occasionally kill an edible monster. When in the wilderness, characters can hunt or forage for food.

Foraging

Foraging for food is an activity that can be accomplished without hindering travel speed by gathering fruit, herbs, nuts, or small animals along the way. For each day of travel while foraging, characters have a 1-in-6 chance of

acquiring sufficient food for 1d6 human-sized beings.

Hunting

Hunting must be engaged in as the sole activity for a day—no travelling or resting is possible. When hunting, there is a 1-in-6 chance of encountering animals that may be suitable for eating (if they can be caught!). This is in addition to the normal chance of random encounters (see *Wandering Monsters*, page 90).

HEALING

For each full day of complete rest, a character or monster recovers 1d3 hit points. If the rest is interrupted, the character or monster does not heal that day.

Healing may also occur through magic, such as potions or spells. This kind of healing is instantaneous. Magical healing and natural healing can be combined.

HIRELINGS

Hirelings are NPCs hired by a character to perform certain services. Hirelings differ from *Retainers* (see page 88) in that they do not accompany characters on adventures. For this reason, they do not count toward a character's maximum number of retainers, since they are not the same kind of hired help.

The most common types of hireling are:

- **Mercenaries:** Hired soldiers who that guard, patrol, and otherwise serve in wilderness settings, but only as part of a larger force, not an adventuring party.
- **Specialists:** Hired individuals that have a particular trade or that have special knowledge. These individuals are usually hired for a specific task.

Like hiring retainers, mercenaries and specialists can be located by frequenting taverns or through posting notices of help wanted. Also, in the case of professional specialists, these individuals may have shops or a reputation that the characters can follow. There may also be guilds of certain professions that can act as a contact point for locating specialists.

Some of the most common kinds of hirelings that can be found are described in *Mercenaries*, page 41 and *Specialists*, page 43.

LIGHT, VISION, AND VISIBILITY

In the Dungeon

Characters usually bring a source of light with them on underground expeditions. Typical light sources enable normal vision within a 30' radius.

The adventuring equipment lists in *Equipment*, page 27 provide full information.

In the Wilderness

Characters can usually see for three miles around them in open terrain. This range may sometimes be reduced (e.g. in overgrown terrain such as a forest) or increased (e.g. looking out from the top of a mountain).

At Sea

On a clear day, land can be spotted at a distance of 24 miles. This may be reduced based on light and weather conditions.

Light and Surprise

Characters or monsters that carry a light in a dark environment are usually unable to surprise opponents (see *Encounters*, page 81), because the light gives them away.

Infravision

All non-human monsters and many demi-human races have infravision. Characters that have infravision can see the heat energy that radiates off of living things. Generally, living things become visible as bright tones, while cool items are grey and very cold objects are black. It is not possible to read in the dark with infravision, because fine detail cannot be perceived.

Infravision works within a limited range (60' for monsters) and only functions in darkness. Visible light (normal or magical) and large heat sources disrupt it.

LOSING DIRECTION

At Sea

Getting lost at sea is a serious risk. When in sight of land, the chance of getting lost is 2-in-6. Once out of sight of land, the chance of getting lost is 100%, unless a navigator is aboard—the chance of getting lost is then 2-in-6 per day.

In the Wilderness

Characters can confidently follow trails, roads, and other well-known landmarks without fear of becoming lost. However, when travelling through untracked wilderness, it is easy to lose direction. At the start of each day of travel, the GM rolls to determine if the group loses direction. The probability depends on the terrain being traversed:

- Clear, grasslands: 1-in-6.
- Barren lands, hills, mountains, woods: 2-in-6.
- Desert, jungle, swamp: 3-in-6.

Effects of Being Lost

If the roll indicates that the party is lost, the GM decides which direction they are actually travelling in. One option is to pick a direction

only slightly off course. For example, if the group intended to go south, they are actually headed southwest or west.

It may take some time for a lost party to realize that it is moving in the wrong direction.

MOVEMENT

See also: *Air Travel* (page 77), *Climbing* (page 80), *Swimming* (page 90), and *Water Travel* (page 91).

Each character has a base movement rate. The default is 120', but this may be modified by a character's class or by the amount of gear carried (if the optional *Encumbrance* rules on page 82 are used).

If the group wants to stay together, they may only move as quickly as the slowest character.

Dungeon Exploration

A character can move his or her movement rate in feet in one turn (see *Time*, page 90) when exploring unknown areas of a dungeon. This (very slow!) rate of movement takes account for the fact that PCs are exploring, watching their footing, mapping, and taking care to be quiet and to avoid obstacles.

When moving through dungeon areas they are familiar with, the GM may allow characters to move at a faster rate. For example, the GM may allow characters to move at three times their base movement rate, when moving through familiar areas. Thus, a character whose base movement rate is 120' could move 360' in a turn.

Movement in Encounters

During encounters, a character can move up to one third of his or her movement rate per round in feet (in the dungeon) or yards (in the wilderness). For example, a character whose base movement rate is 120' could move 40' per round during a dungeon encounter. Characters

may move at this rate for at most 60 rounds (one turn).

Running

During encounters, a character may choose to run at up to his or her full movement rate per round in feet (in the dungeon) or yards (in the wilderness). Characters may only move at this rate for 30 rounds before becoming exhausted: suffering a -2 penalty to attacks, damage, and Armor Class (AC is increased by 2). The penalties for exhaustion last until characters have rested for three full turns.

Clearly, it is not possible to maintain a map while running.

Overland Travel

When travelling in the wilderness, the distance a character can travel in a normal day's march is determined by dividing his or her base movement rate by five. This is the number of miles travelled in a day. For example, a character whose base movement rate is 120' could travel up to 24 miles in a day.

Some types of terrain modify travel speed:

- Broken lands, desert, forest, hills: 33% slower.
- Jungle, mountains, swamp: 50% slower.
- Maintained roads: 50% faster.

Forced March

If they need to travel further in one day, characters may engage in a forced march. A forced march is a day of hard, tiring, overland travel, but increases travel speed by 50%. For example, a character who can normally travel 24 miles in a day can travel 36 miles on a forced march. After a forced march, the characters must rest for a full day.

RESTING

In the Dungeon

Characters can explore, fight, or otherwise remain active for five turns before needing to rest for one turn.

In the Wilderness

During wilderness travel, characters must rest one day per six days of travel.

After a Forced March

After a forced march, characters must rest for a full day.

After Running

Characters that have been running for more than 30 rounds must rest for three full turns to recover.

Penalty for Not Resting

If characters press on without resting, they suffer a penalty of -1 to hit and damage rolls until they have rested for the required length of time. After running, this penalty is increased to -2 and additionally applied to Armor Class (AC is raised by 2).

RETAINERS

Retainers are NPCs that are hired by characters for extra hands during an adventure. Each character is limited to a finite number of retainers, as indicated by the character's Charisma score (see *Charisma*, page 7).

Retainers are not mindless slaves and, although they usually share the party's risks, they do not willingly act as battle fodder. If abused in any way, retainers typically warn others of this and the PCs soon find it difficult to hire other retainers.

Locating

A PC who wants to hire a retainer must first locate possible candidates. The PC might simply walk up to strangers in taverns, might contact adventurers' guilds, or might advertise by putting up fliers or by other means.

Hiring

Retainers are recruited through negotiation, with the GM playing the roles of the NPCs a character attempts to hire. The PC should explain what the job entails and the rates of pay: for example, a percentage of any treasure recovered or a flat rate of pay. The hiring PC must also typically pay for the retainer's daily upkeep (food and lodgings) and for any new adventuring gear, weapons, or mounts the retainer requires for the adventure.

Reactions

After an offer is made, the GM rolls 2d6 on the table below to decide the potential retainer's reaction. The roll is modified by the hiring character's CHA and the GM may apply a bonus or penalty, depending on the attractiveness of the deal (+1 or +2 for generous offers, -1 or -2 for poor offers).

2d6	Result
2 or less	Offer refused *
3-5	Offer refused
6-8	Roll again
9-11	Offer accepted
12 or more	Offer accepted **

* The potential retainer reacts so negatively to the offer that he or she spreads negative rumours about the PC, resulting in a -1 penalty on any further hiring reaction rolls while recruiting in the same town or area.

** The offer is accepted in very good spirits and the retainer's morale is increased by one.

Class and Level

Retainers can be of any class (including normal humans of level 0), but must be of equal or lower level to the PC who has hired them.

Morale

Retainers have a morale rating, determined by the hiring character's CHA (see *Charisma*, page 7). This rating may be adjusted at the GM's discretion: it may be increased if the PC has been particularly good to the retainer (e.g. repeatedly given additional treasure) or reduced if the PC has been cruel or contrary to his or her word.

To make a moral check, the GM rolls 2d6 and, if the result is lower than or equal to the retainer's morale rating, accounting for any adjustments, the roll has succeeded.

Morale rolls are made in two circumstances:

- Each time the retainer is exposed to a particularly perilous situation. If the roll fails, the retainer likely flees.
- At the end of an adventure. If the roll fails, the NPC will not work for the PC again.

Experience

Although retainers are "played" by the GM, they acquire experience in the same way PCs do, can advance in level, and are affected by all of the same class rules. Because retainers follow instructions when on an adventure, thus not directly engaging in problem solving, they suffer a penalty of -50% to XP.

SAVING THROWS

All characters and monsters can make saving throws to avoid the full effects of spells or certain attacks. Characters and monsters have a rating for each saving throw category (death ray or poison; magic wands; paralysis or turn to stone; dragon breath; rods, staves, or spells).

Saving throw tables for the standard classes (also used by monsters) are provided in *Standard Combat Charts* on page 97.

The appropriate saving throw to make and the effects of a success or failure are indicated in the description of the spell, monster attack, or adventure scenario.

Rolling a Saving Throw

When affected by a spell or attack form that requires a saving throw, the player or GM must roll 1d20. A result that is greater than or equal to the value listed for the saving throw is a success. A result of less than the listed value is a failure.

Successful Saves

A successful saving throw against an effect that causes damage means that the damage is halved. A successful saving throw against an effect that does not cause damage means the effect has been entirely avoided or negated.

Saves vs Poison

A failed save against poison is usually fatal. If a poisonous attack also inflicts damage, the damage is not affected by the success or failure of the saving throw.

Item Saving Throws

If a character is killed by a destructive spell or special attack (e.g. a lightning bolt spell or dragon's breath), his or her equipment is assumed to be destroyed. Magic items may be allowed a saving throw, using the character's saving throw values. Items that grant a bonus in combat (e.g. magical weapons and armor) may also apply this bonus to the saving throw.

SEARCHING

Dungeons often include hidden features and mechanisms such as secret doors and traps. Adventurers can spot these by searching. The player must declare the particular object or 10'

× 10' area to be searched. Searching takes one turn.

If a character is searching in the right location, there is a base 1-in-6 chance of finding a secret door or trap. (Some types of adventurer may have an increased chance.) The GM should always roll for the character searching, so that the player never knows if the roll failed or if there simply are no hidden features in the area searched.

Each character can only make one attempt to search any given object or 10' × 10' area.

STARVATION

If characters go for a full day or more without food or water, the GM may begin to apply penalties to attack rolls and movement rate, require more frequent rests, or even begin to deduct hit points, in extreme cases.

SWIMMING

Characters move at half their normal movement rate when swimming.

It is assumed that every character knows how to swim, unless there is some obvious reason why a character could not have learned.

Drowning

Characters that are encumbered, or in treacherous water conditions, have a probability of drowning at the GM's discretion. Heavily encumbered characters—wearing plate mail armor and/or carrying a large amount of treasure—likely have above a 90% chance of drowning. Characters carrying less treasure or wearing lighter armor may have as little as a 10% chance of drowning.

TIME

Aside from normal time increments (minutes, hours, days, and so on), the following special units are used in the game. In all matters of

time and movement, the GM is the final authority on what may be accomplished in a given period of time.

Turns

When in the dungeon, characters take actions in time increments called turns. One turn is equal to 10 minutes. Character actions that take one turn include looking for secret doors or traps in a 10' × 10' area (see *Searching*, page 89) or moving up to the party's full movement rate (see *Movement*, page 87).

Rounds

Rounds are ten seconds of game time each, so there are 60 rounds in a turn. Time is only measured in rounds during encounters, especially in combat (see *Encounters*, page 81 and *Basic Combat Procedure*, page 93).

TRAPS

Triggering

Each trap is triggered by a specific action (e.g. opening a door or walking over a particular area). Every time a character makes an action that could trigger a trap, there is a 2-in-6 chance of the trap being sprung. Some traps may be more or less likely to trigger, if the GM wishes.

Searching for Traps

Adventurers may choose to search objects or areas for traps. See *Searching*, page 89.

WANDERING MONSTERS

Besides the monsters specifically placed in certain regions of a dungeon or wilderness, the party may randomly encounter monsters on the move between areas. These are known as "wandering monsters". The chance of a random encounter occurring depends on the type of area being explored (e.g. dungeon region or level, type of wilderness terrain). Each type of

area should have its own table of wandering monsters that the GM rolls on when an encounter takes place.

In the Dungeon

The typical chance of encountering a wandering monster is 1-in-6, rolled every two turns. The chance of wandering monsters may be higher or lower in certain parts of the dungeon and the actions of the party can also affect this. For example, making a lot of noise or light should increase the chance, while resting quietly in an out-of-the-way location should decrease the chance.

In the Wilderness

It is usual to check for random encounters once per day, though the GM may make more checks: up to three or four per day. The chance of encounters depends on the terrain being explored:

- City, clear, grasslands, settled lands: 1-in-6.
- Aerial, barren, desert, forest, hills, ocean, river: 2-in-6.
- Jungle, mountains, swamp: 3-in-6.

Aquatic encounters may occur either on the open water or on land, if the party docks at some point during the day.

WATER TRAVEL

The distance travelled in a day is determined by the type of vessel being used and by the prevailing wind and water conditions.

When travelling upon rivers, the current may increase (moving downstream) or decrease (moving upstream) the distance travelled by 1d6+6 miles per day.

At sea, there are many possible conditions that might impact a vessel's movement rate. The GM should check conditions at the start of each day by rolling 2d6:

- A result of 2 means that the day is completely devoid of wind and a ship that is incapable of rowing cannot move all day.
- A result of 12 indicates a gale (see below).

Gales

During a gale, any vessel with sails can attempt to move with the wind to avoid damage. The vessel travels at three times its normal speed in a randomly determined direction. (The GM can roll 1d6, with 1 indicating the intended direction of travel, 2 indicating 60° to the right, 3 indicating 120° to the right, and so on.)

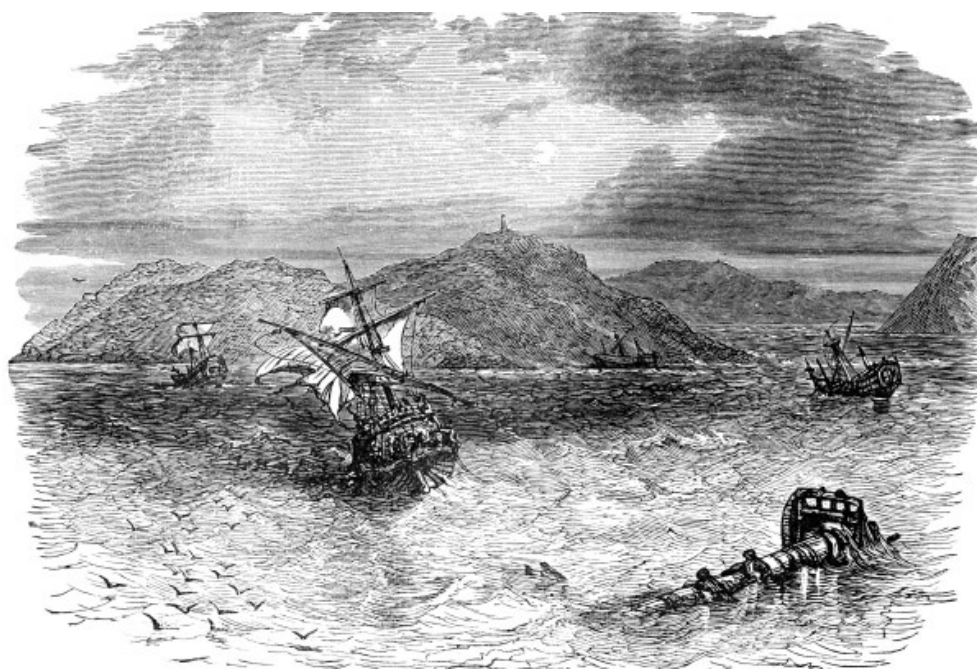
If the ship encounters land during this travel, there is a 75% chance of it wrecking against the shore.

Variable Wind Conditions (Optional Rule)

Groups that prefer a slightly more detailed system of sea travel may use the following chart that adds additional detail to the daily 2d6 roll to determine wind conditions.



2d6	Wind	Effect
2	No wind	Movement is only possible by oar. Oarsmen fatigued: movement reduced by one third.
3	Faint breeze	Movement rate reduced to one third normal.
4	Gentle breeze	Movement rate reduced to half normal.
5	Moderate breeze	Movement rate reduced to two thirds normal.
6-8	Fresh breeze	Normal movement rate.
9	Strong breeze	Movement rate increased by one third.
10	High wind	Movement rate increased by half.
11	Near gale	Movement rate doubled. 10% chance of taking on water (speed reduced by one third until repaired at a dock).
12	Gale	Movement rate tripled. See <i>Gales</i> , above.



Basic Combat Procedure

Sequence of Events

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

1. Characters that wish to cast a spell or perform a full retreat from melee must declare it.
2. Initiative: 1d6 is rolled by each opposing side.
3. The winner of initiative acts first:
 - a. The GM may check *Morale* (see page 96) for monsters.
 - b. Movements are made.
 - c. Missile attacks are made, accounting for DEX modifiers, cover, range, and magic adjustments.
 - d. Spells are cast and applicable saving throws are made.
 - e. Melee combat and other actions occur; attacks are made, accounting for STR modifiers and magic adjustments.
4. Other sides act through step 3, in order of initiative.
5. When all sides of a conflict have acted, the round is over. If the combat has not ended, the sequence begins again at step 1.

INITIATIVE

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

Tied Initiative

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

Two-Handed Weapons

Characters wielding two-handed melee weapons (and some missile weapons—as indicated in the equipment description) always act last in the round, as if they had lost initiative.

Individual Initiative (Optional Rule)

Instead of an initiative roll per side, a roll may be made for each individual PC or monster involved in a battle, modified by DEX. The GM may determine an initiative bonus or penalty for monsters that are very fast or slow, instead of applying a DEX modifier.

MOVEMENT IN COMBAT

With Another Action

A character can move up to one third of his or her normal movement rate every round and can also attack (if an enemy is within that distance) or perform another action (except spell casting) during a round.

Without Another Action

A character who performs no other action in a round may run, moving up to his or her full movement rate.

Retreating From Melee

When in melee with a foe, free movement is not so simple. Breaking away from melee is possible in two ways, as follows.

A **fighting retreat** allows a character to move backwards at up to half his or her encounter movement rate (i.e. one sixth of his or her base movement rate). However, there must be a clear path for this movement.

A **full retreat** occurs when a character moves backwards at a rate faster than half of his or her encounter movement rate. The character making the movement forfeits attacking this round and the opponent gains a +2 bonus to all attacks against the character this round. In addition, if the retreating character is carrying a shield, it does not apply to the character's Armor Class during the retreat.

ACTIONS IN ONE ROUND

Characters can generally move and perform one action in a round. The most common actions are attacking, casting a spell, or using an item that is easily to hand, but many other actions are possible and must be adjudicated by the GM. The GM has the final say on what can or cannot be done in one round. Note that, when casting a spell, the character cannot move as well.

ATTACKING

A character may attack if there is an enemy within striking range. Player characters can normally only attack once per round, but some monsters have multiple attacks.

RANGE FOR MELEE VS MISSILE ATTACKS

Melee attacks are possible when opponents are 5' or less from each other. Missile attacks are possible when opponents are more than 5' from one another.

ATTACK ROLLS

The player or GM rolls 1d20, modified by STR for melee attacks or DEX for missile attacks. The result is compared to the appropriate attack table (see *Standard Combat Charts*, page 97). A result that is equal to or above the attack value corresponding to the attacker's level or Hit Dice and the opponent's Armor Class results in a hit.

Natural 1s and 20s

- An attack roll of 20 always hits, unless the target cannot be harmed by the attack (e.g. a normal weapon used against a foe that can only be harmed by magic).
- An attack roll of 1 is always a miss.

DAMAGE ROLLS

Upon a successful attack, damage is inflicted, taking into account any bonuses or penalties. Player character attacks inflict 1d6 damage; monster attacks deal the damage indicated in the monster's description.

An attack that hits always deals at least one point of damage, even when damage modifiers reduce the number rolled to 0 or less.

A character or monster reduced to 0 hit points or less is killed.

Variable Weapon Damage (Optional Rule)

Some groups may prefer different weapons to inflict different amounts of damage. In this case, rather than rolling a flat 1d6 for all PC attacks, the die type indicated for the weapon in the equipment lists should be rolled.

Missile Weapon Ranges

All missile weapons have ranges that must be taken into account when trying to strike an opponent at a distance:

- If an opponent is within the distance listed for **short range**, the attacker gets a +1 to hit.
- There are no bonuses or penalties for striking an opponent at **medium range**.
- There is a penalty of -1 to strike an opponent at **long range**.
- If an opponent is further away than the long range listed, the missile weapon cannot hit that opponent.

CASTING A SPELL

Requirements

1. The caster must be able to speak and to move his or her hands, in order to bring a magic effect into being. As a result, a spell caster cannot cast spells if gagged, bound, or in an area of magical silence.
2. Spell casters may take no other actions (including movement!) during the same round they intend to cast a spell.
3. Unless otherwise noted in a spell's description, a spell caster must have the intended target (a specific monster, character, or area of effect) within visual range.

Disrupting Spells

If a spell caster loses initiative and is successfully attacked or fails a saving throw before his or her turn, the spell being cast is disrupted and fails. The spell is removed from the caster's memory as if it had been cast.

Other Combat Rules

ATTACKING FROM BEHIND

Attacks made on a character from behind ignore the influence of the attacked character's shield, if any.

BOARDING VESSELS

When the occupants of a vessel wish to board another vessel, there is a 2-in-6 chance of being able to successfully maneuver the vessel into a boarding position and clamp onto the other vessel with grappling hooks. If the occupants of both vessels wish to board one another, their mutual intent makes the action succeed with no chance of failure. Once crewmembers come into contact with one another, combat ensues following the standard combat rules. Characters that are in the act of boarding another vessel suffer a penalty of -2 to attack rolls and Armor Class for one round.

COVER

Cover is an important factor that can influence missile attacks. An attacker cannot hit an opponent that is entirely behind a barrier. If the target is only partly behind cover, the GM may apply attack penalties of between -1 and -4. For example, if a character were attempting to strike an opponent through a small window, the GM might call for a penalty of -4. If the opponent were only partly covered, such as by small furniture, the penalty might only be -1.

HELPLESS OPPONENTS

Helpless opponents, such as those sleeping, bound, magically frozen, etc., are automatically hit by any melee attacks in combat. Only a roll for damage is required.

MAGICAL MONSTERS

Some monsters may only be damaged by magical or silver weapons. The GM may, optionally, allow such monsters to also be harmed by attacks from:

- Another such monster.
- A monster with 5 HD or greater.

MORALE (Optional Rule)

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

Monsters have a listing for morale, rated from 2 to 12, that represents how likely they are to fight or flee when in an encounter. A score of 2 means the monster never fights (unless absolutely cornered) and a score of 12 means the monster fights until killed, with no morale check necessary in either case.

Morale Checks

The GM rolls 2d6 and, if the roll is higher than the morale of the monster, the check is a failure and the monster either surrenders or attempts a full retreat or a fighting retreat. If the result is equal to or lower than the morale score, a monster continues to fight.

When to Check Morale

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

1. When one side of the encounter first loses a member due to death.
2. When half the monsters are either killed or otherwise incapacitated.

If a monster makes two successful morale checks in an encounter, it fights until killed.

Adjustments to Morale

The GM may decide to apply bonuses or penalties to morale, with a range of -2 to +2, depending on the circumstances. For example, if one side of an encounter is losing or winning, they might receive a penalty or bonus to morale of -1 or +1, respectively.

Adjustments are never applied to monsters with a morale of 2 or 12.

Retainer Morale

Retainers signed up to work as adventurers, so are not frightened off at the first sign of danger. They only check morale in combat when confronted with extraordinary danger. See *Retainers*, page 88 for details.

MULTIPLE ATTACKERS

The GM should use discretion in determining how many attackers can strike at one opponent. Usually only two characters can fight side-by-side in a 10' wide hallway, unless all of the attackers are small.

NON-LETHAL COMBAT

Any characters that wish to subdue an opponent must announce that they are attacking without intent to kill. All hand weapons with a blade may be employed to deal blunt blows with the flat of the blade.

Combat and damage are calculated normally, noting how much damage is non-lethal, "subdual" damage. A character or monster that reaches 0 hit points due to subdual damage is knocked unconscious.

Monsters may only be subdued in this way at the GM's discretion.

UNARMED ATTACKS

Unarmed combat is the same as melee combat, but all damage is 1 to 2 + STR modifiers.

UNSTABLE SURFACES

Characters on an unstable surface, such as a ship in rough seas or riding a flying animal such as a griffon, are affected as follows:

- Spells cannot be cast because the intricate hand gestures are not possible in that shaky environment.
- Missile attacks suffer a penalty of -4 to hit.
- Magic items do not require the same concentration and gestures, and can be used as normal.

Note that magical means of flight (e.g. a magic broom, carpet, or the fly spell) generally provide a smooth ride and do not count as unstable.

WATER

Characters fighting in or beneath water should have a penalty applied to their attack rolls. Damage from successful hits should also be reduced. Most missile weapons do not work underwater.

Standard Combat Charts

Adventurer Attack Chart

Class and Level			Attack Roll to Hit AC												
Fighter Dwarf Elf Halfling	Cleric Thief	Magic-User	-3	-2	-1	0	1	2	3	4	5	6	7	8	9
1-3	1-4	1-5	20	20	20	19	18	17	16	15	14	13	12	11	10
4-6	5-8	6-10	20	19	18	17	16	15	14	13	12	11	10	9	8
7-9	9-12	11-15	17	16	15	14	13	12	11	10	9	8	7	6	5
10-12	13-16	16-20	15	14	13	12	11	10	9	8	7	6	5	4	3
13-15	17-20	21-25	13	12	11	10	9	8	7	6	5	4	3	2	2

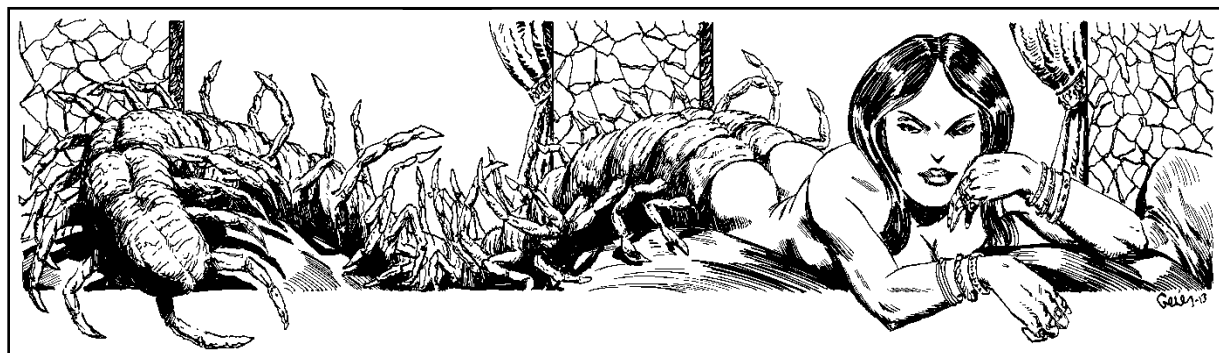


Monster Attack Chart

Monster Hit Dice	Attack Roll to Hit AC												
	-3	-2	-1	0	1	2	3	4	5	6	7	8	9
Up to 1	20	20	20	19	18	17	16	15	14	13	12	11	10
1+ to 2	20	20	19	18	17	16	15	14	13	12	11	10	9
2+ to 3	20	19	18	17	16	15	14	13	12	11	10	9	8
3+ to 4	19	18	17	16	15	14	13	12	11	10	9	8	7
4+ to 5	18	17	16	15	14	13	12	11	10	9	8	7	6
5+ to 6	17	16	15	14	13	12	11	10	9	8	7	6	5
6+ to 7	16	15	14	13	12	11	10	9	8	7	6	5	4
7+ to 9	15	14	13	12	11	10	9	8	7	6	5	4	3
9+ to 11	14	13	12	11	10	9	8	7	6	5	4	3	2
11+ to 13	13	12	11	10	9	8	7	6	5	4	3	2	2
13+ to 15	12	11	10	9	8	7	6	5	4	3	2	2	2
15+ to 17	11	10	9	8	7	6	5	4	3	2	2	2	2
17+ to 19	10	9	8	7	6	5	4	3	2	2	2	2	2
19+ to 21	9	8	7	6	5	4	3	2	2	2	2	2	2
21+ or more	8	7	6	5	4	3	2	2	2	2	2	2	2

Normal Human Attack Chart

Attack Roll to Hit AC												
-3	-2	-1	0	1	2	3	4	5	6	7	8	9
20	20	20	20	19	18	17	16	15	14	13	12	11



Cleric Saving Throw Chart

Level	Death Ray or Poison	Magic Wands	Paralysis or Turn to Stone	Dragon Breath	Rods, Staves, or Spells
1-4	11	12	14	16	15
5-8	9	10	12	14	12
9-12	6	7	9	11	9
13-16	3	5	7	8	7

Dwarf and Halfling Saving Throw Chart

Level	Death Ray or Poison	Magic Wands	Paralysis or Turn to Stone	Dragon Breath	Rods, Staves, or Spells
1-4	8	9	10	13	12
5-8	6	7	8	10	10
9-12	4	5	6	7	8
13-16	2	3	4	4	6

Elf Saving Throw Chart

Level	Death Ray or Poison	Magic Wands	Paralysis or Turn to Stone	Dragon Breath	Rods, Staves, or Spells
1-3	12	13	13	15	15
4-6	10	11	11	13	12
7-9	8	9	9	10	10
10	6	7	8	8	8

Fighter Saving Throw Chart

Level	Death Ray or Poison	Magic Wands	Paralysis or Turn to Stone	Dragon Breath	Rods, Staves, or Spells
1-3	12	13	14	15	16
4-6	10	11	12	13	14
7-9	8	9	10	10	12
10-12	6	7	8	8	10
13-15	4	5	6	5	8



Magic-User Saving Throw Chart

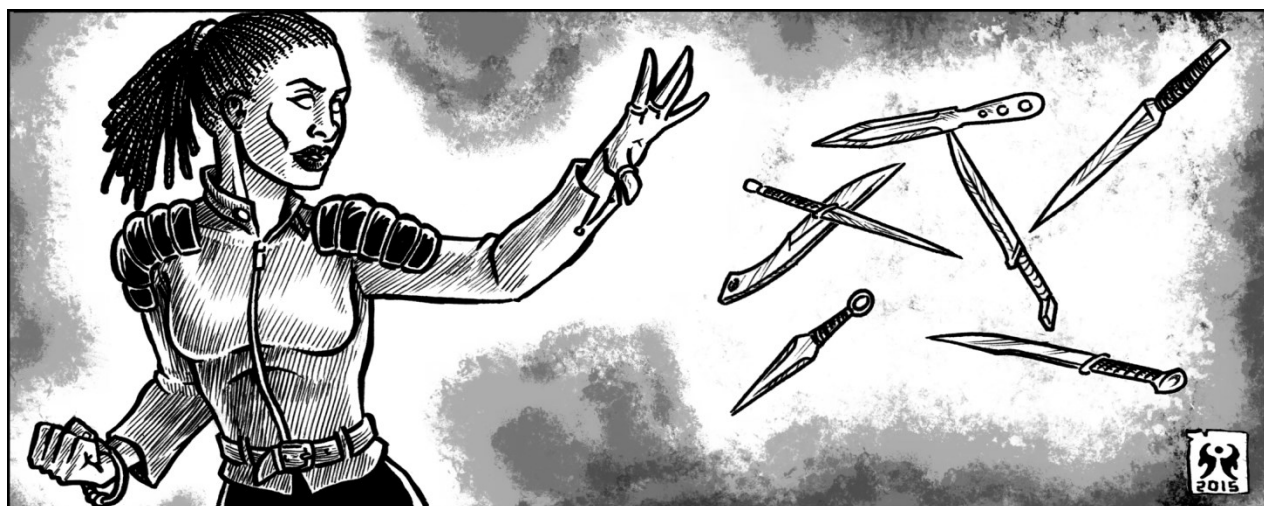
Level	Death Ray or Poison	Magic Wands	Paralysis or Turn to Stone	Dragon Breath	Rods, Staves, or Spells
1-5	13	14	13	16	15
6-10	11	12	11	14	12
11-15	8	9	8	11	8

Thief Saving Throw Chart

Level	Death Ray or Poison	Magic Wands	Paralysis or Turn to Stone	Dragon Breath	Rods, Staves, or Spells
1-4	13	14	13	16	15
5-8	12	13	11	14	13
9-12	10	11	9	12	10
13-16	8	9	7	10	8

Normal Human Saving Throw Chart

Death Ray or Poison	Magic Wands	Paralysis or Turn to Stone	Dragon Breath	Rods, Staves, or Spells
14	15	16	17	18



Magic Rules

SPELLS

Some character classes have the ability to memorize and cast magical spells. There are two types of magic: **divine magic**, that a deity or higher power grants, and **arcane magic** that is learned by esoteric study.

MEMORIZING SPELLS

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

Arcane spell casters memorize spells from spell books and are thus limited to choosing from the spells in their spell book that must be in hand.

Divine spell casters do not study from books, but instead receive the knowledge of how to cast spells through prayer to their gods. When praying for spells, divine spell casters have access to all spells in their class' spell list that they are of high enough level to cast.

Rest and Time Requirements

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

CASTING SPELLS

A memorized spell may be cast by precisely replicating the required set of hand gestures and mystical spoken words. When a spell is cast, knowledge of the spell is erased from the mind of the caster.

Spell Casting Constraints

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

When casting spells in combat, it is possible for spell casting to be disrupted. See *Disrupting Spells*, page 95.

REVERSIBLE SPELLS

Some spells are reversible; this is indicated in each spell's description.

For arcane spell casters, the normal or reversed form of a spell must be selected when the spell is memorized. An arcane spell caster may memorize both forms of a spell, if he or she is able to memorize more than one spell of the given level.

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

CUMULATIVE SPELL EFFECTS

Multiple spells cannot be used to increase the same ability (e.g. bonuses to attack rolls, Armor Class, damage rolls, saving throws, etc.). Spells that affect *different* abilities can be combined. In addition, spells can be combined with the effects of magical items.

SPELL BOOKS

Arcane spell casters record the spells that they know in a spell book (or set of spell books). A character's spell book contains exactly the number of spells that the character is capable

of memorizing. For example, a character who is able to memorize two 1st level spells and one 2nd level spell would have exactly that number of spells in his or her spell book.

Lost Spell Books

Sometimes a spell book is lost or destroyed. An arcane spell caster can rewrite the spells through research and memory at a cost of 1 week of game time and 1,000 gp for each spell level. For instance, if two first level spells and one 2nd level spell are replaced, it takes 4 weeks and 4,000 gp. This activity requires complete concentration and a character doing this work may not engage in any other activity for the time required.

Captured Spell Books

Each arcane spell caster's spell books are written in such a way that only the owner is able to read the spells without the use of *read magic*.

Beginning Spells

Arcane spell casters begin play with one 1st level spell in their spell book. The GM may choose this spell or may allow the player to select one.

Adding Spells

When an arcane spell caster gains a level, he or she may consult a wizard's guild or mentor to learn new spells. In this way, the character can add spells to his or her spell books, so that the books contain the same number of spells the character is able to cast. This process takes about a week of game time. (The spells a character learns in this way are determined by the GM, who may decide to let the player to choose.)

It is also possible to add spells to a spell book by means of *Magical Research* (see page 104).

MAGIC ITEMS

Identifying

Most magic items are not labelled, so characters must discover their exact properties through trial and error. Powerful wizards may be able to identify magic items, but it can take many weeks to do so. Alchemists are also able to identify some items, such as potions.

Using

In order to use a magic item, a character must follow the procedures indicated in the item's description. The item must be worn or held in the usual manner. Some magic items (e.g. an enchanted suit of armor) are always active, but others must be consciously activated—this requires a round of concentration so the character can do nothing else. Some items have special activation conditions, such as command words.

Charges

Some magic items have limited uses, called "charges". Each charge can be spent to bring about one instance of the item's magical effect. A character cannot know how many charges an item has and, when the charges are all spent, the item becomes a normal, non-magical object—it cannot be recharged.

Cursed Items

Cursed items, once possessed by a character, can only be disposed of if the curse is dispelled by magic. The owner of a cursed item does not believe the item is cursed and resists efforts to get rid of the item until the curse is dispelled.

Magic Weapons

Magic weapons follow the same class restrictions as normal weapons. A magic weapon has a "+" value, indicating the degree of its enchantment. This value is applied to attack and damage rolls using the weapon.

Cursed Weapons

Cursed weapons have the opposite effect, incurring penalties to attack and damage equal to the “+” value specified. The possessor of a cursed weapon prefers to use this weapon in combat above any other weapon.

Magic Armor

Magic armor follows the same class restrictions as normal armor. A suit of magical armor has a “+” value indicating its degree of enchantment. The wearer’s AC is improved (i.e. reduced) by the “+” value.

Magic armor is also lighter and less cumbersome than normal. When using the optional rule for encumbrance by weight carried (see *Encumbrance*, page 82), enchanted leather armor weighs 75 coins, chainmail 150 coins, and plate mail 200 coins.

Cursed Armor

Cursed armor appears to be armor +1, but actually has an Armor Class rating of 9. It has the same weight as normal, non-magical armor of the same type.

Potions

Most potions are found as a single dose that imbues the potion’s effects on one individual. Potions usually bear no label and vary in their appearance, aroma, etc. Even two potions of the same type differ. A potion may be identified by sampling a small amount.

Unless a potion’s description specifies otherwise, potions take effect in the same round as their consumption and last for 1d6+6 turns.

Mixing Potions

If a potion is consumed while the character is still under the effects of another potion, the effects of both potions are nullified and the

character becomes sick, unable to do anything for three turns.

Scrolls

Scrolls are pieces of parchment, imbued with potent magical writings. Simply pronouncing the words releases their power.

Some scrolls can be deciphered and read by any class, while others have restrictions. Scrolls that contain arcane spells can only be read by an arcane spell caster employing the spell read magic. Scrolls with divine spells can be read without special deciphering, but are usable only by divine spell casters.

Once a scroll is used, the magical writing disappears. (In the case of scrolls containing multiple spells, only the spell cast disappears.)

Rings

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

Cursed Rings

Cursed rings are always active. Their effects are not nullified, no matter how many other rings are worn.

Rods, Staves, and Wands

Rods are generally usable by characters of any class. Wands are only usable by arcane spell casters. Staves are only usable by spell casters—either divine or arcane, depending on the item.

These magic items generally have a limited number of “charges” that are spent to trigger the item’s magical effect. When found, a rod has 1d10 charges, a wand has 2d10 charges, and a staff has 3d10 charges.

MAGICAL RESEARCH

Creating New Spells

Spell casting characters of any level are able to research and create new spells. The player must describe in detail the kind of spell he or she wants to create and the effects it has. The GM then decides if the spell can be created and, if so, its spell level. The character must be capable of casting spells of the potential new spell's level; otherwise, the player must wait until the character attains a high enough level to research and cast the spell. If the character can create the spell, it takes two weeks of game time and 1,000 gp per spell level.

Magic Item Creation

A spell casting character of 9th level or higher may attempt to create magical items. Divine spell casters may only create items usable by their class, while arcane spell casters may create any item except those that may only be used by divine spell casters. The player should inform the GM of the item that he or she wishes to construct and the GM decides whether this is possible and, if so, what kinds of materials are required. Materials often include rare components such as expensive and hard to obtain gems or ingredients from rare animals and monsters. Often, the character is required to go on adventures just to acquire these materials.

Many magic items duplicate the effects of a spell, generally costing one week of game time and 500 gp per level of the mimicked spell. If the item created can replicate the spell effect multiple times (for example a wand with charges), the cost in time and money is multiplied by the number of uses.

Some magic items do not mimic spell effects precisely and for these the GM uses his or her discretion. The more powerful the item, the more difficult it should be to construct. As a

general rule, items should cost from 10,000 to 100,000 gp and from 1 month to 1 year of game time to complete. Some examples are: a dagger +1 (2 months, 10,000 gp), chainmail armor +1 (4 months, 10,000 gp), a displacer cloak (100,000 gp, 1 year).

Other Magical Research

Other kinds of magic effects—when a magic item or spell is not appropriate—may be researched. Creating magic traps, magical constructs, magical portals, or other effects need to be given a gp cost and time cost at the GM's discretion.

Chance of Failure

No attempt to create a magic item, spell, or other effect is guaranteed to succeed. There is a minimum probability of 15% that any such endeavour fails. This chance may be raised depending on the circumstances. The GM rolls for failure after the character has spent the money and time on the project—these are lost regardless of the result.



CHAPTER 4: BESTIARY



Monster Rules

HIGH-LEVEL SAVES

Some powerful monsters save as a fighter of greater than 14th level. In these cases, the monster's save values have been calculated by extrapolating the progression of the fighter saving throw chart to higher levels.

INFRAVISION

All non-human monsters have 60' infravision. (See *Light, Vision, and Visibility*, page 86)

PERSONS

Spells such as *charm person*, *hold person*, etc. only affect humanoids (including humans and demi-humans) of up to 4+1HD. Monsters in this book that are affected by these spells are: acolyte, bandit, berserker, brigand, buccaneer, bugbear, dervish, dwarf, elf, gnoll, gnome, goblin, halfling, hobgoblin, kobold, lizard man, medium, merchant, neanderthal, nixie, noble, normal human, ogre, orc, pirate, pixie, sprite, trader, troglodyte, veteran. Other monsters

may be affected at the game master's (GM's) judgement.

XP VALUE OF NPCs

Some monster entries make reference to non-player characters (NPCs) with levels in a specific character class. The XP values for such characters are not pre-calculated, as the exact value depends on several variable factors.

When awarding XP for defeated NPCs, the GM may use the following guidelines:

- The base Hit Dice are equal to the NPC's experience level.
- Spell casters are treated as having one special ability per two levels of spells they can cast (rounded up). For example, a character able to cast 1st, 2nd, and 3rd level spells would count as having two special abilities.
- Magic items in the possession of the character may be counted as special abilities, if they play a direct role in combat.

Stat Block Format

AC: Armor Class.

HD: Hit Dice. Roll this number of d8s to determine each individual's hit points.

- One or more asterisks after the HD number indicate the number of special abilities the monster has, for the purpose of XP calculation.
- Modifiers to the HD (e.g. +3, -1) are applied to the hit point total, after rolling the appropriate number of d8s.
- Some monsters are listed as having less than one HD, either as ½ (roll 1d4) or as a fixed number of hit points.
- The average hit point value is also listed, in parentheses.

Att: Attacks usable each round. Square brackets are used to distinguish between alternative attack routines that a monster can choose from.

SV: The monster's saving throw values: D=death/poison, W=wands, P=paralysis/petrification, B=breath attacks, S=spells/rods/staves. The equivalent character class and level are listed in parentheses afterwards (C=Cleric, D=Dwarf, E=Elf, F=Fighter, H=Halfling, MU=Magic-User, NH=Normal Human, T=Thief).

THACO: Value required "to hit AC 0". This value may optionally be used to resolve the monster's attack rolls, instead of referring to the attack chart based on its HD. To calculate the AC hit by an attack, subtract the result of the attack roll from the THACO score. For example, if a monster with THACO 12 makes an attack roll of 9, it hits AC 3 (12 - 9).

MV: Base movement rate; encounter movement rate in parentheses. If the monster has multiple modes of movement, they are listed individually, separated by slashes.

ML: Morale rating.

AL: Alignment. If "any" is listed, the GM may roll randomly or choose the creature's alignment.

XP: Pre-calculated XP award for defeating the monster.

NA: Number appearing. Two values are listed, the second in parentheses. These values are used as follows:

- Wandering (dungeon): The first value indicates the number of monsters encountered roaming in a dungeon level equal to their HD. If the listed value is zero, these monsters are not usually encountered in dungeons. If the monster is encountered on a level greater than its HD, the number appearing may be increased; if encountered on a level less than its HD, the number appearing should be reduced.
- Lair (dungeon): The second value lists the number of monsters found in a lair in a dungeon. If the listed value is zero, these monsters do not usually have lairs.
- Wandering (wilderness): The second value indicates the number of monsters encountered roaming in the wilderness. If the listed value is zero, these monsters are not usually encountered in the wilderness.
- Lair (wilderness): The second value multiplied by 5 indicates the number of monsters found in a lair in the wilderness. If the listed value is zero, these monsters are not usually encountered in the wilderness.

TT: Treasure type. The letter code used to determine the amount and type of treasure possessed by the monster(s) (see *Treasure*

Types, page 174). The letters listed are used as follows:

- **A to O:** Indicate a hoard: the sum wealth of a large monster or a community of smaller monsters. Such hoards are usually hidden in the lair. For monsters with a lair encounter size (see NA, above) of greater than 1d4, the amount of treasure in the hoard may be reduced, if the number of monsters is below average.
- **P to V:** If listed for an intelligent monster, indicate treasure carried by individuals (P to T) or a group (U, V). If listed for an unintelligent monster, indicates treasure from the bodies of its former victims.

Monsters



ACOLYTE

1st level clerics on a quest for their deity.

AC 2, HD 1 (4hp), Att 1 × mace (1d6), THAC0 19, MV 60' (20'), SV D11 W12 P14 B16 S15 (C1), ML 7, AL Any, XP 10, NA 1d8 (1d20), TT U

- **Leader:** Groups of 4+ are led by a higher level cleric (1d10: 1-4: 2nd level, 5-7: 3rd level, 8-9: 4th level, 10: 5th level). Choose or roll the leader's spells.

APE, WHITE

Albino, herbivorous, gorilla-like apes that live in caves and emerge at night to forage.

AC 6, HD 4 (18hp), Att 2 × claw (1d4) or 1 × thrown rock (1d6), THAC0 16, MV 120' (40'), SV D12 W13 P14 B15 S16 (F2), ML 7, AL Neutral, XP 75, NA 1d6 (2d4), TT None

- **Territorial:** Defend their lair with threats, and if this is ignored, violence.

BANDIT

NPC thieves that live by robbery.

AC 6, HD 1 (4hp), Att 1 × weapon (1d6 or by weapon), THAC0 19, MV 120' (40'), SV D13 W14 P13 B16 S15 (T1), ML 8, AL Neutral or Chaotic, XP 10, NA 1d8 (3d10), TT U (A)

- **Trickery:** Use disguise or trickery to surprise victims.
- **Leader:** May have a leader of 2nd level or higher (any human class).
- **Hoard:** Only have treasure type A when encountered in their wilderness lair.

BASILISK

10' long, serpentine lizards. Unintelligent, but highly magical. Dwell in caverns and twisted brambles.

AC 4, HD 6+1** (28hp), Att 1 × bite (1d10 + petrification), 1 × gaze (petrification), THAC0 13, MV 60' (20'), SV D10 W11 P12 B13 S14 (F6), ML 9, AL Neutral, XP 950, NA 1d6 (1d6), TT F

- **Surprise:** Characters surprised by a basilisk meet its gaze.
- **Petrifying touch:** Anyone touched by a basilisk is turned to stone (save vs petrify).
- **Petrifying gaze:** Anyone meeting a basilisk's gaze is turned to stone (save vs petrify). Unless averting eyes or

using a mirror, characters in melee are affected each round.

- **Averting eyes:** -4 penalty to-hit; the basilisk gains a +2 bonus to attack.
- **Mirrors:** The reflection of a basilisk is harmless. Fighting by looking in a mirror incurs a -1 penalty to attack. If a basilisk sees its own reflection (2-in-6 chance), it must save or be petrified.



BAT

Nocturnal, flying mammals that roost in caves or ruins.

- **Echolocation:** Unaffected by effects that impair, modify, or rely on sight. Blinded by *silence 15' radius*.

Giant Bat

Carnivorous bats that may attack adventurers, if hungry. 1-in-20 groups of giant bats are vampiric (see below).

AC 6, HD 2 (9hp), Att 1 × bite (1d4), THAC0 18, MV 30' (10') / 180' (60') flying, SV D12 W13 P14 B15 S16 (F1), ML 8, AL Neutral, XP 20, NA 1d10 (1d10), TT None

Giant Vampire Bat

AC 6, HD 2 (9hp), Att 1 × bite (1d4 + unconsciousness), THAC0 18, MV 30' (10') / 180' (60') flying, SV D12 W13 P14 B15 S16 (F1), ML 8, AL Neutral, XP 20, NA 1d10 (1d10), TT None

- **Unconsciousness:** For 1d10 rounds (*save vs paralysis*).
- **Blood drain:** A vampire bat may drain blood from an unconscious victim: 1d4 hit points of automatic damage per round. A victim killed by blood drain becomes undead (possibly a vampire) after 24 hours (*save vs spells*).

Normal Bat

AC 6, HD 1hp, Att 1 × swarm (confusion), THAC0 20, MV 9' (3') / 120' (40') flying, SV D14 W15 P16 B17 S18 (NH), ML 6, AL Neutral, XP 5, NA 1d100 (1d100), TT None

- **Swarm:** 10 bats can swarm around a character's head, causing confusion: -2 to hit rolls and saving throws; unable to cast spells.
- **Attacks:** As normal human.
- **Flighty:** Unless magically summoned or controlled, normal bats check morale every round.

BEAR

- **Bear hug:** If a victim is hit by both paws in the same round, the bear hugs for an extra 2d8 automatic damage.

Black Bear

6' tall; favor eating berries and roots.

AC 6, HD 4 (18hp), Att 2 × claw (1d3), 1 × bite (1d6), THAC0 16, MV 120' (40'), SV D12 W13 P14 B15 S16 (F2), ML 7, AL Neutral, XP 75, NA 1d4 (1d4), TT U

- **Defensive:** Adults protect their young with their lives, but otherwise only attack if cornered.
- **Camp raids:** Sometimes raid camps, for food (especially fish and sweet treats).

Cave Bear

Ferocious, 15' tall grizzly bears found in caves and Lost World settings. Omnivorous, but prefer meat, including humans.

AC 5, HD 7 (31hp), Att 2 × claw (1d8), 1 × bite (2d6), THACO 13, MV 120' (40'), SV D12 W13 P14 B15 S16 (F3), ML 9, AL Neutral, XP 450, NA 1d2 (1d2), TT V

- **Sense of smell:** Poor eyesight, but keen sense of smell. When hungry they follow tracks of blood by scent.

Grizzly Bear

Aggressive, 9' tall. Silver-tipped fur, brown or reddish brown in color. Live in forests and mountains. Favors eating meat.

AC 6, HD 5 (22hp), Att 2 × claw (1d4), 1 × bite (1d8), THACO 15, MV 120' (40'), SV D12 W13 P14 B15 S16 (F2), ML 8, AL Neutral, XP 175, NA 1 (1d4), TT U

Polar Bear

Aggressive, white-furred bears that stand 11' tall and live in cold regions. Favor eating fish.

AC 6, HD 6 (27hp), Att 2 × claw (1d6), 1 × bite (1d10), THACO 14, MV 120' (40'), SV D12 W13 P14 B15 S16 (F3), ML 8, AL Neutral, XP 275, NA 1 (1d2), TT U

- **Swimming:** Excellent swimmers.
- **Snow walk:** Wide paws allow running on the surface of snow without sinking.

BEETLE, GIANT

Fire Beetle

2½' long. Commonly found underground.

AC 4, HD 1+2 (6hp), Att 1 × bite (2d4), THACO 18, MV 120' (40'), SV D12 W13 P14 B15 S16 (F1), ML 7, AL Neutral, XP 15, NA 1d8 (2d6), TT None

- **Glowing nodules:** Three glowing glands (two above the eyes, one on the abdomen) cast light in a 10' radius. If removed, keep glowing for 1d6 days.

Oil Beetle

3' long, burrowing beetles sometimes encountered below ground.

AC 4, HD 2* (9hp), Att 1 × bite (1d6), 1 × oil spray (blistering), THACO 18, MV 120' (40'), SV D12 W13 P14 B15 S16 (F1), ML 8, AL Neutral, XP 25, NA 1d8 (2d6), TT None

- **Oil spray:** Use when attacked. Targets one opponent within 5'. A hit causes painful blistering: -2 to attack rolls for 24 hours. *Cure light wounds* can be used to cure this, instead of restoring hit points.

Tiger Beetle

Carnivorous, 4' long, tiger-striped beetles with powerful, crushing mandibles. Hunts robber flies, but sometimes eats humans.

AC 3, HD 3+1 (14hp), Att 1 × bite (2d6), THACO 16, MV 150' (50'), SV D12 W13 P14 B15 S16 (F1), ML 9, AL Neutral, XP 50, NA 1d6 (2d4), TT U

BERSERKER

Fighters that enter a rage in battle. They never take prisoners.

AC 7, HD 1+1* (5hp), Att 1 × weapon (1d8 or by weapon), THACO 18, MV 120' (40'), SV D12 W13 P14 B15 S16 (F1), ML 12, AL Neutral, XP 19, NA 1d6 (3d10), TT P (B)

- **Battle rage:** +2 to hit humans and similar humanoids (e.g. orcs, goblins). Rage sometimes makes them attack their allies.
- **Hoard:** Only have treasure type B when encountered in the wilderness.

BLACK PUDDING

Huge (5'-30' across), mindless blobs of amorphous black jelly. Driven by ravenous hunger.

AC 6, HD 10* (45hp), Att 1 × touch (3d8), THACO 11, MV 60' (20'), SV D10 W11 P12 B13 S14 (F5), ML 12, AL Neutral, XP 1,600, NA 1 (0), TT None

- **Immunity:** Only harmed by fire-based attacks.
- **Division:** Non-fire attacks (including spells) cause the pudding to divide. Each hit creates a 2HD pudding that does 1d8 damage.
- **Erode wood and metal:** Can dissolve wood or metal in one turn.
- **Cling:** Can move across walls and ceilings.
- **Seep:** Can squeeze through small holes and cracks.

BLINK DOG

Highly intelligent, dingo-like dogs that live in packs. Have the innate ability to blink in and out of existence.

AC 5, HD 4* (18hp), Att 1 × bite (1d6), THACO 16, MV 120' (40'), SV D10 W11 P12 B13 S14 (F4), ML 6, AL Lawful, XP 125, NA 1d6 (1d6), TT C

- **Blink:** In combat, teleport close to an enemy, attack, then reappear 1d4 × 10' away. If they have initiative, can blink away without the opponent being able to counter-attack.
- **Disappear:** If in serious danger, the pack can flee by entirely disappearing.
- **Hate warp beasts:** Always attack.

BOAR

Omnivorous wild boars that dwell primarily in forests. Can be irascible and dangerous, if disturbed.

AC 7, HD 3 (13hp), Att 1 × tusk (2d4), THACO 17, MV 150' (50'), SV D12 W13 P14 B15 S16 (F2), ML 9, AL Neutral, XP 35, NA 1d6 (1d6), TT None

BRIGAND

Outlaws and mercenaries that make a living by raiding settlements and attacking travellers.

AC 6, 4, or 3, HD 1 (4hp), Att 1 × weapon (1d6 or by weapon), THACO 19, MV 120' (40'), SV D12 W13 P14 B15 S16 (F1), ML 8, AL Chaotic, XP 10, NA 0 (1d4 × 10), TT A

- **Footmen:** Half the group has: leather armor, shield, sword, shortbow.
- **Cavalry:** The other half is mounted on riding horses and has: chainmail, shield, sword.
- **Leaders and commanders:** For every 20 brigands, there is a leader (2nd level fighter). For every 40 brigands, there is a commander (4th level fighter). Leaders ride war horses (with barding) and have: plate mail, sword, lance.
- **Fortified camps:** Bands commonly combine and live in a camp of 5d6 × 10 brigands.
- **Camp leaders:** Combined camps are led by a 9th level fighter, plus a 5th level fighter for every 50 brigands. Also 50% chance of a magic-user (level 1d3 + 8); 30% chance of a cleric (8th level).

BUCCANEER

Sailors that make a living by raiding coastal settlements and robbing other ships. Typically ply rivers, lakes, and coastal waters; occasionally oceans.

AC 7 or 5, HD 1 (4hp), Att 1 × weapon (1d6 or by weapon), THACO 19, MV 120' (40'), SV D12 W13 P14 B15 S16 (F1), ML 6, AL Neutral, XP 10, NA 0 (see below), TT A

- **Ships and crew:** Depends where encountered. Rivers or lakes: 1d8 river boats (1d2 × 10 buccaneers each); coastal waters: 1d6 small galleys (1d3+1 × 10 buccaneers each); any: 1d4 longships (1d3+2 × 10 buccaneers each); ocean: 1d3 small warships (1d5+3 × 10 buccaneers each). (See *Water Transportation*, page 34 for details on ships.)
- **Arms:** 60% of group have: leather armor, sword; 30% have: leather armor, sword, crossbow; 10% have: chainmail, sword, crossbow.
- **Leaders and captains:** For every 30 buccaneers, there is a 4th level fighter. Each ship has a captain (7th level fighter).
- **Fleet commander:** 9th level fighter. 30% chance of a magic-user (level 1d2 + 9); 25% chance of a cleric (8th level).
- **Treasure:** Divided between vessels. Instead of carrying aboard, may have a map to where it is buried.
- **Havens:** Lawless, fortified, coastal towns may act as a haven for buccaneers and pirates.

BUGBEAR

Large, hairy goblins with an ungainly gait. Favor attacking by surprise.

AC 5, HD 3+1 (14hp), Att 1 × weapon (2d4 or by weapon +1), THACO 16, MV 90' (30'), SV D12 W13 P14 B15 S16 (F3), ML 9, AL Chaotic, XP 50, NA 2d4 (5d4), TT B

- **Surprise:** On a 1-3, due to stealth.

CAECILIA

Gigantic (30' long), grey, worm-like amphibians, with huge, toothed maws.

AC 6, HD 6* (27hp), Att 1 × bite (1d8), THACO 14, MV 60' (20'), SV D12 W13 P14 B15 S16 (F3), ML 9, AL Neutral, XP 500, NA 1d3 (1d3), TT B

- **Swallow whole:** On an attack roll of 19 or more. Inside the monster's belly: suffer 1d8 damage per round (until the caecilia is killed); may attack with a dagger at -4 to hit; body digested in 6 turns after death.

CAMEL

*Irascible animals adapted to life in dry climates. Often used for transportation in deserts. (See *Land Transportation*, page 32)*

AC 7, HD 2 (9hp), Att 1 × bite (1), 1 × hoof (1d4), THACO 18, MV 150' (50'), SV D12 W13 P14 B15 S16 (F1), ML 7, AL Neutral, XP 20, NA 0 (2d4), TT None

- **Ill-tempered:** Bite or kick creatures in their way, including owners.
- **Water:** After drinking well, can survive 2 weeks without water.
- **Desert travel:** Move at full speed through broken lands and deserts.
- **Beast of burden:** Carry up to 3,000 coins unencumbered; up to 6,000 at half speed.
- **Charge attacks:** Are not possible, when mounted on a camel.

CARCASS CRAWLER

9' long, 3' high, many-legged, segmented worms with a ring of 2' long tentacles around their mouths.

AC 7, HD 3+1* (14hp), Att 8 × tentacle (paralysis), THACO 16, MV 120' (40'), SV D12 W13 P14 B15 S16 (F2), ML 9, AL Neutral, XP 75, NA 1d3 (1d3), TT B

- **Paralysis:** A hit by a tentacle causes paralysis for 2d4 turns (save vs

paralysis). Paralyzed victims are devoured if the crawler is left in peace.

- **Cling:** Can walk on walls and ceilings.

CAT, GREAT

Cautious hunters that usually avoid combat with humans unless starving or cornered. Great cats may be playful, but are quick to anger. They remain outdoors, rarely venturing deep underground.

- **Pursuit:** Always pursue prey that flees.
- **Favored prey:** Often develop a taste for a certain type of meat (this can include humans!), hunting that creature with preference.
- **Inquisitive:** May follow PCs out of curiosity.

Lion

Hunt in groups called "prides". Live in hot regions, typically in savannah or scrublands close to deserts.

AC 6, HD 5 (22hp), Att 2 × claw (1d4+1), 1 × bite (1d10), THACO 15, MV 150' (50'), SV D12 W13 P14 B15 S16 (F3), ML 9, AL Neutral, XP 175, NA 1d4 (1d8), TT U

Mountain Lion

Have yellow-brown fur and favor mountains, deserts, and forests. Will occasionally venture into dungeons.

AC 6, HD 3+2 (15hp), Att 2 × claw (1d3), 1 × bite (1d6), THACO 16, MV 150' (50'), SV D12 W13 P14 B15 S16 (F2), ML 8, AL Neutral, XP 50, NA 1d4 (1d4), TT U

Panther

High-speed hunters that live in plains and forests.

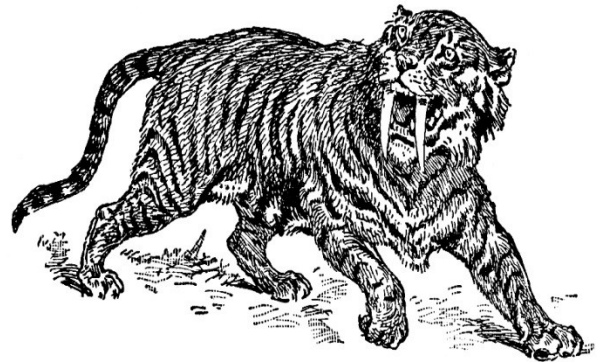
AC 4, HD 4 (18hp), Att 2 × claw (1d4), 1 × bite (1d8), THACO 16, MV 210' (70'), SV D12 W13

P14 B15 S16 (F2), ML 8, AL Neutral, XP 75, NA 1d2 (1d6), TT U

Sabre-Toothed Tiger

Huge, aggressive cats with foot-long fangs. Normally only found in Lost World regions.

AC 6, HD 8 (36hp), Att 2 × claw (1d8), 1 × bite (2d8), THACO 12, MV 150' (50'), SV D10 W11 P12 B13 S14 (F4), ML 10, AL Neutral, XP 650, NA 1d4 (1d4), TT V



Tiger

Large, solitary hunters with striped camouflage markings. Favor woodlands and cooler regions.

AC 6, HD 6 (27hp), Att 2 × claw (1d6), 1 × bite (2d6), THACO 14, MV 150' (50'), SV D12 W13 P14 B15 S16 (F3), ML 9, AL Neutral, XP 275, NA 1 (1d3), TT U

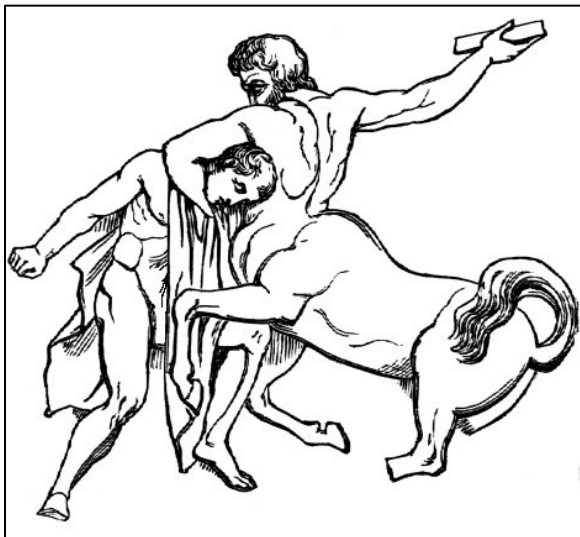
- **Surprise:** On a 1-4, in woodland, due to camouflage.

CAVE LOCUST

2-3' long, herbivorous, giant crickets that dwell in caverns.

AC 4, HD 2 (9hp), Att 1 × bite (1d2) or 1 × jump (1d4) or 1 × spit (stench), THACO 18, MV 60' (20') / 180' (60') flying, SV D12 W13 P14 B15 S16 (F2), ML 5, AL Neutral, XP 20, NA 2d10 (1d10), TT None

- **Blend in with stone:** May be overlooked or mistaken for statues, due to their stony coloration.
- **Shriek:** If attacked or frightened, shriek to warn others. This may attract wandering monsters (20% chance per round).
- **Jump:** Very skittish. If attacked, usually flee by jumping up to 60' then flying away. 50% chance of jumping at a random opponent, in that case treat the jump as an attack.
- **Spit:** Used defensively. 10' range. Target treated as AC 9. The affected character is covered in stinking spittle: unable to act for 1 turn (**save vs poison**). Until the goo is washed off, others that come within 5' must also **save vs poison** or be violently sick.
- **Poison immunity:** Immune to yellow mould and most poisons, due to their habit of eating fungi.



CENTAUR

Fantastic creatures with the legs and body of a horse, and the upper body and head of a human. Live in small family or tribal groups, in wild meadows and isolated forests.

AC 5, HD 4 (18hp), Att 2 × hoof (1d6), 1 × weapon (1d6 or by weapon), THACO 16, MV

180' (60'), SV D10 W11 P12 B13 S14 (F4), ML 8, AL Neutral, XP 75, NA 0 (2d10), TT A

- **Weapons:** Bows, clubs, lances.
- **Lair:** Hidden in dense woods, along twisting, guarded paths.
- **Females and young:** Normally remain in the lair. Flee if attacked. Young have 2HD and make 2 hoof attacks (1d2) and 1 weapon attack (1d4 or by weapon).

CENTIPEDE, GIANT

1' long centipedes that dwell in dark, damp locations.

AC 9, HD ½ (2hp), Att 1 × bite (poison), THACO 19, MV 60' (20'), SV D14 W15 P16 B17 S18 (NH), ML 7, AL Neutral, XP 5, NA 2d4 (1d8), TT None

- **Poison:** Causes victims to become horribly sick for ten days (**save versus poison**): no physical activity possible except half speed movement.

CHIMERA

Horrific, hybrid monstrosities with the forequarters of a lion, the hindquarters of a goat, the wings of a dragon, and three heads: goat, lion, and dragon. Dwell in wild, hilly areas, or sometimes in dungeons.

AC 4, HD 9** (40hp), Att 2 × claw (1d3), goat: 1 × gore (2d4), lion: 1 × bite (2d4), dragon: 1 × bite (3d4) or 1 × breath (3d6), THACO 12, MV 120' (40') / 180' (60') flying, SV D8 W9 P10 B10 S12 (F9), ML 9, AL Chaotic, XP 2,300, NA 1d2 (1d4), TT F

- **Attack pattern:** Dragon head: 50% chance of breath attack, otherwise bites.
- **Breath weapon:** Cone of fire: end 10' wide, 50' long. Can be used up to three times per day.

COCKATRICE

Small, magical, bird/reptile hybrids with long serpent tails and the head, legs, and wings of a cockerel. Live in all environments.

AC 6, HD 5** (22hp), Att 1 × beak (1d6 + petrification), THACO 15, MV 90' (30') / 180' (60') flying, SV D10 W11 P12 B13 S14 (F5), ML 7, AL Neutral, XP 425, NA 1d4 (1d8), TT D

- **Petrification:** Anyone touched is turned to stone (save vs petrify).

CRAB, GIANT



Unintelligent crustaceans that lurk in coastal waters and creep along beaches. Cannot swim.

AC 2, HD 3 (13hp), Att 2 × pincer (2d6), THACO 17, MV 60' (20'), SV D12 W13 P14 B15 S16 (F2), ML 7, AL Neutral, XP 35, NA 1d2 (1d6), TT None

- **Ravenous:** Attack any moving creature.

CROCODILE

Large reptiles that are ungainly on land and live primarily in water, lurking just beneath the surface of subtropical swamps and lazy rivers. If hungry, attack any creatures that venture into the water.

- **Feeding frenzy:** Attracted to the scent of blood or violent movement in the water.

Giant Crocodile

More than 50' long. Usually encountered in Lost World regions. Will attack small ships.

AC 1, HD 15 (67hp), Att 1 × bite (3d8), THACO 9, MV 90' (30') / 90' (30') swimming, SV D8 W9 P10 B10 S12 (F8), ML 9, AL Neutral, XP 1,350, NA 0 (1d3), TT None

Large Crocodile

20' or more long. May attack small watercraft (canoes, rafts).

AC 3, HD 6 (27hp), Att 1 × bite (2d8), THACO 14, MV 90' (30') / 90' (30') swimming, SV D12 W13 P14 B15 S16 (F3), ML 7, AL Neutral, XP 275, NA 0 (1d4), TT None

Normal Crocodile

AC 5, HD 2 (9hp), Att 1 × bite (1d8), THACO 18, MV 90' (30') / 90' (30') swimming, SV D12 W13 P14 B15 S16 (F1), ML 7, AL Neutral, XP 20, NA 0 (1d8), TT None

CYCLOPS

20' tall humanoids with a single, central eye. Dwell in caves, alone or in small groups. Cultivate grapes and raise sheep.

AC 5, HD 13* (58hp), Att 1 × club (3d10) or 1 × rock (3d6), THACO 10, MV 90' (30'), SV D4 W5 P6 B5 S8 (F13), ML 9, AL Chaotic, XP 2,300, NA 1 (1d4), TT E + 5,000gp

- **Attack penalty:** -2 penalty on all hit rolls, due to limited depth perception.
- **Rock throwing:** Up to 200'.
- **Slow-witted:** Can be tricked by clever PCs.
- **Curse:** 1-in-20 cyclops can cast curse once a week (see *Reversed: Curse*, page 70).

DERVISH

Fanatically religious, nomadic people that wander steppes and desert regions, living in tents.

AC 6 or 4, HD 1 (4hp), Att 1 × weapon (1d6 or by weapon), THACO 19, MV 120' (40'), SV D12 W13 P14 B15 S16 (F1), ML 10, AL Lawful, XP 10, NA 0 (1d6+1 × 10), TT A

- **Mounted:** On warhorses.
- **Arms:** 50% of group have: leather armor, shield, lance; 25% have: leather armor, shield, shortbow, sword; 25% have: chainmail, shield, lance.
- **Camps:** Groups commonly combine and live in a camp or tribe of up to 300 dervishes, plus women, children, and animals. 25% chance of a wood or brick enclosure.
- **Camp leaders:** Led by 10th level cleric.
- **Intolerant:** Of other religious views.
- **Holy war:** Occasionally wage war against other religious factions. Will slay people of a different faith, or take them prisoner. Prisoners must convert; otherwise killed or used as slaves. Characters of Lawful alignment may be asked to join the holy war. Dervishes are highly suspicious of those that refuse (without good reason).

Note: Dervishes' equipment is adapted from the 1979 Advanced rules.

DJINNI (LESSER)

Highly magical, free-willed, intelligent beings from the elemental plane of air. Tall humanoids wreathed in clouds.

AC 5, HD 7+1 (32hp), Att 1 × fists (2d8), magic, THACO 12, MV 90' (30') / 240' (80') flying, SV D4 W5 P6 B5 S8 (F14), ML 12, AL Neutral, XP 450, NA 1 (1), TT None

- **Mundane damage immunity:** Can only be harmed by magical attacks.
- **Magic powers:** Each can be used three times per day:
 - **Whirlwind form:** 5 rounds to transform (or change back). 70' tall, 20' wide at top, 10' wide at base. Moves at 120' (40'). 2d6 damage to all in path. Creatures with less than 2HD swept aside (**save vs death**).
 - **Gaseous form**
 - **Invisibility**
 - **Illusion:** Visual and audial. No concentration required. Remains until touched or dispelled.
 - **Create food and drink:** For 12 humans and mounts for one day.
 - **Conjure metallic objects:** Up to 1,000 coins weight. Temporary: hardness determines duration (gold: 1 day; iron: 1 round).
 - **Conjure soft goods / wooden objects:** Up to 1,000 coins weight. Permanent.
- **Carrying capacity:** 6,000 coins without fatigue. Up to 12,000 coins for 3 turns walking / 1 turn flying. Must rest 1 turn afterwards.
- **If killed:** Returns to the plane of air.

DOPPELGÄNGER

Intelligent, human-sized shape-shifters of wicked character and highly magical nature.

AC 5, HD 4* (18hp), Att 1 × bite (1d12), THACO 16, MV 90' (30'), SV D6 W7 P8 B8 S10 (F10), ML 10, AL Chaotic, XP 125, NA 1d6 (1d6), TT E

- **Shape stealing:** Can adopt the form of any human-like creature (7' tall or less) observed. Then proceed to attack the person mimicked.
- **Trickery:** Will attempt to kill a PC, take on his or her role, then attack the party by surprise (e.g. during a battle).



- **Reversion:** If killed, reverts to its original form.
- **Spell immunity:** Unaffected by sleep and charm spells.

DRAGON

A proud, ancient race of gigantic, carnivorous, winged reptiles. There are many subspecies of dragon that are distinguished by the color of their scales. All dragons are egg-layers and hoard treasure in their lairs, far from areas of human civilization.

- **Behavior:** Chaotic dragons usually try to eat humans, but may sometimes capture them. Neutral dragons may attack or ignore humans. Lawful dragons may aid parties worthy of the honor.
- **Pride:** Dragons are immensely proud creatures and always listen to flattery.
- **Attack pattern:** A dragon always attacks first with its breath weapon, then either breathes again or makes melee attacks (equal chance of either).
- **Breath weapon:** Can be used up to three times per day. All caught in the area suffer damage equal to the dragon's current hit points (save vs breath for half). Shapes of breath weapon:

- **Cloud:** 50' long, 40' wide, 20' high.
- **Cone:** 2' wide at the mouth, 30' wide at far end.
- **Line:** 5' wide along whole length.

- **Energy immunity:** Unharmed by their own breath weapon or lesser versions thereof. Automatically save versus similar attack forms. (For example, a red dragon is immune to flaming oil and suffers half damage from fire ball spells.)
- **Language and spells:** Some dragons are able to speak (their own tongue plus Common). The chance is listed by subspecies. Those that can speak can also cast randomly selected magic-user spells (number and level of spells listed by subspecies).
- **Sleeping:** The chance of a dragon being asleep when encountered on the ground is listed by subspecies. A sleeping dragon may be attacked for one round with a +2 bonus to hit. Dragons may sometimes pretend to be asleep!
- **Subduing:** Will surrender if reduced to 0 hp by non-lethal attacks (see *Non-Lethal Combat*, page 96), admitting that it has been defeated. (Subdual damage does not reduce the damage done by the breath weapon.) A subdued dragon attempts to escape or attack its captors, if the opportunity presents itself or if given a suicidal command. A subdued dragon may be sold for at most 1,000gp per hit point.
- **Age:** The following stats describe dragons of average size. Younger dragons may have up to 3 HD less and $\frac{1}{4}$ or $\frac{1}{2}$ as much treasure. Older dragons may have up to 3 HD more and twice as much treasure.
- **Lairs:** A dragon's treasure is always kept in its well-hidden lair and is seldom unguarded.

Black Dragon

Dwell in swamps and marshes.

AC 2, HD 7** (31hp), Att 2 × claw (1d4 + 1), 1 × bite (2d10) or breath, THACO 13, MV 90' (30') / 240' (80') flying, SV D8 W9 P10 B10 S12 (F7), ML 8, AL Chaotic, XP 1,250, NA 1d4 (1d4), TT H

- **Breath weapon:** 60' long line of acid.
- **Language and spells:** 20%; 4 × 1st level.
- **Sleeping:** 40%.

Blue Dragon

Favor open plains and deserts.

AC 0, HD 9** (40hp), Att 2 × claw (1d6 + 1), 1 × bite (3d10) or breath, THACO 12, MV 90' (30') / 240' (80') flying, SV D8 W9 P10 B10 S12 (F9), ML 9, AL Neutral, XP 2,300, NA 1d4 (1d4), TT H

- **Breath weapon:** 100' long line of lightning.
- **Language and spells:** 40%; 4 × 1st level, 4 × 2nd level.
- **Sleeping:** 20%.

Gold Dragon

May be encountered in any terrain, often in the guise of a person or animal.

AC -2, HD 11** (49hp), Att 2 × claw (2d4), 1 × bite (6d6) or breath, THACO 11, MV 90' (30') / 240' (80') flying, SV D6 W7 P8 B8 S10 (F11), ML 10, AL Lawful, XP 2,700, NA 1d4 (1d4), TT H

- **Breath weapon:** 90' long cone of fire or cloud of chlorine gas.
- **Language and spells:** 100%; 4 × 1st level, 4 × 2nd level, 4 × 3rd level.

- **Sleeping:** 5%.
- **Shape changing:** May take on the form of a person or animal.

Green Dragon

Lair in jungles and forests.

AC 1, HD 8** (36hp), Att 2 × claw (1d6), 1 × bite (3d8) or breath, THACO 12, MV 90' (30') / 240' (80') flying, SV D8 W9 P10 B10 S12 (F8), ML 9, AL Chaotic, XP 1,750, NA 1d4 (1d4), TT H

- **Breath weapon:** Cloud of chlorine gas.
- **Language and spells:** 30%; 3 × 1st level, 3 × 2nd level.
- **Sleeping:** 30%.

Red Dragon

Dwell in hills and mountains.

AC -1, HD 10** (45hp), Att 2 × claw (1d8), 1 × bite (4d8) or breath, THACO 11, MV 90' (30') / 240' (80') flying, SV D6

W7 P8 B8 S10 (F10), ML 10, AL Chaotic, XP 2,300, NA 1d4 (1d4), TT H

- **Breath weapon:** 90' long cone of fire.
- **Language and spells:** 50%; 3 × 1st level, 3 × 2nd level, 3 × 3rd level.
- **Sleeping:** 10%.

Sea Dragon

Intelligent, aquatic dragons with green scales, fin-like wings, and a yellowish crest. Dwell in the depths of the ocean, inhabiting caverns or shipwrecks. Sometimes attack vessels to steal their treasure and eat the crew.



AC 1, HD 8** (36hp), Att 1 × bite (3d8) or breath, THACO 12, MV 180' (60') swimming / 180' (60') gliding, SV D8 W9 P10 B10 S12 (F8), ML 9, AL Neutral, XP 1,750, NA 0 (1d4), TT H

- **Breath weapon:** Poison spittle, 100' range, 20' diameter. **Save vs breath** or die. (Poison is harmless after 1 round.)
- **Language and spells:** 20%; 3 × 1st level, 3 × 2nd level.
- **Sleeping:** 30%.
- **Gliding:** Leap out of the water and glide for up to 6 rounds.

Note: The sleeping percentage is extrapolated from dragons of like HD.

White Dragon

Found in cold regions.

AC 3, HD 6** (27hp), Att 2 × claw (1d4), 1 × bite (2d8) or breath, THACO 14, MV 90' (30') / 240' (80') flying, SV D10 W11 P12 B13 S14 (F6), ML 8, AL Neutral, XP 725, NA 1d4 (1d4), TT H

- **Breath weapon:** 80' long cone of cold.
- **Language and spells:** 10%; 3 × 1st level.
- **Sleeping:** 50%.

DRAGON TURTLE

Gargantuan sea monsters with the body and hard shell of a turtle and the head, tail, and legs of a dragon. Lurk in huge caves in the depths of the ocean, only rarely coming to the surface.

AC -2, HD 30 (135hp), Att 2 × claw (1d8), 1 × bite (1d6 × 10) or breath, THACO 5, MV 30' (10') / 90' (30') swimming, SV D4 W5 P6 B5 S8 (F15), ML 10, AL Chaotic, XP 4,750, NA 0 (1), TT H

- **Breath weapon:** 90' long, 30' wide cloud of steam. Can be used up to three times per day. All caught in the area suffer damage equal to the dragon

turtle's current hit points (**save vs breath** for half).

- **Mistaken for island:** When floating, can be mistaken for a small island.
- **Attack ships:** Sometimes try to destroy ships and eat the crew by surfacing below.
- **Treasure:** From sunken ships.



DRIVER ANT

Giant (6' long), omnivorous, black ants.

AC 3, HD 4* (18hp), Att 1 × bite (2d6), THACO 16, MV 180' (60'), SV D12 W13 P14 B15 S16 (F2), ML 7 (12 in melee), AL Neutral, XP 125, NA 2d4 (4d6), TT U (see below)

- **Rapacious:** Consume everything in their path, when hungry.
- **Morale:** Attack relentlessly, once engaged in melee (morale 12). Will even pursue through flames.
- **Miners:** Lair may (30% chance) contain 1d10 × 1,000gp worth of gold nuggets.

DRYAD

Shy, peaceful, yet wary tree spirits that can manifest as beautiful female humanoids. Live in deep forests.

AC 5, HD 2* (9hp), Att 1 × magic (charm), THACO 18, MV 120' (40'), SV D10 W11 P12 B13 S14 (F4), ML 6, AL Neutral, XP 25, NA 0 (1d6), TT D

- **Bound with tree:** Spiritually connected with a single tree. Dryad dies if the

tree dies, or if separated by more than 240'.

- **Meld with tree:** Can disappear by joining with her tree.
- **Defensive:** Distrustful of strangers. Attempt to charm anyone who approaches or follows.
- **Charm:** Victim compelled to approach the tree, vanishes inside it (**save versus spells with -2 penalty**). If not immediately rescued, the victim is lost forever.
- **Treasure:** Hidden in roots of the tree.

DWARF

Short, stocky, bearded demi-humans that dwell in mountains and subterranean realms.

AC 4, HD 1 (4hp), Att 1 × weapon (1d8 or by weapon), THACO 19, MV 60' (20'), SV D8 W9 P10 B13 S12 (D1), ML 8 (10 with leader), AL Lawful or Neutral, XP 10, NA 1d6 (5d8), TT G

- **Leader:** A leader of level 1d6 + 2 is present for every 20 dwarves. The leader may have magic items: 5% chance per level for each magic item table (except Scrolls and Wands/Staves/Rods – see *Magic Items*, pages 192 and 196).
- **Hate goblins:** Normally attack on sight.

EFREETI (LESSER)

Highly magical, free-willed, intelligent beings from the elemental plane of fire. Manifest as giant men with demonic faces and an aura of heat and smoke. Solidify out of billowing smoke clouds.

AC 3, HD 10* (45hp), Att 1 × fists (2d8), magic, THACO 11, MV 90' (30') / 240' (80') flying, SV D4 W5 P6 B5 S8 (F15), ML 12, AL Chaotic, XP 1,600, NA 1 (1), TT None

- **Mundane damage immunity:** Can only be harmed by magical attacks.

- **Magic powers:** Each can be used three times per day:

- **Pillar of flame:** Transform into a column of fire for up to 3 rounds. Flammable items within 5' are ignited. Attacks do additional 1d8 damage (3d8 total).
- **Invisibility**
- **Illusion:** Visual and aural. No concentration required. Remains until touched or dispelled.
- **Create wall of fire**
- **Create food and drink:** For 12 humans and mounts for one day.
- **Conjure metallic objects:** Up to 1,000 coins weight. Temporary: hardness determines duration (gold: 1 day; iron: 1 round).
- **Conjure soft goods / wooden objects:** Up to 1,000 coins weight. Permanent.

- **Carrying capacity:** Up to 10,000 coins (flying).
- **Hate djinn:** Attack on sight.
- **Bound servitor:** Efrete summoning spells can be researched by high-level magic-users. Can be bound to servitude for 101 days. Efrete are treacherous and follow commands to the letter while subverting the intent.

ELEMENTAL

Beings formed of pure, elemental matter (air, earth, fire, or water) that can be summoned from their plane of origin to serve a magic-user.

There are three power levels of elemental. Each is typically summoned by different means:

- **Lesser:** AC 2, HD 8, Dmg 1d8, SV D8 W9 P10 B10 S12 (F8). (Summoned by magic staff.)
- **Intermediate:** AC 0, HD 12, Dmg 2d8, SV D6 W7 P8 B8 S10 (F12). (Summoned by magic device.)

- **Greater:** AC -2, HD 16, Dmg 3d8, SV D2 W3 P4 B3 S6 (F16). (Summoned by spell.)

Air Elemental

Huge vortexes of whirling air.

AC 2/0/-2, HD 8/12/16 (36/54/72hp), Att 1 × blow (1d8/2d8/3d8), THACO 12/10/8, MV 360' (120') flying, SV Fighter 8/12/16, ML 10, AL Neutral, XP 650/1,100/1,350, NA 1 (1), TT None

- **Size:** 16' tall, 4' across / 24' tall, 6' across / 32' tall, 8' across.
- **Whirlwind:** Creatures with less than 2HD swept aside (save vs death).
- **Mundane damage immunity:** Can only be harmed by magical attacks.
- **Harm flying creatures:** Inflict extra 1d8 damage.

Earth Elemental

Huge, humanoid figures of earth or stone.

AC 2/0/-2, HD 8/12/16 (36/54/72hp), Att 1 × blow (1d8/2d8/3d8), THACO 12/10/8, MV 60' (20'), SV Fighter 8/12/16, ML 10, AL Neutral, XP 650/1,100/1,350, NA 1 (1), TT None

- **Size:** 8' tall / 12' tall / 16' tall.
- **Blocked by water:** Cannot cross a channel wider than own height.
- **Mundane damage immunity:** Can only be harmed by magical attacks.
- **Harm creatures on the ground:** Inflict extra 1d8 damage.

Fire Elemental

Whirling columns of fire

AC 2/0/-2, HD 8/12/16 (36/54/72hp), Att 1 × blow (1d8/2d8/3d8), THACO 12/10/8, MV 120' (40'), SV Fighter 8/12/16, ML 10, AL Neutral, XP 650/1,100/1,350, NA 1 (1), TT None

- **Size:** 8' tall, 8' across / 12' tall, 12' across / 16' tall, 16' across.
- **Blocked by water:** Cannot cross a channel wider than own diameter.
- **Mundane damage immunity:** Can only be harmed by magical attacks.
- **Harm cold-based creatures:** Inflict extra 1d8 damage.

Water Elemental

Huge waves of water.

AC 2/0/-2, HD 8/12/16 (36/54/72hp), Att 1 × blow (1d8/2d8/3d8), THACO 12/10/8, MV 60' (20') / 180' (60') swimming, SV Fighter 8/12/16, ML 10, AL Neutral, XP 650/1,100/1,350, NA 1 (1), TT None

- **Size:** 4' tall, 16' across / 6' tall, 24' across / 8' tall, 32' across.
- **Water-bound:** Must remain within 60' of water.
- **Mundane damage immunity:** Can only be harmed by magical attacks.
- **Harm creatures in water:** Inflict extra 1d8 damage.

ELEPHANT

Massive, tusked animals that dwell near subtropical forests. Wandering individuals or complete herds may be encountered.

AC 5, HD 9 (40hp), Att 2 × tusk (2d4) or 1 × trample (4d8), THACO 12, MV 120' (40'), SV D10 W11 P12 B13 S14 (F5), ML 8, AL Neutral, XP 900, NA 0 (1d20), TT Tusks

- **Charge:** In first round of combat, when not in melee. Requires clear run of at least 20 yards. Tusks inflict double damage.
- **Trample:** 3-in-4 chance of trampling each round. +4 to-hit human-sized or smaller creatures.
- **Ivory:** Each tusk is worth 1d6 × 100gp.

ELF

Slender, fey demi-humans with pointed ears. Live in harmony with nature, in beautiful natural settings.

AC 5, HD 1+1* (5hp), Att 1 × weapon (1d8 or by weapon), THACO 18, MV 120' (40'), SV D12 W13 P13 B15 S15 (E1), ML 8 (10 with leader), AL Neutral, XP 19, NA 1d4 (2d12), TT E

- **Spells:** Each individual has one random 1st level magic-user spell (see *Magic-User Spell List*, page 51).
- **Leader:** Groups of 15+ are led by an elf of level 1d6 + 1. The leader may have magical items: 5% chance per level for each magic item table (see *Magic Items*, page 176).

FERRET, GIANT

3' long ferrets that hunt giant rats in their burrows. Sometimes kept by humans for this aptitude.

AC 5, HD 1+1 (5hp), Att 1 × bite (1d8), THACO 18, MV 150' (50'), SV D12 W13 P14 B15 S16 (F1), ML 8, AL Neutral, XP 15, NA 1d8 (1d12), TT None

- **Volatile:** Unpredictable temper; may turn on trainers or other people.

FISH, GIANT

Giant Bass

Shy; only attack when seeing a bite-size (halfling-size or smaller) morsel close by.

AC 7, HD 2 (9hp), Att 1 × bite (1d6), THACO 18, MV 120' (40'), SV D12 W13 P14 B15 S16 (F1), ML 8, AL Neutral, XP 20, NA 0 (2d4), TT None

Note: In the original Expert rules, the giant bass is only mentioned inside the nixie monster description. Here, it has been adapted to a

full monster, referring to a later edition of the game for the descriptive details.

Giant Catfish

15' long, pale white. Four feelers beside the mouth. Lurk in the mud at the bottom of rivers and lakes. Will attack creatures on the bottom or swimming above.

AC 4, HD 8+3 (39hp), Att 1 × bite (2d8), 4 × feeler (1d4), THACO 12, MV 90' (30'), SV D10 W11 P12 B13 S14 (F4), ML 8, AL Neutral, XP 650, NA 0 (1d2), TT None

Giant Piranha

5' long piranhas with black and green scales. Live in rivers (occasionally lakes) and attack anything in the water.

AC 6, HD 3+3 (16hp), Att 1 × bite (1d8), THACO 16, MV 150' (50'), SV D12 W13 P14 B15 S16 (F2), ML 7, AL Neutral, XP 50, NA 0 (2d4), TT None

- **Surround opponents:** A target can be attacked by up to 8 giant piranhas.
- **Morale:** When blood is in the water, do not check morale.

Giant Rockfish

Spiny fish with lumpy, rock-like skin. Live in saltwater shallows. Normally passive, but highly aggressive if disturbed.

AC 7, HD 5+5* (27hp), Att 4 × spine (1d4 + poison), THACO 14, MV 180' (60'), SV D12 W13 P14 B15 S16 (F3), ML 8, AL Neutral, XP 400, NA 0 (2d4), TT None

- **Camouflage:** 70% chance of being mistaken for a rock or coral formation.
- **Grasping:** If mistaken for a rock and grasped, all 4 spines automatically hit.
- **Poison:** Causes death (save vs poison).

Giant Sturgeon

Huge (nearly 30' long), aggressive fish with armor plating.

AC 0, HD 10+2* (47hp), Att 1 × bite (2d10), THACO 11, MV 180' (60'), SV D10 W11 P12 B13 S14 (F5), ML 9, AL Neutral, XP 1,600, NA 0 (1), TT None

- **Swallow whole:** On an attack roll of 18 or more. Inside the fish's belly: suffer 2d6 damage per round (until the fish dies); **save vs death** or be paralysed; may attack with sharp weapons at -4 to hit (inside belly has AC 7); body digested 6 turns after death.



GARGOYLE

Magical monsters that look like hideous, horned, winged statues. Semi-intelligent and possessed of a great cunning.

AC 5, HD 4 (18hp), Att 2 × claw (1d3), 1 × bite (1d6), 1 × horn (1d4), THACO 16, MV 90' (30') / 150' (50') flying, SV D8 W9 P10 B10 S12 (F8), ML 11, AL Chaotic, XP 75, NA 1d6 (2d4), TT C

- **Blend in with stone:** May be overlooked or mistaken for inanimate statues.
- **Guardians:** Almost always attack when approached.
- **Mundane damage immunity:** Can only be harmed by magical attacks.

- **Spell immunity:** Unaffected by sleep or charm spells.

GELATINOUS CUBE

10' cubes of transparent jelly. Move through dungeons, absorbing debris and living creatures they come across.

AC 8, HD 4* (18hp), Att 1 × touch (2d4 + paralysis), THACO 16, MV 60' (20'), SV D12 W13 P14 B15 S16 (F2), ML 12, AL Neutral, XP 125, NA 1 (0), TT V

- **Surprise:** On a roll of 1-4, due to near-invisibility.
- **Paralysis:** For 2d4 turns (**save vs paralysis**).
- **Energy immunity:** Unharmed by cold or lightning.
- **Embedded items:** Indigestible items (e.g. gems, coins) are carried around inside the cube.

GHOUL

Grotesque, animalistic, undead humans that crave the flesh of the living.

AC 6, HD 2* (9hp), Att 2 × claw (1d3 + paralysis), 1 × bite (1d3 + paralysis), THACO 18, MV 90' (30'), SV D12 W13 P14 B15 S16 (F2), ML 9, AL Chaotic, XP 25, NA 1d6 (2d8), TT B

- **Paralysis:** For 2d4 turns (**save vs paralysis**). Elves and creatures larger than ogres are unaffected. After paralyzing a target, ghouls attack others.
- **Undead:** Make no noise, until they attack. Immune to effects that affect

living creatures (e.g. poison). Immune to mind-affecting or mind-reading spells (e.g. *charm, hold, sleep*).

GIANT

Cloud Giant

Aggressive, 20' tall humanoids with skin and hair ranging from grey to white. Dress in pale robes.

AC 4, HD 12+3 (57hp), Att 1 × weapon (6d6) or 1 × boulder (3d6), THACO 10, MV 120' (40'), SV D6 W7 P8 B8 S10 (F12), ML 10, AL Neutral, XP 1,100, NA 1d2 (1d3), TT E + 5,000gp

- **Keen sight and smell:** Only surprised on a 1.
- **Boulder throwing:** Up to 200'.
- **Castle:** Built into mountain-sides or floating on cloud banks.
- **Guardians:** 3d6 giant hawks or 6d6 dire wolves (only in mountains).
- **Hate intruders:** May block mountain passes to ensure isolation.

Fire Giant

16' tall humanoids with black hair and red skin. Dress in armor fashioned from golden metals (brass, bronze, copper). Dwell in places of extreme heat (e.g. near volcanoes).

AC 4, HD 11+2 (51hp), Att 1 × weapon (5d6) or 1 × boulder (3d6), THACO 10, MV 120' (40'), SV D6 W7 P8 B8 S10 (F11), ML 9, AL Chaotic, XP 1,100, NA 1d2 (1d3), TT E + 5,000gp

- **Boulder throwing:** Up to 200'.
- **Fire immunity:** Unharmed by fire.
- **Castle:** Black, low-walled. Made of baked mud and raw iron.
- **Guardians:** 20% chance of 1d3 hydras, 3d6 hellhounds otherwise.

Frost Giant

18' tall humanoids with pale skin and pale hair (yellow or blue hued). Dress in furs or iron armor. Males have long beards.

AC 4, HD 10+1 (46hp), Att 1 × weapon (4d6) or 1 × boulder (3d6), THACO 11, MV 120' (40'), SV D6 W7 P8 B8 S10 (F10), ML 9, AL Chaotic, XP 900, NA 1d2 (1d4), TT E + 5,000gp

- **Boulder throwing:** Up to 200'.
- **Cold immunity:** Unharmed by cold-based attacks.
- **Castle:** High upon snowy mountains.
- **Guardians:** 20% chance of 3d6 polar bears, 6d6 wolves otherwise.

Hill Giant

Hairy, brutish, 12' tall humanoids of low intelligence. Dwell in foothills. Known to attack human settlements to steal food.

AC 4, HD 8 (36hp), Att 1 × weapon (2d8), THACO 12, MV 120' (40'), SV D8 W9 P10 B10 S12 (F8), ML 8, AL Chaotic, XP 650, NA 1d4 (2d4), TT E + 5,000gp

- **Weapons:** Wield giant clubs and spears.

Stone Giant

14' tall humanoids with stone-like, grey skin. Dwell in natural caverns or primitive huts built of stone.

AC 4, HD 9 (40hp), Att 1 × weapon (3d6) or 1 × boulder (3d6), THACO 12, MV 120' (40'), SV D8 W9 P10 B10 S12 (F9), ML 9, AL Neutral, XP 900, NA 1d2 (1d6), TT E + 5,000gp

- **Weapons:** Stone clubs made from huge stalactites.
- **Boulder throwing:** Up to 300'.
- **Guardians:** 50% chance of 1d4 cave bears.

Storm Giant

22' tall humanoids with bronze-hued skin and garish hair (red or yellow).

AC 2, HD 15 (67hp), Att 1 × weapon (8d6), 1 × lightning bolt, THACO 9, MV 150' (50'), SV D4 W5 P6 B5 S8 (F15), ML 10, AL Lawful, XP 1350, NA 1 (1d3), TT E + 5,000gp

- **Summon storm:** Takes 1 turn.
- **Lightning bolts:** In a storm, may throw lightning once per 5 rounds: 60' long, 5' wide; inflicts damage equal to the giant's current hit point total (**save vs spells** for half damage); bounces off of hard surfaces in its path.
- **Lightning immunity:** Unharmed by lightning. Enjoy basking in storms.
- **Castle:** High among mountain peaks, atop banks of clouds, or in deep waters.
- **Guardians:** 2d4 griffons. Underwater: 3d6 giant crabs.

GNOLL

Lazy, humanoid hyenas of low intelligence that live by intimidation and theft. Legends say that gnolls were magically created by a wizard who crossbred gnomes and trolls.

AC 5, HD 2 (9hp), Att 1 × weapon (2d4 or by weapon + 1), THACO 18, MV 90' (30'), SV D12 W13 P14 B15 S16 (F2), ML 8, AL Chaotic, XP 20 (leader: 35), NA 1d6 (3d6), TT D

- **Leader:** Groups of 20+ are led by a gnoll with 3HD (16hp).

GNOME

Short demi-humans with long noses and beards. Smaller cousins of dwarves, whom they get along with. Prefer to live in burrows in non-mountainous country.

AC 5, HD 1 (4hp), Att 1 × weapon (1d6 or by weapon), THACO 19, MV 60' (20'), SV D8 W9 P10 B13 S12 (D1), ML 8 (10 in sight of leader or

chieftain), AL Lawful or Neutral, XP 10, (leader: 20, bodyguard: 35, chieftain: 75), NA 1d8 (5d8), TT C

- **Weapons:** Typically use warhammers and crossbows.
- **Infravision:** 90'.
- **Leader:** A 2HD (11hp) leader is present for every 20 gnomes.
- **Clan chieftain and bodyguards:** A 4HD (18hp) chieftain and 1d6 3HD (1d4 + 9hp) bodyguards live in the gnome lair. The chieftain gains a +1 bonus to damage.
- **Hate kobolds:** Normally attack on sight.
- **Mines and machines:** Love machinery, mining, gold, and gems. May make foolish decisions to obtain precious items. War with goblins and kobolds over precious metals.

GOBLIN

Small, grotesque humanoids with pallid, earth-colored skin and glowing, red eyes. Dwell underground.

AC 6, HD 1-1 (3hp), Att 1 × weapon (1d6 or by weapon), THACO 19, MV 60' (20'), SV D14 W15 P16 B17 S18 (NH), ML 7 (9 with king), AL Chaotic, XP 5 (bodyguard: 20, king: 35), NA 2d4 (6d10), TT R (C)

- **Infravision:** 90'.
- **Hate the sun:** -1 to-hit in full daylight.
- **Wolf riders:** 20% of goblin groups encountered have wolf riders: ¼ of the group mounted on dire wolves.
- **Hate dwarves:** Attack on sight.
- **Goblin king and bodyguards:** A 3HD (15hp) king and 2d6 2HD (2d6hp) bodyguards live in the goblin lair. They do not suffer attack penalties in daylight. The king gains a +1 bonus to damage.
- **Hoard:** Only have treasure type C when encountered in the wilderness or in their lair.

GOLEM

Artificial beings constructed from different materials by mighty clerics or wizards.

- **Mundane damage immunity:** Can only be harmed by magical attacks.
- **Immunity:** Unharmed by gas; unaffected by *charm*, *hold*, and *sleep* spells.
- **Other materials:** Golems formed of other materials are also possible.
- **Constructing:** A very complex, expensive, and time-consuming process.

Amber Golem

Constructed in the form of giant cats (e.g. lions or tigers).

AC 6, HD 10** (45hp), Att 2 × claw (2d6), 1 × bite (2d10), THACO 11, MV 180' (60'), SV D10 W11 P12 B13 S14 (F5), ML 12, AL Neutral, XP 2,300, NA 1 (1), TT None

- **Tracking:** Without error.
- **Detect invisible creatures:** Within 60'.

Bone Golem

6' tall constructs of human bone, crafted into a humanoid shape. Have four arms, attached at different places on the torso.

AC 2, HD 8 (36hp), Att 2 or 4 × weapon (1d6 or by weapon), THACO 12, MV 120' (40'), SV D10 W11 P12 B13 S14 (F4), ML 12, AL Neutral, XP 650, NA 1 (1), TT None

- **Weapons:** 4×1-handed or 2×2-handed.
- **Attack multiple opponents:** Up to 2 per round.
- **Energy immunity:** Unharmed by fire, cold, and electricity.

Bronze Golem

Bronze constructs that resemble fire giants, possessing a great internal heat.

AC 0, HD 20** (90hp), Att 1 × fist (3d10 + 1d10 heat), THACO 6, MV 240' (80'), SV D6 W7 P8 B8 S10 (F10), ML 12, AL Neutral, XP 4,300, NA 1 (1), TT None

- **Flaming blood:** If damaged by an edged weapon, emits a spurt of liquid fire: attacker suffers 2d6 damage (save vs death to avoid).
- **Fire immunity:** Unharmed by fire.

Wood Golem

3' tall, roughly constructed, humanoid figures of wood.

AC 7, HD 2+2 (11hp), Att 1 × fist (1d8), THACO 17, MV 120' (40'), SV D12 W13 P14 B15 S16 (F1), ML 12, AL Neutral, XP 25, NA 1 (1), TT None

- **Initiative:** -1 penalty due to stiff movement.
- **Flammable:** -2 to saves against fire attacks; suffers one extra point of damage per die.

GORGON

Magical monsters that resemble iron-scaled bulls. Dwell in plains or foothills.

AC 2, HD 8* (36hp), Att 1 × gore (2d6) or 1 × breath (petrify), THACO 12, MV 120' (40'), SV D8 W9 P10 B10 S12 (F8), ML 8, AL Chaotic, XP 1,200, NA 1d2 (1d4), TT E

- **Charge:** When not in melee. Requires a clear run of at least 20 yards. Gore inflicts double damage.
- **Petrifying breath:** Cloud 60' long, 10' wide. All in the cloud are turned to stone (save vs petrify to avoid). Unharmed by own breath.

GREY OOZE

Slimy horrors that lurk on stone surfaces or among boulders.

AC 8, HD 3* (13hp), Att 1 × touch (2d8), THACO 17, MV 10' (3'), SV D12 W13 P14 B15 S16 (F2), ML 12, AL Neutral, XP 50, NA 1 (1), TT None

- **Blend in with stone:** Difficult to tell apart from wet stone.
- **Acid:** After a successful attack, sticks to the victim and exudes acid. The acid destroys normal armor immediately and inflicts 2d8 damage per round. (Magic armor is dissolved in one turn.)
- **Energy immunity:** Unharmed by cold or fire.

GREEN SLIME

Dripping, green slime that clings to walls and ceilings.

AC No hit roll required, HD 2* (9hp), Att 1 × touch (consume flesh), THACO 18, MV 3' (1'), SV D12 W13 P14 B15 S16 (F1), ML 12, AL Neutral, XP 25, NA 1 (0), TT None

- **Surprise:** Drops down on surprised characters from above.
- **Acid:** When in contact with a victim, sticks on and exudes acid. The acid destroys wood or metal (including armor) in 6 rounds, but cannot affect stone.
- **Consume flesh:** Once in contact with flesh for 6 rounds, the victim is turned into green slime in a further 1d4 rounds.
- **Removing:** Once stuck on a victim, can only be removed by fire. This inflicts half damage to the victim and half to the slime.
- **Immunity:** Unharmed by all attacks except cold or fire.

GRIFFON

Large, rapacious predators combining the features of an eagle (head, wings, front claws) and a lion. Prey on horses.

AC 5, HD 7 (13hp), Att 2 × claw (1d4), 1 × bite (2d8), THACO 13, MV 120' (40') / 360' (120') flying, SV D10 W11 P12 B13 S14 (F4), ML 8, AL Neutral, XP 450, NA 0 (2d8), TT E

- **Attack horses:** Within 120', unless a morale check is passed.
- **Defend nest:** Attack if it is approached.
- **Taming:** Captured young can be trained as loyal mounts. Their fierce nature cannot be trained out: they still instinctively attack horses.

HALFLING

Diminutive, furry-footed demi-humans that dwell in small villages (30-300 inhabitants).

AC 7, HD 1-1 (3hp), Att 1 × weapon (1d6 or by weapon), THACO 19, MV 90' (30'), SV D8 W9 P10 B13 S12 (H1), ML 7, AL Lawful, XP 5 (guard: 20), NA 3d6 (5d8), TT V (B)

- **Leader and militia:** Villages are led by a halfling of level 1d6 + 1. A militia of 5d4 2HD guards is also present.
- **Hoard:** Only have treasure type B when encountered in the wilderness.

HARPY

Hideous hags with the wings and lower bodies of giant eagles. Use their song to lure victims to their doom.

AC 7, HD 3* (13hp), Att 2 × claw (1d4), 1 × weapon (1d6 or by weapon), 1 × song (charm), THACO 17, MV 60' (20') / 150' (50') flying, SV D12 W13 P14 B15 S16 (F3), ML 7, AL Chaotic, XP 50, NA 1d6 (2d4), TT C

- **Charm:** Anyone who hears the song of a group of harpies must **save versus spells** or be charmed: move towards the harpies (resisting those that try to prevent it); defend the harpies; obey the harpies' commands (if understood); unable to cast spells or use magic

items; unable to harm the harpies. A character who saves is unaffected for the rest of the encounter. Killing the harpies breaks the charm.

- **Magic resistance:** +2 to all saving throws.



HAWK

Birds of prey that drift on high currents of air and hunt prey on the ground.

- **Swoop:** Can dive onto victims visible from above. If the victim is surprised, the attack inflicts double damage. On an attack roll of 18 or more, the victim can be carried away (if of appropriate size).
- **Trainable:** Can be trained as guards or hunting animals.

Giant Hawk

As big as a great dog. If hungry, may attack humans or similar-sized creatures.

AC 6, HD 3+3 (16hp), Att 1 × talons or beak (1d6), THACO 16, MV 450' (150') flying, SV D12 W13 P14 B15 S16 (F2), , ML 8, AL Neutral, XP 50, NA 0 (1d3), TT None

- **Carry prey:** Up to halfling-sized.

Normal Hawk

Small birds of prey. Will only attack humans if they appear defenceless.

AC 8, HD ½ (2hp), Att 1 × talons or beak (1d2), THACO 19, MV 480' (160') flying, SV D14 W15 P16 B17 S18 (NH), ML 7, AL Neutral, XP 5, NA 0 (1d6), TT None

HELLHOUND

Monstrous, cunning, and very intelligent hounds, the size of a small pony. Breathe fire and love heat. Dwell in dungeons or near volcanoes.

AC 4, HD 3 to 7*, Att 1 × bite (1d6) or 1 × breath (1d6 per HD), THACO By HD (17 to 13), MV 120' (40'), SV Fighter of equal HD, ML 9, AL Chaotic, XP 50/125/300/500/850, NA 2d4 (2d4), TT C

- **Fire breath:** 2-in-6 chance per round of breathing fire. One target. **Save vs breath** for half damage.
- **Fire immunity:** Unharmed by non-magical fire.
- **Detect invisible:** 75% chance per round. 60' range.
- **Pets:** Sometimes found with other creatures with an affinity for fire.

HERD ANIMAL

Wild animals that live in large, grazing herds. The exact type depends on the terrain.

- **Stampede:** Herds of 20 or more can trample those in their path. 3-in-4 chance each round. +4 to-hit human-sized or smaller creatures. 1d20 damage.

- **Males:** In groups of 3 or more, only 1-in-4 are males. These have 1d4 extra hit points and protect the herd.
- **Females and young:** Flee from danger. Females do not have a butt attack. Young have half normal hit points.

Large Herd Animal

For example: elk or moose.

AC 7, HD 4 (18hp), Att 1 × butt (1d8), THACO 16, MV 240' (80'), SV D12 W13 P14 B15 S16 (F2), ML 5, AL Neutral, XP 75, NA 0 (3d10), TT None

Medium Herd Animal

For example: caribou or oxen.

AC 7, HD 3 (13hp), Att 1 × butt (1d6), THACO 17, MV 240' (80'), SV D12 W13 P14 B15 S16 (F2), ML 5, AL Neutral, XP 35, NA 0 (3d10), TT None

Small Herd Animal

For example: antelope, deer, goats.

AC 7, HD 1 to 2 (4/9hp), Att 1 × butt (1d4), THACO 19/18, MV 240' (80'), SV D12 W13 P14 B15 S16 (F1), ML 5, AL Neutral, XP 10/20, NA 0 (3d10), TT None

HIPPOGRIFF

Fantastic creatures combining the features of a giant eagle (head and forequarters) and a horse. Nest among craggy rocks.

AC 5, HD 3+1 (14hp), Att 2 × claw (1d6), 1 × bite (1d10), THACO 16, MV 180' (60') / 360' (120') flying, SV D12 W13 P14 B15 S16 (F2), ML 8, AL Neutral, XP 50, NA 0 (2d8), TT None

- **Hate pegasi:** Will usually attack.
- **Mount:** Can carry a human-sized rider.
- **Taming:** Can be trained as mounts.

HOBGOBLIN

Larger and nastier relatives of goblins. Dwell underground, but commonly seek prey above ground.

AC 6, HD 1+1 (5hp), Att 1 × weapon (1d8 or by weapon), THACO 18, MV 90' (30'), SV D12 W13 P14 B15 S16 (F1), ML 8 (10 with king), AL Chaotic, XP 15 (bodyguard: 75, king: 175), NA 1d6 (4d6), TT D

- **Hobgoblin king and bodyguards:** A 5HD (22hp) king and 1d4 4HD (3d6hp) bodyguards live in the hobgoblin lair. The king gains a +2 bonus to damage rolls. A thoul may sometimes be found among the king's bodyguards.

HORSE

Herd animals that are often used for transportation. (See Land Transportation, page 32.) Many different domesticated breeds exist.

Draft Horse

Bred for great strength and endurance. Used to pull vehicles and ploughs, or as beasts of burden.

AC 7, HD 3 (13hp), Att None, THACO 17, MV 90' (30'), SV D12 W13 P14 B15 S16 (F2), ML 6, AL Neutral, XP 35, NA 0 (0), TT None

- **Non-combatant:** Will flee, if attacked.
- **Domestic:** Not encountered in the wild.
- **Beast of burden:** Carry up to 4,500 coins unencumbered; up to 9,000 at half speed.

Riding Horse

Lightly built horses adapted to run at high speed. Can survive purely on grass, wherever available.

AC 7, HD 2 (9hp), Att 2 × hoof (1d4), THACO 18, MV 240' (80'), SV D12 W13 P14 B15 S16 (F1), ML 7, AL Neutral, XP 20, NA 0 (0), TT None

- **Domestic:** Not encountered in the wild.
- **Beast of burden:** Carry up to 3,000 coins unencumbered; up to 6,000 at half speed.

War Horse

Bred for strength and courage in battle. Adapted to short bursts of speed; not suited to long-distance riding.

AC 7, HD 3 (13hp), Att 2 × hoof (1d6), THACO 17, MV 120' (40'), SV D12 W13 P14 B15 S16 (F2), ML 9, AL Neutral, XP 35, NA 0 (0), TT None

- **Charge:** When not in melee. Requires a clear run of at least 20 yards. Rider's lance inflicts double damage. Horse cannot attack when charging.
- **Melee:** When in melee, both rider and horse can attack.
- **Domestic:** Not encountered in the wild.
- **Beast of burden:** Carry up to 4,000 coins unencumbered; up to 8,000 that at half speed.

Wild Horse

Lightly built horses adapted to run at high speed. Can survive purely on grass, wherever available.

AC 7, HD 2 (9hp), Att 2 × hoof (1d4), THACO 18, MV 240' (80'), SV D12 W13 P14 B15 S16 (F1), ML 7, AL Neutral, XP 20, NA 0 (1d10 × 10), TT None

- **Stampede:** Herds of 20 or more can trample those in their path. 3-in-4 chance each round. +4 to-hit human-sized or smaller creatures. 1d20 damage.
- **Taming:** Wild horses can be trained as mounts (riding horses).

HYDRA

Large, dragon-like creatures with multiple, serpentine heads. Sea hydras (adapted to water, with fins) also exist.

AC 5, HD 5 to 12 (8hp per HD), Att 5 to 12 × bite (1d10), THACO By HD (15 to 10), MV 120' (40'), SV Fighter of equal HD, ML 9, AL Neutral, XP 175/275/450/650/900/900/1,100/1,100, NA 1 (1), TT B

- **Heads:** 1d8+4 heads; 1HD per head.
- **Disabling heads:** For every 8hp damage taken, one head is disabled (cannot attack).
- **Variants:** Special hydras sometimes found with venom, fiery breath, etc.

INSECT SWARM

Swarms of many tiny insects that may be encountered protecting their nest. May also be drawn to light or unusual smells.

AC 7, HD 2 to 4 (9/13/18hp), Att 1 × swarm (2 or 4hp), THACO 18/17/16, MV 30' (10') / 60' (20') flying, SV D14 W15 P16 B17 S18 (NH), ML 11, AL Neutral, XP 20/35/75, NA 1 (1-3), TT None

- **Type and locomotion:** A swarm may be composed of creepers (e.g. spiders, ants, centipedes) or flyers (e.g. bees, hornets). Some swarms are capable of both types of movement (e.g. beetles, locusts).
- **Size:** 10' × 30' area, typically.
- **Immunity:** Only harmed by fire, extreme cold, *sleep* spells (affect the whole swarm), smoke (drives off), or other attacks as the GM wishes.
- **Swarm attack:** Automatically damages characters within swarm area: 2hp if wearing armor, 4hp without.
- **Warding off:** Characters inside the swarm that defend themselves by brandishing a weapon (or similar) suffer

half damage from the swarm. A brandished torch damages the swarm.

- **Escaping:** On exiting the swarm, characters continue to suffer half damage until 3 rounds are spent swatting the attached insects.
- **Diving into water:** Suffer damage for one round, then attached insects drown.
- **Pursuit:** An angry (i.e. damaged) swarm pursues characters until they are out of sight or inaccessible.

INVISIBLE STALKER

Highly intelligent, magical creatures summoned from another plane of existence to perform tasks for powerful magic-users.

AC 3, HD 8* (36hp), Att 1 × blow (4d4), THACO 12, MV 120' (40'), SV D8 W9 P10 B10 S12 (F8), ML 12, AL Neutral, XP 1,200, NA 1 (1), TT None

- **Tracking:** Without fault.
- **Surprise:** 5-in-6, unless target can detect invisibility.
- **If killed:** Returns to plane of origin.



KILLER BEE

Giant (1' long) bees of aggressive temperament. Build hives underground.

AC 7, HD ½* (2hp), Att 1 × sting (1d3 + poison + lodged stinger), THACO 19, MV 150' (50') flying, SV D12 W13 P14 B15 S16 (F1), ML 9, AL Neutral, XP 6 (guard: 13, queen: 25), NA 1d6 (5d6), TT Honey

- **Aggressive:** Usually attack on sight. Always attack intruders within 30' of their hive.
- **Die after attacking:** On a successful sting attack, a killer bee dies.
- **Poison:** Causes death (save vs poison).
- **Lodged stinger:** Inflicts 1 damage per round, as the stinger works its way in. A round can be spent to remove it.
- **Queen:** A 2HD queen lives in the hive. The queen does not die when she stings.
- **Guards:** At least 10 bees (4 or more have 1HD) remain in or near the hive to protect the queen.
- **Honey:** Magical honey (around 2 pints) may be found in the hive. It heals 1d4 hit points if eaten (in its entirety).

KOBOLD

Small, wicked, hairless, canine humanoids with scaly, rust-colored skin. Dwell underground.

AC 7, HD ½ (2hp), Att 1 × weapon (1d4 or by weapon - 1), THACO 19, MV 60' (20'), SV D14 W15 P16 B17 S18 (NH), ML 6 (8 with chieftain), AL Chaotic, XP 5 (bodyguard: 15, chieftain: 20), NA 4d4 (6d10), TT P (J)

- **Ambush:** Set up surprise attacks.
- **Infravision:** 90'.
- **Hate gnomes:** Attack on sight.
- **Chieftain and bodyguards:** A 2HD (9hp) chieftain and 1d6 1+1HD (6hp) bodyguards live in the kobold lair.
- **Hoard:** Only have treasure type J when encountered in the wilderness or in their lair.

LEECH, GIANT

Horrid, 3-4' long, slug-like creatures with sucker mouths. Lurk in swamps.

AC 7, HD 6 (27hp), Att 1 × bite (1d6 + blood drain), THACO 14, MV 90' (30'), SV D12 W13 P14 B15 S16 (F3), ML 10, AL Neutral, XP 275, NA 0 (1d4), TT None

- **Blood drain:** Attaches to victim on a successful hit, doing 1d6 automatic damage per round.
- **Detaching:** Must be killed.
- **If victim dies:** Leech detaches and finds a hidden place to digest.

LIVING STATUE

Animated statues of any size and material (three types described below; others may be invented by the GM).

- **Immunity:** Unaffected by *sleep* spells.
- **Magical origins:** Created by powerful wizards.

Crystal Living Statue

Formed of crystals. Often human in form.

AC 4, HD 3 (13hp), Att 2 × blow (1d6), THACO 17, MV 90' (30'), SV D12 W13 P14 B15 S16 (F3), ML 11, AL Lawful, XP 35, NA 1d6 (1d6), TT None

- **Attacks:** Depend on form of statue (humanoid statues may use weapons, animal statues use claws, etc.).

Iron Living Statue

AC 2, HD 4 (18hp), Att 2 × blow (1d8), THACO 16, MV 30' (10'), SV D10 W11 P12 B13 S14 (F4), ML 11, AL Neutral, XP 75, NA 1d4 (1d4), TT None

- **Absorb metals:** Hits with non-magical, metal weapons cause damage, but the weapon may become stuck in the statue (**save versus spells**). Stuck

weapons can be removed if the statue is killed.

- **Attacks:** Depend on form of statue (humanoid statues may use weapons, animal statues use claws, etc.).

Rock Living Statue

Stony crust filled with magma that they shoot from their fingertips.

AC 4, HD 5** (22hp), Att 2 × magma jet (2d6), THACO 15, MV 60' (20'), SV D10 W11 P12 B13 S14 (F5), ML 11, AL Chaotic, XP 425, NA 1d3 (1d3), TT None

LIZARD, GIANT

Draco

6' long, carnivorous lizards with skin flaps between legs that enable gliding. Usually dwell above ground, but sometimes shelter in caves. Sometimes attack humans.

AC 5, HD 4+2 (20hp), Att 1 × bite (1d10), THACO 15, MV 120' (40') / 210' (70') gliding, SV D12 W13 P14 B15 S16 (F3), ML 7, AL Neutral, XP 125, NA 1d4 (1d8), TT U

Gecko

5' long, carnivorous, nocturnal lizards. Light blue scales with orange spots.

AC 5, HD 3+1 (14hp), Att 1 × bite (1d8), THACO 16, MV 120' (40'), SV D12 W13 P14 B15 S16 (F2), ML 7, AL Neutral, XP 50, NA 1d6 (1d10), TT U

- **Cling:** Climb walls, trees, etc. and drop on victims.

Horned Chameleon

7' long lizards whose scales change color as camouflage.

AC 2, HD 5* (22hp), Att 1 × tongue/bite (2d4), 1 × horn (1d6), 1 × tail (knock down), THACO 15,

MV 120' (40'), SV D12 W13 P14 B15 S16 (F3), ML 7, AL Neutral, XP 300, NA 1d3 (1d6), TT U

- **Surprise:** On a 1-5, due to camouflage.
- **Sticky tongue:** Can attack targets up to 5' away. If the attack succeeds, the victim is dragged to the mouth and bitten (2d4 damage).
- **Tail:** Causes no damage, but knocks opponent down: cannot attack that round.

Tuatara

8' long, iguana-like, carnivorous lizards with olive scales and a ridge of white spikes along the back. Have been known to attack humans.

AC 4, HD 6 (27hp), Att 2 × claw (1d4), 1 × bite (2d6), THACO 14, MV 90' (30'), SV D10 W11 P12 B13 S14 (F4), ML 6, AL Neutral, XP 275, NA 1d2 (1d4), TT V

- **Infravision:** 90'. Granted by retractable eye membranes.

LIZARD MAN

Semi-intelligent, tribal, aquatic humanoids with reptilian heads and tails. Often encountered in swamps and dungeons, or along rivers and coastlines.

AC 5, HD 2+1 (10hp), Att 1 × weapon (1d6+1 or by weapon + 1), THACO 17, MV 60' (20') / 120' (40') in water, SV D12 W13 P14 B15 S16 (F2), ML 12, AL Neutral, XP 25, NA 2d4 (6d6), TT D

- **Weapons:** Favor spears or large clubs.
- **Man-eaters:** Kidnap humans and demi-humans, whose flesh they regard as a delicacy.

LYCANTHROPE

Shapechangers with a human and an animal form.

- **Human form:** Can be hit by normal weapons. Have physical characteristics

reminiscent of the associated animal type.

- **Animal form:** Only harmed by silver weapons or magic.
- **Languages:** In human form, can speak normally. In animal form, can only speak with animals of the associated type.
- **Armor:** Not used because it hinders shape-changing.
- **Summon animals:** Can summon 1-2 animals of the associated type from the surrounding area (wererats summon giant rats). Arrive in 1d4 rounds.
- **Wolfsbane:** If hit, must save versus poison or flee in terror.
- **Reversion:** If killed, a lycanthrope reverts to its human form.
- **Scent:** Horses and some other animals can smell lycanthropes and become afraid.
- **Infection:** A character who loses more than half his or her hit points from the natural attacks of lycanthropes (i.e. bites, claws) contracts lycanthropy. Humans become were-creatures of the same type (run by the GM, henceforth); non-humans die. The disease takes full effect in 2d12 days, showing signs of infection after half the time.

Devil Swine

Corpulent humans that can change into huge swine. Love to eat human flesh. Lurk in isolated human settlements close to forests or marshes.

AC 3 (9 in human form), HD 9* (40hp), Att 1 × gore (2d6) or 1 × weapon (1d6 or by weapon) or 1 × magic (charm), THACO 12, MV 180' (60') / 120' (40') in human form, SV D8 W9 P10 B10 S12 (F9), ML 10, AL Chaotic, XP 1,600, NA 1d3 (1d4), TT C

- **Shapechange:** Only at night.
- **Ambush:** Prefer to attack by surprise.
- **Charm person:** 3 times a day. **Save versus spells at -2** or be charmed:

move towards the devil swine (resisting those that try to prevent it); obey the devil swine's commands (if understood); defend the devil swine; unable to cast spells or use magic items; unable to harm the devil swine. Killing the swine breaks the charm.

- **Charmed victims:** 1d4-1 accompany a devil swine.

Werebear

Highly intelligent, also in bear form. Dwell alone or among normal bears.

AC 2 (8 in human form), HD 6* (27hp), Att 2 × claw (2d4), 1 × bite (2d8), THACO 14, MV 120' (40'), SV D10 W11 P12 B13 S14 (F6), ML 10, AL Neutral, XP 500, NA 1d4 (1d4), TT C

- **Amiable:** May be friendly, if approached peacefully.
- **Bear hug:** If a victim is hit by both claws in the same round, the werebear can hug for an extra 2d8 automatic damage.

Wereboar

Semi-intelligent and irascible. In human form, often appear like berserkers.

AC 4 (9 in human form), HD 4+1* (19hp), Att 1 × tusk/bite (2d6), THACO 15, MV 150' (50'), SV D10 W11 P12 B13 S14 (F4), ML 9, AL Neutral, XP 200, NA 1d4 (2d4), TT C

- **Battle rage:** In human form, may enter a berserk rage: +2 to hit; fight to the death. Rage sometimes causes them to attack their allies.

Wererat

Intelligent, humanoid rats that can change into normal humans.

AC 7 (9 in human form), HD 3* (13hp), Att 1 × bite (1d4) or 1 × weapon (1d6 or by weapon), THACO 17, MV 120' (40'), SV D12 W13 P14 B15

S16 (F3), ML 8, AL Chaotic, XP 50, NA 1d8 (2d8), TT C

- **Surprise:** Surprise on 1-4; set ambushes.
- **Languages:** Can speak Common in both forms.
- **Weapons:** May use weapons in both forms.

Weretiger

Exhibit feline behavior: curious, but dangerous when cornered. Talented swimmers and trackers.

AC 3 (9 in human form), HD 5* (22hp), Att 2 × claw (1d6), 1 × bite (2d6), THACO 15, MV 150' (50'), SV D10 W11 P12 B13 S14 (F5), ML 9, AL Neutral, XP 300, NA 1d4 (1d4), TT C

- **Surprise:** On a 1-4, due to stealth.

Werewolf

Semi-intelligent pack hunters.

AC 5 (9 in human form), HD 4* (18hp), Att 1 × bite (2d4), THACO 16, MV 180' (60'), SV D10 W11 P12 B13 S14 (F4), ML 8, AL Chaotic, XP 125 (leader: 300), NA 1d6 (2d6), TT C

- **Leader:** Groups of 5+ are led by a werewolf with 5HD (30hp). The leader gains a +2 bonus to damage rolls.

MANTICORE

Monstrosities with the face of a man, the body of a lion, bat-like wings, and a tail bristling with spikes. Love eating humans. Dwell in wild, mountainous regions.

AC 4, HD 6+1 (28hp), Att [2 × claw (1d4), 1 × bite (2d4)] or 6 × tail spike (1d6), THACO 13, MV 120' (40') / 180' (60') flying, SV D10 W11 P12 B13 S14 (F6), ML 9, AL Chaotic, XP 350, NA 1d2 (1d4), TT D

- **Tail spikes:** 180' range. 24 in total; 2 regrow each day.
- **Track and ambush:** Follow humans and attack with tail spikes when they stop to rest.

MASTODON

Shaggy elephants with large tusks. Live in icy or Lost World regions.

AC 3, HD 15 (67hp), Att 2 × tusk (2d6) or 1 × trample (4d8), THACO 9, MV 120' (40'), SV D8 W9 P10 B10 S12 (F8), ML 8, AL Neutral, XP 1,350, NA 0 (2d8), TT Tusks

- **Charge:** In first round of combat, when not in melee. Requires a clear run of at least 20 yards. Tusks inflict double damage.
- **Trample:** 3-in-4 chance of trampling each round. +4 to-hit human-sized or smaller creatures.
- **Ivory:** Each tusk is worth 2d4 × 100gp.

MEDIUM

1st level NPC magic-users.

AC 9, HD 1** (4hp), Att 1 × dagger (1d4) or 1 × spell, THACO 19, MV 120' (40'), SV D13 W14 P13 B16 S15 (MU1), ML 7, AL Any, XP 16, NA 1d4 (1d12), TT V

- **Spells:** Each individual has one 1st level magic-user spell memorized (see *Magic-User Spell List*, page 51). (Choose or select at random.)
- **Master:** 50% of groups are led by a magic-user of 3rd level. The master has two 1st level spells and one 2nd level spell. (Choose or select at random.)

MEDUSA

Deadly creatures of a magical nature that look like women with writhing snakes in place of hair.

AC 8, HD 4** (18hp), Att 1 × snakebites (1d6 + poison), THACO 16, MV 90' (30'), SV D10 W11 P12 B13 S14 (F4), ML 8, AL Chaotic, XP 175, NA 1d3 (1d4), TT F

- **Disguise:** Use hooded cloaks to lure victims close before revealing their true form.
- **Petrification:** Anyone who looks at an undisguised medusa turns to stone (save vs petrify).
- **Averting eyes:** -4 penalty to-hit; the medusa gains a +2 bonus to attack.
- **Mirrors:** The reflection of a medusa is harmless. If a medusa sees her own reflection, she must save or be petrified.
 - **Poison:** The snakes' bites are venomous: save versus poison or die in 1 turn.
 - **Magic resistance:** +2 to saves vs spells.



spices, wine, etc.).

AC 5, HD 1 (4hp), Att 1 × weapon (1d6 or by weapon), THACO 19, MV 90' (30'), SV D12 W13 P14 B15 S16 (F1), ML Varies, AL Neutral, XP 10, NA 0 (1d20), TT A

- **Weapons:** Sword and dagger.
- **Mounted:** On horse, camel, or mule (by terrain).

MERCHANT

Organized traders that travel between settlements in well-armed caravans, buying and selling trade goods (e.g. gold, jewels, silk,

- **Wagons:** 2 per merchant. Pulled by horses, mules, or camels (by terrain).
- **Caravan guards:** For every merchant, 4 guards are present (1st level fighters). AC 4, with crossbows, swords, daggers.
- **Guard lieutenants:** For every 5 merchants, 2 lieutenants are present (2nd-3rd level fighters). AC 4. Equipped as guards.
- **Guard captain:** Guards are led by a 5th level fighter. AC 4. Equipped as guards.
- **Pack animals:** 1d12 extra horses, mules, or camels.
- **Treasure:** Should be reduced, if less than 10 merchants are in the group.

MERMAN

Aquatic humanoids with fish tails in place of legs. Live in coastal waters, farming seaweed and hunting fish.

AC 6, HD 1 (4hp), Att 1 × weapon (1d6 or by weapon), THACO 19, MV 120' (40'), SV D12 W13 P14 B15 S16 (F1), ML 8, AL Neutral, XP 10 (leader: 20/75), NA 0 (1d20), TT A

- **Weapons:** Spears, tridents, or daggers.
- **Leaders:** For every 10 in a group, there is a 2HD leader. For every 50, there is a 4HD leader (saves: D10 W11 P12 B13 S14 (F4)).
- **Underwater villages:** Home to 1d3 × 100 individuals.
- **Guardians:** Use trained sea creatures or monsters to guard their homes.

MINOTAUR

Large, brutish, bull-headed men with a craving for human flesh. Dwell in mazes and labyrinths.

AC 6, HD 6 (27hp), Att [1 × gore (1d6), 1 × bite (1d6)] or 1 × weapon (1d6 + 2 or by weapon + 2), THACO 14, MV 120' (40'), SV D10 W11 P12 B13 S14 (F6), ML 12, AL Chaotic, XP 275, NA 1d6 (1d8), TT C

- **Weapons:** Prefer axes, clubs, or spears.
- **Aggressive:** Attack same size or smaller creatures on sight. Pursue until the victims are out of sight.

MULE

Stubborn horse/donkey cross-breeds used as beasts of burden. (See Land Transportation, page 32.)

AC 7, HD 2 (9hp), Att 1 × kick (1d4) or 1 × bite (1d3), THACO 18, MV 120' (40'), SV D14 W15 P16 B17 S18 (NH), ML 8, AL Neutral, XP 20, NA 1d8 (2d6), TT None

- **Tenacious:** Can be taken underground, if the GM allows it.
- **Defensive:** May attack if threatened, but cannot be trained to attack on command.
- **Beast of burden:** Carry up to 2,000 coins unencumbered; up to 4,000 at half speed.



MUMMY

Undead humanoids wrapped in funerary bandages. Haunt ruins and tombs.

AC 3, HD 5+1* (23hp), Att 1 × touch (1d12 + disease), THAC0 14, MV 60' (20'), SV D10 W11 P12 B13 S14 (F5), ML 12, AL Chaotic, XP 400, NA 1d4 (1d12), TT D

- **Paralyze with terror:** Anyone seeing a mummy must **save vs paralysis** or be paralysed with terror. Paralysis is broken if the mummy attacks or goes out of sight.
- **Disease:** Anyone hit contracts a horrible rotting disease. Magical healing is ineffective; natural healing is ten times slower. The disease can only be removed by magic.
- **Damage immunity:** Only harmed by fire or magic. All damage reduced by half.
- **Undead:** Make no noise, until they attack. Immune to effects that affect living creatures (e.g. poison). Immune to mind-affecting or mind-reading spells (e.g. *charm*, *hold*, *sleep*).

NEANDERTHAL (CAVEMAN)

Squat, powerful, primitive demi-humans with ape-like faces. Dwell in caverns and hunt cave bears. Shy of contact with humans (with whom they are related), but friendly with dwarves and gnomes.

AC 8, HD 2 (9hp), Att 1 × weapon (2d4 or by weapon + 1), THAC0 18, MV 120' (40'), SV D12 W13 P14 B15 S16 (F2), ML 7, AL Lawful, XP 20, NA 1d10 (1d4 × 10), TT C

- **Weapons:** Prefer stone axes, stone hammers, clubs, or spears.
- **Leaders:** Two 6HD leaders (one male, one female) live in the neanderthal lair. They are 10' tall and of a related but distinct race.
- **Racial animosity:** Attack ogres on sight. Hate goblins and kobolds.
- **Pets:** Sometimes keep white apes as pets.

NIXIE

3' tall sprites that appear as attractive women with blueish, greenish, or greyish skin. Lair in the deepest parts of rivers and lakes.

AC 7, HD 1 (4hp), Att 1 × weapon (1d4) or 1 × group spell (charm), THAC0 19, MV 120' (40'), SV D12 W13 P13 B15 S15 (E1), ML 6, AL Neutral, XP 10, NA 0 (2d20), TT B

- **Shy:** Will try to charm intruders, rather than entering combat.
- **Weapons:** Daggers and small tridents (as spears).
- **Charm:** 10 nixies together can cast a charm to enchant a victim to serve them for one year. **Save versus spells** or be charmed: move towards the nixies (resisting those that try to prevent it); defend the nixies; obey the nixies' commands (if understood); unable to cast spells or use magic items; unable to harm the nixies. Killing the nixies breaks the charm.
- **Summon giant bass:** Each nixie can summon one fish to aid in combat.
- **Bestow water breathing:** Can cast upon charmed slaves. Lasts for one day, then must be refreshed.



NOBLE



Powerful humans with noble titles (e.g. Count, Duke, Knight, etc.). Dwell in castles.

AC 2, HD 3 (13hp), Att 1 × weapon (1d8 or by weapon), THACO 17, MV 60' (20'), SV D12 W13 P14 B15 S16 (F3), ML 8, AL Any, XP 35, NA 2d6 (2d6), TT V × 3

- **Class:** Usually treated as 3rd level fighters, but may be of any class and level.
- **Squire and retainers:** Accompanied by a 2nd level fighter (a squire) and up to ten 1st level fighters (retainers).

NOMAD

Superstitious tribes that wander steppes and desert regions, living in tents or temporary huts. Demeanour depends on the tribe: some are warlike, others peaceful.

AC 7 to 4, HD 1 (4hp), Att 1 × weapon (1d6 or by weapon), THACO 19, MV 120' (40'), SV D12

W13 P14 B15 S16 (F1), ML 8, AL Any, XP 10, NA 0 (1d4 × 10), TT A

- **Mounted:** On riding horses or (in the desert) on camels.
- **Arms (desert):** 50% of group have: leather armor, shield, lance; 30% have: chainmail, shield, lance; 20% have: leather armor, shortbow.
- **Arms (steppes):** 50% of group have: leather armor, shortbow; 20% have: leather armor, shield, lance; 20% have: chainmail, shortbow; 10% have: chainmail, shield, lance, and may be mounted on a war horse.
- **Leaders:** For every 25 nomads, there is a 2nd level fighter. For every 40 nomads, there is a 4th level fighter.
- **Camps:** Hunting / foraging groups commonly combine and live in a tribe of up to 300 nomad warriors.
- **Camp leaders:** Tribal chief (8th level fighter), plus a 5th level fighter for every 100 nomads. 50% chance of a cleric (9th level); 25% chance of a magic-user (8th level).
- **Hoard:** Only have treasure type A in the camp.
- **Traders:** Often carry trade route tales of faraway lands.

NORMAL HUMAN

Non-adventuring humans without a character class. Artists, beggars, children, craftspeople, farmers, fishermen, housewives, scholars, slaves.

AC 9, HD ½ (2hp), Att 1 × weapon (1d6 or by weapon), THACO 20, MV 120' (40'), SV D14 W15 P16 B17 S18 (NH), ML 6, AL Any, usually Lawful, XP 5, NA 1d4 (1d20), TT U

- **Gaining XP:** Must select a character class after gaining XP on an adventure.

OCHRE JELLY

Giant, ochre amoeboids.

AC 8, HD 5* (22hp), Att 1 × touch (2d6), THACO 15, MV 30' (10'), SV D12 W13 P14 B15 S16 (F3), ML 12, AL Neutral, XP 300, NA 1 (0), TT None

- **Immunity:** Unharmed by all attacks except cold or fire.
- **Division:** Lightning or attacks with weapons cause the jelly to divide into 1d4+1 2HD jellies that do half damage.
- **Acid:** After a successful attack, sticks to the victim and exudes acid. The acid inflicts 2d6 damage per round to flesh and destroys cloth, leather, or wood in one round. (Stone and metal are unaffected.)
- **Seep:** Can squeeze through small holes and cracks.

Note: The description of the ochre jelly in the original Basic rules is ambiguous on several points. This presentation is an attempt to resolve these ambiguities in a sensible and consistent way, based on the mechanics used for similar monsters, but other interpretations of the original monster are possible.

OCTOPUS, GIANT

Giant, eight-armed cephalopods. Lurk in coastal waters, close to settlements.

AC 7, HD 8 (36hp), Att 8 × tentacle (1d3 + constriction), 1 × bite (1d6), THACO 12, MV 90' (30'), SV D10 W11 P12 B13 S14 (F4), ML 7, AL Neutral, XP 650, NA 0 (1d2), TT None

- **Constriction:** Tentacles grab and constrict after a hit. Each constricting tentacle inflicts: 1d3 automatic damage per round, plus a -1 penalty to attacks.
- **Severing tentacles:** Requires a hit with a cutting weapon that does 6 or more damage.

- **Ink cloud:** When escaping, can emit a cloud of black ink (80' diameter) and jet away at 3 times normal speed.

OGRE

Frightful humanoids, 8-10' tall, dressed in animal hides. Often dwell in caves.

AC 5, HD 4+1 (19hp), Att 1 × club (1d10), THACO 15, MV 90' (30'), SV D10 W11 P12 B13 S14 (F4), ML 10, AL Chaotic, XP 125, NA 1d6 (2d6), TT C + 1,000gp

- **Sack:** Outside of the lair, carry a sack containing 1d6 × 100gp.
- **Hate neanderthals:** Attack on sight.



ORC

Ugly, bad-tempered, animalistic humanoids that live underground and are active at night. Sadistic bullies that hate other living creatures and delight in killing.

AC 6, HD 1 (4hp), Att 1 × weapon (1d6 or by weapon), THACO 19, MV 120' (40'), SV D12 W13

P14 B15 S16 (F1), ML 6 (8 with leader), AL Chaotic, XP 10 (leader: 10, chieftain: 75), NA 2d4 (1d6 × 10), TT D

- **Hate the sun:** -1 to-hit in full daylight.
- **Weapons:** Prefer axes, clubs, spears, or swords. Only leaders can use mechanical weapons (e.g. crossbows, catapults).
- **Craven:** Afraid of larger or stronger-looking creatures, though leaders may force them to fight.
- **Leader:** Groups are led by an orc with 8 hit points. The leader gains a +1 bonus to damage rolls. Leaders have defeated other orcs in combat to gain their position.
- **Orc chieftain:** A 4HD (15hp) chieftain rules an orc tribe. The chieftain gains a +2 bonus to damage rolls.
- **Giant companions:** For every 20 orcs, there is a 1-in-6 chance of an ogre accompanying them. There is a 1-in-10 chance of a troll living in the lair.
- **Tribal:** Orcs of different tribes may fight among themselves, unless their leaders command them not to. Each tribe has its own lair and has as many females as males, and two whelps per two adults.
- **Mercenaries:** Orcs may be hired to fight in Chaotic armies (see *Mercenaries*, page 41). They delight in wanton killing and razing of settlements.

OWL BEAR

Huge (8' tall, 1,500 pounds), ill-tempered, carnivorous bear-like creature with the face of an owl. Owl bears are found in dense forests and underground.

AC 5, HD 5 (22hp), Att 2 × claw (1d8), 1 × bite (1d8), THACO 15, MV 120' (40'), SV D12 W13 P14 B15 S16 (F3), ML 9, AL Neutral, XP 175, NA 1d4 (1d4), TT C

- **Bear hug:** If a victim is hit by both paws in the same round, the owl bear hugs for an extra 2d8 automatic damage.

PEGASUS

Semi-intelligent winged horses with wilful and timid natures.

AC 6, HD 2+2 (11hp), Att 2 × hoof (1d6), THACO 17, MV 240' (80') / 480' (160') flying, SV D12 W13 P14 B15 S16 (F2), ML 8, AL Lawful, XP 25, NA 0 (1d12), TT None

- **Hate hippogriffs:** Natural enemies.
- **Mount:** Can carry a human-sized rider.
- **Training:** If captured when young, will serve Lawful characters.



PIRATE

Sailors that make a living by raiding coastal settlements, robbing other ships, and illegal slaving. Typically ply the open seas. Renowned for their ruthless and evil ways.

AC 7 or 5, HD 1 (4hp), Att 1 × weapon (1d6 or by weapon), THACO 19, MV 120' (40'), SV D12 W13 P14 B15 S16 (F1), ML 7, AL Chaotic, XP 10, NA 0 (see below), TT A

- **Ships and crew:** Depends where encountered. Rivers or lakes: 1d8 river boats (1d2 × 10 pirates each); coastal waters: 1d6 small galleys (1d3+1 × 10

pirates each); any: 1d4 longships (1d3+2 × 10 pirates each); ocean: 1d3 small warships (1d5+3 × 10 pirates each). (See @@@: **Classes and Equipment** for details on ships.)

- **Arms:** 50% of group have: leather armor, sword; 35% have: leather armor, sword, crossbow; 15% have: chainmail, sword.
- **Leaders:** For every 30 pirates, there is a 4th level fighter. For every 50 pirates, and for each ship, there is a 5th level fighter. For every 100 pirates, and per fleet, there is an 8th level fighter.
- **Fleet commander:** Fleets of 300 or more pirates are led by a pirate lord (11th level fighter). 75% chance of a magic-user (level 1d2+8).
- **Treacherous:** Will attack other pirates, if they can profit from it.
- **Prisoners:** 25% chance of 1d3 prisoners to be ransomed.
- **Treasure:** Divided between vessels. Instead of carrying with them, may have a map to where it is buried.
- **Havens:** Lawless, fortified, coastal towns may act as a haven for pirates.

PIXIE

1-2' tall humanoids with insectoid wings. Distant relatives of elves.

AC 3, HD 1* (4hp), Att 1 × dagger (1d4), THACO 19, MV 90' (30') / 180' (60') flying, SV D12 W13 P13 B15 S15 (E1), ML 7, AL Neutral, XP 13, NA 2d4 (1d4 × 10), TT R + S

- **Invisible:** Naturally invisible, but may choose to reveal themselves. May remain invisible when attacking: cannot be attacked in the first round; in subsequent rounds, may be attacked at -2 to hit (locatable by faint shadows and air movement).
- **Surprise:** Always surprise, if invisible.
- **Limited flight:** Small wings only allow 3 turns of flight. Must rest 1 turn after flying.

PTEROSAUR

Predatory, winged reptiles that live in warm climes, hunting creatures on the ground by gliding on air currents. Often found in Lost World regions.

Pteranodon

Wingspan of up to 50'. Highly aggressive; often prey on humanoids.

AC 6, HD 5 (22hp), Att 1 × bite (1d12), THACO 15, MV 240' (80') flying, SV D12 W13 P14 B15 S16 (F3), ML 8, AL Neutral, XP 175, NA 0 (1d4), TT V

Pterodactyl

8-10' wingspan. Prey on small to medium animals, but attack humanoids, if very hungry.

AC 7, HD 1 (4hp), Att 1 × bite (1d3), THACO 19, MV 180' (60') flying, SV D12 W13 P14 B15 S16 (F1), ML 7, AL Neutral, XP 10, NA 0 (2d4), TT None

PURPLE WORM

Gigantic, slimy worms with bodies 100' long and 8-10' thick. Bore tunnels through the earth and come to the surface to eat other creatures.

AC 6, HD 15* (67hp), Att 1 × bite (2d8), 1 × sting (1d8 + poison), THACO 9, MV 60' (20'), SV D8 W9 P10 B10 S12 (F8), ML 10, AL Neutral, XP 2,300, NA 1d2 (1d4), TT D

- **Swallow whole:** A bite attack roll of 20, or 4 or more than the target number required, indicates that a human-sized (or smaller) victim is swallowed. Inside the worm's belly: suffer 3d6 damage per round (until the worm dies); may attack with sharp weapons at -4 to hit; body digested in 6 turns after death.
- **Poison:** Causes death (save vs poison).

- **In restricted spaces:** May not always be able to bite and sting at once.

RAT

Multitudinous, disease-ridden rodents that eat anything. Avoid contact with humans, but may attack if defending their nest or if summoned and commanded by magic (e.g. see wererat).

- **Disease:** Bite has a 1-in-20 chance of infecting the target (**save versus poison**). The disease has a 1-in-4 chance of being deadly (die in 1d6 days). Otherwise, the victim is sick and bedridden for one month.
- **Afraid of fire:** Will flee fire, unless forced to fight by summoner.
- **Attacking in water:** May attack without penalty; excellent swimmers.

Giant Rat

3' long (or larger), with black or grey fur. Often live in dark, dungeon areas and close to undead monsters.

AC 7, HD ½ (2hp), Att 1 × bite (1d3 + disease), THACO 19, MV 120' (40') / 60' (20') swimming, SV D12 W13 P14 B15 S16 (F1), ML 8, AL Neutral, XP 5, NA 3d6 (3d10), TT C

Normal Rat

Swarming packs of 6" to 2' long individuals, with brown or grey fur.

AC 9, HD 1hp, Att 1 × bite per pack (1d6 + disease), THACO 19, MV 60' (20') / 30' (10') swimming, SV D14 W15 P16 B17 S18 (NH), ML 5, AL Neutral, XP 5, NA 5d10 (2d10), TT L

- **Pack:** Each group of 5-10 rats attacks as a pack. Each pack makes a single attack roll against one creature.
- **Engulf:** The creature attacked must **save vs death** or fall prone, unable to attack until able to stand up again.

RHAGODESSA

Huge, hairy, nocturnal arachnid carnivores with large heads and mandibles and 10 legs. Yellow head and abdomen, dark brown thorax. Dwell in caves, hunt voraciously.

AC 5, HD 4+2 (20hp), Att 1 × sucker (grab), 1 × bite (2d8), THACO 15, MV 150' (50'), SV D12 W13 P14 B15 S16 (F2), ML 9, AL Neutral, XP 125, NA 1d4 (1d6), TT U

- **Suckers:** Front legs equipped with suckers for grabbing prey.
- **Grab:** When hit with a sucker, the victim is stuck and is bitten automatically next round.
- **Cling:** Can walk on walls.

RHINOCEROS

Armored, herbivorous mammals of low intelligence.

- **Charge:** If disturbed or threatened, they charge in a random direction. Requires a clear run of at least 20 yards. Make a horn attack on all in the path: inflicts double damage.
- **Trample:** 3-in-4 chance of trampling each round. +4 to-hit human-sized or smaller creatures.

Normal Rhinoceros

AC 5, HD 6 (27hp), Att 1 × horn (2d4) or 1 × trample (2d8), THACO 14, MV 120' (40'), SV D12 W13 P14 B15 S16 (F3), ML 6, AL Neutral, XP 275, NA 0 (1d12), TT None

Woolly Rhinoceros

Giant rhinoceroses adapted for cold climates: their bodies covered with shaggy, white fur. Live in herds, in cold Lost World areas.

AC 4, HD 8 (36hp), Att 1 × horn (2d6) or 1 × trample (2d12), THACO 12, MV 120' (40'), SV D10 W11 P12 B13 S14 (F4), ML 6, AL Neutral, XP 650, NA 0 (1d8), TT None

ROBBER FLY

3' long, carnivorous flies with yellow and black stripes. Look similar to killer bees that they hunt. Sometimes also attack humans.

AC 6, HD 2 (9hp), Att 1 × bite (1d8), THACO 18, MV 90' (30') / 180' (60') flying, SV D12 W13 P14 B15 S16 (F1), ML 8, AL Neutral, XP 20, NA 1d6 (2d6), TT U

- **Surprise:** Hunt patiently. Surprise on a 1-4, when waiting in shadows for prey.
- **Poison immunity:** Unharmed by killer bees' poison.
- **Leap:** Can leap up to 30' and attack.

ROC

Gigantic birds of prey that nest in the highest peaks of isolated mountain ranges. Will attack intruders, if approached carelessly.

- **Alignment reaction:** -1 to reaction rolls vs Neutral characters; -2 vs Chaotic characters.
- **Swoop:** Can dive onto victims visible from above. If the victim is surprised, the attack inflicts double damage. On an attack roll of 18 or more, the victim can be carried away (if of appropriate size).
- **Eggs:** 1d6 eggs or chicks in 50% of nests.
- **Trainable:** Can be trained, if captured when young.

Giant Roc

AC 0, HD 36 (162hp), Att 2 × claw (3d6), 1 × bite (8d6), THACO 5, MV 60' (20') / 480' (160') flying, SV D2 W3 P4 B3 S6 (F18), ML 10 (12 in lair), AL Lawful, XP 6,250, NA 0 (1), TT I

Large Roc

AC 2, HD 12 (54hp), Att 2 × claw (1d8), 1 × bite (2d10), THACO 10, MV 60' (20') / 480' (160') flying, SV D10 W11 P12 B13 S14 (F6), ML 9 (12 in lair), AL Lawful, XP 1,100, NA 0 (1d8), TT I

Small Roc

AC 4, HD 6 (27hp), Att 2 × claw (1d4+1), 1 × bite (2d6), THACO 14, MV 60' (20') / 480' (160') flying, SV D12 W13 P14 B15 S16 (F3), ML 8 (12 in lair), AL Lawful, XP 275, NA 0 (1d12), TT I

ROCK BABOON

Large, ferocious, semi-intelligent baboons that live in packs led by a powerful male.

Communicate with screams. Omnivorous, but prefer flesh.

AC 6, HD 2 (9hp), Att 1 × club (1d6), 1 × bite (1d3), THACO 18, MV 120' (40'), SV D12 W13 P14 B15 S16 (F2), ML 8, AL Neutral, XP 20, NA 2d6 (5d6), TT U

- **Weapons:** Wield bones or branches as clubs. (Do not use other tools.)

RUST MONSTER

Magical, armadillo-like creatures with long tails and two long, antennae-like feelers. Feed on rusted metal.

AC 2, HD 5 (22hp), Att 1 × feeler (rusting), THACO 15, MV 120' (40'), SV D12 W13 P14 B15 S16 (F3), ML 7, AL Neutral, XP 175, NA 1d4 (1d4), TT None

- **Rusting:** Metal that touches a rust monster (e.g. weapons that hit it, or armor struck by a feeler) crumbles instantly to rust. Magic items have a 10% chance per "plus", to be unaffected on each successful hit. Each time a magic item is affected, it loses one "plus".
- **Mundane damage immunity:** Can only be harmed by magical attacks.
- **Smell metal:** Attracted by the scent.



SALAMANDER

Giant, magical reptiles with an affinity for extreme heat or cold.

Flame Salamander

12'-16' long, intelligent serpents with lizard-like heads and legs. Bright orange/yellow/red scales. Natives of the plane of elemental fire, but also live in volcanoes and scorching deserts.

AC 2, HD 8* (36hp), Att 2 × claw (1d4), 1 × bite (1d8), 1 × heat aura (1d8), THACO 12, MV 120' (40'), SV D8 W9 P10 B10 S12 (F8), ML 8, AL Neutral, XP 1,200, NA 1d4+1 (2d4), TT F

- **Heat aura:** All creatures within 20' suffer 1d8 damage per round.
- **Mundane damage immunity:** Can only be harmed by magical attacks.
- **Fire immunity:** Unharmed by fire.
- **Hate frost salamanders:** Will attack on sight.

Frost Salamander

Giant, 6-legged lizards with blue/white scales. Dwell in icy, wilderness regions.

AC 3, HD 12* (54hp), Att 4 × claw (1d6), 1 × bite (2d6), 1 × cold aura (1d8), THACO 10, MV 120' (40'), SV D6 W7 P8 B8 S10 (F12), ML 9, AL Chaotic, XP 1,900, NA 1d3 (1d3), TT E

- **Cold aura:** All creatures within 20' suffer 1d8 damage per round.
- **Mundane damage immunity:** Can only be harmed by magical attacks.
- **Cold immunity:** Unharmed by cold-based attacks.
- **Hate flame salamanders:** Will attack on sight.

SCORPION, GIANT

Huge arachnids, as big as a small horse, with pincers and deadly stingers. Dwell in caverns, ruins, and deserts.

AC 2, HD 4* (18hp), Att 2 × claw (1d10), 1 × sting (1d4 + poison), THACO 16, MV 150' (50'), SV D12 W13 P14 B15 S16 (F2), ML 11, AL Chaotic, XP 125, NA 1d6 (1d6), TT V

- **Aggressive:** Normally attack on sight.
- **Poison:** Causes death (save vs poison).
- **Grab and sting:** +2 bonus to sting attack, if a claw hits.

SEA SERPENT (LESSER)

20'-30' long, serpent-like sea monsters with rows of many fins.

AC 5, HD 6 (27hp), Att 1 × bite (2d6) or 1 × squeeze (1d10 hull damage), THACO 14, MV 150' (50'), SV D12 W13 P14 B15 S16 (F3), ML 8, AL Neutral, XP 275, NA 0 (2d6), TT None

- **Lunge:** Up to 20' out of water to use bite attack.
- **Squeeze:** Coil around and crush a vessel (of equal size or smaller).

SHADOW

Intelligent, incorporeal (but not undead) monsters that look like shadows. Able to slightly change their shape.

AC 7, HD 2+2* (11hp), Att 1 × touch (1d4 + strength drain), THACO 17, MV 90' (30'), SV D12

W13 P14 B15 S16 (F2), ML 12, AL Chaotic, XP 35, NA 1d8 (1d12), TT F

- **Surprise:** On a 1-5.
- **Strength drain:** Victims lose 1 STR per hit. Recovers after 8 turns. If reduced to 0 STR, the victim becomes a shadow.
- **Mundane damage immunity:** Can only be harmed by magical attacks.
- **Spell immunity:** Unaffected by *charm* and *sleep* spells.

SHARK

Aggressive, predatory fish of low intelligence and unpredictable behavior. Live in saltwater.

- **Blood scent:** Can detect blood in water up to 300' away.
- **Feeding frenzy:** Triggered by the scent of blood: always attack; no morale checks.

Bull Shark

8' long; brown coloration. Attack by ramming, then biting the stunned prey.

AC 4, HD 2 (9hp), Att 1 × bite (2d4) or 1 × ram (stun), THACO 18, MV 180' (60'), SV D12 W13 P14 B15 S16 (F1), ML 7, AL Neutral, XP 20, NA 0 (3d6), TT None

- **Ram:** Stunned for 3 rounds (**save vs paralysis**).

Note: The original rules state that bull sharks use a ram attack to stun prey, but do not give mechanics for it. The rule here is derived from a later edition.

Great White Shark

30' long (or bigger!); grey coloration with white belly. Sometimes attack small boats.

AC 4, HD 8 (36hp), Att 1 × bite (2d10), THACO 12, MV 180' (60'), SV D10 W11 P12 B13 S14 (F4), ML 7, AL Neutral, XP 650, NA 0 (1d4), TT None

Mako Shark

15' long; bluish-grey or tan coloration.

AC 4, HD 4 (18hp), Att 1 × bite (2d6), THACO 16, MV 180' (60'), SV D12 W13 P14 B15 S16 (F2), ML 7, AL Neutral, XP 75, NA 0 (2d6), TT None

- **Unpredictable:** May ignore other creatures, only to attack moments later.

SHREW, GIANT

Brown-furred, mole-like, insectivores with long snouts. Dwell underground; skilled burrowers.

AC 4, HD 1 (4hp), Att 2 × bite (1d6), THACO 19, MV 180' (60'), SV D12 W13 P14 B15 S16 (F1), ML 10, AL Neutral, XP 10, NA 1d4 (1d8), TT None

- **Initiative:** Always gain initiative on first attack. +1 to initiative on second attack.
- **Ferocity:** Attack targets' heads. Targets with 3 HD or less must **save vs death** or flee.
- **Climbing:** Skilled climbers; can jump up to 5'.
- **Territorial:** Ferociously defend their hunting area from all intruders.
- **Echolocation:** Perceive their surroundings up to 60'. Unaffected by lack of light. If unable to hear (e.g. silence, 15' radius): AC reduced to 8, -4 penalty to attacks.

SHRIEKER

Giant, subterranean mushrooms that can creep around slowly.

AC 7, HD 3 (13hp), Att None, THACO 17, MV 9' (3'), SV D12 W13 P14 B15 S16 (F1), ML 12, AL Neutral, XP 35, NA 1d8 (0), TT None

- **Shriek:** Triggered by light (up to 60' away) or movement (up to 30' away).

Shriek lasts for 1d3 rounds. Each round of the shriek, there is a 50% chance of a wandering monster being attracted (arriving in 2d6 rounds).

SKELETON

Skeletal remains of humanoids, reanimated as guardians by powerful magic-users or clerics. Often encountered in cemeteries, crypts, or other forlorn places.

AC 7, HD 1 (4hp), Att 1 × weapon (1d6 or by weapon), THACO 19, MV 60' (20'), SV D12 W13 P14 B15 S16 (F1), ML 12, AL Chaotic, XP 10, NA 3d4 (3d10), TT None

- **Undead:** Make no noise, until they attack. Immune to effects that affect living creatures (e.g. poison). Immune to mind-affecting or mind-reading spells (e.g. *charm*, *hold*, *sleep*).

SNAKE

Dwell in all but the most extreme climes. Will usually only attack if cornered or surprised.

Giant Rattler

10' long snakes with brown and white diamond patterns on their scales, and a rattle of rasping scales on their tails.

AC 5, HD 4* (18hp), Att 2 × bite (1d4 + poison), THACO 16, MV 120' (40'), SV D12 W13 P14 B15 S16 (F2), ML 8, AL Neutral, XP 125, NA 1d4 (1d4), TT U



- **Rattle:** Shaken to warn off creatures the snake does not wish to attack.
- **Poison:** Causes death in 1d6 turns (save vs poison).
- **Speed:** Attack twice per round. Second attack at the end of each round.

Pit Viper

5' long snakes with grey/green scales.

AC 6, HD 2* (9hp), Att 1 × bite (1d4 + poison), THACO 18, MV 90' (30'), SV D12 W13 P14 B15 S16 (F1), ML 7, AL Neutral, XP 25, NA 1d8 (1d8), TT None

- **Infravision:** 60'. (Pits in the head allow heat sense.)
- **Initiative:** Always gains initiative (no roll), due to special senses.
- **Poison:** Causes death (save vs poison).

Rock Python

20' long snakes with spiralling brown and yellow patterns on their scales.

AC 6, HD 5* (22hp), Att 1 × bite (1d4 + constriction), THACO 15, MV 90' (30'), SV D12 W13 P14 B15 S16 (F3), ML 8, AL Neutral, XP 300, NA 1d3 (1d3), TT U

- **Constriction:** When a bite attack is successful, the python wraps around the victim and begins to squeeze, inflicting 2d4 automatic damage immediately and on each subsequent round.

Sea Snake

6' long snakes that live underwater, coming up for breath only once per hour. Will prey on humans.

AC 6, HD 3* (13hp), Att 1 × bite (1hp + poison), THACO 17, MV 90' (30'), SV D12 W13 P14 B15 S16 (F2), ML 7, AL Neutral, XP 50, NA 1d8 (1d8), TT None

- **Pinprick bite:** 50% chance of going unnoticed.
- **Poison:** Save vs poison to avoid. Slow acting: effects felt after 1d4+2 turns. At this point, the *neutralize poison* spell has a 25% chance of being ineffectual.
- **Larger individuals:** With higher HD may be used, if the GM wishes. These snakes are 6' long for every 3 HD.

Note: The original rules do not specify the effects of sea snakes' poison. It is assumed to cause death shortly after the indicated delay.

Spitting Cobra

3' long snakes with grey/white scales. Prefer to attack from a distance with their spit.

AC 7, HD 1* (4hp), Att 1 × spit (blindness) or 1 × bite (1d3 + poison), THACO 19, MV 90' (30'), SV D12 W13 P14 B15 S16 (F1), ML 7, AL Neutral, XP 13, NA 1d6 (1d6), TT None

- **Blinding spit:** Range: 6'. A hit causes permanent blindness (save vs poison).
- **Poison:** Causes death in 1d10 turns (save vs poison).

SPECTRE

Incorporeal phantoms; one of the most powerful undead monsters.

AC 2, HD 6** (27hp), Att 1 × touch (1d8 + energy drain), THACO 14, MV 150' (50') / 300' (100') flying, SV D10 W11 P12 B13 S14 (F6), ML 11, AL Chaotic, XP 725, NA 1d4 (1d8), TT E

- **Undead:** Make no noise, until they attack. Immune to effects that affect living creatures (e.g. poison). Immune to mind-affecting or mind-reading spells (e.g. *charm*, *hold*, *sleep*).
- **Mundane damage immunity:** Can only be harmed by magical attacks.
- **Energy drain:** A successfully hit target permanently loses two experience levels (or Hit Dice). This incurs a loss of two Hit Dice of hit points, as well as all other benefits due to the drained levels (e.g. spells, saving throws, etc.). A character's XP is reduced to the lowest amount for the new level. A person drained of all levels becomes a spectre next night, under the control of the spectre that killed him or her.

SPIDER, GIANT

Black Widow

6' long, black spiders with a red hourglass pattern on their abdomens. Dwell in web-filled lairs and sometimes prey on humans.

AC 6, HD 3* (13hp), Att 1 × bite (2d6 + poison), THACO 17, MV 60' (20') / 120' (40') in webs, SV D12 W13 P14 B15 S16 (F2), ML 8, AL Neutral, XP 50, NA 1d3 (1d3), TT U

- **Poison:** Causes death in 1 turn (save vs poison).
- **Webs:** Creatures caught in webs become entangled and unable to move. Breaking free depends on Strength: 2d4 turns for strength in the normal human range; 4 rounds for strength above 18; 2 rounds for creatures with giant strength. The webs can be destroyed by fire in two rounds. All creatures in a flaming web suffer 1d6 points of damage.

Crab Spider

5' long hunting spiders that can change their color to match their surroundings.

AC 7, HD 2* (9hp), Att 1 × bite (1d8 + poison), THACO 18, MV 120' (40'), SV D12 W13 P14 B15 S16 (F1), ML 7, AL Neutral, XP 25, NA 1d4 (1d4), TT U

- **Ambush:** Attack by dropping on victims from above.
- **Surprise:** On a 1-4, due to camouflage.
- **Cling:** Can walk on walls and ceilings.
- **Poison:** Causes death in 1d4 turns (save vs poison with a +2 bonus).



Tarantella

7' long, hairy hunting spiders that resemble tarantulas. Magical in nature.

AC 5, HD 4* (18hp), Att 1 × bite (1d8 + poison), THACO 16, MV 120' (40'), SV D12 W13 P14 B15 S16 (F2), ML 8, AL Neutral, XP 125, NA 1d3 (1d3), TT U

- **Poison:** Save vs poison or dance for 2d6 turns (suffering from painful, jerking spasms that resemble a macabre dance).
- **Onlookers:** Viewers of one affected by the poison must save vs spells or begin dancing in the same fashion, for as long as the poisoned victim.

- **Dancing:** Those affected suffer a -4 penalty to attack rolls and AC. After 5 turns of dancing, they become exhausted: fall to the ground, helpless.

SPRITE

1' tall, winged humanoids, related to pixies and elves. They are shy, but driven by curiosity and their odd sense of humor.

AC 5, HD ½* (2hp), Att 1 × spell (curse), THACO 19, MV 60' (20') / 180' (60') flying, SV D12 W13 P13 B15 S15 (E1), ML 7, AL Neutral, XP 6, NA 3d6 (5d8), TT S

- **Curse:** Five sprites can collectively curse a target (no attack roll; save vs spells). The effect is determined by the GM, but is always used for comical effect (e.g. target trips, target's nose grows).
- **Pranksters:** Even if attacked, sprites have no interest in killing, merely in making practical jokes.

SQUID, GIANT

Giant, ten-armed cephalopods. Two of the ten arms are larger, and may be used to attack ships. Dwell in the depths of the sea, only surface to find prey.

AC 7, HD 6 (27hp), Att 8 × small tentacle (1d4 + constriction), 2 × large tentacle (1d4 + constriction or 1d10 hull damage), 1 × beak (1d10 or 2 hull damage), THACO 14, MV 120' (40'), SV D12 W13 P14 B15 S16 (F3), ML 7, AL Neutral, XP 275, NA 0 (1d4), TT V

- **Crush boats:** 25% likely to wrap the 2 large tentacles around a boat, doing 1d10 hull damage per tentacle. When the large tentacles are grappling a boat, in subsequent rounds, the beak inflicts 2 points of hull damage automatically.

- **Grab crew:** 75% likely to grab crew from the deck and drag them underwater to be eaten.
- **Constriction:** Tentacles grab and constrict after a hit. 1d4 automatic damage per round.
- **Severing tentacles:** Requires a hit that does 6 or more damage (8 small tentacles) or 10 or more (2 large tentacles).
- **Ink cloud:** When escaping, can emit a cloud of black ink (60' diameter) and jet away at 3 times normal speed. Maximum twice a day.
- **Gargantuan specimens:** Two or three times larger can be encountered.

STEGOSAURUS

Stocky, herbivorous dinosaurs with a ridge of plates along their backs, and a tail studded with spikes (used to deter attackers). Dwell in sub-tropical Lost World environments.

AC 3, HD 11 (49hp), Att 1 × tail (2d8) or 1 × trample (2d8), THACO 11, MV 60' (20'), SV D10 W11 P12 B13 S14 (F6), ML 7, AL Neutral, XP 1,100, NA 0 (1d4), TT None

- **Trample:** 3-in-4 chance of trampling each round. +4 to-hit human-sized or smaller creatures.

STIRGE

Feathered, bird-like creatures with long, sharp beaks.

AC 7, HD 1* (4hp), Att 1 × beak (1d3 + blood sucking), THACO 19, MV 30' (10') / 180' (60') flying, SV D12 W13 P14 B15 S16 (F2), ML 9, AL Neutral, XP 13, NA 1d10 (3d12), TT L

- **Dive attack:** First attack at an opponent is at +2 to hit.
- **Blood sucking:** Upon a successful attack, attaches to the victim and drains its blood: 1d3 automatic damage per round.

- **Detaching:** If stirge or victim dies.

THOUL

Magical monstrosities that look like hobgoblins (except on close inspection), but combine the powers of ghouls and trolls. Sometimes live among hobgoblins.



AC 6, HD 3** (13hp), Att 2 × claw (1d3 + paralysis) or 1 × weapon (1d6 or by weapon), THACO 17, MV 120' (40'), SV D12 W13 P14 B15 S16 (F3), ML 10, AL Chaotic, XP 65, NA 1d6 (1d10), TT C

- **Paralysis:** Successful attacks cause paralysis for 2d4 turns (**save vs paralysis** negates). Elves and creatures larger than ogres are unaffected. After paralyzing a target, thouls attack others.
- **Regeneration:** A damaged thoul gains 1 hit point at the start of each round, as long as it is alive.

TITANOTHERE

Giant (12' at the shoulder), ancient relatives of the rhinoceros, with massive, blunt horns. Eat grass and tree leaves. Dwell in small herds in Lost World grasslands.

AC 5, HD 12 (54hp), Att 1 × butt (2d6) or 1 × trample (3d8), THACO 10, MV 120' (40'), SV D10 W11 P12 B13 S14 (F6), ML 7, AL Neutral, XP 1,100, NA 0 (1d6), TT None

- **Peaceful grazers:** Will not attack if left alone.
- **Trample:** 3-in-4 chance of trampling each round. +4 to-hit human-sized or smaller creatures.

TOAD, GIANT

Warty amphibians with long, sticky tongues. As large as a great hound, weighing 150 to 250 pounds.

AC 7, HD 2+2 (11hp), Att 1 × bite (1d4+1), THACO 17, MV 90' (30'), SV D12 W13 P14 B15 S16 (F1), ML 6, AL Neutral, XP 25, NA 1d4 (1d4), TT None

- **Surprise:** On a 1-3, in forests or dark dungeons, due to the ability to change color to match their surroundings.
- **Sticky tongue:** Attack up to 15' away. On a hit, prey (up to dwarf size) is dragged to the mouth and bitten.
- **Swallow whole:** An attack roll of 20 indicates a small victim is swallowed. Inside the toad's belly: suffer 1d6 damage per round (until the toad dies); may attack with sharp weapons at -4 to hit; body digested in 6 turns after death.

TRADER

1st level fighters that live by trading in borderland areas.

AC 6, HD 1 (4hp), Att 1 × weapon (1d6 or by weapon), THACO 19, MV 120' (40'), SV D12 W13 P14 B15 S16 (F1), ML 7, AL Any, XP 10, NA 1d8 (3d6), TT U + V

- **Arms:** Usually carry: hand-axe, sword, shield, furs (equivalent to leather armor).
- **Mules:** In the wilderness, have 1d4 mules loaded with trade goods (e.g. carved wooden items, furs, spices).

TREANT

Giant (18' tall) humanoids that look like trees. Dwell in forests. Are concerned only with protecting the plants of their home. Speak their own long-winded and circuitous language.

AC 2, HD 8 (36hp), Att 2 × fist (2d6), THACO 12, MV 60' (20'), SV D8 W9 P10 B10 S12 (F8), ML 9, AL Lawful, XP 650, NA 0 (1d8), TT C

- **Distrust fire:** And those who wield it.
- **Surprise:** On a 1-3, in a forest, due to being mistaken for a tree. Encounter occurs at 30 yards or less.
- **Animate trees:** Each individual can animate 2 trees (within 60'; may switch trees at will). These fight as treants with movement rate 30' (10').

TRICERATOPS

Massive (12' to the shoulder, almost 40' long), aggressive, herbivorous dinosaurs with a protective crest behind the head, and three long horns. Dwell in Lost World grasslands.

AC 2, HD 11 (49hp), Att 1 × gore (3d6) or 1 × trample (3d6), THACO 11, MV 90' (30'), SV D10 W11 P12 B13 S14 (F6), ML 8, AL Neutral, XP 1,100, NA 0 (1d4), TT None

- **Aggressive:** Normally attack on sight.
- **Charge:** In first round of combat, when not in melee. Requires a clear run of at least 20 yards. Horns inflict double damage.

- **Trample:** 3-in-4 chance of trampling each round. +4 to-hit human-sized or smaller creatures.

TROGLODYTE

Intelligent, reptilian humanoids with agile hands, long legs, short tails, and spiky combs on their heads and arms.

AC 5, HD 2* (9hp), Att 2 × claw (1d4), 1 × bite (1d4), THACO 18, MV 120' (40'), SV D12 W13 P14 B15 S16 (F2), ML 9, AL Chaotic, XP 25, NA 1d8 (5d8), TT A

- **Hateful:** Attempt to kill any creatures they encounter.
- **Surprise:** On a 1-4, due to the ability to change color to match their surroundings. Lurk by rock walls and await victims.
- **Nauseating stench:** Oils on the skin have a smell that sickens humans and demi-humans: **save vs poison** or suffer -2 to hit, while in melee with troglodytes.



TROLL

Intelligent, wicked, 8' tall humanoids with emaciated, rubbery bodies. Consume the flesh

of other humanoids. Dwell underground, in barren wilderness, and in the ruined homes of former victims.

AC 4, HD 6+3* (30hp), Att 2 × talon (1d6), 1 × bite (1d10), THACO 13, MV 120' (40'), SV D10 W11 P12 B13 S14 (F6), ML 10 (8 fear of fire), AL Chaotic, XP 650, NA 1d8 (1d8), TT D

- **Regeneration:** 3 rounds after being damaged, start regaining 3hp per round. Severed limbs reattach.
- **Return from death:** If killed (0hp), they regenerate and fight again in 2d6 rounds.
- **Fire and acid:** Cannot regenerate damage from these sources. The only way to permanently kill a troll.
- **Fear of fire:** Morale 8 when attacked with fire or acid.

TYRANNOSAURUS REX

Great (over 20' tall), two-legged, predatory dinosaurs with huge jaws. Hunt human-sized or larger prey. Dwell in Lost World regions.

AC 3, HD 20 (90hp), Att 1 × bite (6d6), THACO 6, MV 120' (40'), SV D6 W7 P8 B8 S10 (F10), ML 11, AL Neutral, XP 2,000, NA 0 (1), TT V × 3

- **Large prey:** Attack largest target first.

UNICORN

Fantastic creatures that appear as elegant horses with a long horn. Unicorns are timid, but proud and wilful.

AC 2, HD 4* (18hp), Att 2 × hoof (1d8), 1 × horn (1d8), THACO 16, MV 240' (80'), SV D8 W9 P10 B10 S12 (F8), ML 7, AL Lawful, XP 125, NA 1d6 (1d8), TT None

- **Empathy with maidens:** A pure-hearted maiden can communicate with and ride a unicorn.
- **Teleport:** Once per day, up to 360' (including rider).

VAMPIRE

Greatly feared undead monsters that live by drinking the blood of mortals. Dwell in ruins, tombs, and deserted locales.

AC 2, HD 7 to 9** (31/36/40hp) Att 1 × touch (1d10 + energy drain) or 1 × gaze (charm), THACO 13/12/12, MV 120' (40'), SV D8 W9 P10 B10 S12 (F7 to 9), ML 11, AL Chaotic, XP 1,250/1,750/2,300, NA 1d4 (1d6), TT F

- **Undead:** Make no noise, until they attack. Immune to effects that affect living creatures (e.g. poison). Immune to mind-affecting or mind-reading spells (e.g. *charm, hold, sleep*).
- **Mundane damage immunity:** Can only be harmed by magical attacks.
- **Energy drain:** A successfully touched target permanently loses two experience levels (or Hit Dice). This incurs a loss of two Hit Dice of hit points, as well as all other benefits due to the drained levels (e.g. spells, saving throws, etc.). A character's XP is reduced to the lowest amount for the new level. A person drained of all levels becomes a vampire in 3 days.
- **Charming gaze:** *Save vs spells at -2* or be charmed: move towards the vampire (resisting those that try to prevent it); defend the vampire; obey the vampire's commands (if understood); unable to cast spells or use magic items; unable to harm the vampire. Killing the vampire breaks the charm.
- **Regeneration:** A damaged vampire gains 3hp at the start of each round, as long as it is alive.
- **At Ohp:** Change into gaseous form; flee to coffin.
- **Change form:** At will; takes 1 round:
 - **Humanoid:** Standard form.
 - **Dire wolf:** Att 1 × bite (2d4), MV 150' (50'). AC, HD, morale, saves as vampire.
 - **Giant bat:** Att 1 × bite (1d4), MV 30' (10') / 180' (60') flying. AC, HD, morale, saves as vampire.
 - **Gaseous cloud:** MV 180' (60') flying. Immune to all weapons. Cannot attack.
- **Summon beasts:** In human form only. Creatures from the surrounding area: 1d10 × 10 rats, 5d4 giant rats, 1d10 × 10 bats, 3d6 giant bats, 3d6 wolves, or 2d4 dire wolves.
- **Coffins:** Must rest in a coffin during the day or lose 2d6hp (only regenerated by resting a full day). Cannot rest in a blessed coffin. Always keep multiple coffins in hidden locations.
- **Vulnerabilities:**
 - **Garlic:** Odour repels: save vs poison or unable to attack this round.
 - **Holy symbols:** If presented, it keeps a vampire at bay (10'). May attack wielder from another direction.
 - **Running water:** Cannot cross (in any form), except by a bridge or carried inside a coffin.
 - **Mirrors:** Avoid; do not cast a reflection.
 - **Continual light:** Partly blinded by the light from this spell (-4 to attacks).
- **Destroying:**
 - **Sunlight:** Save vs death each round or be disintegrated.
 - **Stake through the heart:** Permanently kills.
 - **Immersion in water:** For 1 turn permanently kills.
 - **Destroying coffins:** Permanently killed if all hit points lost when unable to rest (see coffins).



VETERAN

Low level fighters, often on their way to or from war.

AC 2, HD 1 to 3 (4/9/13hp), Att 1 × weapon (1d8 or by weapon), THACO 19, MV 60' (20'), SV D12 W13 P14 B15 S16 (F1 to 3), ML 9, AL Any, XP 10/20/35, NA 2d4 (2d6), TT V

- **Level and alignment:** A group may all be of the same level and alignment, or these may be determined randomly, per individual.

WARP BEAST

Large, black, six-legged, semi-intelligent monsters. Look similar to panthers with a tentacle growing from each front shoulder. Tentacles ridged with razor-sharp edges.

AC 4, HD 6* (18hp), Att 2 × tentacle (2d4), THACO 14, MV 150' (50'), SV D10 W11 P12 B13 S14 (F6), ML 8, AL Neutral, XP 500, NA 1d4 (1d4), TT D

- **Displacement:** Appear 3' from actual location: attackers suffer -2 to hit.
- **Save bonus:** +2 to all saves.
- **Hate blink dogs:** Always attack them and their companions.

WATER TERMITE

Giant (1'-5' long), wood-eating, aquatic insects with a sack to take in and jet out water. Prone to feeding on passing ships. Only attack creatures if cornered.

- **Irritant spray:** Above water; maximum once a turn. Can spray one target: **save vs poison** or stunned for 1 turn.
- **Ink cloud:** Underwater; maximum once a turn. When escaping, can emit a cloud of black ink to confuse attackers.
- **Eat ships:** Cling to bottom of vessel. Each individual inflicts 1d3 hull damage then drops off.
- **Noticing ship damage:** 50% chance per round of spotting leaks.

Freshwater Termite

AC 6, HD 2+1 (10hp), Att 1 × bite (1d4) or 1 × spray (stun), THACO 17, MV 120' (40'), SV D12 W13 P14 B15 S16 (F2), ML 8, AL Neutral, XP 25, NA 0 (1d3), TT None

Saltwater Termite

AC 5, HD 4 (18hp), Att 1 × bite (1d6) or 1 × spray (stun), THACO 16, MV 180' (60'), SV D12 W13 P14 B15 S16 (F3), ML 11, AL Neutral, XP 75, NA 0 (1d6+1), TT None

Swamp Termite

AC 4, HD 1+1 (5hp), Att 1 × bite (1d3) or 1 × spray (stun), THACO 18, MV 90' (30'), SV D12 W13 P14 B15 S16 (F1), ML 10, AL Neutral, XP 15, NA 0 (1d4), TT None

WEASEL, GIANT

8' to 9' long, vicious, predatory mammals with rich fur of brown, gold, or white. Dwell in subterranean tunnels, hunting alone or in small groups.

AC 7, HD 4+4 (22hp), Att 1 × bite (2d4 + blood sucking), THACO 15, MV 150' (50'), SV D12 W13 P14 B15 S16 (F3), ML 8, AL Neutral, XP 125, NA 1d4 (1d6), TT V

- **Infravision:** 30'.
- **Blood sucking:** Upon a successful attack, locks onto the victim and drains its blood: 2d4 automatic damage per round.
- **Detaching:** If weasel or victim dies.
- **Tracking:** By scent, favoring wounded prey.
- **Treasure:** Found in lair on bodies of victims.

WHALE

Killer Whale

25' long, carnivorous whales. Dwell in cold waters and hunt sea creatures (including other whales).

AC 6, HD 6 (27hp), Att 1 × bite (1d20), THACO 14, MV 240' (80'), SV D12 W13 P14 B15 S16 (F3), ML 10, AL Neutral, XP 275, NA 0 (1d6), TT V

- **Swallow whole:** An attack roll of 20 indicates a halfling-sized (or smaller) victim is swallowed. Inside the whale's belly: suffer 1d6 damage per round (until the whale dies); may attack with sharp weapons at -4 to hit; drown after 10 rounds; body digested in 6 turns after death.

Narwhal

15' long, intelligent, magical whales with grey to white skin and an 8' long, spiralling horn on their nose. Live independent and secretive lives in arctic waters.

AC 7, HD 12 (54hp), Att 1 × bite (1d8), 1 × horn (2d6), THACO 10, MV 180' (60'), SV D6 W7 P8 B8 S10 (F12), ML 8, AL Lawful, XP 1,100, NA 0 (1d4), TT Horn

- **Horn:** Is worth 1d6 × 1,000gp. Rumors say a narwhal's horn vibrates when evil is near.

Sperm Whale

Gargantuan whales up to 60' long. Dwell in open oceans and hunt deep sea monsters (e.g. giant squids).

AC 6, HD 36 (162hp), Att 1 × bite (3d20) or 1 × ram (6d6 hull damage), THACO 5, MV 180' (60'), SV D4 W5 P6 B5 S8 (F15), ML 7, AL Neutral, XP 6,250, NA 0 (1d3), TT V

- **Swallow whole:** An attack roll of 4 or more than the target number required indicates a human-sized (or smaller) victim is swallowed. Inside the whale's belly: suffer 3d6 damage per round (until the whale dies); may attack with sharp weapons at -4 to hit; body digested in 6 turns after death.
- **Ram ships:** 10% likely to attack vessels.

WIGHT

Corpses of humans or demi-humans, possessed by malevolent spirits.

AC 5, HD 3* (13hp), Att 1 × touch (energy drain), THACO 17, MV 90' (30'), SV D12 W13 P14 B15 S16 (F3), ML 12, AL Chaotic, XP 50, NA 1d6 (1d8), TT B

- **Undead:** Make no noise, until they attack. Immune to effects that affect living creatures (e.g. poison). Immune to mind-affecting or mind-reading spells (e.g. *charm*, *hold*, *sleep*).
- **Mundane weapon immunity:** Only harmed by silver weapons or magic.
- **Energy drain:** A successfully hit target permanently loses one experience level (or Hit Die). This incurs a loss of one Hit Die of hit points, as well as all other benefits due to the drained level (e.g. spells, saving throws, etc.). A character's XP is reduced to halfway between the former and new levels. A person drained of all levels becomes a

wight in 1d4 days, under the control of the wight that killed him or her.

is reduced to less than 50% of its original size, this morale bonus is lost.

WOLF

Carnivorous relatives of dogs that hunt in packs.

Dire Wolf

Large, savage, semi-intelligent wolves. Dwell in caves, mountains, and forests.

AC 6, HD 4+1 (19hp),
Att 1 × bite (2d4),
THACO 15, MV 150'
(50'), SV D12 W13
P14 B15 S16 (F2), ML
8, AL Neutral, XP
125, NA 1d4 (2d4),
TT None

- **Training:** At the GM's discretion, captured cubs may be trained like dogs. Dire wolves are ferocious and extremely difficult to train.
- **Mounts:** Sometimes trained as mounts by goblins.

Normal Wolf

Dwell primarily in wild lands, but occasionally lair in caves.

AC 7, HD 2+2 (11hp), Att 1 × bite (1d6), THACO 17, MV 180' (60'), SV D12 W13 P14 B15 S16 (F1), ML 6 (8 in larger packs), AL Neutral, XP 25, NA 2d6 (3d6), TT None

- **Training:** At the GM's discretion, captured cubs may be trained like dogs. Wolves are difficult to train.
- **Strength in numbers:** Packs of 4 or more wolves have morale 8. If the pack

WRAITH

Incorporeal, undead monsters that appear as pale, human-like forms of coalescing mist. Dwell in deserted regions or in the homes of former victims.

AC 3, HD 4** (18hp),
Att 1 × touch (1d6 +
energy drain), THACO
16, MV 120' (40') /
240' (80') flying, SV
D10 W11 P12 B13 S14
(F4), ML 12, AL
Chaotic, XP 175, NA
1d4 (1d6), TT E



- **Undead:** Make no noise, until they attack. Immune to effects that affect living creatures (e.g. poison). Immune to mind-affecting or mind-reading spells (e.g. *charm*, *hold*, *sleep*).

- **Mundane weapon immunity:** Only harmed by silver weapons or magic.
- **Damage reduction:** Half damage from silver weapons.
- **Energy drain:** A successfully hit target permanently loses one experience level (or Hit Die). This incurs a loss of one Hit Die of hit points, as well as all other benefits due to the drained level (e.g. spells, saving throws, etc.). A character's XP is reduced to the lowest amount for the new level. A person drained of all levels becomes a wraith in one day, under the control of the wraith that killed him or her.

WYVERN

Winged, two-legged, dragon-like monsters with a long tail tipped with a venomous stinger. Dwell in any terrain, but favor cliffs and forests.

AC 3, HD 7* (31hp), Att 1 × bite (2d8), 1 × sting (1d6 + poison), THACO 13, MV 90' (30') / 240' (80') flying, SV D10 W11 P12 B13 S14 (F4), ML 9, AL Chaotic, XP 850, NA 1d2 (1d6), TT E

- **Poison:** Causes death (save vs poison).

YELLOW MOULD

Deadly fungus that covers walls, ceilings, and other surfaces.

AC No hit roll required, HD 2 (9hp), Att 1 × spores (1d6 + choking), THACO 18, MV 0, SV D12 W13 P14 B15 S16 (F2), ML 12, AL Neutral, XP 20, NA 1d8 (1d4), TT None

- **Area:** Each 10 square feet (e.g. 2' × 5') covered in yellow mould is treated as one "individual". (A 10' × 10' area would consist of 10 individual moulds.)
- **Immunity:** Unharmed by all attacks but fire (a burning torch does 1d4 damage).
- **Spore cloud:** 50% chance of attacking if touched (or damaged): releases a cloud of spores affecting all within a 10' cube area.
- **Choking:** Save vs death or die within 6 rounds.
- **Erosion:** Wood or leather in contact with the mould is eaten away.

ZOMBIE

Listless, humanoid corpses, reanimated as guardians by powerful clerics or wizards.

AC 8, HD 2 (9hp), Att 1 × weapon (1d8 or by weapon), THACO 18, MV 60' (20'), SV D12 W13 P14 B15 S16 (F1), ML 12, AL Chaotic, XP 20, NA 2d4 (4d6), TT None

- **Guardians:** Always attack on sight.
- **Initiative:** Always lose (no roll).
- **Undead:** Make no noise, until they attack. Immune to effects that affect living creatures (e.g. poison). Immune to mind-affecting or mind-reading spells (e.g. *charm*, *hold*, *sleep*).



CHAPTER 5: GAME MASTERS

Adventure Scenarios

The first step in designing an adventure of any kind is to decide on the type of scenario. This is the hook that draws the player characters (PCs) to the adventure site, and provides a background theme that the game master (GM) can use to tie the location together. The scenario drives the GM's choices of specific traps, treasures, and monsters to be placed in the location. The following examples may be used for inspiration.

1. Banishing Ancient Evil

An evil presence (e.g. a monster or non-player character) must be banished or destroyed. It may have been dormant for many years, and have only recently been awakened (perhaps as a result of another party's meddling).

2. Clearing Ruins

Settlers plan to move into an abandoned settlement or stronghold. Before they arrive, the PCs need to scout the area and clear out any monsters or other dangers that inhabit the place. The ruins need not be in a remote area—they could even be within (or beneath) a major settlement.

3. Contacting a Lost Civilization

The PCs discover a long-lost race in a fantastic location. They may have once been human, but are now adapted to their strange environment. For example, they may have reverted to bestial behavior, or may be adapted to subterranean life, with pale skin and infravision.

4. Escaping from Captivity

The PCs have been taken prisoner by an enemy, and begin the adventure in captivity, possibly with a grisly fate awaiting them in the near future. They must regain their freedom.

5. Exploring Unknown Territory

A non-player character (NPC) hires the party to explore and map an unknown region. This may be a previously uncharted area or may be a recent alteration to a familiar region (e.g. a magic castle may appear in an empty plain).

6. Performing a Quest

A deity or powerful NPC (e.g. a king) sends the PCs on a quest. This may involve recovering holy or magical items.

7. Rescuing Captives

Important NPCs have been kidnapped by bandits, wicked monsters, or an evil wizard. The PCs attempt to rescue the prisoners, either seeking a reward, or because of a personal connection with the unfortunate captives. It is also possible that the PCs may be hired as bodyguards to NPCs that are negotiating with the kidnappers.

8. Scouting an Enemy Outpost

An invasion is looming (or in progress)! The PCs are tasked with infiltrating an outpost of the enemy, gathering reconnaissance as to their plans, strengths, and weaknesses, and (if possible) destroying them.

9. Seeking a Magical Doorway

A gateway exists that allows magical travel (either one-way or bi-directional) between distant locations or even other worlds. The PCs may be tasked with locating a lost portal, or closing a portal used by enemies. The portal may also be the only means of travel to a fantastic destination that the PCs must visit.

10. Visiting a Sacred Site

In order to consult with an oracle, remove a curse, or find a holy relic, the PCs must journey to a sacred site (e.g. a shrine or temple). The exact location of the site is usually a matter of conjecture.

Designing a Dungeon

1. Choose Setting

The central location of an adventure is often a dungeon of some kind. The GM should decide on the basic form and structure of the dungeon and can begin to come up with ideas for the main rooms or areas. The following table may be used to decide the basic form.

Dungeon Setting

d6	Setting
1	Crypt or tomb complex
2	Natural caverns
3	Settlement (e.g. castle, village, city)
4	Subterranean delving (e.g. mine)
5	Temple
6	Tower or fortification

2. Choose Monsters

Based on the selected adventure scenario from the previous page and dungeon setting, the GM should decide what types of monsters inhabit the dungeon. Monsters may be selected from *Monsters*, pages 107-155 or other monster books that the GM has available. The GM may also wish to create new monsters especially for the dungeon or alter standard monsters to tailor them to the location.

3. Map the Dungeon

Typically, dungeon maps are drawn on graph paper, with a scale of 10' per square. (Larger or smaller scales may be used, as appropriate.) The overall shape of the dungeon—the structure of the rooms and connecting passages (e.g. rough, cavern walls; carefully laid-out defensive structures; etc.) are determined by the dungeon setting.

Each area (e.g. room or cave) of the dungeon should be numbered, so that the area on the map can easily be cross-referenced with the description of its contents (see step 4).

4. Stock the Dungeon

The GM should record a description of each numbered area from the map.

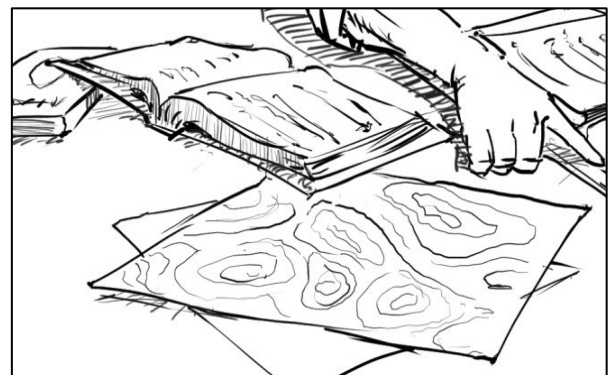
- The description should note any monsters, traps, tricks, treasures, or special magical effects that are present (including the possibility of patrols in the area).
- Generally, the level of danger and the amount of treasure in a dungeon should be suitable to the level of the PCs.
- Additional, descriptive details for each area may also be noted: furnishings, everyday items, smells, sounds, lights, etc.

Monsters or areas that play an important role in the adventure background should be noted first. Areas of less importance may then be stocked, using the guidelines below as desired.

Unguarded Treasure

Treasure is usually guarded by monsters or traps, but sometimes an unguarded cache of treasure may be found. The following guidelines should be borne in mind:

- When designing dungeons for experienced players, the GM should consider placing only very few completely unguarded treasures.
- The GM may wish to not place any unguarded treasures in the 9th or deeper dungeon levels.



Random Dungeon Room Contents

d6	Room Type	Chance of Treasure
1-2	Empty	1-in-6
3-4	Monster	3-in-6
5	Special	None
6	Trap	2-in-6

- **Monsters:** May be selected by hand or rolled (see *Dungeon Encounter Tables*, page 160).
- **Specials:** Unusual, magical, or weird features of an area. This can include tricks or puzzles.
- **Traps:** If treasure is present, the trap may be set so that it is triggered when the treasure is tampered with (a *treasure trap*). Otherwise, the trap may be triggered by simply entering the room or a certain area of it (a *room trap*).
- **Treasure:** If a monster is in the room, roll the treasure type indicated in its description. Otherwise, the treasure depends on the dungeon level.

Example Room Traps

1. **Falling block:** Inflicts 1d10 damage (save vs petrification to avoid).
2. **Gas:** Poisonous gas fills the room (save vs poison or die).
3. **Mist:** Harmless; looks like poisonous gas.
4. **Pit:** Opens up beneath characters' feet. Characters that fall in suffer damage when they hit the bottom (see *Falling*, page 85).
5. **Scything blade:** Swings from the ceiling; attacks for 1d8 damage.
6. **Slide:** Opens up beneath characters' feet, sending them to a lower level.

Example Specials

1. **Alarms:** Entry alarm that attracts nearby guardians.
2. **Animating objects:** Inanimate objects that attack if disturbed.
3. **Falling blocks:** Stone block falls to prevent passage.
4. **Illusions:** Illusionary passages, doors, or stairways.
5. **Shifting architecture:** Doors lock; room rotates, rises, or falls.
6. **Strange waters:** Pool or fountain with weird, magical effects.
7. **Teleports:** Magical portal or teleporter to another area of the dungeon.
8. **Trapdoors:** Leading to a hidden area.
9. **Voices:** Walls or architectural features speak or moan (e.g. a talking statue).

Example Treasure Traps

1. **Darts:** 1d6 spring-loaded darts fire at the character, doing 1d4 damage each.
2. **Hidden monster:** Released when the treasure is tampered with (e.g. a snake).
3. **Illusion:** Typically of a monster. The monster has AC 9 and vanishes if hit in combat. Attacks do not inflict real damage: a character who appears to die actually falls unconscious for 1d4 turns.
4. **Light flash:** Causes blindness for 1d8 turns (save versus spells).
5. **Spray:** A mysterious liquid covers the character; monsters are attracted to the smell. The chance of wandering monsters is doubled for 1d6 hours.
6. **Sprung needle:** A needle coated with poison jabs out (save vs poison or die).

Treasure

- **Level 1:** 1d6 × 100sp; 50%: 1d6 × 10gp; 5%: 1d6 gems; 2%: 1d6 pieces of jewelry; 2%: 1 magic item.
- **Level 2-3:** 1d12 × 100sp; 50%: 1d6 × 100gp; 10%: 1d6 gems; 5%: 1d6 pieces of jewelry; 8%: 1 magic item.
- **Level 4-5:** 1d6 × 1,000sp; 1d6 × 200gp; 20%: 1d6 gems; 10%: 1d6 pieces of jewelry; 10%: 1 magic item.
- **Level 6-7:** 1d6 × 2,000sp; 1d6 × 500gp; 30%: 1d6 gems; 15%: 1d6 pieces of jewelry; 15%: 1 magic item.
- **Level 8-9:** 1d6 × 5,000sp; 1d6 × 1,000gp; 40%: 1d12 gems; 20%: 1d12 pieces of jewelry; 20%: 1 magic item.

See *Gems and Jewelry* and *Magic Items* starting on page 176 for more details.

Designing a Wilderness

1. Choose Setting

The GM should decide on the basic geography and climate of the region to be described: whether it primarily consists of mountains, forest, desert, etc. The size of the region should also be determined.

When starting a new campaign, it is recommended that the GM begin by detailing a small, self-contained area that can be expanded upon in time.

At this stage, the GM should also consider the nature of the milieu being detailed: the general level of technology, availability of magic, presence of different monsters and intelligent races, and so on.

2. Map the Region

Using graph or hex paper, the GM should create a map of the wilderness area, marking on the major terrain features such as mountain ranges, rivers, seas, lakes, islands, forests, swamps, and so on. Real world maps may serve

as inspiration as to the natural structure and relationship of terrain features.

Typically, a large scale map (24 miles per hex) is drawn first, followed by smaller scale maps (6 miles per hex) of certain areas, adding more detail.

3. Locate Human Realms

The areas of the map that are controlled by humans should be marked on the map, bearing in mind the needs of human civilization (rivers, farmland, etc.). The base town (see step 5) is typically located within one of these regions. The GM should also note the ruler of each human-controlled area, whether it be a petty lord, a mighty king, a consortium of merchants, etc.

4. Locate Non-Human Realms

Regions that are controlled by other intelligent species that exist in the setting (e.g. demi-humans, monstrous races, and so on) should be marked on the map, taking their preferred environment and lifestyle into account. Some intelligent species may keep domains with well-defined boundaries, while others may move around—hunting or raiding—within a more vaguely defined area.

The territories of significant, non-intelligent monsters may also be marked on the map at this stage.

5. Place the Base Town

A base town for player characters should be located on the map, typically close to a river or road, near the centre of the map. This is where play begins. The guidelines to the right may be used to help flesh out the base town.

6. Place Dungeons

The GM may place one or more dungeons on the map, somewhere in the vicinity of the base town. Dungeons are normally located around a day's journey from the base town—close enough that travel between the town and the dungeon is convenient, but not so close that

the town is plagued by monsters from the dungeon.

7. Create Regional Encounter Tables

The standard *Wilderness Encounter Tables* starting on page 164 may be suited for use in some areas of the campaign map. For other areas, the GM may prefer to create new tables, with a selection of monsters customised to the area. Special encounter tables should take account of the intelligent and monstrous species marked on the map.

Designing a Base Town

1. Size

Decide how large the base town is and roughly how many inhabitants it has:

Town Size	Inhabitants
Village	50 - 999
Small Town	1,000 - 4,999
Large Town	5,000 - 14,999
City	15,000+

2. Services

The GM should make some notes on the presence of the following services that adventurers require:

- **Black market:** For selling treasure and contacting thieves or smugglers.
- **Guard:** A town militia to keep the peace and protect the town. It may be useful to note whether the guards are open to bribery, and how frequently they patrol various areas of the town.
- **Healing:** A temple, church, or shrine where healing magic (possibly including means of raising the dead) is available.
- **Lodgings:** Inns or rooms to rent.
- **Rumors:** Places where notices are posted and gossip spreads.

3. Ruler

The GM should decide how the town is ruled: whether by a local sheriff or mayor appointed by a lord, an elected council, a confederacy of merchants, etc. It is also possible that a high-level NPC adventurer (with attendant guards and magic) may rule the town.

4. Other NPCs

Other important NPCs in the town should be noted, especially those associated with one of the services mentioned above, or those that might wish to hire the PCs to undertake missions.

5. Rumors

A few local rumors may be noted, to provide hooks for the player characters to start exploring the local area, and possibly find their way to one of the placed dungeons.

Dungeon Encounter Tables

This section provides encounter tables by dungeon level, using the monsters found in *Monsters*, pages 107-155. GMs that are using additional (or alternative) monsters should either adapt the tables to include these, or should create their own encounter tables. Special tables may also be created to reflect the different balance of monsters inhabiting a specific dungeon.

How to Roll an Encounter

Roll 1d20 and look up the result on the column in the table below that corresponds to the dungeon level being explored. The result indicates the monster encountered, with the number appearing in parentheses.

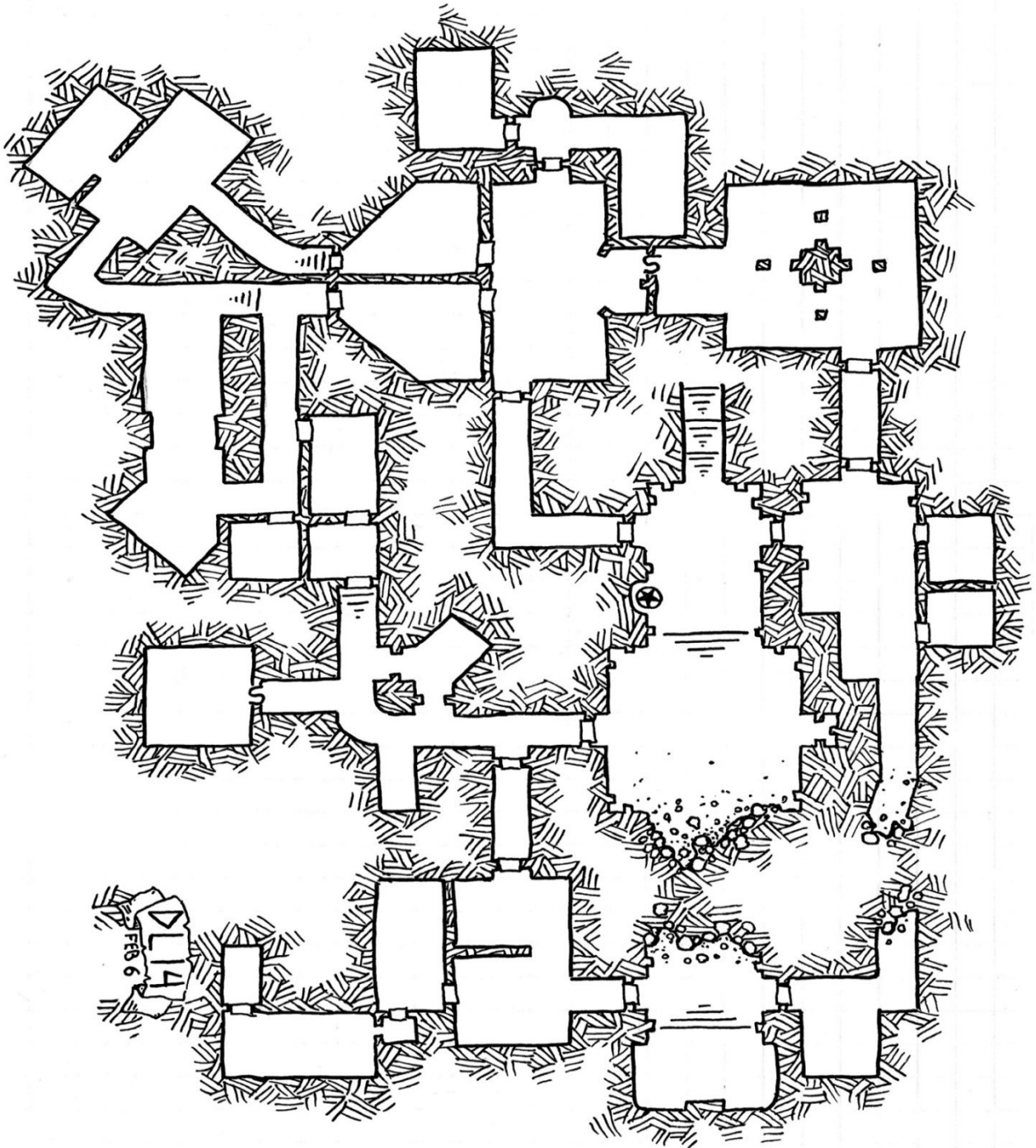
Notes

- **NPC adventurers:** Encounters with NPC adventuring parties are listed in the tables as “Basic Adventurers” or

“Expert Adventurers”. Guidelines for generating NPC adventurers can be found in *NPC Parties*, page 172.

- **Number appearing:** The values listed in the tables for some monsters do not

match the values listed in *Monsters*, pages 107-155. If desired, the GM may use the number appearing value listed there for consistency.



Levels 1-3

d20	Level 1	Level 2	Level 3
1	Acolyte (1d8)	Beetle, Oil (1d8)	Ape, White (1d6)
2	Bandit (1d8)	Berserker (1d6)	Basic Adventurers (1d4+4)
3	Beetle, Fire (1d8)	Cat, Mountain Lion (1d4)	Beetle, Tiger (1d6)
4	Dwarf (1d6)	Elf (1d4)	Bugbear (2d4)
5	Gnome (1d6)	Ghoul (1d6)	Carcass Crawler (1d3)
6	Goblin (2d4)	Gnoll (1d6)	Doppelgänger (1d6)
7	Green Slime (1d4)	Grey Ooze (1)	Driver Ant (2d4)
8	Halfling (3d6)	Hobgoblin (1d6)	Gargoyle (1d6)
9	Killer Bee (1d10)	Lizard, Draco (1d4)	Gelatinous Cube (1)
10	Kobold (4d4)	Lizard Man (2d4)	Harpy (1d6)
11	Lizard, Gecko (1d3)	Neanderthal (1d10)	Living Statue, Crystal (1d6)
12	Orc (2d4)	Noble (2d6)	Lycanthrope, Wererat (1d8)
13	Shrew, Giant (1d10)	Pixie (2d4)	Medium (1d4)
14	Skeleton (3d4)	Robber Fly (1d6)	Medusa (1d3)
15	Snake, Cobra (1d6)	Rock Baboon (2d6)	Ochre Jelly (1)
16	Spider, Crab (1d4)	Snake, Pit Viper (1d8)	Ogre (1d6)
17	Sprite (3d6)	Spider, Black Widow (1d3)	Shadow (1d8)
18	Stirge (1d10)	Troglodyte (1d8)	Spider, Tarantella (1d3)
19	Trader (1d8)	Veteran (2d4)	Thoul (1d6)
20	Wolf (2d6)	Zombie (2d4)	Wight (1d6)



Levels 4+

d20	Level 4-5	Level 6-7	Level 8+
1	Bear, Cave (1d2)	Basilisk (1d6)	Black Pudding (1)
2	Blink Dog (1d6)	Bear, Cave (1d2)	Chimera (1d2)
3	Caecilia (1d3)	Black Pudding (1)	Dragon, Black (1d4)
4	Cockatrice (1d4)	Caecilia (1d3)	Dragon, Blue (1d4)
5	Doppelgänger (1d6)	Dragon, White (1d4)	Dragon, Gold (1d4)
6	Exp. Adventurers (1d6+3)	Exp. Adventurers (1d6+3)	Dragon, Green (1d4)
7	Grey Ooze (1)	Gorgon (1d2)	Dragon, Red (1d4)
8	Hellhound (2d4)	Hellhound (2d4)	Exp. Adventurers (1d6+3)
9	Lizard, Tuatara (1d2)	Hydra, 1d4+4HD (1)	Giant, Hill (1d4)
10	Lycanthrope, Wereboar (1d4)	Lycanthrope, Weretiger (1d4)	Giant, Stone (1d2)
11	Lycanthrope, Werewolf (1d6)	Minotaur (1d6)	Golem, Amber (1)
12	Minotaur (1d6)	Mummy (1d4)	Golem, Bone (1)
13	Ochre Jelly (1)	Ochre Jelly (1)	Hydra, 1d4+8HD (1)
14	Owl Bear (1d4)	Owl Bear (1d4)	Lycanthrope, Devil Swine (1d3)
15	Rhagodessa (1d4)	Rust Monster (1d4)	Lycanthrope, Werebear (1d4)
16	Rust Monster (1d4)	Salamander, Flame (1d4+1)	Manticore (1d2)
17	Spectre (1d4)	Scorpion, Giant (1d6)	Purple Worm (1d2)
18	Troll (1d8)	Spectre (1d4)	Salamander, Flame (1d4+1)
19	Weasel, Giant (1d4)	Troll (1d8)	Salamander, Frost (1d3)
20	Wraith (1d4)	Warp Beast (1d4)	Vampire (1d4)



Wilderness Encounter Tables

This section provides encounter tables by terrain type, using the monsters found in *Monsters*, pages 107-155. GMs that are using additional (or alternative) monsters should either adapt the tables to include these, or should create their own encounter tables.

How to Roll an Encounter

Roll 1d8 and 1d12:

- Look up the d8 result on the column in the table below that corresponds to the terrain being explored. The result indicates which sub-table to consult.

- Look up the d12 result in the sub-table indicated.

Notes

- **Aerial encounters:** Always use the *Flyer* table, in sub-table 1, below.
- **Lost World:** In Lost World or prehistoric settings, any Animal result may be rolled on the *Prehistoric Animal* table, in sub-table 2, below.
- **NPC adventurers:** Encounters with NPC adventuring parties are listed in the tables as “Basic Adventurers”, “Expert Adventurers”, “High-Level Cleric”, “High-Level Fighter”, or “High-Level Magic-User”. Guidelines for generating NPC adventurers can be found in *NPC Parties*, page 172.



d8	Barren, Hills, Mountains	City	Clear, Grasslands	Desert	Forest
1	B–Animal	C–Human	G–Animal	D–Animal	F–Animal
2	1–Dragon	C–Human	G–Animal	D–Animal	F–Animal
3	1–Dragon	C–Human	1–Dragon	1–Dragon	1–Dragon
4	B–Flyer	C–Human	1–Flyer	D–Flyer	1–Flyer
5	B–Human	C–Human	G–Human	D–Human	F–Human
6	B–Humanoid	C–Human	G–Humanoid	D–Human	F–Humanoid
7	B–Humanoid	C–Humanoid	1–Insect	D–Humanoid	1–Insect
8	2–Unusual	2–Undead	2–Unusual	2–Undead	2–Unusual

d8	Jungle	Lake, River	Ocean, Sea	Settled	Swamp
1	J–Animal	L–Animal	1–Dragon	C–Animal	1–Dragon
2	J–Animal	1–Dragon	1–Flyer	1–Dragon	1–Flyer
3	1–Dragon	1–Flyer	O–Human	1–Flyer	S–Human
4	1–Flyer	L–Human	O–Swimmer	C–Human	S–Humanoid
5	J–Human	L–Humanoid	O–Swimmer	C–Human	1–Insect
6	J–Humanoid	1–Insect	O–Swimmer	C–Human	S–Swimmer
7	1–Insect	L–Swimmer	O–Swimmer	C–Humanoid	2–Undead
8	1–Insect	L–Swimmer	O–Swimmer	1–Insect	2–Undead

Standard Sub-Table 1

d12	Dragon	Flyer	Insect
1	Chimera	Cockatrice	Beetle, Fire
2	Dragon, Black	Gargoyle	Beetle, Oil
3	Dragon, Blue	Griffon	Beetle, Tiger
4	Dragon, Gold	Hawk, Giant	Driver Ant
5	Dragon, Green	Hippogriff	Driver Ant
6	Dragon, Red	Killer Bee	Killer Bee
7	Dragon, White	Pegasus	Rhagodessa
8	Hydra (or Sea Hydra)	Pixie	Robber Fly
9	Hydra (or Sea Hydra)	Robber Fly	Scorpion, Giant
10	Wyvern	Roc, Small	Spider, Black Widow
11	Basilisk (re-roll at sea)	Sprite	Spider, Crab
12	Salamander (re-roll at sea)	Stirge	Spider, Tarantella

Standard Sub-Table 2

d12	Prehistoric Animal	Undead	Unusual
1	Bear, Cave	Ghoul	Basilisk
2	Cat, Sabre-Toothed	Ghoul	Blink Dog
3	Crocodile, Giant	Ghoul	Centaur
4	Mastodon	Mummy	Gorgon
5	Pterodactyl, Pteranodon	Skeleton	Lycanthrope, Werebear
6	Rhino, Woolly	Skeleton	Lycanthrope, Wereboar
7	Snake, Pit Viper	Spectre	Lycanthrope, Wererat
8	Stegosaurus	Wight	Lycanthrope, Weretiger
9	Titanothera	Wraith	Lycanthrope, Werewolf
10	Triceratops	Vampire	Medusa
11	Tyrannosaurus Rex	Zombie	Treant
12	Wolf, Dire	Zombie	Warp Beast

Sub-Table B: Barren, Hills, Mountains

d12	Animal	Flyer	Human	Humanoid
1	Antelope	Gargoyle	Bandit	Dwarf
2	Ape, White	Griffon	Berserker	Giant, Cloud
3	Ape, White	Harpy	Berserker	Giant, Frost
4	Bear, Cave	Hawk	Brigand	Giant, Hill
5	Cat, Mountain Lion	Hawk, Giant	Brigand	Giant, Stone
6	Hawk	Hippogriff	Expert Adventurers	Giant, Storm
7	Mule	Manticore	High-Level Cleric	Gnome
8	Rock Baboon	Manticore	High-Level Fighter	Goblin
9	Snake, Pit Viper	Pegasus	High-Level MU	Kobold
10	Snake, Rattler	Roc, Small	Merchant	Orc
11	Wolf	Roc, Large	Neanderthal	Troglodyte
12	Wolf, Dire	Roc, Giant	Neanderthal	Troll

Sub-Table C: City, Settled

d12	Animal	Human, City	Human, Settled	Humanoid
1	Antelope	Acolyte	Acolyte	Dwarf
2	Antelope	Basic Adventurers	Basic Adventurers	Elf
3	Boar	Bandit	Bandit	Giant, Hill
4	Cat, Tiger	Bandit	Bandit	Gnome
5	Ferret, Giant	Expert Adventurers	Expert Adventurers	Gnoll
6	Hawk	High-Level Fighter	High-Level Cleric	Goblin
7	Rat, Giant	Merchant	High-Level Fighter	Halfling
8	Shrew, Giant	Noble	High-Level MU	Hobgoblin
9	Snake, Pit Viper	Trader	Merchant	Ogre
10	Spider, Tarantella	Trader	Noble	Orc
11	Weasel, Giant	Trader	Trader	Pixie
12	Wolf	Veteran	Veteran	Sprite

Sub-Table D: Desert

d12	Animal	Flyer	Human	Humanoid
1	Antelope	Gargoyle	Expert Adventurers	Giant, Fire
2	Antelope	Gargoyle	High-Level Cleric	Goblin
3	Camel	Griffon	Dervish	Hobgoblin
4	Camel	Hawk	Dervish	Hobgoblin
5	Cat, Lion	Hawk, Giant	High-Level Fighter	Ogre
6	Cat, Lion	Hawk, Giant	High-Level MU	Ogre
7	Hawk	Manticore	Merchant	Ogre
8	Lizard, Gecko	Manticore	Noble	Orc
9	Lizard, Tuatara	Manticore	Nomad	Orc
10	Snake, Pit Viper	Roc, Small	Nomad	Pixie
11	Snake, Rattler	Roc, Large	Nomad	Sprite
12	Spider, Tarantella	Roc, Giant	Nomad	Thoul

Sub-Table F: Forest

d12	Animal	Human	Humanoid
1	Antelope	Basic Adventurers	Bugbear
2	Boar	Bandit	Cyclops
3	Cat, Panther	Bandit	Dryad
4	Cat, Tiger	Berserker	Elf
5	Hawk	Brigand	Giant, Hill
6	Lizard, Gecko	Brigand	Gnoll
7	Lizard, Tuatara	Brigand	Goblin
8	Snake, Pit Viper	Expert Adventurers	Hobgoblin
9	Spider, Crab	High-Level Cleric	Ogre
10	Unicorn	High-Level Fighter	Orc
11	Wolf	High-Level Magic-User	Thoul
12	Wolf, Dire	Merchant	Troll

Sub-Table G: Clear, Grasslands

d12	Animal	Human	Humanoid
1	Antelope	Bandit	Bugbear
2	Boar	Bandit	Elf
3	Cat, Lion	Berserker	Giant, Hill
4	Elephant	Brigand	Gnoll
5	Ferret, Giant	Expert Adventurers	Goblin
6	Hawk, Giant	High-Level Cleric	Halfling
7	Horse, Wild	High-Level Fighter	Hobgoblin
8	Mule	High-Level Magic-User	Ogre
9	Rock Baboon	Merchant	Orc
10	Snake, Pit Viper	Merchant	Pixie
11	Snake, Rattler	Noble	Thoul
12	Weasel, Giant	Nomad	Troll

Sub-Table J: Jungle

d12	Animal	Human	Humanoid
1	Antelope	Bandit	Bugbear
2	Boar	Berserker	Cyclops
3	Cat, Panther	Brigand	Elf
4	Lizard, Draco	Brigand	Giant, Fire
5	Lizard, Gecko	Brigand	Giant, Hill
6	Lizard, Horned Chameleon	Expert Adventurers	Gnoll
7	Rat, Giant	Expert Adventurers	Goblin
8	Shrew, Giant	High-Level Cleric	Lizard Man
9	Snake, Pit Viper	High-Level Fighter	Ogre
10	Snake, Rock Python	High-Level Magic-User	Orc
11	Snake, Spitting Cobra	Merchant	Troglodyte
12	Spider, Crab	Neanderthal	Troll

Sub-Table L: Lake, River

d12	Animal	Human	Humanoid	Swimmer
1	Antelope	Basic Adventurers	Bugbear	Crab, Giant
2	Boar	Bandit	Elf	Crocodile
3	Cat, Panther	Brigand	Gnoll	Crocodile
4	Cat, Tiger	Buccaneer	Hobgoblin	Crocodile, Large
5	Crab, Giant	Buccaneer	Lizard Man	Fish, Catfish
6	Crocodile	Buccaneer	Lizard Man	Fish, Piranha
7	Crocodile, Large	Expert Adventurers	Nixie	Fish, Sturgeon
8	Piranha, Giant	High-Level Cleric	Ogre	Leech, Giant
9	Leech, Giant	High-Level Fighter	Orc	Lizard Man
10	Rat, Giant	High-Level MU	Sprite	Merman
11	Shrew, Giant	Merchant	Thoul	Nixie
12	Toad, Giant	Merchant	Troll	Termite, Water

Sub-Table O: Ocean, Sea

d12	Human	Swimmer
1	Buccaneer	Dragon Turtle
2	Buccaneer	Hydra, Sea
3	Expert Adventurers	Merman
4	Merchant	Octopus, Giant
5	Merchant	Sea Dragon
6	Merchant	Sea Serpent
7	Merchant	Shark
8	Merchant	Shark
9	Pirate	Snake, Sea
10	Pirate	Squid, Giant
11	Pirate	Termite, Water
12	Pirate	Whale

Sub-Table S: Swamp

d12	Human	Humanoid	Swimmer
1	Basic Adventurers	Gnoll	Crab, Giant
2	Bandit	Goblin	Crocodile
3	Bandit	Hobgoblin	Crocodile, Large
4	Berserker	Lizard Man	Crocodile, Giant
5	Brigand	Lizard Man	Fish, Catfish
6	Expert Adventurers	Lizard Man	Insect Swarm
7	Expert Adventurers	Nixie	Insect Swarm
8	High-Level Cleric	Ogre	Leech, Giant
9	High-Level Fighter	Orc	Leech, Giant
10	High-Level Magic-User	Troglodyte	Lizard Man
11	Merchant	Troll	Lizard Man
12	Trader	Troll	Termite, Water

Stronghold Encounters

High-level adventurers may create a base in a wilderness area by driving dangerous monsters out of the area, building a castle or stronghold, and hiring an army of mercenaries for protection. When PCs wander into the vicinity of such a stronghold, a warm reception is not always guaranteed. The GM may already have notes on the patrols around a stronghold, and the reaction of the ruler to travellers. If not, the following guidelines may be used.

Ruler

The GM should decide what class of NPC claims ownership of the stronghold and the surrounding lands:

- **Arcane spell caster:** (e.g. magic-user.) Of level 1d4+10.
- **Divine spell caster:** (e.g. cleric.) Of level 1d8+6.
- **Warrior or combat-oriented character:** (e.g. fighter.) Of level 1d6+8.

Note that demi-human strongholds are unusual cases, and should be detailed in advance by the GM. Typically, they attempt to avoid all contact with travellers.

Patrols

Adventurers that enter the dominion around a stronghold are typically spotted by one of the mercenary groups hired to patrol the area. The type of troops depends on the class of the ruler:

- **Arcane spell caster:** 2d6 heavy footmen. Equipped with chainmail + shield (AC 4) and swords. Morale 8.
- **Divine spell caster:** 2d6 medium horsemen. Equipped with chainmail (AC 5) and lances. Morale 9.
- **Warrior or combat-oriented character:** 2d6 heavy horsemen.

Equipped with plate mail (AC 3), lance, and sword. Morale 9.

Garrison

Patrols such as those described are only a small part of the ruler's garrison. Further forces may include magical monsters, or humans mounted on flying creatures.

Reaction

The reaction of the ruler to travellers in his or her domain depends on the class of the ruler, and can be determined by rolling 1d6 and consulting this table:

d6	Arcane Caster	Divine Caster	Warrior
1	Chase	Chase	Chase
2	Ignore	Chase	Chase
3	Ignore	Ignore	Chase
4	Ignore	Ignore	Ignore
5	Ignore	Invite	Ignore
6	Invite	Invite	Invite

Chase: The patrol is instructed to chase intruders out of the domain. Alternatively, they may demand a toll from travellers passing through. The exact price demanded depends on the ruler's character, the apparent wealth of the PCs, etc. If the PCs refuse to pay the toll, the patrol may attack them, drive them away, or attempt to take them prisoner.

Ignore: The patrol leaves the PCs to go about their business.

Invite: The patrol brings a message from the domain's ruler, inviting the PCs to stay in the stronghold. The ruler's exact motive for doing so depends on his or her personality—it is not necessarily benign.

NPC Parties

This procedure generates parties of NPC adventurers. As the procedure is fairly involved, GMs may wish to pre-generate some NPC parties for use in random encounters. The following general details apply to all types of NPC party described:

- **Spells:** If spell casters are present, choose or roll their memorized spells.
- **Equipment:** Normal adventuring gear.
- **Treasure:** Treasure types U+V, shared among the group.
- **Marching order:** Decided by GM.

If the classes presented in *Chapter 1: Characters and Equipment* are not in use, the GM should replace the listed classes by equivalents in use in his or her campaign.

Basic Adventurers

- **Composition:** 1d4+4 characters of random class and level (see below).
- **Alignment:** Either roll the alignment of each NPC or roll once for the party.

Expert Adventurers

- **Composition:** 1d6+3 characters of random class and level (see below).
- **Alignment:** Either roll the alignment of each NPC or roll once for the party.
- **Mounts:** 75% chance of being mounted, in the wilderness.
- **Magic items:** Per individual: there is a chance of the NPC having a magic item from each suitable magic item sub-table (see *Magic Items*, page 176). The chance per sub-table is 5% per level of the NPC. Rolled items that cannot be used by the NPC should be ignored (no re-roll).

High-Level Cleric

A high-level cleric and party. (Mounts and magic items as per Expert Adventurers.)

- **Composition:** Leader (cleric of level 1d6+6), 1d4 clerics (level 1d4+1), 1d3 fighters (level 1d6).
- **Alignment:** Roll for the whole party.

High-Level Fighter

A high-level fighter and a group of retainers, often on their way to or from war. (Mounts and magic items as per Expert Adventurers.)

- **Composition:** Leader (fighter of level 1d4+6), 2d4 retainers (level 1d4+2, any class).
- **Alignment:** Roll for the whole party.



High-Level Magic-User

A high-level magic-user, accompanied by his or her apprentices and a group of hired guards, often on a quest for arcane lore. (Mounts and magic items as per Expert Adventurers.)

- **Composition:** Leader (magic-user of level 1d4+6), 1d4 apprentices (magic-users of level 1d3), 1d4 mercenaries (fighters of level 1d4+1).
- **Alignment:** Roll the leader's alignment. The apprentices have the same alignment as the leader, but the mercenaries may be of different alignment.

Adventurers' Class and Level

d8	Class	Level	
		Basic	Expert
1	Cleric	1d3	1d6+3
2	Dwarf	1d3	1d6+6
3	Elf	1d3	1d6+2
4	Fighter	1d3	1d6+3
5	Fighter	1d3	1d6+5
6	Halfling	1d3	1d6+2
7	Magic-User	1d3	1d6+3
8	Thief	1d3	1d6+4

Alignment

d6	Alignment
1-2	Lawful
3-4	Neutral
5-6	Chaotic

Placing Treasure

There are two methods of deciding what treasure is in the possession of monsters encountered in an adventure, described below.

Rolling Randomly

Monster listings (for example in *Monsters*, pages 107-155) note the treasure type present in the creature's lair and carried on its person. Each treasure type (described in the following section) lists one or more types of coin or item that may be found in the hoard. For each item in the list:

1. If a percentage value is given, roll d100 first. If the result is less than or equal to the listed percentage, this item is present in the hoard. If the result is greater than the listed percentage, this item is not present in the hoard.
2. If a range of values is given (e.g. 1d6 × 1,000cp, or 6d6 gems), roll the specified dice to determine the

quantity of this item that is present in the hoard.

3. For gems, jewelry, and magic items, the procedures for determining the value and properties of the items in the hoard are found in later sections.

If the value of the randomly generated treasure is significantly above or below the average value of the treasure type, the GM may wish to adjust the results manually.

Game Master Choice

As an alternative to rolling treasure at random, the GM may wish to choose treasures appropriate to the monsters and the player character party. As treasure is the main source of player character experience (see *Experience Points*, page 84)—usually accounting for $\frac{3}{4}$ or more of their total experience earned—the GM should carefully consider treasure placement. The GM may use the following approach:

1. Consider the size of the adventuring party, the levels of the characters, and the XP requirements for them to advance.
2. Decide how many experience points the treasure hoard should provide, if the party successfully acquires it.
3. Place treasures whose total gold piece value matches the determined XP total.

When using this approach, the GM should ensure that the treasure is guarded by sufficiently powerful monsters. The player characters should have to earn this reward!

Items of Value

The treasure tables in the following sections describe methods for generating hoards of coins, gems, jewelry, and magic items. Adventures may often include valuable items of other kinds, however, whose worth may not always be obvious to players. The GM should feel free to include items such as the following in treasure hoards:

- **Artwork:** Paintings, statuary.
- **Books:** Rare tomes or scrolls.
- **Foodstuffs:** Spices, valuable wines.
- **Furnishings:** Rugs, tapestries, hangings.
- **Utensils:** Silver cutlery, unusual kitchen or laboratory implements.
- **Valuables:** Furs, ivory, ores, silks.

For each such item placed, the GM should note its value (in gold pieces) and (if using the optional rules for *Encumbrance* on pages 82-83) its weight.

Treasure Types

Hoard

These treasure types indicate the sum wealth of a large monster or a community of smaller monsters. Such hoards are usually hidden in the monsters' lair. For monsters with a lair encounter size of greater than 1d4, the amount of treasure in the hoard may be reduced, if the number of monsters is below average.

Type A (18,000gp average)

- 25%: 1d6 × 1,000cp.
- 30%: 1d6 × 1,000sp.
- 20%: 1d4 × 1,000ep.
- 35%: 2d6 × 1,000gp.
- 25%: 1d2 × 1,000pp.
- 50%: 6d6 gems.
- 50%: 6d6 pieces of jewelry.
- 30%: 3 magic items.

Type B (2,000gp average)

- 50%: 1d8 × 1,000cp.
- 25%: 1d6 × 1,000sp.
- 25%: 1d4 × 1,000ep.
- 25%: 1d3 × 1,000gp.
- 25%: 1d6 gems.
- 25%: 1d6 pieces of jewelry.
- 10%: 1 magic sword, armor, or weapon.

Type C (1,000gp average)

- 20%: 1d12 × 1,000cp.
- 30%: 1d4 × 1,000sp.
- 10%: 1d4 × 1,000ep.
- 25%: 1d4 gems.
- 25%: 1d4 pieces of jewelry.
- 10%: 2 magic items.

Type D (3,900gp average)

- 10%: 1d8 × 1,000cp.
- 15%: 1d12 × 1,000sp.
- 60%: 1d6 × 1,000gp.
- 30%: 1d8 gems.
- 30%: 1d8 pieces of jewelry.
- 15%: 2 magic items, plus 1 potion.

Type E (2,300gp average)

- 5%: 1d10 × 1,000cp.
- 30%: 1d12 × 1,000sp.
- 25%: 1d4 × 1,000ep.
- 25%: 1d8 × 1,000gp.
- 10%: 1d10 gems.
- 10%: 1d10 pieces of jewelry.
- 25%: 3 magic items, plus 1 scroll.

Type F (7,700gp average)

- 10%: 2d10 × 1,000sp.
- 20%: 1d8 × 1,000ep.
- 45%: 1d12 × 1,000gp.
- 30%: 1d3 × 1,000pp.
- 20%: 2d12 gems.
- 10%: 1d12 pieces of jewelry.
- 30%: 3 magic items (not weapons), plus 1 potion, plus 1 scroll.

Type G (23,000gp average)

- 50%: 1d4 × 10,000gp.
- 50%: 1d6 × 1,000pp.
- 25%: 3d6 gems.
- 25%: 1d10 pieces of jewelry.
- 35%: 4 magic items, plus 1 scroll.

Type H (60,000gp average)

- 25%: 3d8 × 1,000cp.
- 50%: 1d100 × 1,000sp.
- 50%: 1d4 × 10,000ep.
- 50%: 1d6 × 10,000gp.
- 25%: 5d4 × 1,000pp.
- 50%: 1d100 gems.
- 50%: 1d4 × 10 pieces of jewelry.
- 15%: 4 magic items, plus 1 potion, plus 1 scroll.

Type I (11,000gp average)

- 30%: 1d8 × 1,000pp.
- 50%: 2d6 gems.
- 50%: 2d6 pieces of jewelry.
- 15%: 1 magic item.

Type J (25gp average)

- 25%: 1d4 × 1,000cp.
- 10%: 1d3 × 1,000sp.

Type K (180gp average)

- 30%: 1d6 × 1,000sp.
- 10%: 1d2 × 1,000ep.

Type L (240gp average)

- 50%: 1d4 gems.

Type M (50,000gp average)

- 40%: 2d4 × 1,000gp.
- 50%: 5d6 × 1,000pp.
- 55%: 5d4 gems.
- 45%: 2d6 pieces of jewelry.

Type N (0gp average)

- 40%: 2d4 potions.

Type O (0gp average)

- 50%: 1d4 scrolls.

Individual Treasure

If listed for intelligent monsters, each individual carries this much treasure. If listed for unintelligent monsters, the treasure type indicates treasure from the bodies of the monsters' former victims.

Type P (0.1gp average)

- 3d8cp.

Type Q (1gp average)

- 3d6sp.

Type R (3gp average)

- 2d6ep.

Type S (5gp average)

- 2d4gp.

Type T (17gp average)

- 1d6pp.

Group Treasure

If listed for intelligent monsters, the group carries this much treasure between them. If listed for unintelligent monsters, the treasure type indicates treasure from the bodies of the monsters' former victims.

Type U (160gp average)

- 10%: 1d100cp.
- 10%: 1d100sp.
- 5%: 1d100gp.
- 5%: 1d4 gems.

- 5%: 1d4 pieces of jewelry.
- 2%: 1 magic item.

Type V (330gp average)

- 10%: 1d100sp.
- 5%: 1d100ep.
- 10%: 1d100gp.
- 5%: 1d100pp.
- 10%: 1d4 gems.
- 10%: 1d4 pieces of jewelry.
- 5%: 1 magic item.

Average Values

The average value of each treasure type is listed alongside the letter code. These values sum the average results of gems, jewelry, and all types of coin. Magic items that the treasure type may indicate are not counted toward the average value, as magic items do not have fixed sale values.

Note: According to a re-calculation of these averages, there were errors in the original Basic rules that needed adjustments.

Coin Conversion Rates

1pp = 5gp; 1gp = 2ep; 1gp = 10sp; 1gp = 100cp

Gems and Jewelry

Gems

For each gem present in a treasure hoard, roll on the following table to determine its gold piece value:

Gem Values

d20	Gem Value
1-4	10gp
5-9	50gp
10-15	100gp
16-19	500gp
20	1,000gp

Combining Gem Values

When a treasure type indicates the presence of multiple gems, the GM may combine the values of individual gems, as desired. For example, a roll of five 50gp value gems may be placed as a single 250gp gem, a 100gp gem and three 50gp gems, or any other combination.

Jewelry

Each piece of jewelry indicated by a treasure type is worth $3d6 \times 100gp$. (For characters of 4th level and above, the GM may decide to place pieces of jewelry of even greater value.)

Combining Jewelry Values

As with gems (see above), the GM may combine the values of individual pieces of jewelry, as desired.

Damaged Jewelry

Rough treatment of jewelry (for example crushing, intense heat or fire, lightning) can damage it, reducing its value by 50%.

Magic Items

Rolling Magic Items

If a treasure type indicates a specific type of magic item (e.g. 3 potions), roll on the table for that type of item (see following pages). Otherwise, first roll on the Magic Item Type table to determine the type of the item and then roll on the table for that type.

Basic and Expert Magic Items

Separate probabilities are listed in each table for Basic and Expert level characters (i.e. characters of 1st to 3rd level, and characters of 4th level or higher). The Basic probabilities are listed in the B column, and the Expert probabilities in the X column.

It is recommended that the probabilities appropriate to the group's experience level be used. Alternatively, if the GM prefers to have an even distribution of magic items, irrespective of player character level, the Expert probabilities may always be used.

Magic Item Type

B: d%	X: d%	Type of Item
1-10	1-10	Armor
11-15	11-15	Misc. Item
16-40	16-35	Potion
41-45	36-40	Ring
46-65	41-70	Scroll or Map
66-85	71-90	Sword
86-90	91-95	Wand/Staff/Rod
91-00	96-00	Weapon

Identifying Magic Items

- **Testing:** The most common way of identifying magic items is by trial and error—sipping a potion, donning a suit of armor, using a weapon in battle, etc.
- **Retainers:** Players may wish to use retainers as “guinea pigs” to test magic items of unknown properties. Retainers may agree to do this, but only if allowed to keep the item in question.
- **By magic:** High-level NPC magic-users may also be able to identify magic items. They always require payment or a service in kind. The process takes time: possibly several weeks.

Using Magic Items

- **Appropriate use:** In order to be effective, a magic item must be used, held, or worn in the normal fashion.
- **Concentration:** To activate an item's magic, the user must concentrate on its effect. When using a magic item in this

way, the character cannot take any other actions.

- **Items that are always active:** The following types of item are always active, and do not require concentration: magic weapons, armor, and protective items (e.g. ring of protection, elven cloak).
- **Actions per round:** A magic item's effect can normally only be used once per round, unless its description notes otherwise.

Wishes

Several magic items grant wishes, the powerful ability for a character to change the nature of reality in any conceivable way that he or she should desire. Wishes are generally regarded as the most powerful magic in the game, and have the potential to greatly upset the balance of play, if not handled carefully by the GM. The following guidelines may be used:

- **Wording:** The player and GM must pay great attention to the precise wording of a wish.
- **World-changing wishes:** A wish that would alter some fundamental aspect of the game or the campaign world has no effect. For example, a wish that altered the abilities of all monsters of a particular type would fail.
- **Greedy wishes:** A wish that the GM judges to be unreasonable or overly greedy may come to pass, but with its intent twisted in some way. For example, a wish for a very powerful magic item may cause the item to appear, but in the possession of a dangerous enemy.
- **Wishing for more wishes:** Results in an infinite time loop, putting the character out of play.

Some examples of reasonable wishes:

- Wishing for a weapon to help fight magical monsters. The wish may grant a sword +1 that vanishes when the combat ends.
- Wishing that a monster had not attacked. The wish may place the characters back in time and change the reaction of the monster.
- Wishing that a deadly blow had not occurred. The affected character may return to life, wounded but not dead.



Armor

B: d4	X: d%	Item
1	1-15	Armor +1
2	16-25	Armor +1, Shield +1
	26-27	Armor +1, Shield +2
	28	Armor +1, Shield +3
	29-33	Armor +2
	34-36	Armor +2, Shield +1
	37-41	Armor +2, Shield +2
	42	Armor +2, Shield +3
	43-45	Armor +3
	46	Armor +3, Shield +1
	47	Armor +3, Shield +2
	48	Armor +3, Shield +3
	49-51	Cursed Armor -1
	52-53	Cursed Armor -2
	54	Cursed Armor -2 with Shield +1
3	55-56	Cursed Armor, AC 9
	57-62	Cursed Shield -2
	63-65	Cursed Shield, AC 9
4	66-85	Shield +1
	86-95	Shield +2
	96-00	Shield +3

Type of Armor

The GM may choose the type of armor in a treasure hoard, or may roll on the following table:

d8	Type of Armor
1-2	Leather
3-6	Chainmail
7-8	Plate mail

Enchanted Armor and Shields

- **AC bonus:** The associated bonus improves the wearer's Armor Class rating. For example, a suit of chainmail +1 grants a base Armor Class of 4, one point better than the AC 5 of non-magical chainmail.
- **Weight:** When using option 2 of the encumbrance rules (see *Encumbrance*, page 82), the enchanted armor's encumbrance value is 50% less than that of normal armor.

Cursed Armor and Shields

- **AC penalty:** Some types of cursed armor specify an Armor Class penalty. This modifier worsens the wearer's Armor Class rating. For example, a

cursed suit of chainmail -1 grants a base Armor Class of 6, one point worse than the AC 5 of non-magical chainmail.

- **AC 9:** Some types of cursed armor give the wearer a base Armor Class of 9 (before modifiers due to Dexterity).
- **Testing:** All types of tests indicate that a cursed shield or suit of armor is enchanted with a +1 bonus. It is only when the armor is used in deadly combat that the curse is revealed.
- **Removing:** Once a cursed shield or suit of armor has been used, the character comes under the curse and is not able to discard the item. It can only be removed with magic (e.g. *remove curse* or *dispel evil*).



Miscellaneous Magic Items

B: d10	X: d%	Item
	1-3	Amulet of Protection Against Scrying
1	4-5	Bag of Devouring
2	6-11	Bag of Holding
	12-16	Boots of Levitation
	17-21	Boots of Speed
	22-26	Boots of Travelling and Leaping
3	27-31	Broom of Flying
4	32-35	Crystal Ball
	36-37	Crystal Ball with Clairaudience
	38	Crystal Ball with ESP
	39-40	Displacer Cloak
	41	Drums of Panic
	42	Efreeti Bottle
	43	Elemental Summoning Device: Air
	44	Elemental Summoning Device: Earth
	45	Elemental Summoning Device: Fire
	46	Elemental Summoning Device: Water
5	47-56	Elven Cloak and Boots
	57	Flying Carpet
6	58-64	Gauntlets of Ogre Power
	65-66	Girdle of Giant Strength
7	67-77	Helm of Alignment Changing
	78-82	Helm of Reading Languages and Magic
8	83	Helm of Telepathy
	84	Helm of Teleportation
	85	Horn of Blasting
9	86-90	Medallion of ESP 30'
	91-93	Medallion of ESP 90'
	94-94	Mirror of Life Trapping
10	95-97	Rope of Climbing
	98-00	Scarab of Protection

Usage

Unless the description of an item states otherwise, it may be used by characters of any class, and may be used any number of times per day (activated by concentration).

Item Descriptions

Amulet of Protection Against Scrying

An amulet that provides protection against remote viewing and mind-reading.

- The person wearing this amulet cannot be viewed in a crystal ball.
- The wearer is immune to all forms of ESP.

Bag of Devouring

A normal-looking, small sack that devours objects placed inside it.

- Anything placed inside the bag vanishes from existence after 1d6+6 turns.
- Living creatures may be affected, but only if the entire creature fits inside the bag.

Bag of Holding

A normal-looking, small sack that can magically contain large objects and weights.

- Objects of up to 10'×5'×3' can fit inside.
- Up to 10,000 coins of weight can be placed in the bag.
- When full, the bag weighs 600 coins.

Boots of Levitation

The wearer is able to move up and down through the air at will.

- The wearer mentally directs movement up or down at up to 20' per round.

- Horizontal movement is not possible, but the wearer can push against solid objects to move laterally.
- A normal amount of weight can be carried while levitating.
- The enchantment may be used without limit of frequency or duration.

Boots of Speed

The wearer is able to move at up to 240' (80')—the speed of a riding horse.

- This can be maintained for up to 12 hours.
- Afterwards, the wearer must rest for 1 day.

Boots of Travelling and Leaping

The wearer is able to travel without tiring and leap great distances.

- The normal need for rest when travelling may be ignored (see *Resting*, page 88).
- The wearer can leap up to 10' high and 30' horizontally.

Broom of Flying

A broom that can be commanded to fly, carrying the owner aloft.

- The broom flies at 240' (80').
- An additional passenger may be carried. When carrying two people, the broom's speed is 180' (60').

Crystal Ball

Allows an arcane spell caster to view any place or object that is brought to mind:

- The vision lasts for one turn.
- The clarity of the vision is dependent on the scryer's familiarity with the subject.
- A crystal ball may be used at most 3 times a day.

- It is not possible to cast spells through a crystal ball into the viewed scene.

Crystal Ball With Clairaudience: The scryer can hear, as well as see, the desired scene.

Crystal Ball With ESP: Allows the scryer to spy on the thoughts of creatures viewed in the crystal ball:

- The thoughts of a single creature viewed through the crystal ball may be read.
- The scryer understands the meaning of all thoughts even if he or she does not share the creature's language.
- The ability to perceive thoughts is obstructed by a thin layer of lead or by rock of 2' thick or greater.

Displacer Cloak

A cloak that bends light, making one who wears it appear to be 5' away from his or her true location.

- The wearer gains a +2 bonus to saving throws against petrification, rods, spells, staves, and wands.
- Melee attacks against the wearer are penalised by -2.

Drums of Panic

Large war drums that induce panic in those that hear their sound.

- Creatures within 10' of the drums when played are not affected.
- Other creatures, up to 240' away, are afflicted by the drums' enchantment of fear: creatures in range must make a morale check with a -2 penalty (or a **save vs spells**, if the optional morale rules are not being used). (See *Morale*, page 96.)
- Creatures that fail the morale check or saving throw flee from the sound of the drums at full running speed for 30 rounds.

Efreeti Bottle

A 3' tall, weighty jug with a sealed stopper. Breaking the seal and removing the stopper releases a trapped efreeti (page 119), who serves the character.

- The efreeti serves the one who freed it (and only that character) once per day.
- After 101 days, its service ends. The creature then returns to its home—the legendary City of Brass.
- If the efreeti is killed, its service ends.

Elemental Summoning Device

Ritual items enchanted with the power to summon beings from the elemental planes:

- **Air:** A censer.
- **Earth:** A 6" diameter stone.
- **Fire:** A brazier.
- **Water:** A 3' diameter bowl.

The items may be used as follows:

- The summoning power may only be used once per day.
- Before use, the device must be prepared. This takes one turn.
- Once prepared, activating the device takes one round.
- A 12 Hit Dice elemental (page 119) is conjured to do the summoner's bidding.
- Command over the elemental works as described in the magic-user spell *conjure elemental* (page 54).

Elven Cloak and Boots

A set of enchanted boots and a matching cloak, of elven origin.

- The wearer of the boots is able to move silently.
- The wearer of the cloak is rendered almost invisible: there is only a 1-in-6 chance of them being spotted.

- The cloak's power of invisibility is nullified for one turn, if the wearer attacks.

Flying Carpet

An enchanted carpet that can fly through the air, carrying up to three passengers (and their gear).

- Carrying one passenger, the carpet moves at 300' (100').
- Carrying two passengers, the carpet moves at 240' (80').
- Carrying three passengers, the carpet moves at 180' (60').

Gauntlets of Ogre Power

A character who wears these gauntlets has a Strength score of 18. This grants all the usual bonuses, including:

- +3 bonus to attack and damage rolls, in melee.
- Unarmed attack damage of 1d2+3.

If using option 2 of the encumbrance rules (see *Encumbrance*, page 82):

- The character's ability to carry weight is increased by 1,000 coins. (i.e. the character can carry 1,400 coins without becoming encumbered.)

Note: The description of this item in the original Basic rules is somewhat ambiguous. It's not clear that the bonuses only apply to melee attacks. The listed unarmed attack damage also contradicts what is listed in the Expert rules.

Girdle of Giant Strength

A character who wears this girdle gains the strength of a hill giant.

- The wearer's ability in combat is augmented: the character attacks as an 8 Hit Dice monster (requiring a 12 to hit AC 0). (If the character already has

better attack probabilities, the girdle does not alter these.)

- The wearer inflicts 2d8 damage in combat, or twice normal damage, if using the optional variable weapon damage rules (*Damage Rolls*, page 94).

Helm of Alignment Changing

A beautifully crafted helmet that is cursed.

- Putting on the helmet instantly causes the wearer's alignment to change. The new alignment is determined at random.
- The curse is such that the wearer cannot remove the helmet once in place and resists attempts to remove it.
- The curse can be removed by magic (e.g. *remove curse*), or (at the GM's option) by performing a special quest.

Helm of Reading Languages and Magic

A fragile helmet that grants the wearer the ability to read writing of all kinds.

- Text in any language can be understood.
- Even magical writing is comprehensible. (This does not grant the ability to cast spells, however.)
- Due to the helm's fragility, each time the wearer is hit, there is a 1-in-10 chance of the helm being destroyed. If the wearer is killed, the helm is destroyed.

Helm of Telepathy

A beautifully crafted helmet that grants the magical ability of telepathy: reading and sending thoughts.

- The range of the helm's power is 90'.
- To read a creature's thoughts, the wearer must remain still and concentrate on that creature.

- The creature's thoughts are made comprehensible to the wearer of the helm.
- The wearer may also initiate bidirectional, telepathic communication, though the creature is not compelled to respond.

Helm of Teleportation

A magical helm that gives an arcane spellcaster the ability to cast the *teleport* spell (page 73).

- The wearer may teleport him- or herself, another creature, or an object.
- If used on another creature or object, a **save vs spells** is allowed to resist.
- The helm's power is usable only once. To be used again, a *teleport* spell must be cast upon it.
- Once recharged in this manner, the wearer may use the helm an unlimited number of times (at most once per round).
- If the helm is used on an unwilling subject, it once again loses its power and must be recharged, as above, to be used again.

Horn of Blasting

A horn that can be blown to release a blast of destructive noise once per turn.

- Creatures within a 100' long cone (20' wide at the end) suffer 2d6 damage.
- Affected creatures are also deafened for one turn (**save vs spells** to avoid).
- At the GM's discretion, the horn may also be able to damage objects and buildings (e.g. a single blast might be enough to destroy a simple cottage; a 10' section of castle wall might require three blasts).

Medallion of ESP 30'

A medallion on a chain, enchanted with the power of reading thoughts.

- By concentrating for 1 round, the wearer may target a creature within 30'.
- At the GM's option, the target may **save vs spells** to resist.
- While reading thoughts, the wearer may move, but cannot cast spells or attack.
- The medallion is not entirely reliable. Per usage, there is a 1-in-6 chance of it misfiring, instead sending the wearer's thoughts to all within 30'.

Medallion of ESP 90'

A medallion on a chain, enchanted with the power of reading thoughts. This works in the same way as the magic-user spell *ESP* (page 59).

Mirror of Life Trapping

A mirror with the ability to magically trap living creatures behind its pane.

- Any creature of human size or smaller who gazes into the mirror is sucked inside (**save vs spells**), with all its belongings.
- Up to 20 creatures can be trapped in the mirror. When this number is reached, it becomes safe to look into the mirror.
- Inside the mirror, a creature lives indefinitely, without the need for air or sustenance, and unaffected by ageing.
- Trapped creatures may converse with those outside, but are utterly powerless.
- Breaking the mirror releases those trapped.

Rope of Climbing

A coil of thin, strong rope, 50' in length.

- The owner may command it to climb in any direction.
- The rope can also be commanded to attach to a surface.
- Up to 10,000 coins of weight can be suspended from the rope.

Scarab of Protection

Protects the bearer from baleful magic.

- All kinds of curses are nullified.
- *Finger of death* (page 68) is nullified.
- The scarab's enchantment works 2d6 times before it is spent.



Potions

Magical liquids stored in glass vials (similar to the vials holy water is stored in).

Identifying

A potion may be identified by sipping a small amount. It is difficult to identify potions purely by smell or taste, as even potions with the same effect are not alike.

Drinking

Drinking a full dose of a potion takes one round, and brings on the magical effect for 1d6+6 turns. The GM should roll for and track this duration, and not tell the player how long the potion lasts.

B: d8	X: d%	Potion
	1-3	Clairaudience
	4-7	Clairvoyance
	8-10	Control Animal
	11-13	Control Dragon
	14-16	Control Giant
	17-19	Control Human
	20-22	Control Plant
	23-25	Control Undead
	26-32	Delusion
1	33-35	Diminution
2	36-39	ESP
	40-43	Fire Resistance
	44-47	Flying
3	48-51	Gaseous Form
	52-55	Giant Strength
4	56-59	Growth
5	60-63	Healing
	64-68	Heroism
6	69-72	Invisibility
	73-76	Invulnerability
7	77-80	Levitation
	81-84	Longevity
8	85-86	Poison
	87-89	Polymorph Self
	90-97	Speed
	98-00	Treasure Finding

Mixing

Drinking a potion while already under the effects of another potion is dangerous:

- The character is completely disabled for 3 turns, due to sickness.
- The effects of both potions are cancelled.

This rule does not apply to potions with instantaneous or permanent duration (e.g. *potions of healing*, *potions of longevity*).

Potion Descriptions

Clairaudience

Enables the character to hear through the ears of another creature.

- The other creature must be within 60'.
- Lead blocks the potion's effect.

Clairvoyance

Enables the character to see through the eyes of another creature.

- The other creature must be within 60'.
- Lead blocks the potion's effect.

Control

A potion of this type allows the one who drinks it to control the actions of creatures of a certain type.

- Exercising control requires concentration.
- The character can only control creatures that he or she can see.
- Controlled creatures resist commands that are deadly to themselves.

Control Animal:

- Affects up to 3d6 Hit Dice of normal or giant (but not magical) animals.
- When the potion's effect ends, affected animals move away.

Control Dragon:

- Affects 1-3 dragons of a specific type. The GM should determine which type of dragon the potion affects.
- It is not possible to command a dragon to cast spells.
- When the potion's effect ends, affected dragons have a hostile reaction.



Control Giant:

- Affects 1-4 giants of a specific type. The GM should determine which type of giant the potion affects.

Control Human:

- A charm may be placed upon one human within 60' per round. The subject may **save vs spells** to resist the charm.
- Up to 6 Hit Dice of humans may be charmed in this way. Normal humans count for ½ HD.
- A charmed individual regards the character as a trusted friend, and comes to his or her defence. He or she obeys the character's commands, as long as these are not obviously harmful and do not contradict the subject's alignment.

Control Plant:

- Affects all plants (including plant monsters) in a 30' square area up to 60' distant.
- Affected plants may be commanded to move around as the character wishes, and may be used to entangle creatures in the area.

Control Undead:

- Affects up to 3d6 Hit Dice of undead.
- When the potion's effect ends, affected undead have a hostile reaction.

Delusion

A character who drinks this potion believes he or she is under the effects of another type of potion.

- The other type of potion should be determined by the GM.
- The GM should try to trick the player into believing that the character is

under the effects of the other potion, only revealing the truth at some vital juncture.

Diminution

The character shrinks to 6" high.

- While shrunk, the character is unable to harm creatures larger than 1' tall.
- The character can slip through narrow spaces.
- Remaining motionless, the character only has a 10% chance of being spotted.

ESP

Grants the power of reading thoughts. This works in the same way as the magic-user spell *ESP* (page 59).

Fire Resistance

Grants the character protection against fire:

- Unharmed by non-magical heat or fire.
- Gain a +2 bonus to all saving throws versus fire-based magical or breath attacks.
- Fire-based damage is reduced by 1 point per damage die rolled. (Each die inflicts a minimum of 1 hit point damage.)

Flying

Grants the ability to fly through the air.

- Movement rate of up to 360' (120').
- Movement in any direction is possible, including the ability to levitate and to hover in mid-air.



Gaseous Form

The character's body becomes a cloud of vapor. This has the following effects:

- Equipment and clothing drops to the floor.
- The character may move, as a cloud of gas, through small cracks in stone walls, wooden objects, etc.
- Attacking is not possible, while in gaseous form.
- Non-magical weapons cannot harm the character. His or her AC is -2.

Giant Strength

Grants the strength of a frost giant.

- The character's attacks with weapons inflict double damage.
- The character may throw boulders for 3d6 damage, with a range of up to 200'.
- The effects of this potion are not cumulative with those of other magic items that augment strength (e.g. a *girdle of giant strength*).

Growth

The character doubles in size.

- The character's Strength is increased.
- The character's attacks deal double damage in melee.

Note: The original Basic rules do not note by how much the character's STR increases, and are not explicit that only damage of melee attacks is increased.

Healing

Has one of two effects on the character who drinks it:

1. Heals a living subject of 1d6+1hp of damage. This cannot grant more hit points than the subject's normal maximum.

2. Cures the subject of paralysis.

Heroism

Normal humans and characters of a combat-focused, non-magic using class (e.g. dwarf, fighter, halfling) that drink a potion of heroism temporarily gain additional levels, including all abilities and extra hit points. The number of levels gained depends on the character's normal experience level:

- **Normal human:** Gain the abilities of a 4th level fighter.
- **1-3:** Gain 3 levels.
- **4-7:** Gain 2 levels.
- **8-10:** Gain 1 level.
- **11+:** No effect.

Note that damage suffered while under the effects of this potion is first deducted from the pool of additional hit points it grants.

Invisibility

Drinking this potion, the character becomes invisible. This works the same as the magic-user spell *invisibility* (page 62).

At the GM's discretion, a *potion of invisibility* may be consumed in six smaller doses, each with a reduced duration.

Invulnerability

The character is magically protected from harm, gaining the following benefits:

- A +2 bonus to Armor Class.
- A +2 bonus to all saving throws.

If a character consumes more than one *potion of invulnerability* in the space of a week, the effects are inverted (a -2 penalty to AC and saves).

Levitation

The character gains the ability to move up and down through the air at will.

- The character mentally directs movement up or down at up to 60' per round.
- Horizontal movement is not possible, but the character can push against solid objects to move laterally.
- A normal amount of weight can be carried while levitating.

Longevity

Instantly and permanently causes the character to become 10 years younger.

Poison

Appears the same as any other potion.

- Causes death (save vs poison).
- Even a sip has the full effect.

Polymorph Self

Upon drinking this potion, the character transforms into another being (of his or her choice). This works in the same way as the magic-user spell *polymorph self* (page 66).

Speed

The character's movements and actions are magically accelerated.

- Movement rate is doubled.
- The number of attacks per round the character can make is doubled.
- Other actions may be performed at double speed.

Treasure Finding

Grants the magical ability to sense treasure.

- The largest treasure hoard in a range of 360' is detected.
- The character gains an awareness of the direction and distance to this hoard.
- The character must concentrate in order to sense this information.
- The magic is blocked by lead.

Rings

B: d6	X: d%	Ring
1	1-5	Control Animals
	6-10	Control Humans
	11-16	Control Plants
	17-26	Delusion
	27-29	Djinni Summoning
2	30-39	Fire Resistance
3	40-50	Invisibility
	51-55	Protection +1, 5' radius
4	56-70	Protection +1
	71-72	Regeneration
	73-74	Spell Storing
	75-80	Spell Turning
	81-82	Telekinesis
5	83-88	Water Walking
6	89-94	Weakness
	95-96	Wishes, 1-2
	97	Wishes, 1-3
	98	Wishes, 2-4
	99-00	X-Ray Vision



Usage

Magical rings may be used by characters of any class:

- A ring's magical effect is activated by placing it on a finger or thumb.
- Unless noted otherwise, a magical ring's effect is continuously active and ends if the ring is removed.
- A character can wear two magic rings—one on each hand. If more are worn, their magical effects do not function.
- Cursed rings cannot be "deactivated" by wearing more magical rings.

Ring Descriptions

Control Animals

Grants the power to control the actions of animals.

- Affects 1d6 normal animals or 1 giant animal (not magical or intelligent animals).
- No saving throw is allowed.
- Controlling animals requires line of sight and concentration (that is broken if the user of the ring moves or attacks).
- When the concentration ends, the GM should make a reaction roll with a -1 penalty (see *Monster Reactions*, page 81) to determine the animals' behavior.
- May be used up to once per turn.

Control Humans

Grants the power to charm humans.

- A charm may be placed upon one human per round. The subject may **save vs spells (with a -2 penalty)** to resist.
- The target may be up to 60' distant.
- Up to 6HD of humans may be charmed. Normal humans count as ½ HD.

- A charmed individual regards the character as a trusted friend, and comes to his or her defence. He or she obeys the character's commands, as long as these are not obviously harmful and do not contradict the subject's alignment. Charmed individuals cannot cast spells.
- The charm lasts until dispelled, until the ring is removed, or the wearer cancels it.

Control Plants

Grants the power to control plants.

- Affects all plants (including plant monsters) in a 10' square area.
- The area may be up to 60' distant.
- Affected plants may be commanded to move around as the character wishes.
- The effect lasts as long as the wearer of the ring concentrates.

Delusion

The wearer believes he or she is under the effects of another type of magic ring.

- The other type of ring should be determined by the GM (e.g. a ring of protection or a ring of spell turning).
- The GM should try to trick the player into believing that the character is under the effects of the other ring, only revealing the truth at some vital juncture.

Djinni Summoning

This ring grants the power to summon a djinni (page 115).

- The djinni serves the character who summoned it for up to 24 hours.
- The djinni only obeys the one who summoned it—another character who takes the ring has no power over the djinni.
- The ring may be used up to once per day.

Fire Resistance

Grants the wearer protection against fire.

- Unharmed by non-magical fire.
- Gain a +2 bonus to all saving throws versus fire-based magical or breath attacks.
- Fire-based damage is reduced by 1 point per damage die rolled. (Each die inflicts a minimum of 1 hit point damage.)

Invisibility

The wearer of this ring becomes invisible.

- If the character attacks or casts a spell, the invisibility is broken.
- May be used up to once per turn.

Protection

Grants a measure of protection from harm:

- A +1 Armor Class bonus.
- A +1 bonus to all saving throws.

Ring of Protection, 5' Radius:

- Allies within 5' of the wearer also benefit from its protective power.
- In combat, for example, two characters fighting beside the wearer of the ring would gain the protective benefit.

Regeneration

The wearer heals at an accelerated rate.

- The wearer regains 1 hit point per round.
- Severed limbs will also regrow. The rate depends on the size of the limb (e.g. a finger may regrow in one day, while a whole limb may take a week).
- Fire or acid damage cannot be regenerated.
- The ring does not function if the wearer is reduced to 0 or less hit points.

Spell Storing

Stores a number of magical spells that the wearer can release on command.

- The ring contains 1d6 spells. (The spells can be triggered and recharged, but cannot be changed.)
- There is a 20% chance of divine spells, otherwise they are arcane spells.
- The wearer of the ring knows which spells it contains, and can trigger them at will (one spell per round).
- For spells whose effects vary by the level of the caster, the wearer of the ring is treated as a caster of the lowest level required to cast the spell.
- Once a spell is triggered, it may not be reused until it is recharged—the expired spell must be cast directly onto the ring.

Spell Turning

Spells cast on the wearer of this ring are reflected back onto the caster.

- After 2d6 spells are reflected, the ring loses its power.

Telekinesis

Grants the power to move objects or creatures within 120' by concentrating.

- Up to 2,000 coins' weight may be targeted.
- The target may be moved up to 20' per round, in whatever direction the wearer of the ring wishes (including vertically).
- A targeted creature may **save versus spells** to resist the ring's power.
- If concentration is broken, the target falls.

Water Walking

Grants the power to walk on the surface of water, without sinking.

Weakness

A cursed ring that weakens the wearer.

- Within 6 rounds of putting the ring on, the wearer's Strength is reduced to 3.
- The ring cannot be removed, once worn.
- The curse can be removed by magic (e.g. *remove curse* on page 70), or (at the GM's option) by performing a special quest.

Wishes

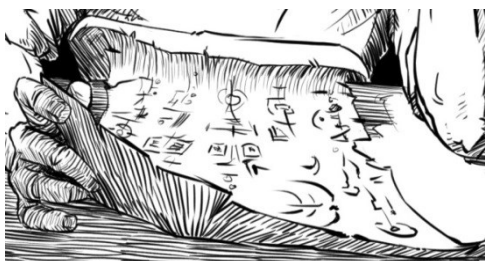
Grants the wearer's wishes (see *Wishes*, page 177).

- The number of wishes granted is noted in the Rings table. Once all wishes have been used, the ring's magic is spent.

X-Ray Vision

Grants the power to see through solid objects.

- Sight up to 30' through stone is possible.
- Sight up to 60' through less dense materials (cloth, water, wood) is possible.
- Sight through gold or lead is blocked.
- When used for the purpose of searching (see *Searching*, page 89), the wearer is guaranteed to notice secret doors or traps in the 10' square area being examined.
- Using the ring requires concentration (the wearer cannot move).
- May be used at most once per turn.



Scrolls and Maps

B: d8	X: d%	Scroll
1	1-15	1 Spell
2	16-25	2 Spells
3	26-31	3 Spells
	32-34	5 Spells
	35	7 Spells
4	36-40	Cursed Scroll
	41-50	Prot. from Elementals
5	51-60	Prot. from Lycanthropes
	61-65	Protection from Magic
6	66-75	Prot. from Undead
7	76-78	Treasure Map: I
	79-80	Treasure Map: II
	81-82	Treasure Map: III
	83	Treasure Map: IV
	84	Treasure Map: V
	85	Treasure Map: VI
	86	Treasure Map: VII
8	87-90	Treasure Map: VIII
	91-95	Treasure Map: IX
	96	Treasure Map: X
	97-98	Treasure Map: XI
	99-00	Treasure Map: XII

Cursed Scrolls

- Merely looking at the baneful script on the scroll curses the character.
- The GM should determine the nature of the curse (see examples below).
- The curse can be removed by magic (e.g. *remove curse* on page 70), or (at the GM's option) by performing a special quest.

Example Curses

1. The reader is transformed into a harmless creature (e.g. a frog).

2. A wandering monster appears next to the reader and attacks (gaining surprise). The monster is of equal level to the reader.
3. A magic item in the reader's possession vanishes. The GM may select the item or choose it at random.
4. The reader permanently loses one experience level (or Hit Die). This incurs a loss of one Hit Die of hit points, as well as all other benefits due to the lost level (e.g. spells, saving throws, etc.). A character's XP is reduced to halfway between the former and new levels. A person who loses all levels dies.
5. The player must re-roll the character's prime requisite.
6. The reader's healing capacity is reduced. Natural healing takes double the normal amount of time, and healing spells only cure half the normal number of hit points.

Protection Scrolls

Enchanted script that conjures a circle of protection, effective against a specific type of monster or energy.

- Written in non-magical languages (usually Common); usable by all characters.
- When used, conjures a 10' radius circle of protection around the reader.
- If the reader moves, the circle of protection follows him or her.
- For scrolls of protection against monsters: the circle does not prevent affected monsters from using magic or missile attacks against those within it. If anyone within the circle attacks an affected monster in melee, the circle is broken.

Protection from Elementals

- No elemental may enter the circle.

- Lasts for 2 turns, unless broken.

Protection from Lycanthropes

- A number of lycanthropes are barred from entering the circle. The number depends on their Hit Dice: 1-3 HD: 1d10 lycanthropes affected, 4-5 HD: 1d8 affected, 6+ HD: 1d4 affected.
- Lasts for 6 turns, unless broken.

Protection from Magic

- Conjures a barrier that spells and spell-like effects (e.g. from magic items) cannot cross.
- The barrier prevents magic from entering the circle, but also from leaving it.
- Last for 1d4 turns.
- Can only be broken by a *wish*.

Protection from Undead

- A number of undead monsters are barred from entering the circle of protection. The number depends on their Hit Dice: 1-3 HD: 2d12 undead affected, 4-5 HD: 2d6 undead affected, 6+ HD: 1d6 undead affected.
- Lasts for 6 turns, unless broken.

Spell Scrolls

Sheets of paper, parchment, papyrus, etc. on with one or more magic spells written on them by a spell caster. 1-in-4 spell scrolls contain divine spells; the rest contain arcane spells.

Casting spells from scrolls works as follows:

- Only arcane spell casters can use scrolls of arcane spells. Only divine spell casters can use scrolls of divine spells.
- The words on the scroll must be read out loud.
- When a spell is cast, the inscription disappears from the scroll. (If a scroll

contains multiple spells, only the spell cast disappears.)

- Arcane spells are written in magical script that can only be read by magic (see *Read Magic*, page 69).
- Divine spells are written in normal languages (usually Common), but can only be used by divine spell casters.

The GM may choose the spells on a scroll, or may roll for them randomly. The following table may be used to randomly select the level of each spell on a scroll.

B: d6	X: d%	Spell Level
1-3	1-25	1st
4-5	26-50	2nd
6	51-70	3rd
	71-85	4th
	86-95	5th
	96-00	6th*

* Re-roll for divine spells.

Treasure Maps

Directions to the location of a valuable treasure. Usable by any character.

- Indicates the route to the indicated treasure, located in a dungeon or wilderness.
- The map may not always be easy to interpret: it may be incomplete, worded in riddles, or written in an obscure language.
- For treasures with a listed gold piece value, the GM may choose what type of treasure is in the hoard. (For example, it may be coins, but could also consist of valuable art objects or jewels.)
- The treasure is normally guarded by enchantments, traps, or monsters (e.g. a monster from the *Dungeon Encounter Tables* on page 160 of levels 5-6, or higher).

- The GM should prepare treasure maps in advance.

Types of Treasure Map

- *I*: 1 magic item.
- *II*: 1d6 × 10 gems and 2d10 pieces of jewelry.
- *III*: 2 magic items.
- *IV*: 3 magic items (no swords).
- *V*: 3 magic items and 1 potion.
- *VI*: 3 magic items, 1 scroll, 1 potion.
- *VII*: 5d6 gems and 2 magic items.
- *VIII*: Hoard worth 1d4 × 1,000gp.
- *IX*: Hoard worth 5d6 × 1,000gp.
- *X*: Hoard worth 5d6 × 1,000gp and 1 magic item.
- *XI*: Hoard worth 5d6 × 1,000gp and 5d6 gems.
- *XII*: Hoard worth 6d6 × 1,000gp.



Swords

B: d8	X: d%	Sword
1	1-2	Sword -1, cursed
	3-4	Sword -2, cursed
2	5-44	Sword +1
3	45-50	Sword +1, +2 vs lycanthropes
4	51-56	Sword +1, +2 vs spell users
5	57-61	Sword +1, +3 vs dragons
	62-66	Sword +1, +3 vs enchanted creatures
	67-71	Sword +1, +3 vs regenerating creatures
6	72-76	Sword +1, +3 vs undead
	77	Sword +1, energy drain
	78-81	Sword +1, flaming
7	82-89	Sword +1, light
	90-92	Sword +1, locate objects
	93	Sword +1, wishes
8	94-96	Sword +2
	97-98	Sword +2, charm person
	99-00	Sword +3

Cursed Swords

- **Penalty:** The associated penalty is applied to both attack rolls and damage rolls made with the sword.
- **Discarding:** Once the sword has been used in combat, the character comes under the curse and is not able to discard the item. In fact, they favor the sword and use it whenever possible. The curse can only be removed with magic (e.g. *remove curse* on page 70 or *dispel evil* on page 58).

Enchanted Swords

- **Bonus:** The associated bonus is applied to both attack rolls and damage rolls made with the sword.
- **Bonus vs creature type:** Some swords have a special bonus when used against a certain type of creature.
- **Sentience:** Some magic swords have an innate intelligence and personality, along with other special powers. If the GM wishes to randomly determine whether a magic sword is intelligent, the probability is 30%. See *Sentient Swords* on page 201 for rules for determining the special powers of a sentient sword.
- **Special purpose:** There is additionally a 1-in-20 chance of a magic sword having been imbued with a special purpose. Such swords are extremely powerful and are always sentient. See *Sentient Swords* on page 201 for rules for determining the powers of a sword of special purpose. The GM may choose to only place such swords by design, rather than rolling this chance randomly.

Sword Descriptions

Sword +1, Energy Drain

Drains the life energy of its victims.

- On a successful hit, the wielder may command the sword to drain the victim's life energy.
- In this case, in addition to suffering normal damage, the target permanently loses one experience level (or Hit Die). This incurs a loss of one Hit Die of hit points, as well as all other benefits due to the drained level (e.g. spells, saving throws, etc.). A character's XP is reduced to the lowest amount for the new level. A person drained of all levels dies.

- The sword may drain a total of 1d4+4 levels. Once this many levels have been drained, it becomes a normal magical sword +1.

Sword +1, Flaming

Bursts into flames, on command. When flaming:

- Casts light in 30' radius.
- Treated as a torch, for purposes of setting things on fire (e.g. a *web* spell).
- Inflicts fire damage that may have special effects on certain creatures.
- Grants a bonus to attack rolls against certain types of creature:
- +2 vs trolls (or other creatures that cannot regenerate fire damage).
- +2 vs pegasi, hippogriffs, and rocs (or other bird-like creatures).
- +3 vs treants (or other plant-based creatures).
- +3 vs undead.
- Blazes until commanded to cease.

Sword +1, Light

On command, produces light in a 30' radius.

Sword +2, Charm Person

Grants the wielder the ability to charm other people, up to three times a week. This works in the same way as the magic-user spell *charm person* (page 52)

Sword +1, Locate Objects

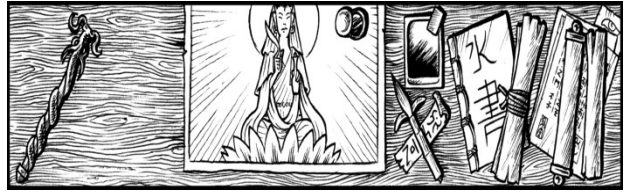
Grants the wielder the ability to detect the presence of objects within 120', once per day. This works in the same way as the magic-user spell *locate object* (page 64).

Sword +1, Wishes

Has the power to grant the wielder's wishes (see *Wishes*, page 177).

- The sword grants a total of 1d4 wishes.
- The wish must be spoken out loud by the wielder of the sword.

Wands, Staves, and Rods



B: d6	X: d%	Item
1	1-8	Rod of Cancellation
	9-11	Staff of Commanding
2	12-21	Staff of Healing
	22-23	Staff of Power
3	24-28	Staff of Snakes
	29-31	Staff of Striking
	32-34	Staff of Withering
	35	Staff of Wizardry
	36-40	Wand of Cold
4	41-45	Wand of Enemy Detection
	46-50	Wand of Fear
	51-55	Wand of Fire Balls
	56-60	Wand of Illusion
	61-65	Wand of Lightning Bolts
5	66-70	Wand of Magic Detection
	71-75	Wand of Metal Detection
	76-80	Wand of Negation
6	81-85	Wand of Paralyzation
	86-90	Wand of Polymorph
	91-95	Wand of Secret Door Detection
	96-00	Wand of Trap Detection

Charges

Rods, staves, and wands have a limited number of uses, called "charges".

- The number of charges in the item when discovered is determined by the GM.

- It is not possible for characters to discover the number of charges in an item.
- Each use of the item takes one round and consumes one charge.
- When the last charge is consumed, the item loses its magical potency. It is not possible to recharge the item.

Rods

- Thin, 3' long.
- Usable by characters of any class.
- Unless noted, rods contain 1d10 charges when found.

Rod of Cancellation

Drains the enchantment from a magic item that is touched.

- In combat, usage requires an attack roll against AC 9 (adjusted by the GM, if the target item is being actively used).
- The item that is touched becomes utterly non-magical.
- The rod may only be used once: it has but a single charge.

Staves

- 2" thick, 6' long.
- Usable by spell casters. Some staves may only be used by either arcane or divine spell casters (this is noted in the item's description).
- Unless noted, contain 3d10 charges when found.

Staff of Commanding

Grants the power to control animals, humans, and plants.

Animals:

- Affects 1d6 normal animals or 1 giant animal (but not magical or intelligent animals).
- No saving throw is allowed.
- Controlling animals requires line of sight and concentration (that is broken if the user of the staff moves or attacks).
- When the concentration ends, the GM should make a reaction roll with a -1 penalty (see *Monster Reactions*, page 81) to determine the animals' behavior.
- This power of the staff may be used up to once per turn.

Humans:

- A charm may be placed upon one human per round. The subject may **save vs spells (with a -2 penalty)** to resist the charm.
- Up to 6 Hit Dice of humans may be charmed in this way. Normal humans count for ½ HD.
- A charmed individual regards the character as a trusted friend and comes to his or her defence. He or she obeys the character's commands, as long as these are not obviously harmful and do not contradict the subject's alignment. Charmed individuals cannot cast spells.
- The charm lasts indefinitely, but ends if cancelled by the wielder of the staff, or when dispelled.

Plants:

- Affects all plants (including plant-based monsters) in a 10' square area.
- The affected area may be up to 60' distant.
- Affected plants may be commanded to move around as the character wishes.
- The effect lasts as long as the wielder of the staff concentrates.

Staff of Healing

Has the power to heal those touched.

- Usable by divine spell casters only.
- Heals 1d6+1 hit points with each usage.
- Is effective on any individual at most once per day.
- Does not use charges; may be used an unlimited number of times.

Staff of Power

An item of great wizardly power, this staff may be used as a weapon in melee, and may evoke five different magical effects.

- Usable by arcane spell casters only.
- **Melee:** Expending one charge, inflicts 2d6 damage on a successful hit.
- **Cone of Cold:** Conjures a cone of freezing energy, 60' long and 30' wide at the far end. Creatures caught in the cone suffer 8d6 damage (**save versus spells** for half damage).
- **Spells:** Can cast: *continual light* (page 55), *fire ball* (8d6 damage; page 59), *lightning bolt* (8d6 damage; page 63), and *telekinesis* (up to 2,400 coins of weight; Page 73).

Staff of Snakes

A magical quarterstaff that has the power to transform into a snake, on command.

- Usable by divine spell casters only.
- Treated as a quarterstaff, in melee. Gains a +1 magic bonus to attacks and damage.
- On a successful hit upon a human-sized (or smaller) creature, the wielder of the staff may speak the command word, causing it to transform into a serpent and coil around the victim.
- The victim must **save vs spells** or be immobilised in the coils of the snake. Immobilised victims are completely helpless while held by the snake (1d4 turns, or released as the wielder of the staff commands).

- The snake has AC 5, HD 3 (20hp), and a movement rate of 60' (20').
- When the victim is released, the snake returns to the owner and transforms back into a staff. (At this point, it is healed of any damage it has suffered.)
- If the snake is killed, it does not return to its staff form, becoming completely non-magical.
- This staff does not use charges; it may be used an unlimited number of times.

Staff of Striking

Used as a magical melee weapon.

- Expending one charge, inflicts 2d6 damage on a successful hit.
- Only one charge may be spent per strike.

Staff of Withering

Creatures hit by the staff are magically aged:

- Usable by divine spell casters only.
- The target is aged 10 years.
- Living creatures die upon reaching their natural life span.
- Especially long-lived species ignore the effects of a certain amount of ageing. (For example, elves may ignore up to 200 years of ageing, dwarves ignore up to 50 years, and so on.)
- Undead creatures are unaffected by the power of this staff.

Staff of Wizardry

An item of supreme wizardly power, this staff may be used as a weapon in melee, and may evoke a dozen different magical effects.

- Usable by arcane spell casters only.
- **Melee:** Treated as a quarterstaff, in melee. Gains a +1 magic bonus to attack and damage rolls.
- **Striking:** Expending one charge, inflicts 2d6 damage on a successful hit.
- **Cone of Cold:** Conjures a cone of freezing energy, 60' long and 30' wide

at the far end. Creatures caught in the cone suffer 8d6 damage, with a successful **save versus spells** indicating half damage.

- **Paralyzation:** Conjures a cone of magical energy, 60' long and 30' wide at the far end. Creatures caught in the cone are paralyzed for 6 turns (**save versus spells** to avoid).
- **Spells:** Can cast: *conjure elemental* (8 HD), *continual light* (page 55), *fire ball* (8d6 damage; page 59), *invisibility* (page 62), *lightning bolt* (8d6 damage; page 63), *pass-wall* (page 66), *telekinesis* (up to 2,400 coins of weight; page 73), *web* (page 75).
- **Whirlwind:** Conjures a whirlwind 70' tall, 20' wide at the top, and 10' wide at the base. The whirlwind lasts for 3 rounds, and moves at 120' (40'), as the wielder of the staff directs. All in its path suffer 2d6 damage. Creatures with less than 2HD are swept aside (**save vs death** to avoid).
- **Sacrifice:** The wielder may sacrifice the staff by breaking it in two. Doing so unleashes a 30' radius fireball that inflicts 8 points of damage per remaining charge in the staff. The wielder of the staff also suffers this damage.

Note: The exact nature of this staff's whirlwind power is not clear in the original Expert rules. A duration of 3 rounds has been specified based on the pillar of flame effect of the efreeti monster.

Wands

- Thin, 1½' long.
- Usable by arcane spell casters.
- Unless noted, contain 2d10 charges when found.

Wand of Cold

Conjures a cone of freezing energy.

- The cone is 60' long and 30' wide at the far end.
- Creatures caught in the cone suffer 6d6 damage, with a successful **save versus wands** indicating half damage.

Wand of Enemy Detection

Grants the power to detect nearby enemies.

- Expending a charge causes enemies within 60' to be haloed in a fiery glow.
- Even enemies that are concealed or invisible are affected.

Wand of Fear

Conjures a cone of magical energy that terrifies those within it.

- The cone is 60' long and 30' wide at the far end.
- Creatures in the cone are struck with terror and flee from the wielder of the wand at maximum speed for 30 rounds. (A **save vs wands** negates the effect).

Wand of Fire Balls

Conjures fire balls:

- A streak of flame shoots towards an area up to 240' distant and detonates in a 40' diameter sphere of fire.
- Creatures caught in the fire ball suffer 6d6 damage, with a successful **save versus wands** indicating half damage.

Wand of Illusion

Expending a charge, an illusion of the character's choosing manifests. This works in the same way as the magic-user spell *phantasmal force* (page 66), except:

- Concentration is required to maintain the illusion: the wielder of the wand may move at up to half normal

movement rate while concentrating. Concentration is broken if the wielder attacks or casts a spell, or if he or she is successfully attacked (damaged, targeted by a malicious spell, etc).

Wand of Lightning Bolts

Conjures strokes of powerful electricity:

- A lightning bolt may emanate from a point up to 180' distant.
- The bolt is 60' long and 5' wide.
- Creatures caught in the lightning bolt suffer 6d6 damage, with a successful **save versus wands** indicating half damage.
- If the lightning bolt hits a solid barrier before its full length is reached, it is reflected and travels for any remaining distance of its full length in the direction of the wielder of the wand.

Wand of Magic Detection

Grants the power to detect magic nearby.

- Expending a charge causes magic items within 20' to be haloed with light.
- Concealed items also glow, but the light may not be seen.

Wand of Metal Detection

Grants the power to detect masses of metal of any type.

- Expending a charge causes the wand to point towards metal within 20'.
- The type of metal is revealed.
- Only masses of metal of at least 1,000 coins in weight are detected.

Wand of Negation

Has the power to negate the effects of other wands or staves.

- Before rolling initiative, the wielder of the wand must declare the intention to use it.

- Another wand or staff must be targeted.
- The effects of the targeted item are negated for one round.

Wand of Paralyzation

Conjures a cone of paralyzing energy.

- The cone is 60' long and 30' wide at the far end.
- Creatures caught in the cone are paralyzed for 6 turns, with a successful **save versus wands** negating the effect.

Wand of Polymorph

By expending a charge, the wielder of the wand or another creature within 60' changes into another type of creature, as selected by the wielder. This works in the same way as the magic-user spells *polymorph self* and *polymorph others* (both on page 66).

An unwilling subject may make a **saving throw versus wands** to negate the effect.

Wand of Secret Door Detection

Reveals the location of any secret door within 20'.

Wand of Trap Detection

Reveals the location of all traps within 20'.



Weapons

B: d4	X: d%	Weapon
	1-2	Arrows +1 (3d10)
1	3-12	Arrows +1 (Basic: 10; Expert: 2d6)
	13-18	Arrows +2 (1d6)
2	19-27	Axe +1
	28-30	Axe +2
	31-33	Bow +1
	34-43	Crossbow Bolts +1 (2d6)
	44-45	Crossbow Bolts +1 (3d10)
	46-52	Crossbow Bolts +2 (1d6)
3	53-55	Dagger +1
	56	Dagger +2, +3 vs orcs, goblins, and kobolds
4	57-64	Mace +1
	65-67	Mace +2
	68	Mace +3
	69-74	Sling +1
	75-82	Spear +1
	83-86	Spear +2
	87	Spear +3
	88-94	War Hammer +1
	95-99	War Hammer +2
	100	War Hammer +3, Dwarven Thrower

- **Ammunition:** The number of rounds found is indicated in parentheses.

Enchanted Weapons

- **Bonus:** The associated bonus is applied to both attack rolls and damage rolls made with the weapon.
- **Bonus vs creature type:** Some weapons have a special bonus when used against a certain type of creature.

Weapon Descriptions

War Hammer +3, Dwarven Thrower

In the hands of a dwarf, this weapon may function as a thrown missile weapon.

- Its range is 60'.
- After being thrown, it returns to its wielder's hands.

Note: The range of this weapon is not specified in the original Expert rules, and was taken from a later edition of the game.

Sentient Swords

Some magic swords possess sentience (see *Swords* on page 195 for the chances of this).

- Sentient swords are intelligent and have a personality of their own. The GM should play them as NPCs.
- Sentient swords have special powers, in addition to their normal enchantment.
- The procedure for designing a sentient sword is given below. Instead of rolling the sword's qualities randomly, the GM may select them as desired.

Rolling a Sentient Sword

1. **Special purpose:** If the sword is imbued with a special purpose (see *Swords*, page 195), its nature should be determined. See *Special Purpose*, page 207.
2. **Intelligence:** The sword's INT is 1d6+6. Swords imbued with a special purpose always have INT 12.
3. **Communication:** The sword's INT determines its means of communicate. See the table below.

- a. **Empathy:** The sword cannot communicate directly, but empathically informs the wielder of its powers and how to use them.
 - b. **Speech:** The sword is able to speak out loud. It knows its alignment tongue, plus the number of languages indicated by rolling on the *Languages* table to the right. Languages should be selected by the GM.
 - c. **Reading:** The sword can read all languages it is able to speak, and is also able to read magical inscriptions.
4. **Alignment:** Is determined randomly by rolling on the table to the right.
 5. **Powers:** The sword's INT determines the number of powers it has. See the table below. Powers are described in the following pages.
 6. **Ego:** In addition to INT, sentient swords have an Ego rating—a measure of their force of personality. This is rolled on 1d12. Swords imbued with a special purpose always have an Ego of 12.

Communication

INT	Reading	Communication
7	No	Empathy
8	No	Empathy
9	No	Empathy
10	No	Speech
11	Yes	Speech
12	Yes	Speech

Languages

d100	Languages
1-50	1
51-70	2
71-85	3
86-95	4
96-99	5
100	Roll twice again, adding results

Powers

INT	Powers
7	1 sensory power
8	2 sensory powers
9	3 sensory powers
10	3 sensory powers
11	3 sensory powers
12	3 sensory powers + 1 extraordinary power

Alignment

d20	Alignment
1-13	Lawful
14-18	Neutral
19-20	Chaotic

Using a Sentient Sword

Sentient swords grant the wielder special powers beyond those of a normal magic sword, but using such an item also carries certain risks.

Activating Powers

- To use a power, the sword must be in the wielder's hand.
- The wielder must concentrate to activate a power.

Alignment

The alignment of the sword can only be determined by touching it. Doing so may incur damage, if the character is of a different alignment to the sword:

- **Lawful swords:** Inflict 1d6 damage per round to Neutral characters, and 2d6 per round to Chaotic characters.
- **Neutral swords:** Inflict 1d6 damage per round to non-Neutral characters.
- **Chaotic swords:** Inflict 1d6 damage per round to Neutral characters, and 2d6 per round to Lawful characters.

Control

A sentient sword has its own personality, and can, at times, attempt to exercise control over the person who wields it. A control check (see below) is triggered in any of the following circumstances:

- **First contact:** Upon the character first touching the sword.
- **Wounded:** When the character is reduced to half hit points or less.
- **Jealousy:** When another magic weapon comes into the character's possession.
- **Alignment difference:** Upon every use, if the sword and the character are of different alignments.
- **Special purpose:** If the sword has a special purpose: every time the special purpose is applicable. (e.g. when encountering a character or creature of the type the sword is designed to slay.)

Control Checks

When one of the aforementioned circumstances occurs, a control check is required:

1. Determine the sword's Will score:
 - a. The sum of its INT and Ego.
 - b. Plus one for each extraordinary power the sword has.
 - c. Plus 1d10, if the sword and the wielder of are different alignments.
2. Determine the wielder's Will score:
 - a. The sum of STR and WIS scores.
 - b. If the character has less than full hit points, Will is reduced by 1d4 (or 2d4, if the character has less than half hit points).
3. Compare the Will scores. If the sword's Will score is higher, it takes control of the character's actions.

When the Sword Takes Control

The GM determines the behavior of the character, via the sword, for example:

- Discarding other weapons, or ignoring newly discovered magic weapons.
- Charging into battle, to gain glory for the sword.
- Surrendering to a foe whom the sword deems either more worthy of possessing it or more susceptible to being controlled.
- Making lavish expenditures for the sword: purchasing expensive sheaths, having jewels fitted, having enchantments and wards applied, etc. The sword may force the character to spend most of his or her money on such things!

When Control Ends

Once in control, the sword only releases the character when the circumstance that triggered the control check is over, or when the sword is otherwise satisfied.

Extraordinary Powers

- Each power should be rolled on the table below. Duplicates should be re-rolled, unless noted.
- Unless a power's description notes otherwise, it may be used at most three times a day.

d100	Power
1-10	Clairaudience
11-20	Clairvoyance
21-30	ESP
31-35	Extra damage (duplicates allowed)
36-40	Flying
41-45	Healing (duplicates allowed)
46-54	Illusion
55-59	Levitation
60-69	Telekinesis
70-79	Telepathy
80-88	Teleportation
89-97	X-ray vision
98-99	Roll twice again on this table
100	Roll three times again on this table

Clairaudience

Enables the wielder to hear through the ears of another creature.

- The wielder must concentrate for one turn to activate this power.
- The other creature must be within 60'.
- Lead blocks this power.

Clairvoyance

Enables the wielder to see through the eyes of another creature.

- The wielder must concentrate for one turn to activate this power.
- The other creature must be within 60'.
- Lead blocks this power.

ESP

Enables the wielder to read the thoughts of another living creature.

- The wielder must concentrate in a specific direction to activate this power.
- The other creature must be within 60'.
- The wielder gains an empathic understanding of the creature's thoughts.
- Lead blocks this power.

Extra Damage

Increases the wielder's strength for 1d10 rounds. While the power is active, damage inflicted by the wielder is multiplied by 4.

Duplicates: If this power is rolled more than once, the damage multiplier is increased by one for each duplicate roll.

Flying

The wielder is able to fly for up to 3 turns.

- A speed of up to 360' (120') is possible.
- Free movement in any direction is possible, including the ability to levitate and to hover in mid-air.

Healing

The sword heals damage.

- One point of damage is healed per round.
- The power lasts for 6 rounds.
- This power may only be activated once a day.

Duplicates: If this power is rolled more than once, the duration of the power is increased by 6 rounds for each duplicate roll.

Illusion

An illusion of the wielder's choosing manifests. This works in the same way as the magic-user spell phantasmal force (page 66).

Levitation

Grants the wielder the ability to move up and down through the air for up to 3 turns:

- The wielder mentally directs movement up or down at up to 20' per round.
- The power does not allow horizontal movement, but the wielder can push against solid objects to move laterally.
- A normal amount of weight can be carried while levitating.

Telekinesis

By concentrating, the wielder is able to move objects or creatures within 120' by the power of thought.

- Up to 2,000 coins of weight may be targeted.
- The power lasts for up to 6 rounds.
- The target may be moved up to 20' per round, in whatever direction the wielder of the sword wishes (including vertically).
- If a creature is targeted, it may **save versus spells** to resist the power.
- If the wielder's concentration is broken, the target falls.

Telepathy

Enables the wielder to read the thoughts of another living creature.

- The wielder must concentrate in a specific direction to activate this power.
- The other creature must be within 60'.
- The wielder gains an empathic understanding of the creature's thoughts.
- The wielder may also initiate a bidirectional, telepathic communication with the creature, though it is not compelled to respond.
- Lead blocks this power.

Teleportation

The wielder is able to *teleport*, per the magic-user spell (page 73).

X-Ray Vision

Allows the wielder to see through solid objects.

- Looking through a stone wall, the wielder can see up to 30'.
- Looking through a less dense material (cloth, water, wood), the wielder can see up to 60'.
- The wielder cannot see through gold or lead.
- When used for the purpose of searching (see *Searching*, page 89), the wielder is guaranteed to notice secret doors or traps in the area being examined.
- Using this power requires concentration (the wielder cannot move).
- This power may be used at most once per turn.



Sensory Powers

- Each sensory power should be rolled on the table below, with duplicates re-rolled.
- Unless a power's description notes otherwise, it may be used without limit.

d100	Power
1-10	Detect evil or good
11-15	Detect gems
16-25	Detect magic
26-35	Detect metals
36-50	Detect shifting architecture
51-65	Detect slopes
66-75	Detect traps
76-85	Locate secret doors
86-95	See invisible objects
96-99	Roll an extraordinary power
100	Roll twice again on this table

Detect Evil or Good

The wielder can sense the intention to do evil or good within 20'. (Note: some harmful things—e.g. animals, traps—are not evil.)

Detect Gems

The sword points in the direction of any gems within 60'.

- The wielder is also informed of the number of gems present.
- This power is blocked by lead.

Detect Magic

Up to three times a day, the sword can detect magic within 20'. On command, the magic may be caused to glow.

Detect Metals

The sword points in the direction of metal of a named type within 60'.

- This power is blocked by lead.

Detect Shifting Architecture

The wielder can locate shifting walls or rooms up to 10' distant.

Detect Slopes

The wielder can sense sloped floors within 10'.

Detect Traps

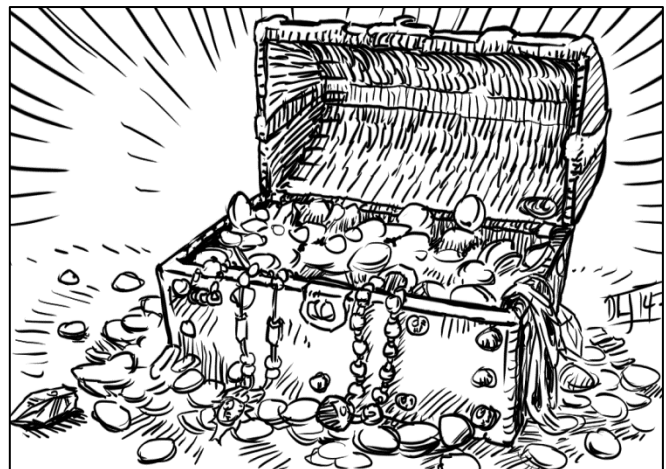
Up to three times a day, the wielder can sense traps within 10'.

Locate Secret Doors

Up to three times a day, the wielder can find all secret doors within 10'.

See Invisible Objects

The wielder can see invisible or concealed objects up to 20' distant. (This power does not reveal secret doors.)



Special Purpose

The purpose of such swords is typically to slay a certain type of character or creature. The purpose may be rolled on the table below, or the GM may invent others.

d6	Target
1	Arcane spell casters
2	Divine spell casters
3	Warriors (e.g. fighters or other primarily combat-oriented, non-spell casting classes, including non-spell casting demi-humans)
4	Specific type of monster (determine randomly)
5	Lawful creatures (or chaotic creatures, if the sword is lawful)
6	Chaotic creatures (or lawful creatures, if the sword is chaotic)

Alignment Power

In addition to their sensory and extraordinary powers, swords of special purpose have an extra power when used to achieve their designated purpose (e.g. when attacking the enemy the sword was designed to slay). This power depends on the sword's alignment:

- **Lawful:** Chaotic foes hit by the sword must **save vs spells** or be paralyzed.
- **Neutral:** The wielder gains a +1 bonus to all saving throws.
- **Chaotic:** Lawful foes hit by the sword must **save vs spells** or be turned to stone.



Appendix A:

Alternate Character Creation plus Feat System

The content of this appendix is published separately as a PDF product called **Old School Fantasy Roleplaying: Distinguished Characters**. It is for use with a classic version of the most famous fantasy roleplaying game of all time referred to by such names as Basic/Expert, B/X, and Moldvay/Cook. It is provided here as an additional resource for game masters and players to build their **DUNGEONCRAWLERS to DRAGONSLAYERS!** fantasy game worlds closer to their creative visions.

Note: This appendix can be used in conjunction with Appendix B: Skills. Simply add the skill specialty presented there to the class and concept feat options presented here. That would provide characters with three types of feat checks: class, concept, and specialty.

OLD SCHOOL FANTASY ROLEPLAYING: DISTINGUISHED CHARACTERS

FEAT SYSTEM

Old School Fantasy Roleplaying: Distinguished Characters requires the use of an alternate system for ability and skill checks related to character class and concept in the game called the Feat system. The Feat system is used for any actions not already covered in the game like listening at doors, with the exception of Thief Skills. The latter can be attempted with Feat checks, but only with the standard ability modifier (see below).

Here are examples of class and concept Feat checks:

- **Class:** A player can ask the game master (GM) if their fighter character can make an Intelligence Feat check to evaluate their opponent's combat prowess with success granting some useful insight (e.g., armor class, hit dice, special ability and so forth).
- **Concept:** If the concept and background of a thief character is that of a hunter or other type of outdoorsperson, they can ask the GM if they can make a Wisdom check to track a fleeing enemy in the woods.

During character creation, a player chooses any two or one of his six abilities as Feat abilities and adds one from their prime requisites (player's choice, if applicable). Human characters get three total Feat abilities and non-human characters get two. Non-human characters get less Feat abilities in exchange for their race abilities and better saving throws (that affect final saving throws – see *Distinguished Characters* below). New fantasy races can also be created using the existing ones as examples and adjusting the number of feat abilities to compensate for their race abilities.

A bonus of +5 is gained to the d20 roll when a character makes a Feat check with a Feat ability. This bonus is in addition to their standard ability modifier (e.g., +2 for a score of 16 in Strength) and character level bonus (see below).

The total modifier to the d20 Feat check equals the sum of the modifiers listed below. Feat checks with non-Feat abilities use the ability modifier and character level bonus – except for Thief Skills that only get the ability modifier.

- Ability modifier (if any)
- +5 Feat ability bonus
- Character level up to 10th level for a maximum bonus of +10.

Making Feat checks is a simple process. The player describes what their character is attempting; the game master decides what ability is appropriate and selects a difficulty category (DC) of 18 to 28 (a higher value is more difficult). A DC of 18 represents an average level of difficulty. Setting the DC starts at 18 and gradually decreases or increases with each advantage or disadvantage in attempting the action respectively by one or two points.

DISTINGUISHED CHARACTERS

Old School Fantasy Roleplaying: Distinguished Characters guidelines allow the separation of class and race, as well as, the option to multi-class. The four classes of cleric, fighter, magic-user, thief and four races of dwarf, elf, halfling, human are combined as desired with one race and up to three classes. **DUNGEONCRAWLERS to DRAGONSLAYERS!** character creation rules remain unchanged except for the alterations and clarifications listed below in alphabetical order for easy reference.

- **Armor:** Follow the guidelines below.
 - Use the armors and shields allowed by your class except for any restricted by your race.
 - Using Thief Skills in armor (except leather) or with a shield is up to the discretion of the GM, but the recommendation is to allow it with penalties to the chance of success. Halving the chance of success in chain mail and requiring two successful rolls at that same reduced chance of success for plate mail is recommended.
 - Magic-user spellcasting while wearing armor or using a shield is allowed, but passing a saving throw verses spells is required for success with each casting. A failed saving throw means the spell is not cast, but the magic-user still has the spell memorized for further attempts.
- **Combat Tables:** Use the combat table of the class with the best chance to hit.
- **Elf Race:** Do not use the Elf magic research, spell scroll use, and spellcasting abilities. An elf magic-user uses the magic-user versions of these abilities.
- **Feat Abilities:** Humans get a total of three and non-humans get two. One of these abilities must be from the character's prime requisite options (see below).

- **Hit Dice:** Compare each class and race combination individually to determine the lower of the two hit dice (humans have d8 hit dice for purposes of this rule). Then use the highest hit dice from those options.
 - Example: An elf fighter/magic-user/thief uses a d6 for hit dice because an elf/fighter uses a d6 (lower of d6 vs d8), elf/magic-user uses a d4 (lower of d6 vs d4), elf/thief uses a d4 (lower of d6 vs d4) and the d6 is the highest hit dice among those options.
- **Languages:** Retain any bonus languages based on your race.
- **Level Limits:** All classes can ascend to 14th level based on class selections (see Multi-Class and the XP Tables sections below).
- **Magic Items:** Usage is based on your classes and race.
- **Multi-Class:** Your character can have up to three classes using the additional guidelines listed below.
 - Prioritize your classes into primary, secondary, and tertiary as applicable and notate them in that order on your character sheet.
 - Use the XP tables for all your classes (see XP Tables below).
 - Allocate your earned XP in order of priority for gaining class levels.
 - Example: An elf with class priorities of primary: magic-user / secondary: fighter / tertiary: thief allocates all earned XP to their magic-user class until they reach 2nd level in that class. Then they allocate all their earned XP to their fighter class until it reaches 2nd level and then to their thief class until it reaches 2nd level. After reaching 2nd level in all three classes the process starts over with allocating all earned XP to the magic-user class.
 - Use the priority for roleplaying purposes.
 - Example: The same elf magic-user/fighter/thief from the previous example would present themselves primarily as a magic-user in title, dress, and other manners of expression even though they may don armor and wield a sword. Their armor and sword may have runes etched on them as an expression of their primary magic-user identity and they most likely only mention their Thief Skills on a need-to-know basis to trusted allies.
- **Prime Requisites:** Use one option from your classes or race, player's choice.
- **Saving Throws:** Determined by averaging all the scores from your classes and race and rounding up.
 - Example: A 1st level halfling thief would have an 11 for their save verses Death ($13 + 8 = 21$, divided by 2 equals 10.5 that is rounded up to 11).

- **Thief Skills:** All characters can attempt using Thief Skills with Feat checks (GM determines the appropriate ability), but only their ability modifier (if any) applies. Thief characters use this same rule or their standard Thief Skills, whichever is better.
- **Weapons:** Use the allowed weapons based on your classes (the least restrictive option) except for any restricted by your race.
- **XP Tables:** Use the experience point (XP) tables of the four classes, cleric, fighter, magic-user, and thief based on the class selections for your PC. The dwarf, elf, and halfling XP tables are no longer used.

DISTINGUISHED CHARACTER CREATION EXAMPLE

Sarah wants to create a character similar to Red Sonja from the stories of Robert E. Howard, but as an elf. She starts by rolling 3d6 for ability scores and gets:

- CON 10, DEX 14, STR 15, CHA 14, INT 10, WIS 10

Sarah then selects the fighter class and elf race and adds ability modifiers to her abilities. Since her character is a nomadic barbarian warrior, she selects WIS as her Feat ability with future animal handling and tracking Feat checks in mind. She records STR (her chosen prime requisite option from the Fighter class) and WIS as her Feat abilities and adds an asterisk next to their scores to indicate this:

- CON 10, DEX 14 (+1), STR 15* (+1), CHA 14 (+1), INT 10, WIS 10*

She then records her To-Hit-AC 0 (or To-Hit Table), saving throws, and elf/fighter abilities:

- To-Hit-AC 0: 19 (or To-Hit Table)
- Saving Throws:
 - Death: 12
 - Rods: 13
 - Paralysis: 14
 - Breath: 15
 - Spells: 16
- Fighter Abilities: Can use all armor, shields, and weapons
- Elf Abilities: Detect secret doors, immune to ghoul paralysis, infravision (60'), listening at doors, use magic items restricted to elves and magic-users.

She rolls 1d6 for hit points since that is the lower of the elf race (d6) and fighter class (d8) and records the results:

- Hit Points: 5

She selects and records an alignment:

- Neutral

She records her character's languages based on being an elf:

- Common, neutral, elf, gnoll, hobgoblin, and orc.

She rolls 3d6 x 10 for her starting number of gold pieces and buys equipment:

- 120 gp rolled and 101 gp spent so 19 gp left after purchases:
 - Backpack
 - Chain mail
 - Daggers (2)
 - Quiver with 20 arrows
 - Rations
 - Short bow 30
 - Sword 60
 - Tinder Box
 - Torches (6)
 - Waterskin

She calculates and records her armor class (AC):

- AC 4

She decides on a name for her character and records it:

- Sasha Ravenmane

Here is the final character sheet:

SASHA RAVENMANE

Elf Fighter 1st Level, XP: 0, Alignment: Neutral

AC: 4, To-Hit-AC 0: 19, Hit Dice: d6, Hit Points: 5

Abilities

CON 10, DEX 14 (+1), STR 15* (+1), CHA 14 (+1), INT 10, WIS 10*

*Feat

Saving Throws

Death: 12; Rods: 13; Paralysis: 14; Breath: 15; Spells: 16

Class/Race Abilities

- Can use all armor, shields, and weapons
- Detect secret doors, immune to ghoul paralysis, infravision (60'), listening at doors, use magic items restricted to elves and magic-users
- Languages: Common, neutral, elf, gnoll, hobgoblin, and orc

Equipment & Treasure

Backpack, chain mail, daggers (2), quiver with 20 arrows, rations (1 week), short bow, sword, tinder box, torches (6), waterskin, 19gp

Appendix B: Skills

The content of this appendix is published separately as a PDF product called **Old School Fantasy Roleplaying: Skills**. The version provided here is for the classic edition of the most famous fantasy roleplaying game of all time referred to by such names as Basic/Expert, B/X, and Moldvay/Cook. These guidelines are provided here as an additional resource for game masters and players to build their **DUNGEONCRAWLERS to DRAGONSLAYERS!** fantasy game worlds closer to their creative visions.

Note: This appendix can be used in conjunction with Appendix A: Alternate Character Creation plus Feat System. Simply add the skill specialty presented here to the class and concept feat check options presented there. That would provide characters with three types of feat checks using Appendix A: class, concept, and specialty.

OLD SCHOOL FANTASY ROLEPLAYING: SKILLS

SELECTING A SKILL SPECIALTY

During character creation the player either selects one skill specialty or rolls randomly using the Skill Specialty Table. This area of expertise helps determine the probability of success when the character attempts to use any skill in the game. The following list is not exhaustive so players and their game master (GM) are encouraged to work together to add options as needed.

Skill Specialty Table

D100 Roll	Skill Specialty	Default Base Ability	Sample Fields of Knowledge and Experience
1	Acolyte	WIS	Religious lore, cleaning, reading and writing
2	Acrobat	DEX	Tumbling, leaping, pole-vaulting, and tightrope-walking
3	Administrator	INT	Bookkeeping, etiquette, and heraldry
4	Alchemist	INT	Identifying potions and crafting mundane substances (e.g. glue)
5	Apothecary	INT	Crafting anti-toxin, healing balms, as well as, selling them
6	Armorer	STR	Craft, supply, and repair armor
7	Artist	DEX	Illustrator, painter, and poet
8	Astrologer	WIS	Magical and historical lore, divination (GM decides if it actually works), bookkeeping, and navigation
9	Baker	WIS	Craft and sell breads and other similar foodstuffs and fire building
10	Barber	DEX	Cut and style hair, maintain sharp edges, and amputations
11	Bartender	CHA	Service skills, spirits lore, and conversation
12	Barterer	CHA	Appraising, negotiating, and haggling
13	Beekeeper	INT	Nature lore, fire building, and poison resistance
14	Beggar	CHA	Acting, disguise, persuasion, picking pockets, and city lore
15	Blacksmith	STR	Craft iron weapons, horseshoes, and other items

16	Bonecarver	DEX	Carve bones for use as armor, weapons, and containers (e.g. scroll tubes)
17	Bootmaker	DEX	Craft boots and similar items (e.g. belts, backpacks, and so forth)
18	Bowyer	DEX	Craft and repair bows, crossbows, and hand crossbows
19	Brewer	INT	Brew ale, beer, and other beverages
20	Broommaker	DEX	Craft and repair brooms and similar items (e.g. clubs, poles, staffs, and so forth), cleaning
21	Butcher	DEX	Carve meat for sale, maintain sharp edges, and animal anatomy
22	Candlemaker	DEX	Fire building and herb lore (for scented candles)
23	Carpenter	DEX	Craft wooden chairs, tools, and limbs
24	Chandler	CHA	Bookkeeping, appraisal, research, and equipment lore
25	Charcoalmaker	STR	Fire building, charcoal making, woodcutting, and handling flames
26	Chef	WIS	Cooking, cleaning, knife sharpening, appraise food for quality and edibility
27	Constable	WIS	Gathering information, city lore, and subdual combat
28	Cooper	DEX	Cask and barrel making and woodcutting
29	Courtesan	CHA	Gathering information, deception, influence, and seduction
30	Dancer	DEX	Entertaining, etiquette, and dodging
31	Diver	CON	Swimming, hold breathing, and sea lore
32	Driver	DEX	Charioteering, wagon driver, and animal care
33	Engineer	INT	Crafting siege weapons, dwellings, and other constructions (e.g. dams)
34	Farmer	WIS	Agriculture lore, weather sense, and animal care
35	Fisher	WIS	Fishing with poles and nets and aquatic animal lore
36	Fletcher	DEX	Crafting arrows, bolts, and other projectiles
37	Forester	WIS	Lumbering, wood lore, and wood cutting
38	Forger	DEX	Forging documents and crafting fake seals
39	Furniture Maker	DEX	Wood cutting, craft wooden furniture, and tools
40	Furrier/Trapper	WIS	Animal lore, skinning hides, and setting snares, pits, and traps
41	Gambler	WIS	Gaming lore, carousing, and drinking
42	Gemcutter	DEX	Appraising gems, gem cutting, and tools
43	Glassblower	DEX	Appraising glasswork, glassblowing, and tools
44	Graveskeeper	STR	Religious lore, grave digging, and history
45	Groom	WIS	Animal care, animal lore, training animals, and veterinary skills
46	Guard	WIS	Appraise defenses, gather information, and evaluate opponents
47	Healer	INT	Diagnosing, healing, amputation, and primitive dentistry
48	Herbalist	INT	Gardening, identifying plants, and crafting remedies or intoxicants
49	Host	CHA	Entertain, gather information, and etiquette
50	Hunter	WIS	Tracking, animal lore, and setting snares and pits
51	Informant	CHA	Gathering information, deception, and influence

52	Innkeeper	CHA	Conversation, haggling, and gathering information
53	Jailer	WIS	Evaluate opponent, search others, and lock lore
54	Jeweler	INT	Crafting, appraising jewelry, and related lore
55	Juggler	DEX	Entertain, deflect thrown objects, and distract
56	Laborer	STR	Athletics and endurance
57	Lawyer	INT	Law lore, history, and persuasion
58	Leatherworker	DEX	Animal lore, tanning, and fire building
59	Limner	DEX	Painting portraits or miniatures, art history, and tools
60	Locksmith	DEX	Crafting, picking, and repairing locks
61	Mason	STR	Stone working, fire building, and tools
62	Merchant	CHA	Appraising merchandise, gathering information, and geography
63	Metalsmith	STR	Crafting, appraising, and repairing metal goods (e.g. jewelry, tools, kitchenware, and such)
64	Miller	INT	Mill operation, agriculture, and appraising cereal crops
65	Miner	WIS	Appraise mining projects, digging, and detecting mining dangers
66	Moneylender	INT	Banking, appraising valuables, and mathematics
67	Mountaineer	STR	Climbing with climbing equipment, and nature lore
68	Musician	DEX	Entertaining, playing instruments, and appraising music
69	Navigator	INT	Navigating, astronomy, and history
70	Painter	DEX	Painting dwellings, crafting dyes, and tools
71	Peddler	CHA	Gathering information, haggling, and city lore
72	Potter	DEX	Crafting, appraising, and repairing pottery
73	Ropemaker	DEX	Crafting, knotting, appraising, and repairing rope
74	Sage	INT	Research information, history, and memorization
75	Sailor	DEX	Swimming, boating, and nautical lore
76	Scribe	DEX	Reading, writing, deciphering codes, and memorizing facts
77	Sculptor	DEX	Sculpting idols, awards, and busts
78	Shipwright	DEX	Crafting, appraising, and repairing ships
79	Shoemaker	DEX	Cobbling, wood carving, tanning, and fire building
80	Singer	CHA	Entertain, mimic voices, and appraise performances
81	Smuggler	CHA	Bribery, gathering information, haggling, negotiating, and deception
82	Soapmaker	DEX	Craft soaps, gardening, and fire building
83	Soldier	STR	Military lore, tactics, and weapon care
84	Stablehand	CON	Riding horses, cleaning, lore about mounts and the equipment related to them
85	Tailor	DEX	Crafting and mending clothing, as well as, appraising them
86	Tanner	DEX	Animal lore, crafting leather, and fire building
87	Taxidermist	DEX	Animal lore, wood lore, wood sculpting, and tools
88	Thatcher	STR	Crafting and repairing thatch roofs, climbing, balance, and fire building
89	Thespian	CHA	Acting, disguise, persuasion, and theater lore

90	Undertaker	CHA	Religious lore, influence, and wood lore
91	Ventriloquist	CHA	Entertain and distract others
92	Weaponsmith	DEX	Crafting, appraising, and repairing weapons
93	Weaver	DEX	Basket weaving, cloth weaving, and appraising them
94	Wheelwright	DEX	Craft and repair wooden wheels and wood lore
95	Winemaker	WIS	Wine lore, appraise wine, and detect poisons
96	Woodcarver	DEX	Craft designs and etchings in wood and wood lore
97-100	Two Skills	-	Roll on this table to determine two different skills for the lucky character.

USING A SKILL SPECIALTY

During game sessions opportunities to use skills are a common occurrence. If the task is a simple one, the GM typically does not require a roll and simply narrates the results. When a character attempts to use a skill in a risky situation with significant consequences for failure, a skill check is required. Listed below is a simple outline of the procedure.

SKILL SPECIALTY PROCEDURE

1. **Player Description:** The player declares the skill use and describes how their character is using it. Special attention should be given to the intended outcome.
2. **Game Master Adjudication:** The GM selects an appropriate base ability and relevancy level for the skill check. This determines the final adjusted ability score for the check as per the Relevancy Table below. If unsure about the relevancy level, use Somewhat Related as a default. Since a skill specialty can be used in a variety of ways that require different base abilities, if unsure, use the default ability listed in the Skill Specialty Table.
3. **Player Rolls for Success:** The player rolls 1d20 and compares the result to the final adjusted ability score. A result equal to or lower than the final adjusted ability score means the character succeeded with their skill attempt. A roll of a natural "1" (i.e. the 1d20 shows 1) is an automatic success and a natural "20" is an automatic failure regardless of the final adjusted ability score.
4. **Game Master Narration:** The GM narrates the final outcome of the skill attempt.

Relevancy Table

Skill-to-Action Relevancy	Base Ability Score Adjustment*
Directly Related	+2
Related	+0
Somewhat Related	-2
Barely Related	-4
Not Related	-8

**A roll of a natural '1' is automatic success and a roll of natural '20' is automatic failure*

Directly Related: The action the skill specialty was named after (e.g. Armorer crafting armor, Sailor piloting a boat, or Thespian acting).

Related: The action is a common practice related to using the skill (e.g. Armorer appraising the workmanship of a suit of armor, Sailor swimming, or Thespian using make-up to alter their appearance).

Somewhat Related: The action is an uncommon practice related to using the skill (e.g. Armorer crafting horseshoes, Sailor identifying foreign flags, or Thespian deceiving a jailer). This is the default relevancy level for uncertain situations.

Barely Related: The action is minimally related to using the skill (e.g. Armorer finding a weak point in the bars of a cell, Sailor cooking a fish meal, or Thespian adjusting the lantern light in a room to highlight something).

Not Related: This relevancy level is used for a character attempting a skill they do not have if the GM determines the attempt is possible. Examples include an Armorer dancing, a Sailor crafting a chair, or a Thespian taming a wild beast. This is also the default relevancy level for common skills (see Common Skill, Skill Specialty, & Thieves' Skills below)

ROLLING HIGH FOR SUCCESS

If your gaming group prefers to roll high for success with skills, you can use the same procedures and tables presented in these rules to adjust the ability score with the following changes:

1. Roll $1d20 + \text{Adjusted Ability Score}$
2. Use a static target number of 21 for success.
3. A roll of a natural "20" (i.e. the $1d20$ shows 20) is an automatic success and a natural "1" is an automatic failure regardless of the final adjusted ability score.

Example: A character with dexterity 9 is using their Sailor skill specialty to pilot a ship across a raging river. The DM decides on dexterity for the base ability and Directly Related for the relevancy level. The player rolls $1d20 + 11$ (9 dexterity score + 2 relevancy level) base ability score adjustment and needs to meet or exceed the target number of 21 to succeed.

COMMON SKILLS, SKILL SPECIALTIES, & THIEVES' ABILITIES

Climbing a wall, using shadows to hide, silently moving across a room, listening for noises, and picking pockets are skills closely associated with thieves, but also commonly attempted by non-thieves. A thief's specialized training with these skills allows them to attempt actions that the vast majority of non-thieves cannot. As an example, only a trained thief can attempt to scale a wall with a sheer surface and no climbing equipment. Game masters grant a wider scope of possible actions to thieves using these skills than normally allowed to non-thieves.

Non-thieves attempting these types of actions — in situations that allow them to do so — use the Not Related relevancy level. As an example, if a non-thief with a dexterity score of 12 needs to sneak past guards engrossed in a loud game of dice, they need to roll 4 or less on $1d20$ (a 20% chance) to succeed. A thief in the same situation may not need to roll at all. If they do, the GM should offer the same procedure just described for non-thieves or their standard skill probability — whichever has a higher chance of success. Eventually, the thief's standard skill probability will surpass that of a non-thief with a high ability score.

Some skill specialties do offer a character a high chance of success with thief-focused skills. A mountaineer for example would probably use the Related relevancy level to climb the sheer surface of

a wall. This overlap with thieves' skills is limited to only one such thief skill per skill specialty. The most obvious corresponding thief skill is used in these situations – beggars picking pockets, locksmiths picking locks, and guards hearing noises are all good examples.

ABILITY CHECKS VS SKILL CHECKS

Specialty skills do not replace the optional rules (i.e. roll equal to or under the ability score using 1d20) for ability checks. Ability checks are made for actions related to abilities that are not skill-related. As an example, characters pushed off a cliff make dexterity checks to see if they save themselves by grasping the edge of the cliff. As an option, the GM can use the Ability Check Adjustment Table below for such tests.

Ability Check Adjustment Table

Difficulty Level	Base Ability Score Adjustment*
Very Easy	No Roll Required
Easy	+2
Average	+0
Difficult	-2
Hard	-4
Extreme	-8

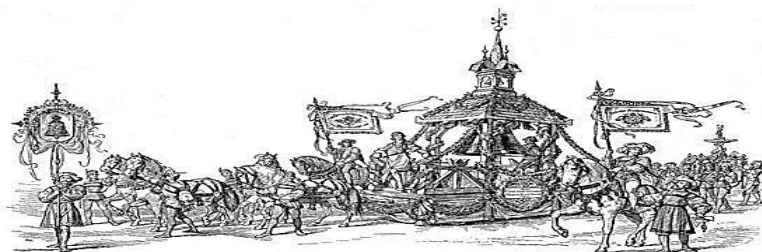
**A roll of a natural '20' is automatic success and a roll of natural '1' is automatic failure*

CONSISTENCY WITH USING SKILL SPECIALTIES

A common challenge with old school roleplaying is maintaining consistent game master rulings. This issue can be mitigated for the skill specialty rules by tracking how they are used. The GM or the players can do the tracking, but the recommendation is that the players do so.

On the back of their character sheets, the players can simply create a column for four of the Relevancy level categories: Directly Related, Related, Somewhat Related, and Barely Related. As the GM makes rulings, the player can add the base ability and short description of the action in the appropriate column. As an example, a character with the Thespian skill specialty tries to deceive a city guard and the GM decides on charisma for the base ability and Somewhat Related for the Relevancy Level (since lying under stress is different from acting on the stage to entertain). The player would write "deception (cha)" in the Somewhat Related column.

As play progresses the GM and players produce lists they can reference to maintain consistency in the rulings for skill specialties. Of course, the GM is the final arbitrator of the game rules and can make adjustments to the lists later or in between games as needed.



Appendix C: Alternate Spellcasting

The content of this appendix is published separately as a PDF product called **Old School Fantasy Roleplaying: Spontaneous Spellcasting**. The version provided here is for the classic edition of the most famous fantasy roleplaying game of all time referred to by such names as Basic/Expert, B/X, and Moldvay/Cook. These guidelines are provided here as an additional resource for game masters and players to build their **DUNGEONCRAWLERS to DRAGONSLAYERS!** fantasy game worlds closer to their creative visions.

OLD SCHOOL FANTASY ROLEPLAYING: SPONTANEOUS SPELLCASTING

INTRODUCTION

Magic in many fantasy worlds and roleplaying games produces unpredictable results and can be used more freely than with Vancian-style magic (i.e. magic as found in the works of author Jack Vance). In those systems, magic spells are memorized, forgotten as they are cast, and re-studied after a rest period to re-memorize them for another casting. The spontaneous spellcasting system provided in this supplement allows all types of spellcasters to cast the spells they know spontaneously, but with a chance of failure and side effects.

SPONTANEOUS SPELLCASTING

Spontaneous spellcasting is handled with a regular deck of playing cards and the guidelines that follow. All the standard rules for spellcasting are used with the exceptions detailed below.

Number of Spells per Level per Day

The number that represents the amount of spells that can be cast each day instead represents the number of precise castings for each level of spells a spellcaster can cast per day. A precise casting allows spellcasters to add their intelligence modifier plus one (1), plus half their spellcaster level (round down, minimum 0, and maximum +5) to spellcasting attempts (i.e. the value of the card drawn) and negates all side effects. Precise castings are lost whether or not the spellcasting attempt is successful. They are restored to their original starting amounts as per the standard rules for resting and regaining spell casting ability.

Playing Cards

At the start of each game session, players with spellcasting characters shuffle their individual decks of 54 playing cards (52 regular cards plus the two Jokers). They re-shuffle when they run out of cards to draw. At any time during play, they can look at their discard pile of cards to gauge their spellcasting chances. This simulates the spellcasters sense of the current state of magic energies in the realm or inscrutable will of their gods or patrons.

Spontaneous Spellcasting

In order to cast a spell, the player first declares if they are using one of their precise castings for the day. Then they draw the top card from their deck and consult the Spontaneous Spellcasting and Side Effects Tables below. Side effects are applied whether or not the spellcasting attempt is successful. The game master and players interpret the results together, but the GM makes the final decision.

Once a spellcaster fails to cast a spell they may not cast that particular spell again until after they have rested and regained their precise castings – this rule does not apply if the spell was cast using a precise casting. As an example, if a 1st level wizard with 1 precise casting a day uses it to cast a magic bolt spell and fails, he may attempt to cast it again and if successful the second time can keep on casting it until he fails.

Spontaneous Spellcasting Table

Playing Card Value	Spellcasting Result
King	Successful casting with maximum spell effect + Positive Side Effect*
Queen	Successful casting with standard spell effect and no Side Effects
Jack	Successful casting with minimum effect + Negative Side Effect*
2, 4, 6, 8, 10	Successful casting IF the card value is higher than the level of the spell + Positive Side Effect*
3, 5, 7, 9	Successful casting IF the card value is higher than the level of the spell + Negative Side Effect*
Ace	Failed spellcasting + Negative Side Effect*
Joker	Catastrophic spellcasting failure causes spellcaster to lose 20% of current hit points + Negative Side Effect* x2

**Based on the card suite - see Side Effects Table*

Side Effects Table

Card Suite	Side Effect Options
Clubs	CEV* applied to spell range, nearby attack, or nearby strength ability
Diamonds	CEV* applied to spell area of effect/number of targets or nearby intelligence/wisdom/charisma ability
Hearts	CEV* applied to spell duration, nearby hit point totals, or nearby constitution ability
Spades	CEV* applied to each spell die of effect, nearby armor class, or dexterity ability

** Card Effect Value (CEV): Numerical card value divided by 2 (round down). Kings, Queens, and Jacks have values of 1, 3, and 5 plus any precise casting modifier respectively for the purpose of determining the CEV only – not spellcasting success or failure. In the same way, Aces have a value of 1 plus any precise casting modifier for determining their CEV only.*

Interpreting Spellcasting Results & Side Effects

The positive and negative side effects on the Spontaneous Spellcasting Table refer to how they affect the player characters – positive effects help the characters and negative effects hinder them. Maximum and minimum results mentioned on the table for drawing a King or Jack refers to all the standard numeric descriptors of the spell (e.g. duration, number of targets affected, and amount of

damage) if expressed in a range of possibilities. The doubling of the negative side effect multiplier for drawing a Joker is applied to the Card Effect Value (see footnote on the Side Effect Table) of the card.

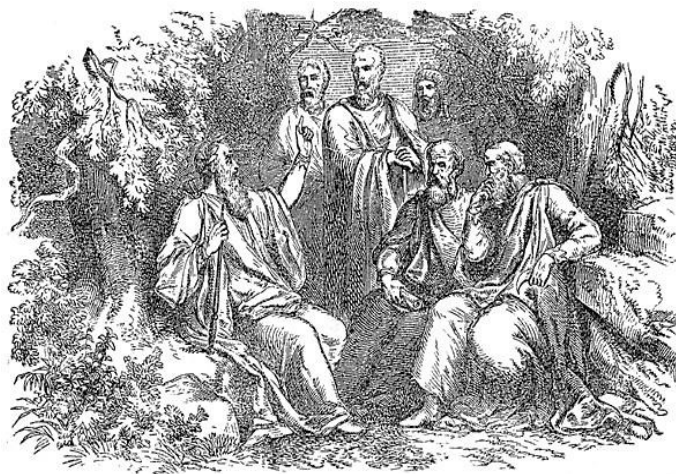
Card Effect Values referenced on the Side Effect Table are applied as points, a multiplier, a divisor, or in any other such manner by the GM and players to interpret the results of a side effect. Context, narrative considerations, improvisation, play-style, logic, and common sense are some of the elements in the art of interpreting side effects.

EXAMPLE OF SPONTANEOUS SPELLCASTING

A 1st level wizard with a +1 intelligence modifier casts a 1st level magic bolt spell that cannot miss and does one six-sided die plus 1 point of damage to one target within 150 feet. The player draws the 10 of clubs and successfully casts the spell since the card value of 10 plus the wizard's precise casting bonus of +2 equals a value of 12 that is higher than the spell level of 1. Since the card value (i.e. 10) is an even number, there is also an additional positive side effect with a CEV of 5 (card value of 10 divided by 2).

Here are some possible interpretations based on the Side Effects Table including suggestions as if it were a negative side effect:

- **Range:** Strike an additional target if they are within five (i.e. CEV) feet of the original target. Since the diamonds suite normally deals with number of targets, the GM added the short range increase limitation. An example of a negative side effect could be that the bolt strikes an ally within five feet of the target.
- **Nearby Attack:** The missile leaves a glowing residue on the target so that the next attack on that same target gets a +5 to-hit bonus. The GM could instead provide a smaller bonus, but extend the duration using the same CEV value of 5. Maybe, a +2 to-hit bonus for 3 rounds. An example of a negative side effect would be that the spellcaster glows instead.
- **Nearby Strength Ability:** In addition to the damage, the magic bolt also reduces the target's strength ability by 5 points (or 3 points for 2 rounds or some other combination). Another possibility could be that the bolt explodes on impact and other enemies nearby must make a strength check at -5 (again using the CEV value) or be knocked prone. An example of a negative side effect would be that the spellcaster loses strength or the exploding effect is centered on him and affects allies instead.



Appendix D: Narrative Dice Rolling

The content of this appendix is published separately as a PDF product called **Old School Fantasy Roleplaying: Narrative Rolls**. The version provided here is for the classic edition of the most famous fantasy roleplaying game of all time referred to by such names as Basic/Expert, B/X, and Moldvay/Cook. These guidelines are provided here as an additional resource for game masters and players to model their **DUNGEONCRAWLERS to DRAGONSLAYERS!** fantasy game play closer to their creative visions.

OLD SCHOOL FANTASY ROLEPLAYING: NARRATIVE ROLLS

BASE DIE & NARRATIVE DIE

This new narrative dice system does not alter the normal use of the d20 in the game. The d20 still determines success or failure in and out of combat. The narrative die is an additional d20 that is always rolled together with the standard d20. In this system, the standard d20 that determines success or failure is called the Base Die. The additional d20 is called the Narrative Die. Both d20s must be of a different color or size in order to differentiate them.

When the game master (GM) calls for a d20 roll in the game, the players instead roll two d20s – the Base Die and the Narrative Die. The same modifiers (if any) for success or failure that apply to the Base Die also apply to the Narrative Die. The two dice are rolled together and the result of each die is applied to the situation independently of the other. These results are listed on the Results Table below.

Results Table

Dice Rolls	Results
Base Die determines success or failure as normal.	Standard result including rules for 'Critical Hits' (or roll of natural 20) and 'Fumbles' (or roll of natural 1) if any are used in the game.
Narrative roll is equal to Base Die modified to-hit number needed for success plus 5 or more** (e.g. if an 11 is needed to hit after all modifiers are applied, then the target number is 16 or more).	Boost generated – See Effects Table
Narrative roll is equal to half of the Base Die modified to-hit number needed for success rounded down or less*** (e.g. if an 11 is needed to hit after all modifiers are applied, then the target number is 5 or less).	Setback generated – See Effects Table
Narrative roll does not generate a boost or setback result as described above.	No Effect

**Or roll of a natural 20.

***Or roll of a natural 1.

Effects Table

Base Die Ones Place Digit	Effect	Pneumonic Aid
“0” (i.e. 10 or 20)	Observation	<u>O</u> bservation
“9” (i.e. 9 or 19)	Guile	<u>G</u> uile
“8” (i.e. 8 or 18)	Fate	Rhymes with “Eight”
“7” (i.e. 7 or 17)	Toughness	“7” is an askew “T”
“6” (i.e. 6 or 16)	Behavior	<u>b</u> ehavior
“5” (i.e. 5 or 15)	Skill or Strength	<u>5</u> trength or <u>5</u> kill
“4” (i.e. 4 or 14)	Agility	“4” is an incomplete “A”
“3” (i.e. 3 or 13)	Willpower	“3” is a “W” sideways
“2” (i.e. 2 or 12)	Nobleness	“2” is an “N” sideways
“1” (i.e. 1 or 11)	Intellect	“1” is an “I”

NARRATIVE EFFECTS

The following are examples of boosts and setbacks for each of the possible effects generated by the Base and Narrative dice. Game masters and players are encouraged to use logic, imagination, interpretation, common sense, and game world elements to create similar effects during play. Generally, the players should devise boost effects and the GM should devise setbacks. If a bonus or penalty is selected it should be limited to adding or subtracting the result of 1d6 to the player or opponent’s Base Die on a future action.

Each example below uses two scenarios to illustrate each boost and setback. The first is a character making a melee attack and second is the character trying to fast-talk their way past a guard. These effects should be exciting and fun – the GM has the final say on whether or not an effect is allowed.

AGILITY

(Movement, speed, manual dexterity, coordination, and so forth)

Boost: You can take an additional move this combat round without consequences. You can automatically steal one item off the guard or plant one item on the guard without being noticed.

Setback: You trip and fall prone. You accidentally drop or otherwise reveal something incriminating so that the guard now asks for a bribe (with a failed Base Die roll, the guard attempts to arrest you after pocketing the coin).

BEHAVIOR

(Personality, charisma, persuasion, and so forth)

Boost: You impress your enemy with taunts so that they may flee in fear or even join your side of the combat – the GM can use rules for morale, enemy reactions, saves, or simply ability checks to determine the outcome. You build such good rapport that the guard is now a reliable contact so even if you failed to fast-talk, the guard secretly helps you escape later.

Setback: Your attack is so pitiful that enemies see it as a sign of weakness and gang up on you for an easy takedown. The guard is disgusted by one of your traits as chosen by the GM and decides to keep a close eye on you.

FATE

(Fortune, luck, misfortune, bad luck, randomness, and so forth)

Boost: You strike your opponent's weapon in just the right spot and shatter it or you simply knock it out of their food-greasy hand. The guard is your distant cousin.

Setback: A wound bleeds into your eyes so that you have a -1d6 penalty to hit for the rest of the combat unless you use one hand to stanch the flow. The guard is your ex-lover.

GUILE

(Deception, trickery, legerdemain, and so forth)

Boost: You feign an attack and gain a +1d6 bonus on your next attack. You fool the guard into thinking you are of the noble class so that you gain a bonus on future interactions – these can be mechanical (like a +1d6 to a roll) or situational (you failed to fast talk, but are placed in minimum security).

Setback: A failed feint leaves you vulnerable so that your opponent gets +1d6 on their next attack. The guard notices a trait about you and begins calling you by a nickname related to it so that you are now more easily marked by the city watch.

INTELLECT

(Intelligence, psyche, logic, education, knowledge, memory, and so forth)

Boost: You deduce one of your opponent's combat weaknesses revealed by the GM. You deduce the correct chain of command among the guards.

Setback: Your opponents figure out your escape route and block it. The guard recalls a trait of a party member (e.g. dress, accent, and so forth) that contradicts an element in their story.

NOBLENES

(Impressive in appearance or qualities)

Boost: Your attack is nearly flawless so if you hit and inflict less than the maximum possible on the damage dice, you inflict that maximum instead. If your attack fails, you still inflict the minimum damage possible. The guard believes an element of your story regardless of success or failure (as per GM discretion) that provides a benefit to you not related to the subject matter of the fast talk attempt.

Setback: Your impressive attack gives away information about your character like their place of origin or guild membership – something that can be used to track or identify you later. The guard wants favors from you related to the story you tell them.

OBSERVATION

(Perception, concealment, ambush, and so forth)

Boost: You see your opponent shift their stance in preparation for their next attack so they get -1d6 on their next attack against you. You notice where the guard keeps his keys so that you get +1d6 on any attempt to steal them.

Setback: You miss-judge the angle of your opponent's follow-up attack so they get +1d6 on their next attack against you. The guard mistakes you for a wanted criminal at the time of the fast talk attempt with a failed Base Die roll (so that he immediately calls for reinforcements) or later on if you succeed with the fast talk so that you see your name indicated as an alias of the real criminal on wanted posters around the city.

SKILL OR STRENGTH

(Skill is related to the action attempted and strength relates to physical power, melee prowess, physique, and so forth)

Boost: The power behind your swing or thrust carries over to another opponent near your target so that they take half the damage you inflict (or would have inflicted) on your target. Your fast talk attempt causes the guard to unintentionally blurt a secret about a recent event that could help you later.

Setback: You cut your attack short and do minimum damage. The guard completely misunderstands what you are saying and regardless of success or failure with your fast talk attempt he spread rumors that you are an undesirable (GM determines the details) – this negatively affects any future interactions with the city guards.

TOUGHNESS

(Stamina, health, wounds, resistance, intimidation, and so forth)

Boost: You grit your teeth and suffer only minimum damage from the current or next attack. Your tough presence allows one of your allies to go unnoticed in the current situation so that either escape altogether or not automatically associated with the party in a future encounter with the city guards.

Setback: You suffer a nasty wound so that one limb chosen by the GM is unusable until the end of the combat. Your fast talk attempt was more nerve wracking than you anticipated so that you suffer a -1d6 penalty on your next interaction with them.

WILLPOWER

(Self-control, determination, discipline, and so forth)

Boost: You focus and avoid more blows so reduce damage by 1d6 this combat round or the next. You gain +1d6 bonus the next time you interact with any city guards due to your more disciplined attitude with them as a consequence of this encounter.

Setback: You underestimate your foe and leave yourself vulnerable so that they get +1d6 on their next attack against you. You come on too strong and the next opportunity to interact with the guards goes south so that you take a -1d6 on your next interaction roll with them.

DUNGEONCRAWLERS to DRAGONSLAYERS! CHARACTER SHEET

Player Name

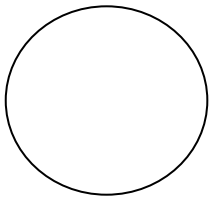
Game Master

Character Name

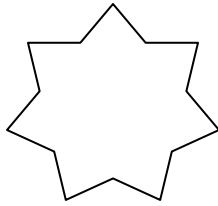
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Class

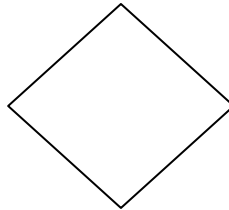
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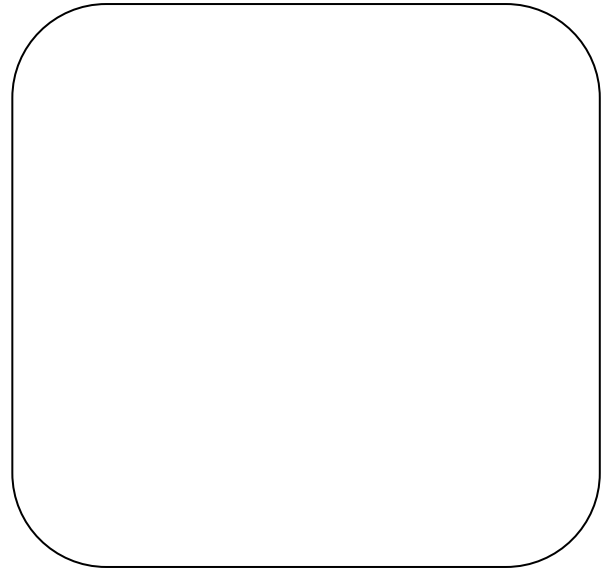
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Hit Points

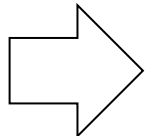


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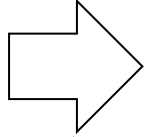


Character Drawing or Mark

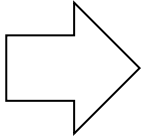
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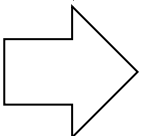
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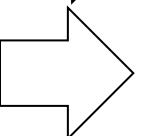
CONSTITUTION



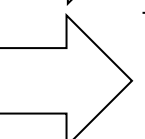
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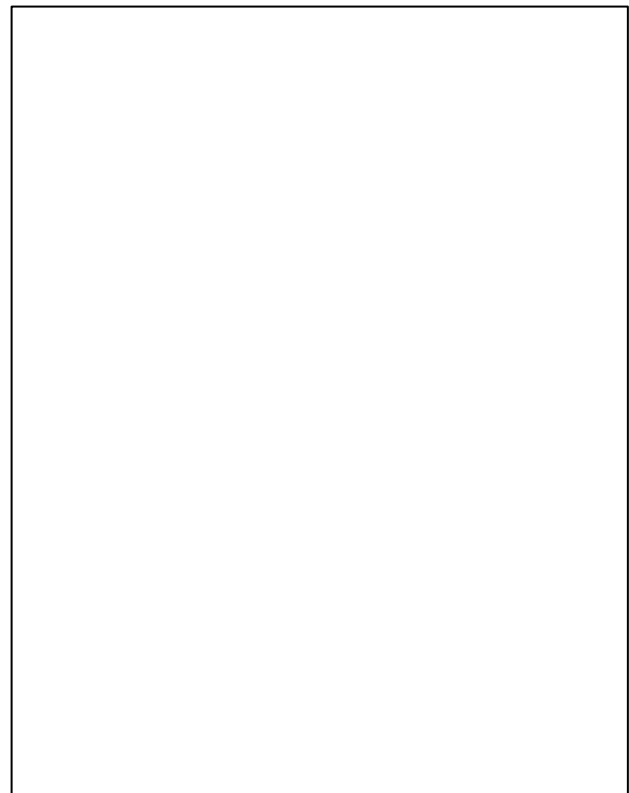
INTELLIGENCE



STRENGTH

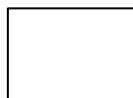


WISDOM

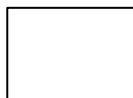


Languages & Skills

Saving
Throws:



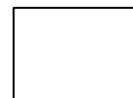
DEATH



WANDS



PARALYSIS



BREATH



SPELLS

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Coins & Treasure:

Equipment & Magic Items:

Additional Notes:

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