

# Engines & Empires

CORE RULES



BY JOHN D. HIGGINS

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# **Engines & Empires**

**CORE RULES**

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# **Engines & Empires**

## **CORE RULES**

FOR GASLAMP FANTASY  
TABLETOP ADVENTURE CAMPAIGNS

JOHN D. HIGGINS

**R•E•G**

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# PREFACE

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The book you now hold was written to fill a void.

On the continuum that ranges from wargames and miniatures skirmish games, to adventure games and role-playing games, to hosted mystery and collaborative storytelling games, there is doubtless by now a tabletop or parlor game for every conceivable genre: fantasy, science fiction, horror, action, suspense, romance, and even slice-of-life. Rare indeed, though, is the game that blends in equal measure traditional dungeon-delving fantasy with Victorian speculative fiction (whether this latter genre is termed “steampunk” or “gaslamp”).

Stories that mix magic with science go way back. For literary antecedents, *Frankenstein*, *Dracula*, and *The Wonderful Wizard of Oz* each have their own unique take on modern technology colliding with the supernatural. These days, tabletop gamers are more apt to recognize the combination in anime, comic books, and especially video games such as *Final Fantasy VI* and *Arcanum: Of Steamworks and Magick Obscura*. In fact, *Arcanum* is probably the single greatest influence on *Engines & Empires*. It was a computer role-playing game set in a world that seamlessly merged three esthetics into one, marrying together Victorian England, the American Wild West, and genre fantasy in the vein of Tolkien.

*Arcanum* placed heavy emphasis on the trappings of fantasy – delving dungeons; slaying monsters; finding treasures; playing as an elf or a halfling or a half-orc – while also having detailed mechanics for both the casting of spells *and* the crafting of mechanical and steam-powered inventions. Tabletop games that bill themselves as steampunk-fantasy or gaslamp-fantasy are already few in number; and these few tend to lack at least one of those major elements. Such games will either reduce the prevalence of magic to make room for elaborate technology-crafting mechanics; or they will emphasize the fantasy elements and treat technology as mere set-dressing.

Hence, *Engines & Empires* – a tabletop adventure game of dungeon-delving, dragon-slaying, faerie tale magic, 19<sup>th</sup> century steam-powered technology, and foggy Dickensian cities with dark back-alleys whose skulking inhabitants prefer to stay hidden from gaslamp, electric filament, and conjured witch-light alike.

What is a tabletop adventure game, and how does it differ (if at all) from a fantasy role-playing game? Read on, Dear Reader, and perhaps you will find something that you seek – or even something that you didn’t know you were looking for.

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1<sup>st</sup> June 2019  
Omaha, Nebraska

# INTRODUCTION

**E**NGINES & EMPIRES™ is a tabletop adventure game set in a world of gaslamp fantasy. Its rules are based on the earliest fantasy role-playing games, which in the 1970s were also sometimes called “fantasy wargames” (or, more completely, “fantastic medieval wargames campaigns playable with paper and pencil and miniature figures”). A tabletop adventure game is, essentially, a game that seeks to maintain this early style, half a role-playing game and half a wargame, without being too dogmatic about adhering to the so-called “old-school (or OSR) play style” that one can still see promoted in online treatises and primers.

## Tabletop Adventure Games

One can think of a tabletop adventure game as either a subcategory of fantasy role-playing games, or as a separate but very closely related hobby that shares a great deal of overlap with traditional RPGs. The difference is in the areas of emphasis—and in the answer to the question, “Why are we playing this game?”

If you ask most role-players why they play RPGs, you are likely to hear something along these lines: “To play an interesting character and be a hero in a fantastic world!” or “So that I can collaborate with my friends to create an epic story!” That is, the focus is on *playing a character* and *experiencing a story*. Role-players want to be protagonists in stories about their characters, and role-playing games are tools that let them do precisely that.

Adventure gamers are after something just a wee bit different. We play tabletop adventure games: (1) to engage with a fantastic world as if it were a real place that operates according to a realistic internal logic (as opposed to story or movie or even sometimes game logic); and (2) to experience adventures that present real challenges to the players and have real stakes for their characters. That is, the focus in an adventure game is on *exploring and interacting with a setting* and on *playing a challenging but reasonably fair game*.

Do note that “reasonably fair” does not have to mean “perfectly balanced”: between the two tenets of adventure gaming, the integrity of the setting is the more important. In a tabletop adventure game, the game world is supposed to be respected as more than just an ephemeral construct whose places and people only exist when the player characters are looking directly at them, or as a fun space provided by the game-master for the PCs to “be awesome” in. Instead, the setting of a TTAG is created ahead of time by the referee, and the players interact with the setting through play—it reacts to them, but it does not exist solely for them. And that does mean that sometimes, the player characters may find themselves in over their heads—in situations that might be called *unfair* to the players, but which are perfectly fair to the world itself, or to the NPCs that live there. In a TTAG, the referee does not change things behind the scenes purely to help (or hinder) the PCs on a whim.

And it is indeed a *referee*, not a game-master or a storyteller, who bears the burden of maintaining the game world as a “living” world: a fictional universe that keeps on ticking behind the scenes, reacting appropriately to the actions of the PCs, but also chugging along as it is wont to do if the PCs are absent or inactive. To that end, a referee is always strictly neutral, favoring neither the player characters nor the monsters and other NPCs. The referee must be as impartial as possible in applying the rules, making the on-the-spot judgements required to handle those inevitable situations that the rules do not already cover, and when the occasional need arises, elevating and refining these rulings to the status of “house rules” which will thereafter be recorded and kept consistent for the remainder of the campaign.

## A Matter of Genre

Any tabletop fantasy game is going to belong to at least two categories: the sort of game it is, and the fantasy it is trying to evoke. I here use the term “fantasy” in its broadest sense, meaning “imagination,” for of course much of the action in a TTAG will take place in the players’ and ref’s imaginations, despite the inevitable presence of miniature figures, battle grids, and perhaps model scenery on the tabletop. But the word “fantasy” also refers to a genre of fiction, usually taken to mean tales set in made-up worlds where magic is real, or versions of the real world where magical powers and mythical creatures exist. Fantasy stories can be set in worlds that resemble medieval times, or the present day, or antiquity, or the far future, or like nothing real that we know. But *Engines & Empires* posits a fantasy world that resembles our own world’s 19<sup>th</sup> century: the age of the Industrial Revolution, Victorian England and the British Empire, the American Wild West, and so forth.

Any speculative fiction set in a Victorianesque period is usually called “steampunk,” but that term is not strictly applicable here. Steampunk purists would have two valid arguments against its use: first, steampunk is derivative of cyberpunk, and both are genres of science fiction that focus on rebellious, romantic heroes (punks) fighting against an unjust and oppressive society. Second, steampunk is usually regarded as an “alternative” or “what-if” scenario: what if the world had never developed electronics? What would our present-day technology look like? And what would the future look like? In other words, steampunk purists would prefer that the genre remain science fiction alone and not be combined with magic—that “steampunk *fantasy*” be treated as an oxymoron. To that end, *Engines & Empires* eschews the term and instead calls itself *gaslamp fantasy*.



Gaslamp fantasy is, simply put, science fantasy set in a period that resembles the real 19<sup>th</sup> century: there are street-lamps and locomotives and airships and steam engines, but also elves and dragons and wizards and mad scientists who build lightning-guns. This game is not meant to be set in some alternative version of the real world, but in a world entirely of the referee's invention. Nowhere in the pages of this book will you find a chapter devoted to "life in London in 1850," or "what things were like for women in Victorian England," or any other such clichés. This is not to say that such information isn't useful or interesting; but the point of playing *E&E* is to engage with a fantasy world, not the real world. After all, no medieval fantasy game drones on about "life in the real Middle Ages" — or at least, no game that enjoys a measure of popularity ever bothers to do that. At any rate, there's hardly a need: if you stop a random person on the street and ask them about medieval times, you'll at least get castles and knights and princesses and maybe one or two other tropes codified into our culture by the likes of Scott's *Ivanhoe* and Tennyson's *Idylls of the King*. Likewise, a player can pick up on the implied setting of *E&E* even if all they know about 19<sup>th</sup> century Europe amounts to Sherlock Holmes and a few lines from *Oliver Twist*.

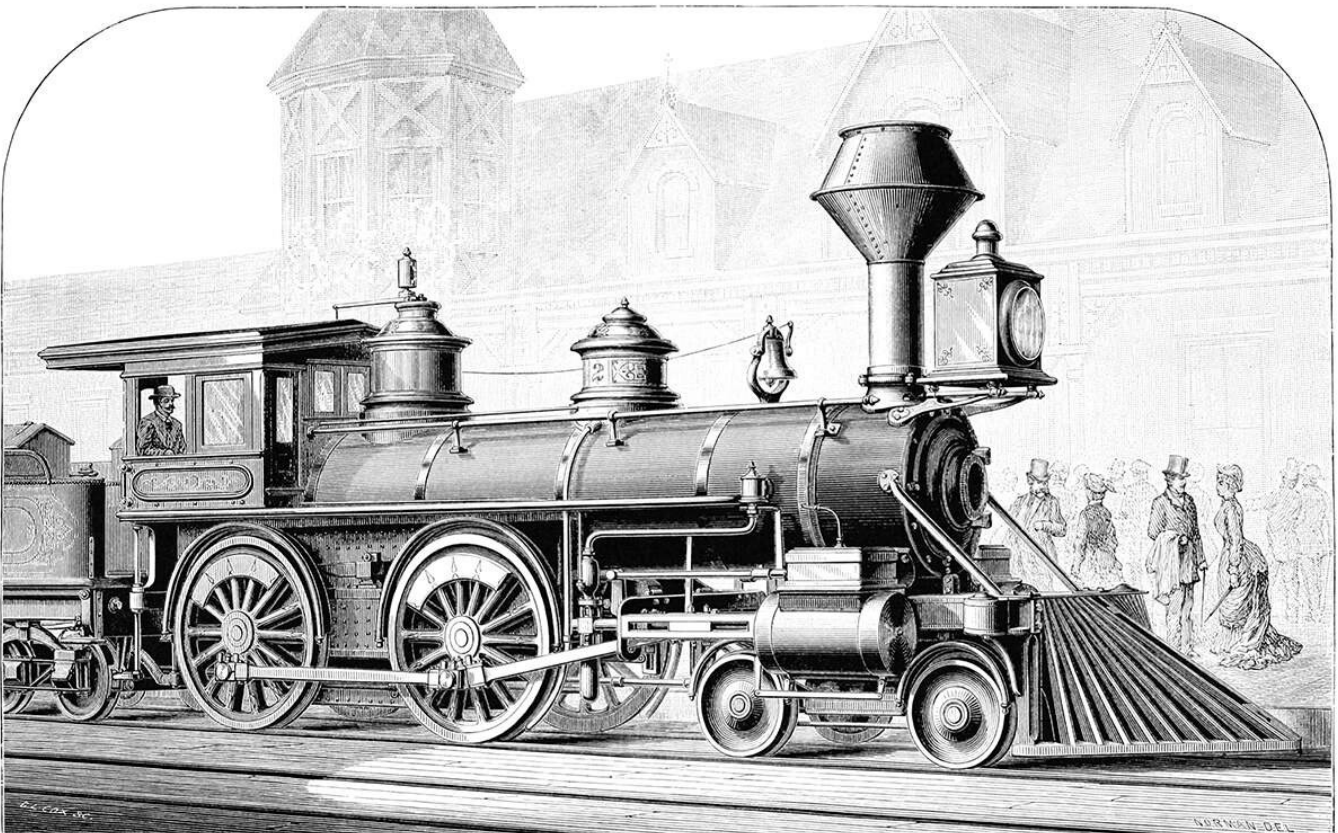
## How to Get Started

The author will be forgiven for presuming that anyone capable of finding their way to this book already knows what

role-playing games are and how they work. Therefore, the much-detested "example of gameplay" will be summarily omitted. It does bear repeating, however, that *E&E* is not in the strict sense a true role-playing game. A group of players who desire to do so may of course take this game and use its rules for that purpose; but they should be made aware that it is a tool ill-suited to the creation of stories about epic heroes who always defeat evil and save the day. *Engines & Empires* characters are fragile; they are rather apt to die before they can fulfil any satisfying emotional arcs; and they are chiefly concerned with the plundering of dungeons for lost treasure and magic. Here, your characters will explore not their relationships and their feelings, but ancient ruins and labyrinths. In short, this is a game all about rolling dice in play, not play-acting in a role.

To begin a game of *Engines & Empires*, you must first acquire the following items:

- A full set of standard polyhedral dice. You'll need at least 1d4, 3d6, 1d8, 2d10, 1d12, and 1d20.
- Pencils and a generous supply of paper: blank, lined, and most especially graphing paper will all be needed.
- A tabletop of sufficient size; either a gridded playing surface or a ruler to measure distances; and playing pieces to represent characters and NPCs. The pieces can be miniature figures, spare dice, coins, or checkers and chessmen.
- Finally, of course, every game requires one put-upon referee and at least two players ready to exercise their wits and imaginations.



# CHAPTER ONE: THE PLAYER CHARACTER

**I**N *Engines & Empires*, the referee creates a game-world, usually by drawing a map of the “overworld” — a swath of untamed wilderness with only a few towns or forts to serve as “home bases” for the campaign — and then filling in the rest of the countryside with interesting places for adventurers to seek treasure: haunted castles, ancient ruins, endless caverns, monster lairs, and enchanted forests.

Players interact with this game-world through *player characters* (or PCs), their avatars within the fictional setting. Thus, before they can actually play, players must first create their characters. This is done by determining a few simple statistics and details: (1) randomly generating a set of **attribute scores**; (2) selecting a **character class**; (3) choosing **skills and equipment**; and (4) lastly, giving the character a name and deciding on any non-rules-related qualities like age, appearance, and background.

## The Attribute Scores

Attributes are a character’s basic “stats”: a set of four scores which define how much aptitude a character has for operating in one of the game’s five main character classes. (A class is something like an adventuring “job” or “profession.”) The four attributes that define an *E&E* character are called **Valor, Fortune, Wits, and Presence**.

The scores are ranked on a scale from 3 to 18, because (in keeping with that fine auld tradition) they are generated by throwing three six-sided dice (3d6) and summing the results for each. This is always done in strict order, with the first roll always assigned to the character’s Valor, the next to Fortune, then Wits, and Presence last.

After generating a set of scores, take a quick glance at them. If they are not to your liking, you may derive a second spread from the first by subtracting each score from 21. If, for example, you have rolled VAL 15, FOR 10, WIT 12, and PRES 6, you may either accept these scores and play them as rolled, or you may subtract each score from 21 and play the mirrored set: VAL 6, FOR 11, WIT 9, PRES 15.

### Explanation of Attributes

The four attribute scores measure each character’s “knack” for belonging to one character class or another. While they do impact other game statistics through secondary adjustments called *attribute modifiers*, their most important function is to serve as the *prime requisite* scores for the character classes. Prime requisites determine how rapidly a character will accumulate experience points and thereby gain levels to advance in that class. Each class has one prime requisite:

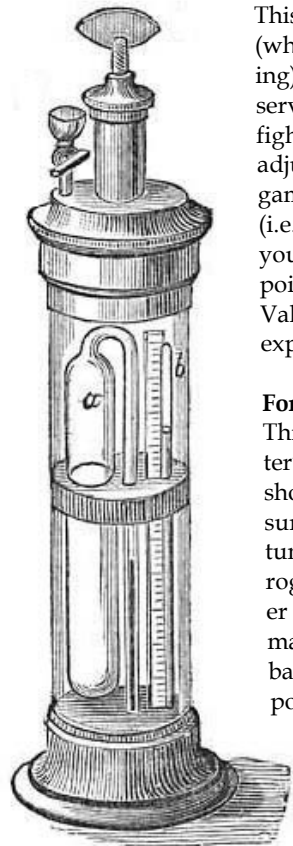
Class	Prime Requisite Attribute
Fighter	Valor
Rogue	Fortune
Tech <i>or</i> Scholar	Wits
Mage	Presence

A prime requisite score of 16 or greater entitles the character to a +10% bonus to all experience points that the referee awards them. A score of 5 or lower, meanwhile, imposes a more drastic –20% penalty on all XP earned.

### Attribute Modifiers

The secondary function of the attribute scores is to adjust other game statistics. To that end, each attribute score imparts an attribute modifier to a character. Modifiers are also called “bonuses” if positive or “penalties” if negative. For example, a character with attribute scores of VAL 13, FOR 12, WIT 15, and PRES 6 also has a set of modifiers associated with each score: ±0 for Valor and Fortune, a +1 Wits bonus, and a –1 Presence penalty.

Score	Modifier	XP Adjustment
3	–2	–20%
4–5	–1	–20%
6–7	–1	±0%
8–13	±0	±0%
14–15	+1	±0%
16–17	+1	+10%
18	+2	+10%



**Valor (VAL)**

This attribute represents a knack (whether based on talent or training) for fighting hand-to-hand. It serves as the prime requisite for the fighter class. Your Valor modifier adjusts two other quantities in the game: your attack rolls in *mêlée* (i.e. hand-to-hand) combat, and your total hit points. (Your hit points are only adjusted by your Valor modifier once, *not* once per experience level.)

**Fortune (FOR)**

This attribute measures a character's inherent capability at sharpshooting, and also one's knack for survival through pure luck. Fortune is the prime requisite of the rogue class. Your Fortune modifier adjusts all attack rolls that you make in missile (i.e. ranged) combat. It also adjusts your total hit points (once), exactly like Valor does. Note that this means a Valor penalty can cancel out a commensurate Fortune bonus (or vice versa) to hp, leaving a character with no net hit point adjustment if

their Fortune and Valor modifiers should be identical in magnitude but opposite in sign.

**Wits (WIT)**

This attribute represents a character's level-headedness and acumen—the ability to make good judgements quickly. It serves as the prime requisite for two of the game's character classes, the tech and the scholar. Your Wits modifier adjusts your chance to make a successful saving throw.

It is important to recognize that just as Valor is not strength and Fortune is not dexterity, your Wits score emphatically does not describe your character's intellect! In a tabletop adventure game, your ability to find clues and solve puzzles depends not on any trait or statistic belonging to your character, but on *your* capabilities as a player! And as for how smart your character is, that depends on the skill rank you choose to assign them in Knowledge and other skills (described later on in this chapter) — *not* on the vagaries of the dice and a random 3d6 roll that will stay with your character throughout their adventuring career.

**Presence (PRES)**

This attribute represents a character's confidence and self-knowledge. It is the prime requisite for mages. Whereas the other three attribute modifiers all adjust d20 rolls (i.e. saves and attacks), your Presence modifier adjusts two quantities

**Concerning Attributes**

*Engines & Empires* is based on the original fantasy game, and its rules are mostly compatible with it. There are two big differences, though: the magic system; and the characters' attribute scores. The names of the scores have been changed in this game to emphasize that they're mostly only used as prime requisites for the character classes (just as Strength, Intelligence, and Wisdom operated solely as prime requisites for fighting-men, magic-users, and clerics in the original white box edition of the game, but had no other impact).

The attributes in *E&E* have been named for such ineffable traits as "Valor" and "Fortune" both to link each score tightly to a character class (e.g. Valor is an important quality for fighters), and to head off any temptation to treat the scores as totalizing measurements of a character's inherent talents (like muscle or smarts or charm), or to check against them directly with d20 rolls to determine what happens in the game. Characters are more than just the numbers on their character sheets; and the attributes are not meant to be used as a basis for a task-resolution mechanic. (*Engines & Empires* handles that sort of thing with something called *skill ranks* instead.)

When converting characters from other compatible game systems to *Engines & Empires*, treat Valor as a combination of Strength and Constitution (either pick one score and discard the other; or, if it makes more sense in a given case, average them together); Fortune as equivalent to Dexterity; Wits as a combination of Intelligence and Wisdom; and Presence as equivalent to Charisma.

which are checked with or against a roll of 2d6. You apply your Presence modifier directly to any *reaction rolls* that are made for NPCs that you meet during a random encounter, or when you're conducting negotiations to hire a follower. And if you do successfully manage to take on one or more followers, their base Morale scores will also be adjusted by your Presence modifier.

**The Character Classes**

There are five character classes to choose from in *Engines & Empires*: the **fighter**, the **rogue**, the **tech**, the **mage**, and the **scholar**. Each of the character classes relies on one of the game's four attributes as its *prime requisite* — Valor for fighters, Fortune for rogues, Wits for techs and scholars both, and Presence for mages. If you have a score of 16 or better in your prime requisite, you receive a +10% bonus to all XP (experience points) that you earn. Conversely, a score of 5 or lower inflicts a -20% XP penalty.

After rolling your attribute scores, and once you have settled on a character class, you may at this time **adjust your attribute scores** as follows:

- You may raise your prime requisite score by 1 point for every 2 whole points that you subtract from a single non-prime score.



- You may not drop a score down to any lower than 8 (so only scores of 10 or greater may be lowered).
- You may only raise your prime requisite as high as 16 through attribute adjustment – just high enough to secure an XP bonus, but no higher.

Adjusting attribute scores is entirely optional and left to the discretion of the player.

**Qualities Common to All Classes**

The following features are found on the advancement tables for all of the character classes.

- *XP (experience points)* are accumulated by successful adventuring (mainly by winning treasure). A character must earn the listed cumulative total of XP in order to attain the corresponding experience level.
- *HP (hit points)* are a measure of how much physical damage a character can sustain before they die. A character’s Valor and Fortune modifiers each apply (once) to their hit point total.
- *THB* is a character’s base *to-hit bonus*, the number the attacker adds to the target’s Armor Class (AC) when making a to-hit roll (also called an attack roll) with a weapon. Hand-to-hand/mêlée attacks are adjusted for Valor, while ranged/misile attacks are adjusted for Fortune.
- *ST (saving throw)*, appropriately enough, is a character’s base chance in 20 to roll a successful saving throw. The base ST value is adjusted for Wits.
- *Level Title* is a rank or honorific describing a character’s relationship to the game-world, and the reputation and social standing that they enjoy when their experience level is acknowledged by others.
- *Skill Pips* indicate the total number of additional skill ranks that a character can have purchased at that level. Note that 1<sup>st</sup> level characters automatically begin at rank 1 (untrained) in all twelve of the game’s skills, and that they may devote up to two pips to a given skill, thereby raising it as high as rank 3 – until the character reaches the 4<sup>th</sup> experience level, after which they may spend a third pip on a skill and raise it up to rank 4 (the highest attainable).

**The Fighter**

Warriors, soldiers, martial artists: fighting men form the backbone of any adventuring party. They live or die by the strength of their arms, the sturdiness of their armor, and their ability to think tactically on the battlefield.

Fighters come from the ranks of town constables, pub-brawlers, and veteran soldiers who have seen enough action to know that they want more of it. From the frontlines of a skirmish, fighters naturally slide into the role of leaders in an adventuring party; and as they gain experience, they may come to lead a band of men-at-arms, a mercenary company, or even a whole barony or kingdom.

**Fighter Special Abilities**

**Quick March.** Ordinarily, a character in combat is able to make three Moves per round. Once per adventure per



FIGHTER EXPERIENCE LEVELS

Lv	XP	HP	THB	ST	Level Title	Skill Pips
1 <sup>st</sup>	0	8	+1	7	Veteran	4
2 <sup>nd</sup>	2,000	12	+1	7	Swordsman	5
3 <sup>rd</sup>	4,000	16	+1	7	Duelist	5
4 <sup>th</sup>	8,000	20	+3	7	Hero	6
5 <sup>th</sup>	16,000	24	+3	9	Swashbuckler	6
6 <sup>th</sup>	32,000	28	+3	9	Knight	7
7 <sup>th</sup>	64,000	32	+6	9	Champion	7
8 <sup>th</sup>	125,000	36	+6	9	Superhero	8
9 <sup>th</sup>	250,000	40	+6	12	Paladin	8
10 <sup>th</sup>	500,000	44	+8	12	Lord Paladin	9

experience level attained (i.e. once at 1<sup>st</sup> level, twice at 2<sup>nd</sup> level, etc.), a fighter is able to take an extra Move – four in total during a single round – which may be spent on extra movement, extra attacks, or on other actions, as the fighter’s player chooses. A fighter’s per-adventure uses of Quick March are recovered by resting between adventures, with all such uses recovered after the first full night of rest that the fighter gets while already at full hp.

**Soldier On.** Fighters are exceptionally hardy. This is represented by a pool of “reserve hit points,” which the fighter can draw upon between encounters to heal himself of damage. The reserve pool is equal to 2 hp × the fighter’s experience level. If the fighter spends an entire turn resting and treating his own wounds in mundane fashion (bandages, splints, and suchlike), he may spend points from his

## What About Alignment?

It is traditional in older fantasy games to explicitly define each character's morality: good or evil, lawful or chaotic, neutral or unaligned. *Engines & Empires* dispenses with this formality. Characters will do good or ill as each player directs, and their morals are ever their own to judge.

Order and Chaos do exist, but these are cosmic forces beyond the ken of mortals. In *E&E*, human beings and the fair folk kindreds, indeed all creatures native to the Material Plane, must necessarily exist in Balance with both Order *and* Chaos. For too much Chaos would render all things meaningless, while an excess of Order would welcome eternal stagnation. But mortals are not permanently aligned with Order, Chaos, *or* Balance. Free-willed beings may, after all, shift their allegiances to suit their goals and circumstances—things which are changeable for mortals.

## Concerning Class Design

In *Engines & Empires*, all characters of all classes are permitted to use any weapons or armor. There are certain restrictions on small humanoids (like dwarfs), but human characters remain free to use any human-sized equipment. This is why fighters in *E&E* have their two special abilities: "Quick March" and "Soldier On" respectively replace the proficiency with all weapons and all armor that fighters usually enjoy exclusively in other original/basic/expert-derived fantasy games. Rogues likewise have their own special abilities to replace the classic thieving skills.

Because anyone, even a mage, can strap on plate armor and swing a great sword, *E&E* has little need for multi-classing rules. Nevertheless, the scholar class exists both to cover the traditional fighting-mage (or cleric) archetype, and to provide the game with a second Wits-based class. That way, *E&E* can even be played in settings or periods where the tech class might be an inappropriate option.

reserve pool to heal that amount of damage. (If a successful use of the Medicine skill would already heal the fighter of some damage, the reserve hit points may simply be added to this total.) Some or all reserve hp may be spent at a given time, as the fighter's player chooses.

During an adventure, the fighter's reserve hp pool cannot be replenished by any means. Medicines, spells, potions, and other healing devices do not affect it. Instead, a fighter can only refill his reserve hp between adventures, by getting a full night's rest *after* having already healed all hp damage. Provided the fighter is already restored to full normal hit points, a single night's rest is then sufficient to completely replenish the fighter's Soldier On pool.

## The Rogue

Rogues are the dashing scoundrels of the *Engines & Empires* world. Gambler, burglar, rakish dandy, or ace pilot, a rogue wins the day with wit, panache, and more than a little bit of incredible luck. Not every rogue will have a flair for the dramatic or charisma enough to charm everyone they meet—but one thing all rogues have in common is pure *skill*. Rogues earn more skill ranks than all the other classes, which makes them the most customizable of heroes. If you play a rogue, you can build your character into a super spy, a wily negotiator, a rugged outdoorsman, a gentleman thief, or anything else that strikes your fancy.

### Rogue Special Abilities

**Jack of All Trades.** Rogues earn more skill pips than other characters, beginning the game with 6 pips instead of 4, and earning a new pip at every single experience level. Rogues are still limited to a maximum skill rank of 3 (i.e. no more than 2 pips spent on a single skill) until they reach the 4<sup>th</sup> experience level, after which a third pip may be spent on

a skill, thereby raising it to rank 4 (the maximum allowable for any character). A 10<sup>th</sup> level rogue has enough skill pips to max out his ranks in five separate skills!

**Ace in the Hole.** A rogue enjoys uncanny mastery over the forces of luck. Once per adventure, prior to rolling an attack, saving throw, or skill roll, a rogue may use his "Ace on the Hole" to treat any such roll as a natural "1" and thus an automatic hit or success. On each subsequent experience level gained, the rogue earns another per-adventure use of this ability: two "Aces" per adventure at 2<sup>nd</sup> level, three "Aces" at 3<sup>rd</sup> level, etc.

**Deuce's Own Luck.** Whenever a rogue takes damage from any one source—a weapon, a spell, a trap—the rogue may instead take no damage from it (for that one round only, if the damage-source is continuous), once per adventure. A rogue receives additional per-adventure uses of this ability at each of the 3<sup>rd</sup> and 7<sup>th</sup> experience levels.

A rogue refreshes his special abilities in the same way that a fighter does: by getting a full night's rest while already at full hit points (or after having already healed any and all hp damage) during a long rest between adventures.

ROGUE EXPERIENCE LEVELS

Lv	XP	HP	THB	ST	Level Title	Skill Pips
1 <sup>st</sup>	0	6	+1	7	Apprentice	6
2 <sup>nd</sup>	1,500	9	+1	7	Journeyman	7
3 <sup>rd</sup>	3,000	12	+1	7	Tradesman	8
4 <sup>th</sup>	6,000	15	+1	7	Expert	9
5 <sup>th</sup>	12,000	18	+3	9	Specialist	10
6 <sup>th</sup>	25,000	21	+3	9	Agent	11
7 <sup>th</sup>	50,000	24	+3	9	Operative	12
8 <sup>th</sup>	100,000	27	+3	9	Professional	13
9 <sup>th</sup>	200,000	30	+6	12	Maverick	14
10 <sup>th</sup>	400,000	33	+6	12	Ace Maverick	15



## The Mage

Mages are adventurers who have cultivated that rarest of all talents: the ability to cast magical spells. But magic does not simply come out of nowhere: to become a mage, one must first have a certain degree of inherent psychic ability, which attunes the mage the world of the spirits and of things unseen.

Some believe that magic is a function of pure will: a psychic mind manipulating the ether and using its weird and ineffable properties to warp reality itself. Others see a mage as a mere conduit only, a medium for channeling the power of spirits or gods. Whatever the truth, magic is a power closer to Chaos than Order. It suspends natural law and defies rational thought. This poses a danger, for all mages know that Order and Chaos must exist together in Balance for the physical world to flourish. A properly trained mage always treats magic – and Chaos – with the height of caution.

### Mage Special Abilities

**Intuitive Magic-User.** Mages have the inherent ability to use magic. This does not mean that they never study: their psychic talent may be natural and inborn, but it must still be cultivated. A mage requires years and years of intense training to learn to wield his powers properly. This usually means a lengthy apprenticeship underneath a master wizard before ever reaching 1<sup>st</sup> level.

MAGE EXPERIENCE LEVELS

Lv	XP	HP	THB	ST	Level Title	Skill Pips
1 <sup>st</sup>	0	4	+1	7	Medium	4
2 <sup>nd</sup>	2,500	6	+1	7	Seer	5
3 <sup>rd</sup>	5,000	8	+1	7	Conjurer	5
4 <sup>th</sup>	10,000	10	+1	7	Wizard	6
5 <sup>th</sup>	20,000	12	+1	9	Enchanter	6
6 <sup>th</sup>	40,000	14	+3	9	Warlock	7
7 <sup>th</sup>	80,000	16	+3	9	Sorcerer	7
8 <sup>th</sup>	150,000	18	+3	9	Archmage	8
9 <sup>th</sup>	300,000	20	+3	12	Magus	8
10 <sup>th</sup>	600,000	22	+3	12	High Magus	9

There are three kinds of magical powers available to a mage: cantrips, spells, and rituals. Mages have a reserve of *mana* (spiritual energy or psychic strength) which allows them to cast one spell per adventure per experience level. (Used mana is recovered over time, whenever a mage rests between adventures; see pg. 37.) Cantrips and rituals do not cost mana, but they do require casting rolls to be cast successfully. (These are explained in Chapter Three: Magic.) A 1<sup>st</sup> level mage begins the game knowing two cantrips, two spells, and one 1<sup>st</sup> level ritual.

**Deep Magic.** Most occultists require a grimoire or some other book of magic to work from if they hope to ever cast a spell or work an arcane ritual. Mages, though, have the ability to feel magic deep within themselves – to know it in their blood and in their bones. A mage is able to learn (and never forget) spells without keeping a physical grimoire, and to learn and work rituals without having to refer to a text during the process of casting.

## The Tech

Techs are adventuring inventors, scientists, and engineers. They are adept with all manner of machines, chemicals, and explosives. With little more than a set of tools, a portable chemistry set, and some common raw materials, a tech can assemble a truly formidable arsenal of clockwork and steam-powered gadgets, advanced guns and bombs, and a variety of chemical weapons to boot.

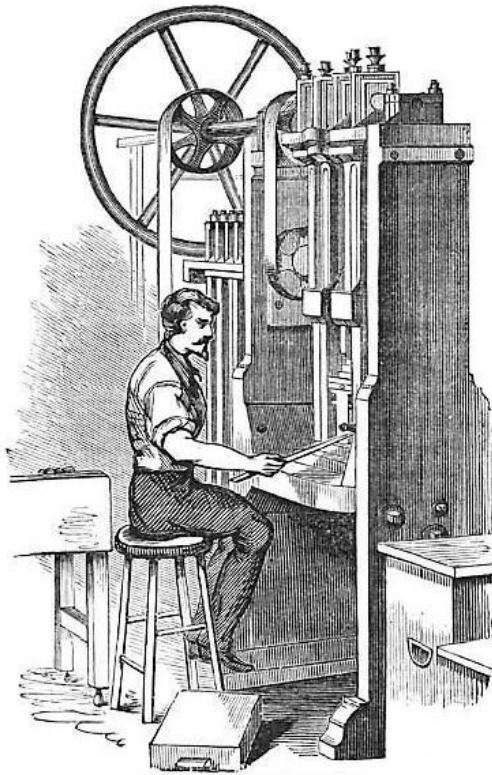
Because they spend most of their days in machine-shops and chemistry labs, techs tend to be poor frontline fighters. They rely on their devices and inventions just as much as mages rely on their spells and rituals. But where magic often has long traditions stretching back for millennia, technology is the brand-new marvel of the modern age! The average person's reaction to a tech can range from high admiration of their inventive genius, to such instinctive fear of all things "newfangled" that the tech is regarded as more eccentric and dangerous than even a wicked witch!

### Tech Special Abilities

**Research & Development.** Techs are able to craft and operate technological devices. There are three main categories of devices that techs use: simple mechanical gadgets, chemical preparations, and high-tech inventions.

TECH EXPERIENCE LEVELS

Lv	XP	HP	THB	ST	Level Title	Skill Pips
1 <sup>st</sup>	0	4	+1	7	Tinker	4+1
2 <sup>nd</sup>	1,750	6	+1	7	Wright	5+1
3 <sup>rd</sup>	3,500	8	+1	7	Craftsman	5+2
4 <sup>th</sup>	7,000	10	+1	7	Machinist	6+2
5 <sup>th</sup>	14,000	12	+1	9	Mechanic	6+2
6 <sup>th</sup>	28,000	14	+3	9	Technician	7+2
7 <sup>th</sup>	56,000	16	+3	9	Technologist	7+3
8 <sup>th</sup>	112,000	18	+3	9	Engineer	8+3
9 <sup>th</sup>	225,000	20	+3	12	Inventor	8+3
10 <sup>th</sup>	450,000	22	+3	12	Chief Inventor	9+3



A tech is only able to ready one preparation per experience level at a time; whereas gadgets and inventions are limited only by the tech's time and resources. A 1<sup>st</sup> level tech begins the game with two gadget blueprints, three preparation formulas, one 1<sup>st</sup> level invention schematic, one portable chemistry set (see pg. 19), and one pre-built copy of each of their starting gadgets and their starting invention.

**Skilled Craftsman.** At each of the 1<sup>st</sup>, 3<sup>rd</sup>, and 7<sup>th</sup> experience levels, the tech receives a bonus skill pip. This pip must be used to buy a rank in the Craft skill, unless the tech has already reached the maximum allowable Craft rank for his experience level (rank 3 at 1<sup>st</sup> and 3<sup>rd</sup> levels, rank 4 at 7<sup>th</sup> level), in which case the bonus pip may be spent on any skill that the tech's player chooses.

## The Scholar

The scholar is a versatile character type, a combination of fighter and mage, with combat abilities approximately in-between both, but with more limited access to magic. Whereas mages learn to access their powers through intuition and inborn psychic ability, scholars learn to cast magic through bookish study of the occult. Because of this, their spell list is severely limited – out of all the spells that mages can learn, scholars are only able to command a mere dozen of them. Their access to cantrips and rituals, meanwhile, is restricted to those of the ether-weaving (White Magic) category; a scholar has no more proficiency at spirit-channeling (Black Magic) than does any other non-mage.

### SCHOLAR EXPERIENCE LEVELS

Lv	XP	HP	THB	ST	Level Title	Skill Pips
1 <sup>st</sup>	0	6	+1	7	Collegiate	4+1
2 <sup>nd</sup>	2,250	9	+1	7	Baccalaureate	5+1
3 <sup>rd</sup>	4,500	12	+1	7	Master	5+2
4 <sup>th</sup>	9,000	15	+1	7	Doctor	6+2
5 <sup>th</sup>	18,000	18	+3	9	Fellow	6+2
6 <sup>th</sup>	36,000	21	+3	9	Professor	7+2
7 <sup>th</sup>	72,000	24	+3	9	Emeritus	7+3
8 <sup>th</sup>	140,000	27	+3	9	Philosopher	8+3
9 <sup>th</sup>	280,000	30	+6	12	Sage	8+3
10 <sup>th</sup>	550,000	33	+6	12	Great Sage	9+3

From a mage's perspective, scholars merely *study* magic, while mages *are* magic. But to scholars, who derive their arcane knowledge from careful, rational investigation of the supernatural world, they are *scientists* of magic, tasked with true understanding of the ineffable. Some scholars hold mages in contempt for seeking to wield powers that they do not truly comprehend.

### Scholar Special Abilities

**Hermetic Magic-User.** Scholars are able to wield magic, in much the same way that a mage does, but in limited fashion. A 1<sup>st</sup> level scholar cannot yet learn or cast spells, but he can cast White Magic cantrips and rituals as if he were a 1<sup>st</sup> level mage. A scholar cannot learn to cast any Black Magic cantrips or rituals at all.

A scholar's effective caster level is still the same as his experience level, just like for a mage; but scholars have one fewer mana point (i.e. they can cast one fewer spell per adventure) than a mage of the same level: no spells at 1<sup>st</sup> level, one spell at 2<sup>nd</sup> level, two spells at 3<sup>rd</sup> level, etc., up to 9 spells per adventure at 10<sup>th</sup> level. This means that a scholar cannot learn or cast *any* spells until reaching 2<sup>nd</sup> level.

Because their magic is hermetic rather than intuitive, scholars are utterly dependent on *grimoires* – books of spells and rituals – for their magic. In order to work a particular ritual, a scholar must have in his possession a grimoire detailing that ritual, which he must consult while working the magic. (A standard 1 kg grimoire can hold up to six rituals.)

With one exception (Banish Undead), a 2<sup>nd</sup> level scholar must acquire a book of spells (weight, 1 kg; typical cost, 500 cp) in order to be able to cast spells. Unlike mages, who must hunt down and learn each of their spells individually, a scholar's book of spells contains all twelve of the spells that a scholar is ever able to cast:

#### Scholar Spell List

1. Abjuration	5. Evade the Dead	9. Sanctuary of Peace
2. Banish Undead*	6. From the Brink	10. Sense Nature
3. Brave the Flames	7. Healing Touch	11. Shroud of Silence
4. Commanding Word	8. Inspiration	12. Word of Courage

Without a spell grimoire, the only spell available to a scholar is Banish Undead. This spell is part of a scholar's basic training: they know it as deeply as mages know any of their

own spells. (Note, however, that while mages and scholars may teach each other White Magic cantrips and rituals, their spells are not “mutually intelligible” – mages are not able to learn any spells from a scholar’s grimoire, and scholars have no need to learn new spells from mages.) Scholars cannot ever learn non-scholar spells, nor can they use any magical items that require such ability (e.g. drawing a mage-only spell out of a charged etherium crystal). A scholar with no grimoires in his possession cannot work any rituals and cannot cast most spells, being limited only to his cantrips and Banish Undead.

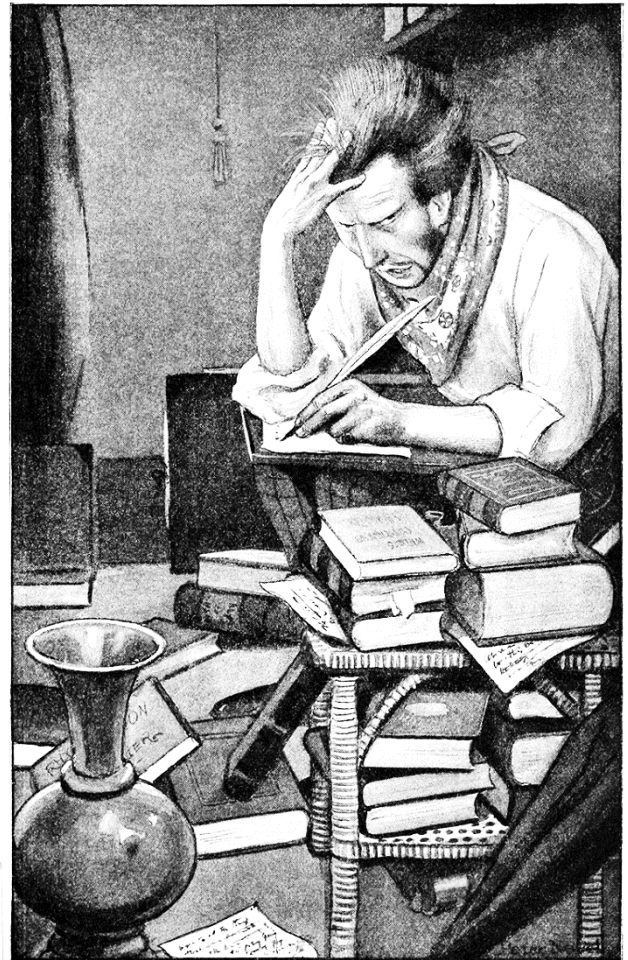
A scholar begins the game knowing only one ether-weaving cantrip and one 1<sup>st</sup> level ether-weaving ritual. They acquire new cantrips and rituals in the same fashion as mages. A scholar of 2<sup>nd</sup> level or greater knows the Banish Undead spell automatically and all other scholar spells if they have in their possession (i.e. on their person) a book of scholar’s spells.

**Linguist.** Most characters begin the game fluent in one language and conversant in another. 1<sup>st</sup> level scholars effectively double this proficiency, starting out either fluent in two languages and conversant in two more, or fully fluent in three languages. The amount of time (and the cost in materials, books, or tutoring) required to learn new languages is halved for a scholar.

**Learned in Lore.** At each of the 1<sup>st</sup>, 3<sup>rd</sup>, and 7<sup>th</sup> experience levels, the scholar receives a bonus skill pip. This pip must be used to buy a rank in the Knowledge skill, unless the scholar has already reached the maximum allowable Knowledge rank for his experience level (rank 3 at 1<sup>st</sup> and 3<sup>rd</sup> levels, rank 4 at 7<sup>th</sup> level), in which case the bonus pip may be spent on any other skill that the scholar’s player chooses.

## Beyond 10<sup>th</sup> Level

There are no experience levels above 10<sup>th</sup> in *Engines & Empires*. Should a character ever reach 10<sup>th</sup> level (already an achievement of no small significance!), and the player wishes to continue adventuring with that character, they may do so. The character continues to earn experience points for their adventuring activities, but they no longer gain experience levels. After reaching 10<sup>th</sup> level, hit points, base to-hit bonus, saving throw, and class abilities (including magic and technology) do not improve any further. Characters do, however, continue to add a new skill pip at every 400,000 XP earned beyond 10<sup>th</sup> level. Skills remain limited to rank 4 in each skill for all characters.



## Finishing Touches

In addition to having a set of attributes and belonging to a character class, every character starts the game knowing at least two languages and with training in several *skills*.

All characters also begin the game with a number of silver pieces equal to their Fortune score (after finalizing any attribute adjustments) with which to buy starting equipment. This is always the case, regardless of a character’s background, habits, or social standing. Impoverished or noble, thrifty or dissipative, a player character must be an *adventurer* out to seek his or her fortune.

This is also a good time to name the character and to decide on any extraneous details regarding the character’s appearance, personality, and background. Character background should guide the choice of starting skills, so that they reflect the character’s past training and interests.

## Languages

What languages a character may know will depend entirely on the referee’s campaign setting. In generic terms, there will usually be a Common Tongue (a language spoken by

most people just about everywhere), which might be a trade language or the result of widespread imperial conquest or religious practice. There will be a variety of other languages, each unique to its own nation or culture, distinct from the campaign area's Common Tongue. There may be ancient, arcane tongues; high church languages; pidgins and creoles; the tongues of beasts and birds, dragons, and even the language of the trees. And in settings that include nonhuman races (such as elves and dwarfs), these beings will have languages of their own as well – Elfish for elves, Dwarfish for dwarfs, and so forth.

All characters begin the game fully *fluent* in one language, and passably *conversant* (half-way between total ignorance and perfect fluency) in a second language. Characters can usually read their conversant language with little difficulty, and they can communicate well enough in everyday spoken-language situations, but they might miss subtle nuances, culturally-specific jokes, or idioms; and they will generally speak with a pronounced accent that is difficult to disguise. Usually, a character's fluent language will be the tongue native to their nation of origin, and their conversant tongue will be the more widespread Common or trade speech; but there is no rule preventing a character from being fluent in the Common Tongue (perhaps because they come from the region where it originated) and conversant in a foreign or dead language.

In any event, referees are strongly advised never to let a player create a character who does not speak the campaign area's local language. Such players are almost certainly making an active attempt to disrupt the campaign before it can even begin. An ounce of prevention here is most definitely worth many pounds of cure.

Scholars get to begin the game either fluent in two languages and conversant in two more, or fully fluent in three languages. (Fluent in one language and conversant in four is also allowable, but that might overwhelm new or indecisive players with too many options at character creation.) During the game, characters can learn new languages through simple study (during which the character does not adventure and devotes downtime entirely to books and tutors); or through cultural immersion (living among people who speak the language they wish to learn). In either case, it takes twenty weeks of study or exposure to become conversant in a language, and forty weeks to become fluent. (Scholars halve this time: a mere ten weeks to attain conversance and twenty to achieve fluency.) Learning language through study requires that the learner not partake in other activities while devoting downtime to language acquisition; but the downtime spent need not be consecutive and may instead be interrupted and returned to at any time. The character must pay a cost of 1 silver piece per week spent studying in order to benefit from it. Cultural immersion, meanwhile, does not require that the character be totally devoted to learning the language and nothing else; they may adventure, craft items, or do anything else while acquiring proficiency in their new language; and the cost for learning is a mere 1 copper piece per week spent.

## Skills

Skills represent a character's "background knowledge": all of those things that the character knew before becoming a 1<sup>st</sup> level adventurer. As characters gain levels, they get the chance to learn new skills and improve upon what they already know. There are twelve different skills in the game, as follows:

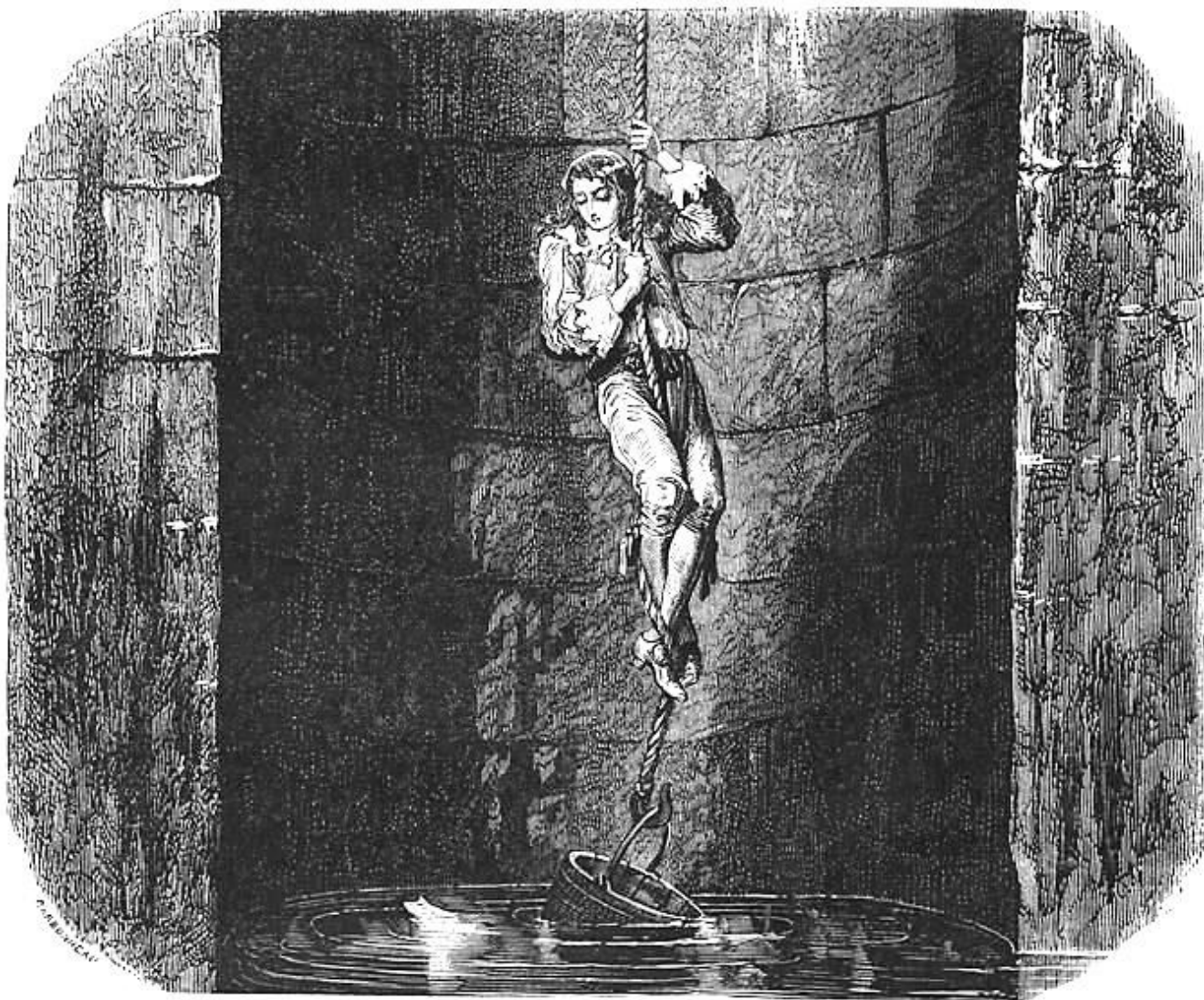
Skill	Example Uses
Athletics (ATH)	Climbing, swimming, acrobatics, forcing doors
Civics (CIV)	Bureaucracy, law, politics, gathering intel/rumors
Craft (CRA)	Building, brewing, repairing, dismantling, lockpicking
Diplomacy (DIP)	Negotiating, persuading, bluffing, intimidating
Entertain (ENT)	Acting, playing music, giving speeches, telling jokes
Knowledge (KNO)	History, science, philosophy, literature, mythology
Medicine (MED)	Healing, anatomy, surgery, pharmacy, psychiatry
Outdoors (OUT)	Animal-handling, hunting, herbs, tracking, riding
Perception (PER)	Searching, listening, noticing, reading people
Pilot (PIL)	Driving, flying, sailing, rowing, navigating
Stealth (STE)	Hiding, sneaking, pickpocketing, sleight-of-hand
Trade (TRA)	Business, economics, accounting, haggling, gambling

A character's aptitude at each skill is described by their *skill rank*. Characters automatically start the game at rank 1 in all skills. Rank 1 is the minimum possible skill rank and represents no specialized training at all in that particular skill category. Characters earn *skill pips*, which they may spend to increase their skill ranks, at a cost of 1 rank for 1 pip. Thus, if you spend 1 pip on a skill, that raises it to rank 2 (trained), and a second pip raises your rank to 3 (proficient). Starting and low-level characters cannot raise their skill rank above 3, but as soon as a character reaches the 4<sup>th</sup> experience level, they may then begin raising their skills as high as rank 4 (master, the highest possible skill rank).

1<sup>st</sup> level fighters and mages begin the game with 4 skill pips to spend, and they earn a new pip on every even-numbered experience level. Techs and scholars are similar, but they get bonus pips at each of the 1<sup>st</sup>, 3<sup>rd</sup>, and 7<sup>th</sup> levels which must be spent on Craft (for techs) or Knowledge (for scholars), unless the character has already reached the maximum allowable skill rank for their level in that area, in which case they may spend these pips as they choose. Rogues have the most skill pips, starting with 6 and adding a new pip at each experience level. This means that a 10<sup>th</sup> level fighter or mage will have 9 pips (enough to have mastered three skills), a 10<sup>th</sup> level tech or scholar will have 12 pips (enough to have mastered four skills, including the requisite Craft or Knowledge), and a 10<sup>th</sup> level rogue will have 15 pips (enough to have mastered 5 skills). Characters also earn a bonus pip for every 400,000 XP that they amass after reaching 10<sup>th</sup> level.

Two skills, Athletics and Stealth, are affected by a character's *encumbrance level*, the weight of all the gear that they carry or wear. For encumbrance levels beyond "lightly encumbered," characters suffer increasing penalties (from -1 to -4) on Athletics and Stealth skill checks and rolls.





### Skill Checks and Skill Rolls

Some actions require a certain minimum skill level to succeed at. For example, a party of adventurers in a dungeon may come across a steep, slick, muddy slope that only a character with Athletics 2+ can hope to climb. Checking your character sheet to see whether you have the requisite skill level is called making a *skill check*. There is no randomness involved in skill checks.

When an adventurer attempts to do something while under pressure, under attack, or otherwise distracted, the referee may call for a *skill roll* to see whether the character succeeds. The referee ought not to call for a roll when a task is expected to succeed; rather, skill rolls are meant to be used when a task is expected to *fail*. If it makes sense that a character should simply be able to do the task at hand, there is no need to bother with a die-roll or a skill check.

Skill rolls are made on a six-sided die (hence why skill ranks are also called *pips*). You succeed on a skill roll if you roll your rank or less; you fail if you roll above your rank.

Regardless of any circumstantial modifiers, a roll of 1 is always treated as a success, while a roll of 6 is always treated as failure. (This does not mean that a character always has a chance to succeed or fail at *anything*. Rather, the referee should use common sense and only call for skill rolls in the first place when the chance of both failure and success is significant and indeterminate.)

## Money

An *Engines & Empires* game can take place without significant modification in any setting at a level of technology that ranges from the Early Modern (the late 17<sup>th</sup> century) up through the early 20<sup>th</sup> century; but the default period is assumed to be the mid-19<sup>th</sup> century, the height of the Age of Steam. By this time, currency is rather debased compared to medieval fantasy settings: gold and silver can now buy a great deal more than they could in the olden days.



All *E&E* settings use a copper standard for the prices of items and equipment (and for earning experience points). The actual names of the currencies will vary from setting to setting (and from land to land within a setting). These core rules name the denominations after the metal type itself, to keep things as simple and generic as possible.

There are four common coin denominations: the iron piece (ip), copper piece (cp), silver piece (sp), and the gold piece (gp). Each coin is considered to weigh a third of an ounce (or about 10 grams), which means that gold coins (thanks to gold's high density) are physically very small indeed compared to copper and iron coins. Each denomination is worth ten of the previous, such that a single gold piece is worth 10 silver pieces, 100 copper pieces, or 1,000 iron pieces.

VALUES OF COMMON COINS

	IP	CP	SP	GP
1 iron piece	1	1/10	1/100	1/1,000
1 copper piece	10	1	1/10	1/100
1 silver piece	100	10	1	1/10
1 gold piece	1,000	100	10	1

Iron and copper are used by most people for everyday transactions. Silver is used by traders and financiers, or by common folk for the occasional large purchase. Gold is the money of kings and is used to broker transactions on the scale of nations and empires.

There are other, less common denominations. A tin coin is worth twice an iron, while a brass coin counts as half a copper. Billon (copper-silver alloy) counts as half a silver piece, while electrum (silver-gold alloy) equals half a gold piece. Platinum—the rarest of coinage metals, little used for transactions and hardly ever found in treasure-caches—is worth twice the value of gold.

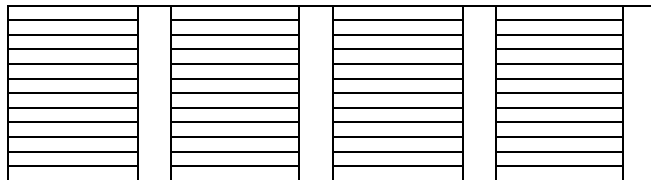


## Encumbrance

The last thing you do before beginning your career as an adventurer (momentarily setting aside the question of magic for mages and scholars, and devices for techs) is to equip your character with starting gear. How much gear you can buy with your starting silver is one thing; how much you can carry on your back is quite another.

Most tabletop games track encumbrance purely by the weight of items. A few use some abstract system that sim-

plifies the issue by “slotting” items into a certain number of fixed “spaces,” so that it’s really the *number* of items carried that matters. *E&E* sits somewhere in between these two extremes: it uses an *inventory space* represented on the character sheet by four columns of twelve cells each, with a blank space to the right of each column, like so:



Each cell represents 1 kilogram (or 2 ½ lbs.) of encumbrance (keeping in mind that “encumbrance,” as is usual in these games, stands in for an abstract combination of weight and bulk, not just weight alone). One column represents 12 kg (30 lbs.) of inventory space, which is the limit beyond which a character will start to suffer the effects of encumbrance; and the whole grid (four columns of twelve rows) represents 48 kg (120 lbs.), which is the normal limit for what a character can carry and still move.

(NB—For the sake of consistency and clarity, *E&E* will refer to its unit of encumbrance exclusively as the kilogram; but if this sounds too modern or scientific, note that the original name for this unit of mass when it was invented in the 19<sup>th</sup> Century was the “grave,” which has a nice, antique sound to it. It matters little whether you record your encumbrance values in kilos or graves, but the latter may be ominous enough to give tomb-robbers serious pause!)

Slot-based encumbrance systems have the advantage of being easy to use: you don’t have recalculate your inventory weight every single time you add or drop an item; you just glance at the sheet and see whether the space your items take up has reached a certain threshold. In *Engines & Empires*, encumbrance is tracked by the number of **completely empty columns** left in your inventory space:

EFFECTS OF ENCUMBRANCE

Empty Columns	Encumbrance Level	Move Speed	Overland Travel	Skill Penalty
4 or 3	Light	40'	8 leagues	–0
2	Moderate	30'	6 leagues	–1
1	Heavy	20'	4 leagues	–2
0	Severe	10'	2 leagues	–4

To avoid the absurdities that can sometimes plague pure slot-based systems, items in *E&E* still have differing encumbrance values. An item fills a cell in the inventory space if it weighs about 1 kg; but heavier items can take up multiple cells, and smaller items can be packed several to a cell. A rapier, for example, weighs 2 kg and therefore fills two cells. Daggers, meanwhile, are treated as ½ kg, and so you can keep two daggers in one cell.

Some items (rings and other pieces of jewelry, holy symbols, small trinkets, currently-worn clothes) effectively

have no encumbrance value (0 kg). Within reason (i.e. assuming that a character has only a few such items), these can be ignored for the purpose of figuring encumbrance; but once a character has collected many such items, perhaps thirty or so, they ought to fill a cell as a “trinket bundle.” Bullets of all calibers are treated as 50 to a cell (0.02 kg); while coins of all types count as 100 to a cell (0.01 kg).

You don’t have to count the clothes you’re wearing at the moment against your encumbrance unless you’re wearing particularly heavy attire, such as winter gear or armor. Armor, in fact, is a special case, as it has two encumbrance values, one for when it’s carried and one for when it’s worn. (The worn value is half the carried value.)

Another special case is *containers*, such as backpacks and sacks. The blank space between each column is there to serve two purposes: to mark worn/equipped items (so that one knows to consider them readily available and at hand), and also so that items packed into the same container can be bracketed together, like so:

Backpack	Eq.
43 silver pieces; 22 bullets	
3 torches	
Bedroll (2 kg)	
↳	
Broadsword (2 kg)	
↳	

In the example above, the silver pieces, bullets, and bedroll are all stored in (or tied to) the backpack – which means that if the pack is dropped or lost, those items go with it. The bedroll and broadsword, meanwhile, each take up two inventory cells because of their weight and bulk. Note too that heavy containers, like backpacks or large sacks, can themselves take up a cell in addition to the items they contain, while small sacks, belt pouches, and wallets can generally be counted as non-encumbering items.

*Skill Penalty:* Encumbrance inhibits a character’s ability to perform feats of physical prowess. Whenever an encumbered character is called upon to make a skill check or skill roll in either Athletics or Stealth, the listed skill penalty applies to the character’s effective skill rank.

**Retrieving Items**

The time required to take out or put away an item depends on how it has been stowed in a character’s inventory space.

- Ammunition kept in a quiver, bolt case, pouch, or bandolier takes no time to retrieve.
- Sheathed or holstered weapons, or small items kept in a pocket or belt pouch, take one Move (i.e. one-third of a round) to draw or to put away.
- Items carried in a larger container, like a backpack or a sack, take two Moves (two-thirds of a round) to retrieve or replace.
- Items not kept in any container are assumed to be tied off or otherwise secured to one’s person when carried. It

takes a full round to retrieve or put away an item stowed like this. It also takes a full round to get to an item a character is all but dragging behind them, e.g. when severely encumbered (items in the last inventory column).

**Creatures and Vehicles**

The inventory space, with its table of columns, is used for characters, because it’s important to know exactly how cumbersome a character’s carried load is. For other things that bear loads – pack animals, carts, boats, and so forth – that level of precision isn’t needed. Anything that carries bulk loads for characters has a simple encumbrance allowance, given in kilograms (kg).

**Armor**

The invention of the gun did not mean the end of armor. Indeed, the fielding of firearms is what gave rise to thick, “bullet-proof” plate armor in the first place. Historically, steel cuirasses were even worn by some soldiers during the First World War. Thus, armor most definitely has a place for adventurers in a fantastical Age of Steam.

Adventurers, after all, aren’t soldiers. The profession is entirely different. Adventurers must come face to face with the weirdest of threats: magic, monsters, deathtraps. Anything that may save one’s life when in dire straits is fair game. Never mind that the society journals may call you an eccentric for wearing armor in the modern age, like the storied outlaw, Ned Kelly. Adventurers wear armor because it *works*. Good armor can turn away sword-stroke, arrow, and bullet alike. And that’s not even taking into account armor which has been enchanted by a mage or forged from elf-steel, or any of the modern marvels that a skilled mechanic and metallurgist can fashion!

A character who wears no armor at all is AC (Armor Class) 10. Armor Class is the base chance-in-20 to be hit in combat when attacked, so a lower AC is better than a higher one. Bonuses to AC from all sources (magic, technology, etc.) are usually noted as positive when they improve AC and negative when they weaken it: thus, a magical Cuirass +1 imparts to its wearer an AC of 3, while a cursed Leather Coat -2 would set its wearer’s AC at 11.

**Modern Armor**

The following kinds of armors are typically available in any city or large town, with the weaker categories also available in small towns or villages that happen to have an armorer.

*Buff Coat:* The lightest of armor doesn’t afford much protection, but it’s usually functional enough for most circumstances, and it’s light enough to travel in comfortably. A buff coat (also known as an arming doublet, padded jack, gambeson, or aketon) is made from layered, quilted cloth. It can also serve as padding under heavier armor, like mail.

*Plated Jack:* Also known as brigandine or a “jack-of-plates,” this is a soft leather coat with steel plates sewn on the inside of it. It’s heavy and a bit difficult to move freely in, but it’s not as rigid as a cuirass.

MODERN ARMOR

AC	Armor Type	Cost	Enc.*
8	Buff coat	30 cp	4 (8) kg
6	Plated jack	120 cp	6 (12) kg
4	Fitted cuirass	500 cp	8 (16) kg
2	Suit of plates	2,000 cp	10 (20) kg

ARCHAIC ARMOR

AC	Armor Type	Cost	Enc.*
9	Leather coat	20 cp	3 (6) kg
7	Lamellar	50 cp	5 (10) kg
5	Mail coat	350 cp	7 (14) kg
3	Plate harness	1,000 cp	9 (18) kg

MISCELLANY

AC / Min	Armor Type	Cost	Enc.
10	No armor	—	—
(-1 / 3)	Target shield	10 cp	2 kg
(-2 / 2)	Normal shield	20 cp	4 kg
(-3 / 1)	Kite shield	40 cp	6 kg
(-4 / 0)	Tower shield	80 cp	8 kg



\* Note that all armor types except shields are twice as cumbersome carried vs. worn.

**Fitted Cuirass:** This is a single piece of forged steel that protects the whole torso (unlike the ancient or early medieval “breast-and-back,” which was made of two pieces strapped together and could still leave one’s sides vulnerable). A cuirass is incredibly sturdy and almost impossible to penetrate—even with a bullet—but it’s stiff to move in and leaves the limbs and joints mostly unprotected.

**Suit of Plates:** The full suit of armor, articulated plate is cleverly forged so that the weight is distributed over the body, allowing the wearer to run, jump, and fight normally. It’s still heavy and makes some noise, but the tradeoff is considered well worth it for most fighters—a warrior in a suit of armor is more likely to die from heat-stroke than from a sword-stroke.

**Archaic Armor**

These armors are more apt to be found in an ancient vault or a sealed tomb than in a smith’s shop. There are few in the Age of Steam who have cause to craft them any longer; they’ve been superseded by superior technologies. Magic armors often belong to these types.

**Leather Coat:** This category isn’t exactly archaic, but it isn’t exactly “armor” either. Soft leather was rarely used as armor historically, because it just isn’t all that protective. (And it ought not to be confused with *cuir bouilli*; see lamellar, below.) Nevertheless, some adventurers who prefer to travel light may choose a long leather coat or a sturdy leather jacket, which might at least afford them a modicum of protection against scrapes and the elements.

**Lamellar:** This category includes armors made from small rectangular plates of metal, bone, or wood sewn onto a backing of cloth or soft leather. These same stats can also be used for armors made of hides or leathers, boiled hard in oil to stiffen them. Armors like this are cumbersome but not very protective, only used by those with no better options.

**Mail:** Medium-weight metal armors include the mail hauberk or corselet (a staple of medieval fantasy and war gaming), ancient cuirasses made of metal scales or bands (*lorica squamata* and *segmentata*), and also medieval splinted armor. These kinds of armors are nearly as cumbersome as a solid-forged cuirass (because they tend to have their weight poorly distributed), but they impart a worse AC because they tend to be good at stopping some kinds of weapons and not so good at stopping others. A mail coat is assumed to come with a gambeson underneath.

**Plate Harness:** The best armor one could have in the early Middle Ages, before the invention of suit armor, this composite armor combines individual armor plates with mail underneath to project the joints while still allowing movement. It’s heavy, and it’s fatiguing to wear for any length of time, but it protects quite well.

**Shields**

Shields impart a fixed bonus to a character’s Armor Class.

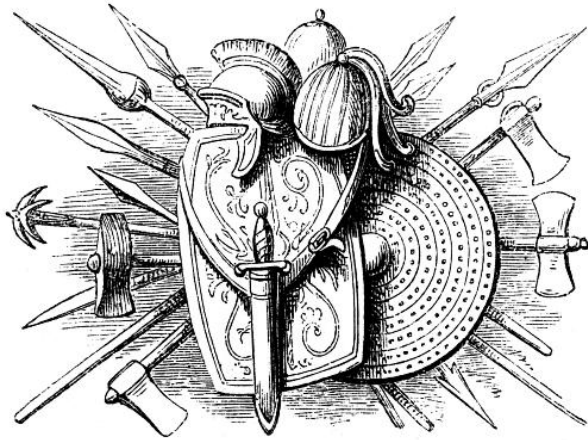
- A target shield or buckler improves a character’s AC by 1 point, but only down to minimum of AC 3. A character in mail (AC 5) becomes AC 4 if also carrying a buckler; but a character in a plate harness (AC 3) derives no benefit.
- A medium shield (such as a round-shield or a classic knightly “heater” shield) lowers a character’s Armor Class by 2 points, but only to a minimum of AC 2. This means that a character in a plate harness, normally AC 3, is AC 2 if carrying a heater shield.
- A kite shield lowers a character’s AC by 3 points, down to a minimum AC of 1. A kite shield is too large to use effectively while on horseback.
- A tower shield (or *scutum*) improves the bearer’s AC by 4 points, minimum AC 0. Tower shields cannot be used on horseback.

Note that the listed minimum Armor Classes only apply to the base values provided by the armors and shields themselves. Enchantments placed upon armors and shields still count separately and stack normally, as do any other defensive modifiers (including parrying). For example, a character wearing a Suit of Armor +2 and carrying a Buckler Shield +2 would have a base Armor Class of 0 from the armor, adjusted down to Armor Class -2 by the enchantment on the buckler.

**Weapons**

Weapons in *Engines & Empires* are divided into a few broad categories. M $\acute{e}$ l $\acute{e}$ e weapons are used in hand-to-hand combat. Thrown weapons are hurled by the arm alone. (Some thrown weapons can also be used as m $\acute{e}$ l $\acute{e}$ e weapons, of course.) Missile weapons, used in ranged combat, include both thrown weapons and “device-fired” weapons (such as bows, crossbows, and firearms). Weapons have the following characteristics:

**Size:** A weapon’s size determines how it may be wielded. The weapon size categories are, in increasing order: Tiny, Light, Small, Medium, Large, Heavy, and Great. Tiny



weapons are easily concealed. Tiny, Light, Small, and Medium weapons can be used in one hand without penalty. Large weapons can be used one-handed at reduction in damage (to account for the awkwardness), or two-handed normally. Heavy and Great weapons require two hands, but they benefit from long reach, 10' or even 15'. Great weapons generally suffer harsh penalties (loss of reach and reduction to damage) when wielded in confined spaces (such as in tunnels or dungeon corridors).

**Damage:** There are countless varieties of *mêlée* weapons in existence, designed for so many different purposes. In the *E&E* game, the differences between weapons are mainly modeled by different damage ratings. In general, smaller weapons deal less damage and larger weapons deal more. Regarding missile weapons, firearms tend to deal more damage than bows, which are more damaging than hand-thrown weapons. This is not meant to be a realistic representation of the damage a weapon can inflict (after all, a dagger can kill as easily as a sword). Rather, it is a necessary abstraction that represents larger weapons being better able to keep a foe at bay and wear them down over time.

**Range:** All missile weapons have three range categories, called Close, Medium, and Long range. All missile weapons are -0 to hit at Close range, -1 to hit at Medium range, and -2 to hit at Long range. The range numbers are given in feet, but under special circumstances (sniping at a motionless and unaware target) they may be read as yards.

If a *mêlée* weapon has range values listed, that means that it can be used as a thrown weapon at no penalty. Some *mêlée* weapons have a range listed as "reach" — this means that the weapon is very long and may be used to attack opponents in hand-to-hand combat from up to 10' or 15' away, instead of within 5' like most *mêlée* weapons. This can prove advantageous in any number of situations: it allows you to attack enemies over the heads of a row of allies, or to keep an enemy engaged and at bay while leaving oneself unengaged in the *mêlée* and therefore free to break away or flee without first having to disengage.

**Cost:** This is the weapon's cost in copper or iron pieces.

**Encumbrance:** This is the weapon's effective weight in kilograms.

MÊLÉE WEAPONS

Weapon	Size	Damage	Range	Cost	Enc.
(unarmed)	n/a	1d2	—	—	—
Knife	Tiny	1d3	10'/20'/30'	2 cp	¼
Knuckle-duster	Tiny	1d3	—	3 cp	¼
Blackjack	Tiny	1d3	—	2 cp	½
Bayonet	Light	1d4 (1d6)	—	5 cp	½
Dagger	Light	1d4	10'/20'/30'	4 cp	½
Whip	Small	1d3	15' reach	5 cp	1
Small Sword	Small	1d5	—	5 cp	1½
Club or Cudgel	Med.	1d4	—	3 cp	2
Rapier	Med.	1d6	—	6 cp	2
Spear or Trident	Med.	1d6	20'/40'/60'	5 cp	2
Bastard Sword	Large	1d7 (1d5)	—	7 cp	2½
Quarter Staff	Large	1d6 (1d4)	—	4 cp	2½
Scythe	Heavy	1d6	—	5 cp	3
Long Staff	Heavy	1d6	10' reach	5 cp	3
Long Sword	Heavy	1d8	—	10 cp	3
Lance or Bardiche	Heavy	1d8	10' reach	12 cp	3
Pike Staff	Great	1d8 (1d4)	15' reach	7 cp	4
Pole Arm	Great	1d10 (1d6)	15' reach	15 cp	4
Great Sword	Great	1d10 (1d6)	10' reach	20 cp	4

Some weapons on the table have parenthetical damage values. A bayonet uses the parenthetical values when affixed to a longarm and wielded as a spear. Bastard swords and quarter staffs use these values when wielded in one hand instead of two. Pike staffs, pole arms, and great swords have greatly reduced damage when used in a confined space, e.g. a dungeon corridor.

THROWN WEAPONS AND AMMUNITION

Weapon	Damage	Range	Cost	Enc.
Arrow	—	—	2 ip	1/20
Blunderbuss Shot	—	—	2 ip	1/50
Dart, Atlatl	—	—	2 cp	1/4
Dart, Weighted ( <i>Plumbata</i> )	1d4	30'/60'/90'	3 ip	1/2
Javelin ( <i>Pilum</i> )	1d6	30'/60'/90'	1 cp	1
Pistol/Musket Ball	—	—	1 ip	1/50
Pistol/Rifle Cartridge	—	—	3 ip	1/50
Quarrel	—	—	2 ip	1/30
Shotgun Shell/Slug, 12-ga.	—	—	5 ip	1/30
Shotgun Shell/Slug, 20-ga.	—	—	4 ip	1/50
Shuriken or Kunai	1d3	20'/40'/60'	1 ip	1/6
Sling Bullet	—	—	1 ip	1/50

Mêlée Weapon Descriptions

Some *mêlée* weapons have special characteristics which require explanation.

**Unarmed:** Punches and kicks. Unarmed fighters will typically pose little threat to well-armed opponents.

**Knife:** A small, easily concealed blade. It's balanced for *mêlée* but can still be thrown.

**Knuckle-duster:** A brass knuckle that makes the wielder's punches more lethal.

**Blackjack:** This weapon is non-lethal. If an attack with a blackjack (or "sap") ever causes enough damage to kill, the target is instead knocked out for 2d6 turns.

**Bayonet:** This weapon counts as a dagger when held on its own or when affixed to a pistol. It attacks as a spear

when affixed to a musket, rifle, or crossbow, in which case it may be set against a charge just like a spear; but then it requires two hands to wield.

*Dagger:* This category includes light *mêlée* weapons that can also be thrown, including all varieties of daggers (rondel and bollock daggers, dirks, mains-gauches, etc.). Hatchets, tomahawks, and specialized throwing clubs or hammers use these same stats.

*Whip:* This is a long-reach weapon. The wielder of a whip can attack foes from a full 15' away. Instead of dealing damage, a whip can be used to entangle, forcing a target hit by the whip to roll a saving throw or else be tripped up or bound.

*Small Sword:* This category is for Small one-handed weapons that are not commonly thrown. It includes small swords, cutlasses and infantry hangers, short swords (xiphos or gladius), and also long-knives, machetes, seaxes, and sickles. Also in this category are the lighter and smaller varieties of one-handed hafted weapons – the sort of light mace, hammer, pick, or flail that might typically be used from horseback; and hand axes.

*Club or Cudgel:* The poorest of the medium *mêlée* weapons, this category represents any unarticulated bludgeon of about 3' in length, including a truncheon, rod, baton, tonfa, or shillelagh. These same statistics are also used for small one-handed martial arts weapons derived from farming implements, like kama and nunchaku.

*Rapier:* This broad category includes all medium-sized one-handed *mêlée* weapons. Alongside rapiers, these statistics also represent the classic knightly arming sword (or cruciform sword), Viking swords, broadswords and backswords, sabres and scimitars, messer, langseax, spatha, falchion, wakizashi, dao, jian, and so forth. Also in this group are the heavier “footman’s” version of the articulated (flanged or spiked) mace or morning star, war pick or war hammer, flail, and also the bearded war-axe.

*Spear or Trident:* These long, hafted weapons can be set against a charge, granting an extra +2 to hit when used to attack a charging foe. These weapons can also be hurled as missiles. Historically speaking, the spear is easily the most popular and versatile of all the common one-handed battle-field *mêlée* weapons.

*Bastard Sword:* In between an arming sword and a long sword in size, the bastard or hand-and-a-half sword can be wielded in two hands or one, although such weapons are usually better balanced in two hands. Wielding a bastard sword in one hand reduces its damage rating. A katana uses the same statistics.

*Quarter Staff:* Also called a short staff, a quarter staff is longer than a cudgel, typically 4½' to 6' in length. Magical staves are usually quarter staves. A human-sized character may attempt to wield a quarter staff in one hand, but this is very unwieldy and worsens the weapon’s damage output.

*Scythe:* More of a farming implement than a weapon, this blade set onto a long, curved haft with a handle has subpar combat statistics for its heavy weight. Scythes and all heavier weapons require two hands to wield.

*Long Staff:* A pole eight to ten feet in length, the long staff is the cheapest and lightest reach weapon that one might conceivably bring down into a dungeon. It has 10' of reach.

*Long Sword:* This category includes all Heavy two-handed weapons. Long swords fall in between bastard swords and great swords in size: they include claymores, lighter examples of the *spadone* and *montante*, and more exotic blades, like the *estoc*, *tulwar*, and *tachi*. These same statistics are also used for mauls or sledges, and for the iconic Dane axe (or English long axe).



*Lance or Bardiche:* This category includes shorter pole-arms, usually not more than six feet in length. They are all treated as having 10' of reach in *mêlée*. Lances and long spears can be wielded in two hands on foot, or “couched” in one arm from horseback. A properly-couched lance when used from horseback to execute a charge grants the attacker an extra +2 on to the to-hit roll. This category also includes such short and axe-like pole-arms as the *bardiche* (pole-cleaver) and the iconic medieval halberd.

*Pike Staff:* A pole, twelve to fifteen feet in length, this is essentially a pike without a piercing head. When used outdoors or on an open battlefield, it has 15' of reach. Wielding it in a confined space like a dungeon worsens its combat effectiveness considerably (from 1d8 down to 1d4 damage).

*Pole Arm:* This category includes all the many varieties of long-hafted pole weapons, ranging in length from ten to twenty feet or more: pikes, glaives, *guisarmes*, *voulges*, *fauchards*, *partisans*, *ranseurs*, *becs de corbin*, *lucerne hammers*, *poll axes*, etc. In game terms, they are all treated as having 15' of *mêlée* reach, and they may be set against a charge (granting an extra +2 bonus to hit a charging foe).

Pole arms are very long and meant for use on the battlefield: thus, attempting to wield a pole arm in a confined space reduces its damage output from 1d10 to 1d6.

*Great Sword:* The oversized, Renaissance-era zweihänder (great sword) is an enormous blade, as tall as a man's shoulder, not counting the hilt. It uses very similar statistics to a pole-arm, except that its reach is only 10', and it cannot be set against a charge. The purpose of a zweihänder on the battlefield (half-swording techniques aside) is to break through pike formations, building up momentum with a figure-eight swing and advancing until you can simply knock the pike-heads out of your way. In game terms, if a great sword wielder attacks a pikeman set against a charge, the swordsman gets an extra +2 bonus to hit.

### Missile Weapon Descriptions

Missile weapons have the following characteristics.

*Thrown Weapons:* This group includes clubs, daggers, darts, hatchets, javelins, knives, spears, and tridents. These kinds of weapons become deadly missiles when thrown at an enemy. (Most of these weapons can also be used in hand-to-hand combat, but darts and javelins are not meant for that and inflict half damage when so used.)

*Rarely Thrown Weapons:* When other *mêlée* weapons are thrown as impromptu missiles, they have 10'/20'/30' for ranges—but they cause only half normal damage on a hit.

*Bows, Crossbows, etc.:* Bows, crossbows, slings, and the atlatl are the simplest "device" type missile weapons—that is, weapons which remain in the hand and hurl ammunition. A bow, crossbow, or atlatl used as an impromptu club is treated as an improvised weapon (1d3 damage).

Bows are fast and relatively quiet. An archer can loose an arrow every round, even while moving between attacks. The atlatl enjoys similar range and damage, but it uses special darts for its ammunition. A character can carry a shield while using an atlatl or a sling (or while throwing weighted war-darts or javelins, for that matter).

Light crossbows take 1 Move to reload. That means that they can be fired as fast as once per round, but only if the character remains stationary between shots. Heavy crossbows (arbalests) take a full round to reload.

### Pistols vs. Long-arms

Pistols are any of the various short-barreled firearms meant to be fired with one hand. A pair of pistols can be held in either hand, but this is usually done so that you can switch between pistols quickly without having to reload. (Trying to aim two pistols at the exact same time is, in reality, close to impossible.) Sapping someone with the butt of a pistol-grip is treated as attacking with a blackjack.

Long-arms (muskets, rifles, shotguns, etc.) require two hands to fire. A long-arm used as a bludgeon counts as a club, 1d4 damage.

### Simple Firearms

Simple firearms include the early match-fired *hand-gonnes*; matchlock, wheellock, and flintlock firearms; and percus-

sion or "cap and ball" arms.

*Gonne:* The primitive "hand cannon" has no trigger; instead, it is fired by touching a lit, slow-burning match or fuse directly to the powder in the barrel. This weapon deals less damage than other firearms, and it takes 2 full rounds to load the weapon and prepare a match between shots.

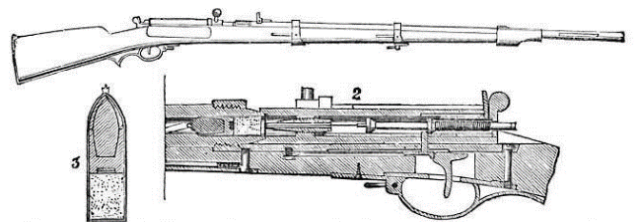
*Pistol:* The standard single-shot pistol, this weapon can be a matchlock, wheellock, flintlock, or percussion-cap gun. The older matchlock and wheellock pistols take 2 rounds to reload between shots; the flintlock and cap-and-ball pistols take one round. (Muzzle-loading pistols can also come in a "double-barreled" variety: these can be fired twice before they need to be reloaded.)

*Dragon:* The pistol version of a blunderbuss, a dragon fires a measure of shot rather than a single ball or bullet. Typically a flintlock, a dragon pistol takes 1 round to reload between shots. Because of the spread of the dragon's shot, this weapon has a +1 bonus on all to-hit rolls.

*Musketoon:* A short musket with a slightly flared muzzle, the musketoon nevertheless fires a ball, not shot. It is otherwise much the same as a musket and requires 1 or 2 rounds to reload between shots, depending on what kind of firing mechanism it uses.

*Blunderbuss:* Known for its characteristic trumpet-flared muzzle, the blunderbuss is the ancestor of the shotgun. It fires shot instead of a bullet. The typical flintlock blunderbuss takes one full round to reload between shots. Like a dragon, a blunderbuss adds a +1 bonus on all to-hit rolls because of the spread of the shot.

*Musket:* This is the standard single-shot, smooth-bore, muzzle-loading musket, which may be a matchlock, wheellock, flintlock, or percussion cap weapon. The earlier matchlock and wheellock varieties (known variously as *calivers* or *harquebuses*) require 2 rounds to reload between shots; a flintlock or percussion cap musket takes only 1 round to reload.



### Complex Firearms

Instead of loose powder and a ball or a measure of shot, these firearms take cartridge ammunition, either bullets or shotgun shells, with a casing holding the powder and the blasting cap.

*Pistol, Pepperbox:* A small, concealable pistol with four separate barrels, this is more of a holdout or emergency weapon than a proper combat weapon. It fires cartridge bullets of a small caliber and requires a full round to reload all the barrels.

MISSILE WEAPONS

Weapon	Enc. (kg)	Cost	Range	Damage	Ammo (Type)	Reload
<i>Simple Devices</i>						
Atlatl	1	10 cp	40'/80'/120'	1d6	1 (atlatl dart)	0
Bow, short	1	30 cp	30'/60'/90'	1d6	1 (arrow)	0
Bow, long	2	50 cp	40'/80'/120'	1d6	1 (arrow)	0
Crossbow, light	2	30 cp	30'/60'/90'	1d6	1 (quarrel)	1 move
Crossbow, heavy	3	50 cp	40'/80'/120'	1d8	1 (quarrel)	1 round
Sling	1	2 cp	30'/60'/90'	1d6	1 (sling stone)	0
<i>Simple Firearms</i>						
Gonne	3	20 cp	10'/20'/30'	1d6	1 (powder & ball)	2 rounds
Pistol	1	30 cp	20'/40'/60'	1d8	1 (powder & ball)	1 or 2 rounds
Pistol, double-barrel	1	40 cp	20'/40'/60'	1d8	1 (powder & ball)	2 rounds
Pistol, dragon	1	30 cp	10'/20'/30'	1d6	1 (powder & shot)	1 or 2 rounds
Musketoon	3	60 cp	40'/80'/120'	1d8	1 (powder & ball)	1 or 2 rounds
Blunderbuss	3	50 cp	20'/40'/60'	1d8	1 (powder & shot)	1 or 2 rounds
Musket	4	90 cp	60'/120'/180'	1d10	1 (powder & ball)	1 or 2 rounds
<i>Complex Firearms</i>						
Pistol, pepperbox	½	100 cp	20'/40'/60'	1d6	4 (cartridge)	1 round
Pistol, revolver	1	200 cp	30'/60'/90'	1d8	6 (cartridge)	1 round
Carbine	3	250 cp	50'/100'/150'	1d8	1 or 6 (cartridge)	1 move or 1 round
Shotgun, 12-gauge	4	350 cp	40'/80'/120'	1d8 shell/1d10 slug	2 (shell or slug)	1 round
Shotgun, 20-gauge	3	200 cp	30'/60'/90'	1d6 shell/1d8 slug	2 (shell or slug)	1 round
Rifle	4	300 cp	80'/160'/240'	1d10	1 or 6 (cartridge)	1 move or 1 round
<i>Thrown Objects</i>						
Acid	½	20 cp	10'/20'/30'	1d8	–	–
Grenade	½	10 cp	10'/20'/30'	2d6 (10' radius)	–	–
Holy water	½	10 cp	10'/20'/30'	1d8 to undead	–	–
Oil	½	2 cp	10'/20'/30'	1d8 (2 rounds)	–	–
Powder-horn	½	2 cp	10'/20'/30'	1d6 (5' radius)	–	–
Powder-keg	4	40 cp	5'/10'/15'	4d6 (10' radius)	–	–

*Pistol, Revolver:* The cowboy classic. A revolver can be fired six times before it has to be reloaded, which takes one round. Expect pretty much every character who is not a dedicated swordsman or sniper to make this gun their weapon of choice as soon as it becomes affordable – it is one of the best in the game.

*Carbine:* This is a short rifle, the modern-day equivalent of a musketoon.

*Shotgun:* The typical double-barreled shotgun can fire either shells or slugs. It can be fired twice before it needs to be reloaded, which takes one round. Similar to a blunderbuss, a shotgun loaded with shot is +1 to hit. Whether the weapon is loaded with slugs or shells, the firer can also elect to “give it both barrels” at once, adding an extra +1 to hit for that attack only.

*Rifle:* The pinnacle of firearms for the rules presented here, the rifle gives the long-range sniper the most bang for his buck. A rifle might be a breech-loader, which requires inserting the bullet into the breech between shots; or it could be a repeater (with a magazine or even a revolver-drum) able to hold six shots between reloads. A breech-

loader takes one move to reload one shot, while a repeating rifle takes one full round to reload all shots.

**Grenade-Like Weapons and Other Explosives**

The ranges for all grenade-like weapons are 10' / 20' / 30'.

*Acid and Holy Water:* If a breakable flask of acid is used as a weapon, it causes 1d8 points of damage. Holy water affects the undead, fiends, demons, and devils as if it were acid, but it has no effect on other creatures. Hitting with either object requires a missile attack roll vs. AC 10.

*Gunpowder, Horn:* A powder-horn holds about half a pound of gunpowder, enough for 25 shots. In the event that a full horn is ignited, it makes for a very crude grenade (1d6 damage in a 5' radius, save for half damage).

*Gunpowder, Keg:* If a typical 10 lb. keg of gunpowder is detonated by any means, it will explode in a 10' radius, causing 4d6 damage (save for half). More kegs can increase the blast area but not the damage. One can only hurl a powder-keg out to a distance of 15' at the most.

*Grenade:* A hollow iron orb packed with gunpowder and set with a fuse, it must be lit before it is thrown. It



normally takes one round to light and one round to throw, with the grenade detonating at the end of the second round; if a flame is handy, the grenade can be lit and thrown with one action, but that doesn't make it go off any faster. A grenade that misses its target (a roll to hit AC 10 is required to land it roughly where the thrower wants) bounces off in a random direction ("1d12-o'-clock") and lands 2d10 feet off-target. Grenades cause 2d6 points of damage to anyone caught in the 10' blast-radius (with a saving throw allowed for half damage).

*Oil, Burning:* Flaming oil is a popular weapon among that ill-reputed class of adventurer known as the "murderous hobo." This most ungentlemanly of weapons can be lit before it is hurled or dashed upon a target and set alight with a torch. Hitting a target with the oil itself (lit or unlit) requires making an AC 10 missile attack, while touching a target with a lit torch is an AC 10 mêlée attack. Burning oil causes 1d8 damage for two consecutive rounds, unless the unfortunate victim can somehow douse the flames first.

## Common Items

The following items are commonly available for purchase anywhere there is a market.

*Backpack:* A backpack has two straps and can be worn on the back, keeping the hands free. It holds 15 kg of gear.

*Candles:* A candle dimly illuminates a 5-foot radius and burns for 1 hour.

*Chemistry Set:* This kit (which contains many delicate pieces of glass apparatus) contains everything that a chemist or alchemist may require for producing chemicals.

*Crowbar:* A crowbar is 2'-3' long and made of iron. This object can be used for forcing doors and chests open.

*Flint and Steel:* Lighting a torch, or any other flammable object, with flint and steel takes one full round.

*Grappling Hook:* These can be used for anchoring a rope and typically have 3 or 4 prongs.

*Hammer:* If used to fight, this small hammer inflicts 1d4 damage. It can be used for construction, or as a mallet with iron or wooden spikes.

*Healer's Kit:* A pouch of medicines helpful for healing, it can be used 10 times before the herbs and drugs must be replaced. Expending one "charge" from the healer's kit allows a healer to attempt a Medicine check to restore 1d3 hp to the patient they're tending (see Healing, pg. 37).

*Horse Barding:* Barding is leather armor set with metal plates, meant to be worn by horses. It counts as 20 kg and grants an Armor Class of 6 to the horse.

*Ink:* This is black ink. One can buy ink in other colors, but it costs twice as much (four times for gold or purple).

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

*Lock:* This is a common iron lock with a key.

*Manacles:* These are used to bind hands or feet.



*Oil Flask:* In addition to its use as a missile weapon, oil can also fuel lamps and lanterns.

*Rations, trail:* This food is dried and preserved, so that it can be carried on long voyages when securing other food may be uncertain.

*Rations, soft:* This food is fresh and will not keep for more than a few days. The cost here reflects fresh food fixed for a militia, or the most basic food at an inn.

*Rope, hemp:* This strong rope can hold the weight of approximately three human-sized beings.

*Rope, silk:* This rope is stronger than hemp and can hold the weight of five human-sized beings.

*Sack, Large:* This sack has 24 kg inventory space.

*Sack, Small:* This sack has 8 kg inventory space.

*Saddle Bag:* This bag holds 12 kg of inventory.

*Thieves' Tools:* This kit contains all of the tools a thief needs to pick locks and disarm small traps.

*Torch:* A torch burns for one hour, clearly illuminating a 30-foot radius. If used in combat, it deals 1d4 damage.

*Vial:* A vial holds one ounce of liquid. The stoppered container usually is no more than one inch wide and three inches high.

*Waterskin:* This container, made of hide, will hold two pints (one quart) of fluid.

ADVENTURING GEAR & USEFUL ITEMS

Item	Cost	Enc.
Backpack	2 cp	1
Barrel, wood	1 cp	16
Bedroll	1 ip	2
Binoculars, field glasses	75 cp	1
Binoculars, opera glasses	50 cp	1/2
Blanket	5 ip	1
Block and tackle	5 cp	2
Book, blank	15 cp	1
Bottle, large glass	2 cp	—
Box, large iron	30 cp	24
Box, small iron	10 cp	3
Broom or mop	3 cp	2
Candle	1 ip	—
Case, map or scroll	1 cp	1
Cask, wooden	5 ip	6
Chemistry set	500 cp	4
Chest, large wood	1 cp	16
Chest, small wood	5 ip	2
Chess set	10 cp	1/2
Chain (10')	30 cp	1
Compass	50 cp	1/4
Crowbar	2 cp	2
Dice	1 ip	—
Flask	1 ip	—
Flint and steel	2 cp	—
Grappling hook	1 cp	1
Hammer	5 cp	1/2
Hand saw	7 cp	1
Healer's kit, new	30 cp	1
Healer's kit, refill	10 cp	—
Ink, 1 oz. vial	8 cp	—
Ladder, 10'	1 cp	8
Lantern	9 cp	1
Lock	20 cp	—
Manacles	15 cp	1
Mirror, large metal	15 cp	3
Mirror, small silver	25 cp	—
Mirror, small steel	10 cp	—
Paper (sheet)	4 ip	—
Parchment (sheet)	2 ip	—
Pen, quill	1 ip	—
Pen, steel nib	1 cp	—
Pick, miner's	3 cp	4
Playing cards, poker	5 ip	—
Playing cards, tarot	5 cp	—
Pocket watch	250 cp	—
Pole, 10' wood	2 ip	3
Pouch, large	18 ip	—
Pouch, small	5 ip	—
Rope, hemp (50')	1 cp	4
Rope, silk (50')	10 cp	2
Sack, large	2 ip	—
Sack, small	1 ip	—
Saddle	25 cp	10
Saddle-bag	1 ip	—

Item	Cost	Enc.
Screwdriver	4 cp	1/4
Slide rule	20 cp	—
Spade or shovel	2 cp	3
Spike, iron	1 ip	1/6
Spyglass	100 cp	1
Stake, wood	—	1/6
Thermometer	25 cp	—
Thieves' tools	30 cp	1
Tool belt	2 cp	1
Torch	1 ip	1/3
Umbrella or parasol	10 cp	1
Vial, empty	1 cp	—
Walking stick or cane	10 cp	2
Waterskin or wineskin	1 cp	1
Wrench, pipe	13 cp	2

CLOTHES

Item	Cost	Enc.
Belt	5 ip	—
Boots	25 ip	1
Cap	4 ip	—
Cloak	5 ip	1
Girdle	5 ip	—
Hat	6 ip	—
Robe	7 ip	1
Shirt	3 ip	—
Shoes	15 ip	—
Suit of clothes	10 cp	1
Travelling clothes	8 cp	1
Trousers	5 ip	1

MUSICAL INSTRUMENTS

Item	Cost	Enc.
Bagpipes	40 cp	2
Bugle	3 cp	1
Drum	6 cp	1
Flute	2 cp	1/2
Fiddle	25 cp	1/2
Guitar	35 cp	1
Harmonica	10 cp	—
Harp, grand	2,000 cp	36
Lyre	30 cp	1
Pianoforte	5,000 cp	300
Syrinx	12 cp	1/4

**NB**—Items on these tables that don't have a listed encumbrance value can be treated as 1/20 when lots of items like these are carried bundled together. It's often a good idea to reserve one cell of inventory space for the sorts of small trinkets and other light items that adventurers inevitably collect. The encumbrance value of most items of clothing and jewelry can be ignored while the items are worn.

FOOD, DRINK, PROVISIONS, & LODGING

Item	Cost	Enc.
Ale, gallon	5 ip	4
Ale, pint	1 ip	1/6
Beer, gallon	4 ip	4
Beer, pint	1/2 ip	1/6
Bread, per loaf	1/4 ip	1/3
Cheese, brick of	6 ip	2
Eggs, pickled, cask	12 ip	8
Fish, dry salted, barrel	40 cp	24
Inn (1 night), hostelry	5 ip	—
Inn (1 night), travelers'	3 ip	—
Inn (1 night), flophouse	1 ip	—
Meal, good	5 ip	—
Meal, common	3 ip	—
Meal, poor	1 ip	—
Mead, pint	5 ip	1/6
Mead, bottle	12 ip	1/3
Rations (1 day), soft	2 ip	1/3
Rations (1 day), trail	5 ip	1/3
Wine, common pint	5 ip	1/6
Wine, common bottle	12 ip	1/3
Wine, good pint	10 ip	1/6
Wine, good bottle	11 ip	1/3

Fast Packs

The process of character creation can be sped up considerably by having the players select their equipment from the following kits instead of going through individual item tables. If fast packs are used, each player starts with one selection from each of the two following lists and 3d6 cp.

Weapons & Armor

- *Pack A*: Buff coat, rapier, dagger, flintlock pistol, powder & ball × 50.
- *Pack B*: Buff coat, longsword, short bow, arrows × 20.

Adventuring Gear

- *Pack A*: Backpack, large sacks × 4, lantern, oil flasks × 2, flint & steel, iron spikes × 12, hammer, waterskin, soft rations × 7, grappling hook, 50' hemp rope, small steel mirror.
- *Pack B*: Backpack, large sacks × 4, torches × 6, oil flasks × 3, flint & steel, 10' pole, 50' hemp rope, waterskin, soft rations × 7, healer's kit, crowbar, steel nib pen, vial of ink, blank book.
- *Pack C*: Backpack, small sacks × 4, vial of holy water, thieves' tools, chalk, waterskin, soft rations × 7, manacles, lock, scroll/map case.

# CHAPTER TWO: ADVENTURES AND BATTLES

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**T**HE DEFAULT mode of gameplay in the *Engines & Empires* game remains the dungeon-crawl and wilderness “sandbox.” An adventure game is fundamentally about one thing above all else: *exploration*. The players assume the role of treasure-seekers, but being a treasure-seeker is also being an explorer, a puzzle-solver, and a detective. An adventurer’s business must involve travel, mapping, transportation and logistics... and, of course, combat with fierce monsters and other foes.

This chapter describes the rules needed to play an *Engines & Empires* campaign – the game “system” or “engine.” The chapter is organized as a general reference rather than a teaching aid. Learning the game is best accomplished through practice, experience, and the advice of veteran players and referees. Chapter Five has more information on the finer points of running *E&E* campaigns.

## Dungeon Adventures

The simplest sort of adventure is set in a “dungeon” – not a prison, necessarily, but a series of rooms or caves in a vast underground complex. In the broadest terms, a dungeon is simply “where the adventures happen” – wherever it is that distance is being measured in tens of feet, time is being measured in tens of minutes, and the wandering monster checks are occurring frequently enough to keep the players looking over their shoulders and tension running high.

### Marching Order

When a party of player characters first enters a dungeon, have them establish a “marching order” – who’s in front, who’s guarding the rear, who’s in the middle. There are a couple of reasons why this is important: if the party should be attacked from the front or the rear, it’s helpful to know who’s ready to stand as a line of defense. Also, marching order determines who is standing where if the adventuring party should happen to trigger a trap as they’re moving through a room or corridor.

### Mapping, Calling, and Quartermastering

As the PCs explore the dungeon, play can become intense and loud and sometimes difficult to keep track of. It helps to assign these three roles to some of the players (there are usually at least a couple who enjoy such tasks), to help keep things organized.

*Mapping:* As the players move through the dungeon, they map their progress on graph paper. The referee describes what the players see as they see it – “*At the foot of the stairs, you come to a corridor that continues west. It goes west 10’, 20’, at 30’ there’s a door in the north wall, passage continues, 40’, at 50’ a four-way intersection. Your torchlight lets you see thirty feet in all directions, so to the north and south you see the passageway disappear into darkness. To the west, you can see 20’ of corridor, and then the passageway opens into a largish room, with the south wall of the room continuing flush with the south wall of the corridor...*”

It is common practice to give the players the dimensions of a room (e.g. “20’ square” or “30’ east-west by 40’ north-south”) when the characters enter it, but this is just an expedient. Strictly speaking, the referee ought to stick with vague descriptive terms – “a small room,” “a large cavern,” etc., unless the PCs actually take the time to pace out the size of the room for themselves. When the players have access to information that their characters could not, they invariably use it to search for secret doors and hidden passages that their characters wouldn’t have otherwise had a real reason to look for!

This all leads up to the most important detail of player dungeon-mapping: while the players may perhaps be aiming at a perfect 1:1 reproduction of the referee’s own dungeon map, in practice this should be nearly impossible. Unless the players should come to know a particular dungeon level so well (from repeated delves and a great deal of time spent exploring, measuring, and thoroughly clearing out all of the rooms) that the dungeon level could serve them as a forward base of operations, their map ought to remain little more than a mere sketch or flowchart. It’s inevitable that the players will make some mistakes as they explore: don’t

correct them. If the rooms and corridors don't quite line up, let the players puzzle it out for themselves. (After all, subtle slopes and shifting passageways and magical rooms that teleport players always remain a possible, if annoying, tool in the dungeon-designer's arsenal.)

*Calling:* This practice is little-used today, but it's indispensable when playing with large groups (of five or more players) and still helpful even with smaller groups of three or four. Have the players elect one of their own as "caller" or party leader. This is the player who relays all finalized decisions to the referee, so that the rest of the players aren't always competing for the referee's attention. If the referee is fastidious in only taking directions from the elected caller, the players will soon start to organize themselves around relaying the actions that they want to take to the caller — and the caller can further act as a buffer against "that one player" who wants to simply waste the other players' time or do something incredibly stupid that endangers the entire party. (This is not to say that the caller can veto other players' actions or dictate what they do; rather, it impels everybody present to actually discuss what they want to do before leaping to any rash action. This is nearly always a good idea in an environment as hostile as a dungeon.)

*Quartermastering:* Well-organized adventuring parties inevitably fall to the practice of having one player oversee a "party inventory" of items, gear, and treasure. The party inventory is not a mysterious "nowhere" space where items can disappear to and then reappear from when needed; it's simply a list of who has what, where communally-owned items are kept (on the wagon outside the dungeon? — in the pack-mule's left saddle-bag? — or all the way back at home base?), and who all is carrying any treasures discovered so far during the present delve.

## Time and Movement in the Dungeon

Time in the dungeon is tracked in **turns** which are ten minutes long (i.e. there are six turns in one hour). In a turn, you can:

- Move your Exploring Speed while mapping
- Move at your Sneaking, Hustling, or Dashing speed
- Thoroughly search a 10' × 10' area
- Fight a battle (and deal with the aftermath)
- Take a short rest
- Whatever else the referee allows in a turn

A character's Exploring Speed is the speed at which they move through the dungeon, exploring carefully. It is three times their base Move Speed per turn and thus depends on encumbrance level:

### MOVEMENT AND SPEED

Encumbrance	Move	Exploring	Sneaking	Hustling	Dashing
Light	40'	120'/turn	40'/turn	240'/turn	360'/turn
Moderate	30'	90'/turn	30'/turn	180'/turn	270'/turn
Heavy	20'	60'/turn	20'/turn	120'/turn	180'/turn
Severe	10'	30'/turn	10'/turn	60'/turn	90'/turn



A party can only move through the dungeon as fast as its slowest character, lest the group risk separation. Exploring is fairly slow — 12' per minute or less — because it assumes that adventurers are picking their way carefully through the dungeon, keeping quiet, looking and listening, trying to stay sure-footed on the uneven rubble and cracked flagstones of the dungeon floor. Characters can attempt to move faster or slower than this with **sneaking**, **hustling**, and **dashing**.

*Sneaking:* If a group attempts to move through the dungeon in perfect silence, they go at one-third Exploration Speed (that is, they use their base Move Speed per turn). Sneaking characters have a chance to avoid being surprised by a random encounter, if the least stealthy character in the group passes Stealth roll, and the most perceptive creature in the group they encounter fails a Perception roll.

*Exploring:* While moving at normal speed through the dungeon, the chance to encounter wandering monsters is 1-in-6 rolled every other turn; the chance for the party to be surprised by an encounter is 2-in-6; and the party needs to rest only one turn in every six.

*Resting:* If the characters are sneaking, exploring normally, searching, or doing anything else that isn't exceptionally strenuous, they must still contend with the fact that spelunking through a dungeon is stressful and physically taxing work. After five turns of activity, they **must** spend one turn taking a short rest. During this time, characters can eat and drink, bandage wounds, and study their maps.

During a short rest, fighters can heal themselves with reserve hit points thanks to their Soldier On ability, and characters with the Medicine skill can attempt to heal their fellow party members. If characters do not rest, they become *fatigued* and suffer a -1 penalty on all attack rolls and saving throws until they have an opportunity to rest.

*Hustling:* If characters wish to move quickly through the dungeon, they may do so at double their normal Exploring Speed. Mapping is impossible while moving at Hustling Speed. The chance to be surprised by an encounter increases from 2-in-6 to 4-in-6. The party can only keep up a Hustle for three turns at a time; they must rest every fourth turn at this pace or else become fatigued.

*Dashing:* If characters run through the dungeon, e.g. to escape pursuit, they move at triple their Exploring Speed. Dashing pace can only be kept up for a single turn, so a party would have to alternate between dashing and resting from turn to turn to avoid becoming fatigued. While moving through the dungeon at a Dash, encounters result in automatic surprise for the party, and otherwise obvious dungeon features may go unnoticed.

## Light & Darkness

Dungeons are dark. Characters need a light-source in order to see, or they'll be groping blindly and apt to stumble headlong into a quick death. The commonest light-sources are torches and lanterns. A torch burns for 6 turns (1 hour), while a lantern uses oil as fuel, consuming one flask every 24 turns (4 hours). These light-sources shed light out to 30'.

While characters have a light-source, they *cannot* surprise monsters, because monsters (all monsters that dwell in a dungeon) can see in the dark out to 90' away and will certainly see the PCs coming. Note that most of the time, "seeing in the dark" is a property that the dungeon itself confers upon its denizens, not a capability inherent in the monster itself. A monster that comes into the service of the player characters actually loses the ability to see in absolute darkness! (This can be explained more naturalistically by supposing that its eyesight quickly adapts to the constant presence of the PCs' light sources.)

Characters without a light-source (or some magical means of seeing in the dark) are effectively blinded. If they are forced to fight, they attack at -4 to hit.

## Doors

Dungeons are full of doors. Some of them will open easily, but most are locked or stuck. A locked door must be picked if a key cannot be found; this requires a set of thieves' tools and a successful Craft roll.

Alternatively, locked and stuck doors may be bashed open. This requires an Athletics roll (at -1 if the door is locked or made of stone; no penalty for a wooden door swollen shut). Bashing doors is noisy: for each attempt, the referee should make an extra roll to encounter wandering monsters. Certainly nothing in the room will be taken by

surprise if the door to its chamber is bashed open.

Secret doors can be found by a searching player in one of two ways: if the player describes their character doing something that would definitely reveal a secret door (such as, for example, pulling a lever or depressing a catch that opens such a door), they find the hidden door automatically. If the character is simply searching a 10' × 10' area for nothing in particular, they will find any secret doors on a successful Perception roll. Die rolls made to find secret doors should always be kept secret by the referee, so that the player doesn't know whether they failed the roll, or whether they succeeded but there were simply no doors to be found in that location.

Listening at a door is also handed with a Perception roll, which may at the referee's discretion be modified for the thickness of the door. Note that certain kinds of monsters, most notably the undead, make no noise and cannot be detected this way.

As with the ability of dungeon-dwelling monsters to see in the dark, doors in dungeons are one of the ways that the dungeon itself is hostile to mortal men and the world above. Dungeon doors are tricky things that like to snap shut and make themselves stuck (or possibly even re-locked) 1d4 turns after the PCs open them — unless the PCs have the foresight to wedge the doors open with heavy iron spikes. (Spiking a door involves loud hammering and may draw wandering monsters; also, even a spiked door has a 33% chance of slipping the spike and closing anyway.)

Doors will open freely and automatically for any monsters that wish to pass through them (i.e. doors are never stuck or locked to the monsters), unless the door has been spiked shut (the chance of slippage is the same as above); it is being physically held by one or more characters; or the door has been "locked" by means of some magical spell, arcane ritual, or special item or device.

## Traps

Characters searching for traps will find them when they make a successful Perception roll, or if they do something that triggers the trap or otherwise makes its presence apparent. Players must say that they are searching for traps, and they must be searching the correct area. As with secret doors, the referee makes any Perception rolls in secret.

A trap may be triggered by a specific action, such as stepping on a pressure plate or opening a door. Whenever a character does something that may trigger a trap, the referee rolls 1d6. There is only a 33% chance (a roll of 1 or 2) that the trap will actually trigger. This keeps the players guessing, and (in the case of pit-traps in the floor) it may cause much of the party to be taken unawares.

Small mechanical traps (like the ubiquitous "poisoned needle on a lock" trap) may be removed by a character with a handy set of burglar's tools. A successful Craft roll is required to remove the trap without springing it. If the roll fails, the trap triggers 33% of the time, like normal. Large-scale, room-sized traps cannot be removed like this, as their

mechanisms are usually inaccessible to a prospective saboteur, being hidden behind walls or under floors.

Trapdoors in floors or ceilings may be spiked to hold them open or shut, just like any other kind of door.

### Overworld and Wilderness Adventures

Dungeons are traditionally mapped out on square graphing paper, where each square represents an area 10' across.

The overworld is mapped out on either blank paper or hex-grid paper, depending on the purpose of the map.

Distances on all outdoor maps are measured in *leagues*, where 1 league is equivalent to 3 miles and is based on the distance that the average unencumbered man can hike in one hour.

#### Point-Crawling: Traveling the Overworld

The simplest overworld maps depict a region and its features — towns and cities, roads, rivers, forests, mountains — roughly to whatever scale is appropriate. Points of interest form “nodes” on the map, and pathways between them are marked with distances in leagues. Travel is mostly confined to paths, which may be actual roads, but could just as easily be unmarked routes through empty country that make use

of landmarks and backwoods trails. Exploration on a point-crawl map is a matter of traveling from node to node, with the understanding that visiting new places might open up new paths, and that (just as in a dungeon) one can search paths *or* nodes in order to find secret routes and places. But there is ordinarily little reason to go “off the beaten path” and explore the empty spaces between the nodes when point-crawling, simply because if there *were* interesting places to visit between the nodes on the map, they would already be nodes themselves.

Point-crawls are best used when the “adventure” is to be found in a certain place, and travel is merely an obstacle along the way to the adventure, rather than the point of the adventure itself. A good example would be a party of adventurers operating in a relatively civilized country who must frequently travel from city to city, or between a town and a ruin that they mean to explore for treasure.

#### Hex-Crawling: Mapping the Wilderness

When the party strikes out into the unknown and makes it their task to explore and map the wilderness, the hex-crawl is the procedure of choice. Wilderness maps are drawn on hex-grid paper, with each hex usually representing an area 2 leagues (6 miles) across; although for some particularly small or feature-dense regions, it might be appropriate to use 1 league hexes.

Hex-crawling works much like dungeon-crawling, with the players starting out in possession of a blank hex map. They direct the action, deciding which direction they will travel each step of the way, filling in the dominant terrain and landmarks in each hex as they go. As they travel, they might simply pass through a hex, in which case the referee reports to them the general terrain and obvious features that they see as they travel; or the party might take the time to thoroughly search the hex, in which case they may discover hidden places and creatures (just as sometimes happens when searching a dungeon room).

It can be helpful to remember that hex-crawling is merely a specialized form of point-crawling that you only need to bring out when the player characters mean to thoroughly explore an outdoor region otherwise lacking in trails and landmarks. A hex map, after all, really is nothing more than a point map with a large number of equidistant points arranged on a grid, where the players can usually travel from point to point in any of six directions, and (unless the map is particularly dense with points of interest) most of the points or nodes will be nothing more than empty wilderness.

#### Overland Travel

Assuming level terrain and a clear trail or path, characters can usually cover several leagues in one day’s hike. Find the base Move Speed for the slowest character in the group and divide it by 5: this is the party’s Overland Travel Speed. If the group’s slowest character moves at a base of 30', for example, the group can cover 6 leagues in a day.



If the terrain is easier or more difficult, the group's Overland Travel pace is modified as follows:

Terrain Type	Overland Travel
Paved, well-kept roads	+25%
Desert, hills, forests	-25%
Swamps, mountains, jungles	-50%

In a pinch, characters can attempt a **forced march**, which increases travel distance by +50%, but the day after a forced march must be spent resting. (When traveling at a normal pace, only one day of travel per week needs to be a day of rest in order to avoid exhaustion.)

### Getting Lost

As players travel, they may become lost. If the party is not following a road or a trail or keeping a visible landmark in sight, they must blaze their own trail. A navigator can keep a party from getting lost with a successful Outdoors skill roll made each day of trailblazing. Each day that this roll is failed, the referee must make a separate roll to see the party becomes lost. The chance of getting lost depends on the terrain:

Terrain Type	Chance to Become Lost
Plains	1 in 6 per day
Mountains, hills, forests, sea	2 in 6 per day
Deserts, swamps, jungles	3 in 6 per day

Whether point-crawling or hex-crawling, getting lost has the same effect: the party remains in its original location and makes no progress travelling that day, as they wander in circles through the wilderness and try to regain their bearings.

### Searching a Hex

A typical two-league hex covers just over 30 square miles of land. That's an enormous area, and adventurers won't find everything there just by passing through. Large landmarks, towns, and cities will be obvious, but most features, as well as villages and castles (unless a path or river leads directly to them), will take some time to find.

Assume that four hours of searching are needed to discover a village, castle, or manor in a hex, or to discover a large ruin or typical dungeon. Smaller monster lairs, glens, glades, shrines, isolated houses, and so forth can be found by searching the hex for one full day (with one new feature revealed per day spent). A week is considered enough to search a hex thoroughly for all such nooks and crannies.

## Wilderness Activities

Here are a few of the activities that characters may attempt during wilderness adventures.

**Climbing:** Characters are assumed to be able to climb reasonably well, although sheer surfaces and walls may require special gear. If the characters are climbing quickly or being attacked while they climb, Athletics rolls may be

called for to avoid falling. Climbing speed for a typical rock wall is fairly slow-going, not more than 10 or 20 feet per turn in ordinary conditions.

**Hunting and Foraging:** Characters need rations to survive—one 1 lb. ration of food per day per character. In a dungeon, once the rations run out, food may be very hard to come by (unless the characters manage to slay an edible monster). Out in the wilds, characters can forage or hunt. Foraging is the gathering of nuts, berries, roots, and such; one can forage and travel at the same time, albeit at two-thirds normal travel speed (and never on a forced march). The party's best outdoorsman must pass an Outdoors roll to forage enough food for the group while traveling. If instead the party remains in place, foraging is automatically successful, and if someone in the party can pass an Outdoors roll attempted at a +1 bonus, they may find some game for additional food (enough to feed 1d6 people for a day). If characters go more than a day without food, they begin to starve, temporarily losing 5% of their maximum hit points for every day that passes without food. If a character falls to 0 hp, they succumb to starvation and die.

**Swimming:** It's assumed that adventurers know how to swim. An unencumbered or lightly encumbered character can usually swim with no difficulty, although a strong current or attacking enemies or some other source of distraction may mean that Athletics rolls are called for to avoid being swept away or sinking and drowning. A moderately or heavily encumbered character *must* make an Athletics roll (at the usual encumbrance penalty) to avoid drowning when trying to swim. Severely encumbered characters cannot swim.

## Air and Water Travel

Air travel is a fact of life in the Age of Steam. The vehicles that enable it are a complicated matter, described later in this chapter. But there are other means by which adventurers may find themselves flying: magical spells or items, flying creatures, and so forth.

A creature's Air Travel Speed in leagues is equal to its flying Move Speed divided by 2½. A creature that can fly at 40' in combat, for example, can travel through the air at a pace of 16 leagues (48 miles) per day.

A flying beast is able to carry one human-sized rider (or a burden of equal weight) for every 6 Hit Dice that it possesses; a 3 HD flying monster could only carry a dwarf, while a 12 HD flying monster could carry a small horse or two human riders.

For information on sailing, see vehicles (pp. 40–41).

## City Adventures

A detective stalks along the smoggy, cobble-paved streets between sooty factories and hopeless flophouses. A horse-drawn coach makes way as a newfangled automobile zips by at an unheard-of thirty-five miles per hour. A spring-heeled second-story-man leaps across the rooftops, while in



an alleyway below, a killer that the salacious newspapers call the “Ripper” puts a knife in yet another hapless victim. City adventures are a staple of the Age of Steam: it simply wouldn’t do to leave them out.

The typical city block is one-twentieth of a mile; that means that in the absence of traffic, one could conceivably walk twenty blocks in twenty minutes. But there will be crowds on the sidewalks, vehicles on the streets, and the blocks of old cities are full of twists and turns — not laid out on a grid. Assume that unless the characters are moving in the dead of night or sprinting, they can cover thirty blocks in an hour (five per turn). The largest cities will have coaches or taxis (for 1 iron piece per person per block traveled) to make the trip in ease and comfort, but this does not measurably decrease the travel time.

In the Age of Steam, cities are lit at night by gas lamps rather than electricity (although electric lights may be a reality some advanced regions). This only helps to light the main streets, though. Side streets and back-alleys will be as dark as any dungeon at night and filled to brimming with thieves, muggers, press-gangs, and worse.

### Asking Around

Cities are often breeding grounds for gossip and rumors. One can learn just about anything in a big city, with a Civics roll used for gathering information (or rumors). This represents several hours’ worth of canvassing an area, asking questions of those who’ll stop and listen for a moment. It is usually the best way to find a shop or a merchant who can sell you something you’re looking for, a professor who might know something you’d like to learn about, or even how to get in touch with a local den of thieves.

Civics rolls might also be called for when trying to bypass red tape, to navigate through a complex bureaucratic system, or to deal with taxes and licenses and other legal matters. Characters with access to a library or university may use a Knowledge roll (and several hours) to conduct research on just about anything: science, history, folklore, genealogy, or whatever else.

## Followers

One very important activity best handled in a city is filling out the sparse ranks of a small adventuring party with a bit of extra help. “Followers” are NPCs who join an adventuring party led by the player characters. There are several kinds of followers:

- *Allies* are full characters in their own right, who see themselves as being on equal terms with any of the PCs. Allies have a character class and an experience level, and they typically demand a full share of any treasure found in order to remain in the party.
- *Sidekicks* are similar to allies, except that they defer to one of the PCs as their leader. Sidekicks don’t lead when they can follow. They have a class and a level, just like PCs and allies, but they only require a half share of any treasure found (plus the occasional gift of a magical item) to remain



loyal to the character they serve. A sidekick is likely to remain with an adventuring party unless badly abused or mistreated, or until they earn at least three new experience levels. A character can only have one sidekick.

- *Henchmen* are paid underlings who accompany their employer on an adventure. They are more loyal than hirelings, but less so than a sidekick. Henchmen do not usually receive a share of the treasure; they get paid a set salary instead. A henchman’s tenure is always temporary: they might leave a character’s service after any adventure, and they automatically leave if they gain an experience level. A character cannot have more henchmen at a time than he has Diplomacy ranks.

- *Hirelings* are paid to work for a fee, and they don’t go down into dungeons or do anything else adventurous. This category includes mercenary men-at-arms willing to serve as guards and specialists who have valuable knowledge or expertise; but mercenaries are not fighters, and specialists are not rogues. Even if they’re given treasure, they don’t earn XP or levels.

### Hiring Followers

Player characters hire followers by approaching potential recruits in a city (or advertising their need for such) and then negotiating service in exchange for payment (a share of the treasure for allies or sidekicks, a salary or wage for

henchmen or hirelings). After these negotiations are settled, the referee rolls 2d6 (modifying the roll for the Presence of the PC who took the lead in the negotiations) and consults the following table:

**HIRING FOLLOWERS: REACTIONS**

Roll	Result
2	Declines the offer*
3-5	Declines the offer
6-8	Re-negotiate and re-roll
9-11	Accepts offer
12	Accepts offer**

\* On a result of 2, the negotiations have gone so badly that the would-be employee spreads bad rumors about the PCs; future rolls made to hire followers in that location are made at -1.

\*\* On a result of 12, the negotiations go so well that the follower joins the party without demanding the typical hiring bonus of 100 cp × the follower's level, and they are +1 to morale for the duration of their first adventure.

The vast majority of followers are human; those of fair folk kindred are not usually willing to hire themselves out as followers, and those that are will greatly prefer to serve a master of their own kind. Allies may be of any species, class, or experience level. Sidekicks are always of a lower level than the character that they serve, and they are usually a member of the same character class (learning from their leader is one of the main reasons that they remain loyal). Henchmen are frequently employed to fill a needed role in an adventuring party, so they can be of any class.

It is always important to remember that followers are characters with their own goals and interests. They will never sacrifice themselves for the PCs or march willingly into danger – they're *followers*, not heroes. They always expect to be well-treated, with allies and sidekicks receiving fair shares of treasure and magical items, and henchmen and hirelings receiving the pay agreed upon without suffering abuse or undue hardship and danger. PCs who mistreat their followers (or get very many of their followers killed) will soon find that they have a bad reputation and won't be able to come by new followers easily or at all.

**Morale**

All followers have a Morale score, as follows:

Follower Type	Morale Score
Henchman	7 + leader's Presence modifier
Sidekick	8 + leader's Presence modifier
Ally	9 + their own Valor modifier

A morale check is handled by rolling 2d6 and comparing it to the Morale score; it passes if the result on the dice is equal to or less than the score. Henchmen must check morale every time something particularly dangerous or terrifying happens and will flee if they fail. They also check morale at the end of every adventure and leave the party on a failed check. (Henchmen also leave the party automatically

if they ever gain an experience level.) Sidekicks and allies only check morale when reduced to 1/2 and 1/4 their maximum hit points, respectively; when the player characters try to persuade them to do something excessively dangerous or objectionable; or if they are in any way abused or insulted. Allies will remain with a party for as long as it takes them to reach their own goals, whatever those may be. Sidekicks may feel a deep and abiding attachment to the characters that they follow, but even they will part ways after gaining several experience levels, or if they reach a level close to that of the character who mentors them.

**Follower Experience**

Followers earn experience points for slaying monsters and winning treasure, just like player characters. Experience points for monsters slain are always divided equally among all participants in the battle, regardless of player character or follower status (even if the follower is a hireling man-at-arms who cannot actually gain experience points or levels). Experience points for treasure are awarded according to however the treasure is divided.

**Specialists & Mercenaries**

Allies, sidekicks, and henchmen are adventurers; specialists and mercenaries are not. Paid hirelings like this do not accompany the party on adventures. Their loyalty, such as it is, is based entirely on coin. Specialists are NPCs who have some sort of specialized trade, skill, or knowledge. They are usually hired by adventurers for one specific task (since only a very wealthy character could keep a specialist on retainer at all times).

Mercenaries are hired sell-swords: men-at-arms who will serve as guards or patrolmen. While they may agree to accompany an adventuring party through the wilderness, they will usually not go down into a dungeon. Mercenary morale is based on the category of mercenary (their species and their skill level), again adjusted for the Presence of the character who takes charge of leading them:

Mercenary Type	Base Morale
Commoner Militiamen	6
Barbarians or Shadowspawn	7
Trained Infantrymen	8
Mounted Cavalrymen	9
Elite Dragoons	10
Zealous Fanatics	11

It is assumed that hired mercenaries do not yet have their own weapons and armor: it's up to the player characters to equip them. The pay-rates listed only cover the mercenaries' wages, not their gear. Wages double in wartime.

Mercenaries require equipment as follows:

- *Conscripts*: No equipment preference; they use whatever they're given (because they aren't trained with anything).
- *Light Infantry*: Buff coat, carbine, bayonet.
- *Heavy Infantry*: Plated jack, musket, bayonet.

## CHAPTER TWO: ADVENTURES AND BATTLES

- *Grenadiers*: Buff coat, pistols, grenades.
- *Light Cavalry*: Buff coat, pistols, sabre, riding-horse.
- *Medium Cavalry*: Plated jack, carbine, sabre, riding- or warhorse.
- *Cuirassiers*: Fitted cuirass, sabre, musket, warhorse.

Only human and elfin cavalry ride horses. Goblin cavalry ride châkka-birds instead, while the shadowspawn prefer to ride dire wolves.

### MERCENARY PAY (IN CP/MONTH)

Troop Type	Human	Elf	Goblin	Ogre	'Spawn
Conscript	1	—	—	—	—
Light Infantry	2	4	—	1	1/2
Heavy Infantry	3	6	5	1 1/2	—
Grenadiers	6	—	15	10	2
Light Cavalry	10	20	15	—	5
Medium Cavalry	15	—	20	—	—
Cuirassiers	20	—	25	—	—

### Kinds of Specialists

What follows is a list of specialists and some typical pay-rates for each. The list is not exhaustive; referees may use it as a guideline for adding more specialist types.

#### Animal Trainer (400 cp + 1d2 × 100 cp, per month)

Trainers are specialized in one particular kind of animal. Training a wild animal takes one month initially (as the animal gets used to the trainer), and then two weeks for each particular behavior or command that you want the animal to learn.

#### Attorney (1,500 cp + 1d6 × 100 cp, per month)

Attorneys are hired to offer legal advice or to represent their client's interests in lawsuits, trials, and out-of-court settlements. The referee determines how and whether the attorney (or team of such) succeeds at what the character wants them to do.

#### Blacksmith (80 gp + 1d4 × 10 cp, per month)

Most blacksmiths know how to make a variety of common tools, but if they're trained to make weapons or armor, they will be specialized in only one area from among armoring, forging mêlée weapons, or gunsmithing. A smith can make 5 weapons, 3 shields, or 1 suit of armor per month.

An army needs to have 1 smith per 50 troops to keep the weapons and armor maintained. A smith will often have apprentices; every 2 or 3 apprentices count as one smith for the sake of output.

#### Consulting Detective (400 cp + 1d2 × 100 cp / mo.)

The forerunner of the private investigator, a consulting detective is hired to gather information, usually about a specific person, place, or object. The referee determines how competent and reliable the detective is: those with better reputations for success are often quite a bit more expensive to hire for a case.



#### Engineer (700 cp + 2d4 × 10 cp, per month)

Engineers oversee large construction projects. For every 100,000 cp of the cost of the building project, 1 engineer must be hired to oversee it. Humans are the best engineers for overseeing above-ground projects; goblins are unparalleled for underground projects.

#### Manservant (10 cp + 2d6 cp, per month)

Servants are hired for simple labor: porters to carry goods, grooms to care for animals, valets to wait on their employer's needs. A servant generally agrees to serve in a home, though: most do not willingly accompany their masters on wild adventures.

#### Mechanic (300 cp + 1d6 × 10 cp, per month)

Mechanics are hired to maintain vehicles, like locomotives, automobiles, and airships. One mechanic can maintain a fleet of up to five automobiles, three autogyros/aeroplanes, or a single airship. Two mechanics are needed for a locomotive and three or more for a steamship, depending on its size. Large-scale electrical machines require electricians, who are paid at a rate similar to mechanics.

#### Printer (100 cp + 1d4 × 10 cp, per month)

Printers will print fliers, broadsheets, newspapers, or books *en masse*. If the game is set in a period resembling the 18<sup>th</sup> century especially, characters should be aware that defamation laws are far more focused on protecting the *government* from criticism than protecting private citizens — therefore, just about anything may be printed about nearly anyone. In a more standard 19<sup>th</sup> century setting, PCs may have to be a bit more wary about spreading false propaganda.

**Researcher** (1,800 cp + 1d4 × 100 cp, per month)

Academic researchers are specialized in some subject of esoteric knowledge and may be consulted for information. If a character cannot find out what they want to know from basic library research, a specialized researcher will be required. The referee determines whether the researcher actually knows whatever it is they're talking about...

**Scientist** (800 cp + 1d4 × 100 cp, per month)

Scientists may be hired to conduct or assist with scientific or technological research. Chemists are particularly valued for their ability to concoct and brew chemicals. The referee determines whatever times and materials are required to research a formula and produce a dose of any chemical.

**Scrivener** (30 cp + 1d4 × 10 cp, per month)

Scriveners are clerks hired to copy books, documents, or ledgers by hand. A scrivener is much slower than a printer (perhaps 40 pages per day is the maximum one can copy); but printers are used for producing dozens or hundreds of copies of a single text. In a day and age before computers, scriveners are necessary when one needs to produce only a few resultant copies from many different source texts.

**Seafarers**

There are four types of seafarers available for hire: rowers cost 3 cp/mo., sailors cost 12 cp/mo., navigators cost 175 cp/mo., and captains cost 275 cp/mo. (Other officers, like a first mate and a boatswain, will cost 1d4 × 10 cp more than the navigator.)

## Experience Points

Characters earn experience points (XP) from two sources: recovering treasure and defeating monsters.

Experience awarded for monsters permanently defeated (slain or otherwise) is based on how powerful the monster is: a base award which depends on the monster's Hit Dice, plus bonus XP for every special ability the monster has (marked by one or more asterisks next to a monster's Hit Die entry). Human enemies with a character class count as if their experience levels were monster hit dice. All XP earned by the party for defeating monsters is divided evenly among all PCs and NPCs who participated in the battle. If a character dies in battle, they do not actually receive the experience points that they otherwise would have earned for fighting; but they still count for the sake of the division.

Characters also receive 1 XP for every 1 copper piece worth of treasure that they either retrieve from a dangerous place (like a dungeon) and then manage to return to a place of safety and civilization (e.g. a vault in their home base, or deposited into a bank), or which is paid to them for undertaking a dangerous mission (bounties, rewards, etc.). Any money the characters might earn through ordinary pursuits like day jobs is not worth XP; only *treasure* or some kind of reward directly related to adventuring merits experience.

EXPERIENCE POINTS FOR MONSTERS DEFEATED

Monster HD	Base XP Value	Pip Bonus	Asterisk Bonus
Under 1	5	½	2½
1	10	1	5
2	20	2	10
3	30	3	15
4	50	5	25
5	100	10	50
6	150	15	75
7	200	20	100
8	300	30	150
9	400	40	200
10	500	50	250

The pip bonus is added once if the monster has any number of bonus pips added to its hit dice. The asterisk bonus applies for *each* special ability asterisk a monster has marked in its HD entry. For every hit die above 10, add +100 XP to the base value, +10 XP to the pip bonus, and +50 XP to the asterisk bonus. When calculating total XP values for monsters, round ½ an XP up to the nearest whole point.

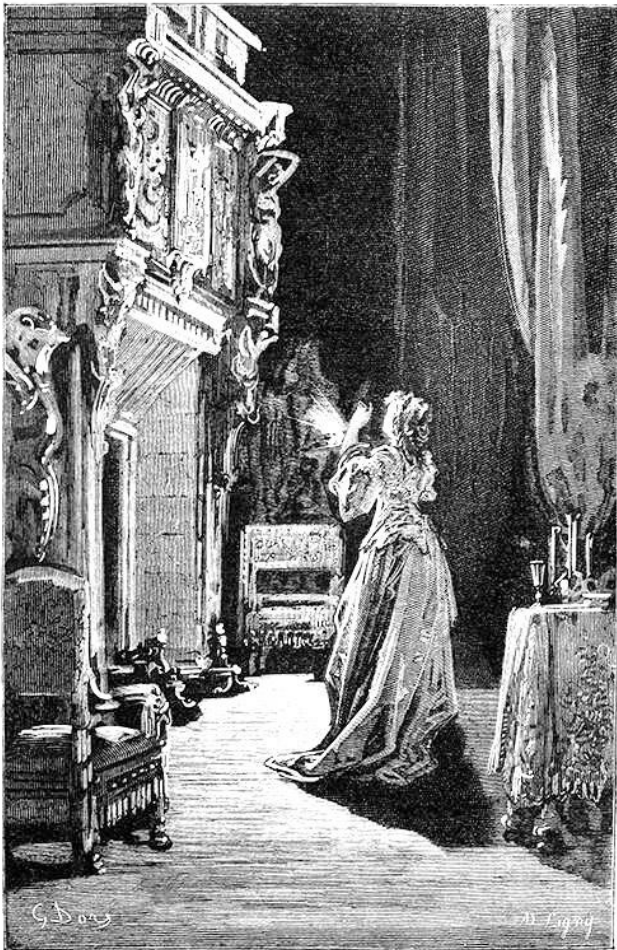
Experience points earned for capturing treasure are not divided; they go directly to the character who keeps the treasure, on a 1-XP-for-1-cp basis. The character must take the treasure into their possession, see it converted into a spendable form, and then store it in their home or in a bank to earn the award. Even if a character dies during an adventure and is then subsequently resurrected, they earn full XP for any treasure that they gained through their efforts.

## The Encounter

Encounters happen whenever the players run into something that forces the characters to take action or make some kind of decision: when they meet a monster, an NPC who may be friend or foe, a trap or puzzle, or some odd magic.

There are three basic types of encounters: **triggered** encounters, **keyed** encounters, and **random** encounters. The first two are fairly easy to explain. Keyed encounters are simply things that are in a certain place; when the PCs go there, they encounter what's there. If there is a lair of trolls in room 23 of dungeon level 2, the PCs will meet trolls when they enter room 23 of dungeon level 2. Then there are triggered encounters, which are events that happen because of the actions of the PCs or the passage of time. This can be something as simple as the PCs pulling a lever which opens a secret door to an unexplored sub-level of the dungeon; or as complex as the arrival of springtime melting the snow that had been blocking a mountain pass, enabling a foreign army to march on the PCs' homelands (regardless of what the PCs have been doing all campaign long).

Random encounters occur because both dungeons and wildernesses have **wandering monsters** going about their own business, and adventurers just may stumble into them. Wandering monsters may be hostile, friendly, or neutral; it depends on a reaction roll (and the demeanor and actions of the PCs).



**The Combat Round**

Time during an encounter is measured in 10-second *rounds*. There are six rounds in a minute and sixty rounds in a turn.

**Dungeon Random Encounters**

While the characters explore a dungeon, the referee must occasionally check for the presence of wandering monsters. Every other turn (i.e. once every twenty minutes of game time, or thrice per hour), or whenever the characters make excessive noise or otherwise draw undue attention to themselves, the referee rolls 1d6. A roll of 1 indicates that wandering monsters appear. If this happens, time must then immediately shift from turns to rounds, and the referee will proceed with the encounter sequence (see below).

**Wilderness Random Encounters**

Adventures in the wilderness follow this sequence of play:

- At daybreak, the referee first rolls all checks to determine if the party will become lost.
- The referee checks for weather conditions that day by rolling 2d6. Weather varies from terrain to terrain, and referees are free to make their own charts, but for typical temperate zones, this chart works fine:

Roll	Result
2-7	Fair weather
8-9	Gloomy and overcast, mist, or drizzle
10-11	Rain, sleet, or snow
12	Thunderstorm, hailstorm, or blizzard

Depending on the terrain, inclement weather may slow travel by -25%, while a storm slows travel by -50% and also increases the chance of getting lost by 2 in 6.

- The referee rolls 1d6 to determine whether the party will encounter wandering monsters during the day. The chance to encounter monsters varies with the terrain:

Terrain Type	Encounter Chance
Plains, Roads, Farmland	1
Air, Desert, Forest, River, Hills, Sea	1-2*
Mountains, Swamp, Jungle	1-3

\* Air encounters are with flying monsters only. For sea encounters, a 1 indicates a normal ocean encounter; but a 2 indicates a land encounter that only occurs if the ship puts ashore that day; otherwise there is no encounter.

If an encounter occurs, time shifts to rounds and the encounter is played out like usual.

- After any encounter, the party resumes travel. If the party is lost, they remain lost that day.
- At nightfall, the party must stop and make camp, set watches, etc.
- The referee checks for wandering monsters again, but this time using 1d12 instead of 1d6, cutting the chance of an encounter by half. If monsters are encountered at night, only characters on watch will be ready and armored; other characters will be in normal clothes only.

Armor Type	Donning Time
Buff coat, Leather coat	1 minute (6 rounds)
Plated jack, Lamellar	2 minutes (12 rounds)
Fitted cuirass, Mail coat	3 minutes (18 rounds)
Suit of plates, Plate harness	4 minutes (24 rounds)

**The Encounter Sequence**

Whenever an encounter with wandering monsters occurs, the referee must follow these steps:

- Determine the type and number of monsters by rolling on the random encounter table.
- Roll for surprise.
- Determine the encounter distance.
- Check monster reactions.
- Decide what the monsters will do.
- Players give a general indication of their intentions.
- Determine initiative.
- Play out the combat, conversation, or chase scene that follows; or return to normal exploration.

Keyed encounters with monsters deliberately placed in dungeon rooms follow a similar sequence, except that the type and number of monsters will already be known; any factors like distance and surprise will depend on how the players approach them; and the monsters' reactions will depend on whatever they're doing at the time.

### Surprise

Whenever an unexpected encounter occurs (this is always the case with wandering monsters; it may or may not be with keyed encounters, depending on whether the players are making noise, using a light-source, etc.), the referee rolls 1d6 for each side that might be surprised; a roll of 1–2 indicates that that group is surprised and may not act at all on the first round of the encounter. If both sides are surprised, then neither side is able to do anything on the first round, the surprise round “cancels out,” and the encounter proceeds to round two and initiative.

If the party is hustling through the dungeon, their chance of being surprised increases to 4-in-6. If they are running through the dungeon, any encounter will automatically begin with the party surprised.

### Encounter Distance

The distance at which wandering monsters appear depends on whether the party is in the dungeon or the wilderness, and whether there was surprise.

- In the dungeon, if there is no surprise, wandering monsters appear  $2d6 \times 10$  feet ahead of the party. If there is surprise, they appear  $1d4 \times 10$  feet away (behind the party if the party is the surprised faction; behind the monsters otherwise).
- In the wilderness, monsters appear  $6d6 \times 10$  feet away from the party when there is no surprise and  $2d6 \times 10$  feet away when there is surprise.

### Reaction Rolls

Monsters are not mindless robots. They don’t always attack on sight, and they rarely fight to the death. Most are just looking for a good meal. A monster’s demeanor when the encounter begins is random, and it’s as likely to be friendly as it is hostile. The referee determines monster reactions by rolling 2d6 and then consulting the following table, unmodified by any character’s Presence score.

MONSTER REACTIONS

Roll	Result
2	Hostile, attacks immediately
3–5	Unfriendly; roll again one round later at –4
6–8	Cautious; roll again one round later
9–11	Indifferent; roll again one round later at +4
12	Friendly, helpful

The player’s actions can shift the result of the roll an entire category up or down. If the players draw their weapons and look threatening, the monster is more likely to be hostile. If the players offer food (to a bestial creature) or treasure (to a monster with a humanlike level of intelligence), it may be friendlier. If they players try to talk, and they share a language with the monsters, a new reaction roll can be made, this time modified for the Presence of the character doing the talking; and that character might also attempt Diplomacy rolls to try and shift their reaction up the scale towards friendly.

If the PCs simply do nothing, or they cannot effectively communicate with the monsters, and the monsters’ reaction rolls continue to indicate caution or indifference, this can only repeat itself for two rounds. After that, the third roll tells all, with a 2–8 indicating that the monster becomes frustrated and attacks; and a roll of 9–12 meaning that the monster gets bored and wanders off.

### Deciding Intentions

Before initiative is rolled, the referee must decide what the monsters will do in secret, *before* knowing what the players mean to do. (This only fair: the referee always has more information.) Then the referee must solicit from the party Caller a general idea of how the group wishes to approach the encounter – talk, run, fight, etc. Next, roll initiative.

### Determining Initiative

Initiative determines who acts first on a given round. It is checked for each “side” in an encounter (which usually means once for the party and once for the monsters) at the start of the encounter and of each round. Each side rolls 1d6, and the high roll wins the initiative. (A tie indicates that nobody wins – the outcomes are simultaneous.) Having the initiative in an encounter is important: whichever side takes initiative in the first few rounds of an encounter will largely determine how that encounter plays out.



## Chases

Conducting a chase is a simple matter of comparing the base Move Speeds (MV) of the characters and the monsters. Creatures with a better Speed will always catch or evade slower creatures. If a monster flees, the PCs are free to decide whether to pursue it. Monsters pursue fleeing characters if they pass a Morale check.

When characters are outpaced by a pursuing monster, they may choose to drop food or treasure. Hungry monsters of animal intelligence may stop for the food 50% of the time; monsters with human intelligence will likewise stop for an eye-catching treasure 50% of the time.

### Wilderness Evasion

Whenever an encounter occurs in the wilderness, one party may decide to flee the other rather than engage. If only one side has been surprised, the other may flee with automatic success. Otherwise, the chance to evade pursuit depends on the relative sizes of the two parties involved:

OUTDOOR EVASION TABLE

Party Size:				Chance to Evade:
1-4	5-12	13-24	25+	
—	—	—	1-10	10%
—	—	1-6	11-30	25%
—	1-3	7-16	31+	35%
1	4-8	17+	—	50%
2-3	9+	—	—	70%
4+	—	—	—	90%

The numbers on the body of the table in normal type indicate the size of the pursuing party; the boldfaced headings are the size of the fleeing party. A smaller party has a much better chance of evading a large group of pursuers, because smaller parties can move together more quickly and hide more easily. (Terrain can also sometimes make it easier for a fleeing party to get away, at the discretion of the referee. Dense cover, like a forest or jungle, may increase the chance of evasion by as much as 50%.)

If the evasion roll fails, it means that the chasing party has kept their quarry in sight and now has a 50% chance to catch up to them (if the pursuing party has better Speed). Otherwise, another attempt at an evasion roll may be made. This continues until the fleeing party gets away, or until the chasing party catches them.

## Combat

Combat is played out in ten-second **rounds** which get divided into even shorter units of time and action called **Moves**. Every character or creature gets **three Moves per round**. These Moves may be used to take any actions in whatever order the characters or monsters may choose.

### The Combat Sequence

Like encounters generally, battles have a procedure which must be followed each round.

1. Any character who is taking a defensive stance (i.e. parrying instead of attacking), making a fighting withdrawal, or using any kind of magic that might be disrupted (using a scroll or etherium crystal, releasing a memorized ritual) must declare their action before initiative is rolled.

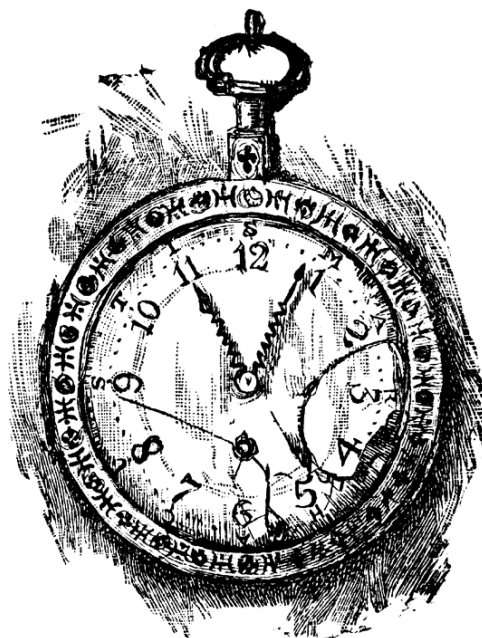
2. Initiative is determined. Each side participating in the combat rolls 1d6, and the high roll wins initiative. If the rolls tie, this is *simultaneous initiative* – skip down to step 5.

3. The side that wins initiative takes all of its actions: moves, attacks, spells, use of magical or technological items, and so forth, in whatever order the winning side chooses. Attack rolls and damage rolls are made, as are saving throws. Any creature or character on the opposing side who was casting disruptable magic and takes a hit or is forced to roll a saving throw has their magic disrupted and spoiled. Any creature that sustains enough damage to be killed is removed from the battlefield at once.

4. The side or sides that lost initiative all repeat step (3) in turn, in descending initiative order.

5. If initiative is simultaneous, none of the participating groups have won initiative, so that round operates on individual initiative instead. Each player rolls 1d10 (a single roll for their character and all of their followers), and the referee rolls 1d10 for each group of like monsters (e.g. one roll for skeletons, one roll for ghouls, etc.). Actions are carried out in descending order, with ties at this stage being broken by rolling off with additional d10 rolls.

6. The round ends, returning to the start of the combat sequence for the next round, and combat continues until one side or the other flees, surrenders, or perishes.





## The Move

Roughly speaking, a move is what you can do with one-third of a round. Every action has a cost in one or more moves, so what you can do in a single round is limited:

Type of Action	Cost
Move your Move Speed	1 Move
Attack with a weapon	2 Moves
Attack with two weapons	3 Moves
A monster making all of its natural attacks	2 Moves
Draw or sheathe a weapon	1 Move
Drop a weapon or item	0 Moves
Throw an object	2 Moves
Cast a spell or cantrip	2 Moves
Activate most magical or technological items	2 Moves
Use a scroll, an etherium crystal, or a memorized ritual*	3 Moves
Reload a light crossbow	1 Move
Reload a heavy crossbow or musket	3 Moves
Light a fuse (with flame at the ready)	1 Move
Disengage from a mêlée	2 Moves
Make a fighting withdrawal*	3 Moves
Set a pole-weapon vs. a charge	2 Moves
Full parry (i.e. stand on total defense)*	2 Moves

\* Must be declared before initiative is rolled. Scrolls can take several consecutive rounds to read.

Since characters get three Moves per round, this means that a character with a Move Speed of 40' could, e.g., move 40' and then attack; or attack and then move 40'; or just move 120'. Characters who are **engaged in mêlée**, however, must be very careful about how they leave it, lest they suffer free attacks called **parting shots**.

Note that unused Moves never "roll over" into the next round. Any Moves that you choose not to take during a round are simply lost.

## Attacking

Attacking with a weapon costs a character 2 Moves. A character usually only has enough Moves to make one weapon attack in a round, but fighters can sometimes attack twice per round thanks to their Quick March ability. Monsters capable of multiple attacks can make all of their attacks with a single 2-Move action. Characters and creatures with multiple attacks in a round may direct them at one or multiple targets they can reach, as they prefer.

To determine the success of an attack, the attacker makes an **attack roll** (also called a to-hit roll) on 1d20 and compares the result to a target number which is the chance-in-20 that the attack will hit. If the roll is equal to or lower than the target number, the attack is a success and will deal damage according to the weapon used.

The chance-in-20 to make a successful mêlée (or hand-to-hand) attack is equal to:

$$\text{Target's Armor Class (AC) + Attacker's Total Mêlée To-Hit Bonus}$$

where a character's mêlée to-hit bonus is the sum of several factors: base to-hit bonus, Valor modifier, and any other

bonuses or penalties coming from magical weapons, special abilities, or other sources.

The chance-in-20 to make a successful missile (or ranged) attack is:

$$\text{Target's Armor Class (AC) + Range Modifier + Attacker's Total Ranged To-Hit Bonus}$$

where the ranged to-hit bonus is the sum of the character's base to-hit bonus, Fortune modifier, and again any special bonuses or penalties from magical items or unusual circumstances. The range modifier varies from -0 to -2, depending on the distance from the shooter to the target and the specific weapon being used.

An attack hits if the d20 roll is **equal to or less than the calculated target number**, and it misses if the attack roll is greater than the target number. Irrespective of any bonuses or penalties, an unmodified (or "natural") roll of 1 is always a hit, while a natural 20 is always a miss.

## High Ground, Cover, and Back Attacks

*Engines & Empires* does not have any rules for combat facing. In a battle, it's assumed that every combatant is doing what they can to keep aware of enemies on all sides. That said, sometimes there are instances where position gives some characters a clear advantage over their foes. When shooting down on targets from higher ground (what this means exactly is left up to the referee), missile attacks get a +2 bonus to hit. When shooting at enemies behind cover, missile attacks take a penalty that can range from -1 to -4, depending on how complete the cover is.

Whenever you attack an enemy from behind, this is called a *back attack*. A back attack is made at a +2 bonus to hit the target, and it also ignores the target's shield. If the enemy target is completely unaware of the attack (e.g. the attackers have used stealth), the bonus doubles to +4.

A genuinely helpless foe (bound, sleeping, or paralyzed) can simply be slain, regardless of their nominal hit points or Armor Class. No to-hit roll is required to cut the throat of a helpless victim. Likewise, even a high-level character held at gunpoint must be worried: the referee can always rule that under a given set of circumstances, a character simply cannot defend themselves and will be killed by an attack, bypassing their hit points altogether.

When sniping at a totally unaware foe with a missile weapon, the range values for the weapon may be read as yards instead of feet (e.g. a short bow has range categories of 30 yards/60 yards/90 yards, at the usual range modifiers of -0 (Close)/-1 (Medium)/-2 (Long).

## Mêlée

Mêlée combat occurs when characters within 5' of each other come to blows with fists or hand-to-hand weapons (or within 10' or 15' of each other if they have long-reach weapons). The attack roll in mêlée (but not the damage roll) is adjusted for the attacker's Valor and weapon as well as for magic and any other circumstantial bonuses.

When characters engage each other in *mêlée*, they are assumed to be rapidly swinging and defending, parrying and riposting, and constantly in motion at all times. It's dangerous to turn your back on a foe in *mêlée*, even for an instant. Once you are **engaged** in a *mêlée* (meaning, once you end a move within reach of an enemy's weapon), you cannot simply leave it without suffering the consequences. Whenever you leave a *mêlée* with foes still standing and able to attack you, you suffer one or more **parting shots** from all the enemies you were engaged with. A parting shot is a single attack, directed at the target's back (i.e. the attacker is +2 to hit), that enemies get to make for free on any characters exiting a *mêlée*, purely because the target has let their guard down. Note that while a character turning his back on a *mêlée* may *suffer* any number of parting shots, attacking creatures and characters are strictly limited to *making* no more than one parting shot per round, even if they are normally capable of multiple attacks, and even if multiple potential targets flee from *mêlée* with them.

There is a special action that a character can take — **disengage from *mêlée*** — which costs 2 Moves and allows a character to then move away from a *mêlée* without suffering any parting shots from anyone. Since characters generally get 3 Moves per round, this means that all you can

usually do after you disengage is move your Move Speed once, e.g. 40 feet for an unencumbered character.

Alternatively, provided you declare if before initiative is rolled, you may execute a **fighting withdrawal**. This is a 3-Move action that allows you to back away from a *mêlée* at half normal speed (e.g. 20 feet for an unencumbered character) without suffering any parting shots. If one or more of your opponents follows you and presses the *mêlée*, you may immediately make an attack against one of them, striking right before they do — and if you're fighting with a spear or similar weapon, it is considered "set" against their charge, adding an extra +2 to hit.

Some weapons, like a lance or a great sword, have 10' of reach. Whips and pole-arms have 15' of reach. Weapons like these can be used to attack enemies at greater distances (even from behind and around allies), and to engage a foe in a *mêlée* without becoming engaged oneself. This does assume, of course, that the target being attacked doesn't also have a long-reach weapon: if a pair of enemies both attack each other with pole-arms, each has still engaged the other in the *mêlée*. But if a fighter with a pole-arm attacks a bandit with an arming sword, the fighter is free to leave the *mêlée* at any time without having to worry about parting shots or needing to disengage; the bandit is not.



The referee must use discretion regarding the number of creatures that can engage each other in a single mêlée. In a typical 10'-wide dungeon corridor, only two human-sized (or three dwarf-sized) creatures have room to stand abreast and fight. In a doorway, only one human-sized character (or two dwarfs) would have room enough to fight.

*Charging and Setting:* When outdoors, a character on horseback may attack with a **lance charge**. If they move at least 20' straight towards their foe before attacking, they may add an extra +2 bonus on the to-hit roll. Some monsters also have a special ability to make a charge attack on foot, using only their own natural weapons.

A character with a lance, pole-arm, spear, trident, or a bayonet affixed to a long-arm (like a musketoon or a rifle) can **set vs. a charge**, bracing the weapon against one foot on the ground in order to hold it firmly in place. This allows the set character to attack the charging creature or rider with the piercing weapon first, and there is a similar +2 bonus added to the attack roll.

*Improvised Weapons:* When characters fight unarmed, they inflict 1d2 damage per hit. Characters may decide to grab for handy objects to improve on this: broken bottles, bar-stools, rocks, logs. Improvised weapons always deal 1d3 damage, but the size of the object may grant other properties (such as reach) at the referee's discretion.

*Grappling and Wrestling:* If one or more creatures try to wrestle, pin, push, throw, or otherwise overbear their opponents, this is resolved by rolling a number of dice based on the levels of all creatures present. Monsters and fighters roll 1d8 per level and adjust the total for Valor or any bonus hit point pips a monster might add to its Hit Dice. Rogues and scholars roll d6s instead, while mages and techs roll d4s. For example, if four zombies (1 Hit Die each) were to try and grapple a 4<sup>th</sup> level fighter with Valor 16, the group of zombies would roll 4d8 (one die for each of their Hit Dice) to try and hold the fighter, while the fighter would roll 4d8+1 (1d8 per level, plus his Valor bonus) to remain free; the high roll would succeed. If an 8<sup>th</sup> level mage wishes to push a troll off a cliff, the mage rolls 8d4 (one four-sided die per experience level), and the troll rolls 4d8+1 (since trolls have 4+1 Hit Dice, which is 4d8+1 hp). If the mage rolls high, the troll pitches over the cliff, but if the troll wins the roll, it remains unmoved.

*Attacking with Two Weapons:* Historically speaking, fighting with two weapons was more of a "fancy trick" than a legitimate battlefield tactic – something a sword-master might do to show off his skill – but it *did* happen. If a character wields two weapons (and note that unarmed strikes cannot be used as a second weapon unless the ref is allowing the use of the optional Fantasy Martial Arts rules – see page 37), they may spend 3 Moves to take the "attack with two weapons" action. This allows the character to attack normally with their main weapon, and to attack again with their off-hand weapon, but with the off-hand weapon inflicting only half normal damage (rounding down, but minimum 1 point) on a hit. As is normally the case with multiple attacks, the attacker can target the same

foe with both attacks or two different foes within reach. As a rule, attacking with two weapons is only possible with mêlée weapons, but *as an optional rule only*, if the referee wishes to allow it, it may be possible to attack simultaneously with two pistols (keeping in mind that such "gun-fu" truly is the realm of pure, action-movie fantasy).

*The Full Parry (or Total Defense):* Characters are always assumed to be defending themselves in a mêlée. But if a character should want to focus totally on defense, they may apply a 2-point bonus to their Armor Class by taking a 2-Move action to do nothing but parry. A fighter who so wishes may use his Quick March ability to spend all 4 of his Moves on total defense, thereby giving himself a 4-point AC bonus that round. In either case, this must be declared before initiative is rolled.

*Special Maneuvers:* There are many other tricks and maneuvers that a character may attempt while in mêlée: disarming, tripping, etc. The referee is left to exercise discretion on how to handle such attacks, but they should generally require a to-hit roll against the target's normal Armor Class, cause no damage, and possibly allow the target a saving throw to resist the special effect.

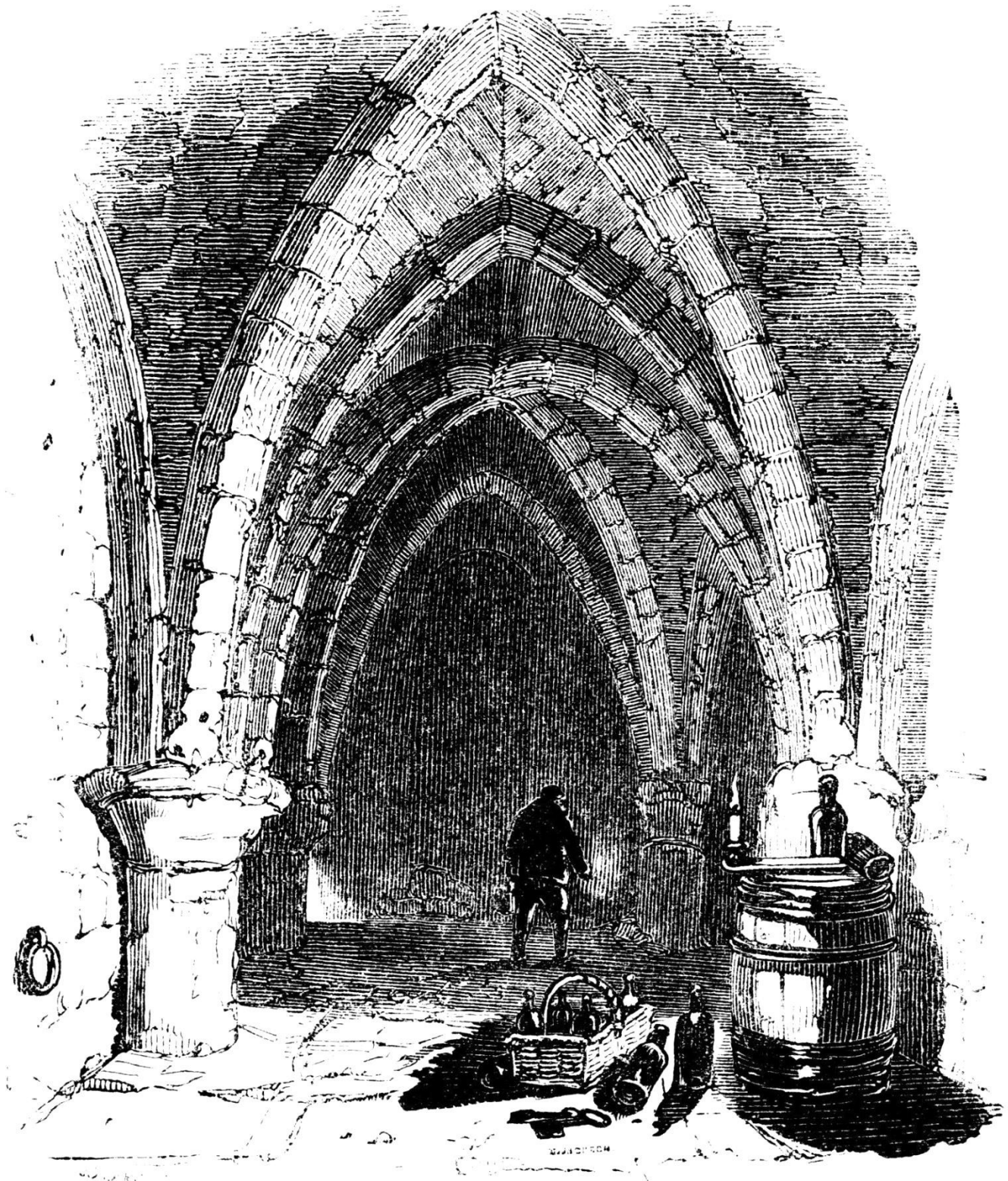


### Missile-Fire

Missile attacks are similar to mêlée attacks, except that Fortune adjusts the attack roll instead of Valor, and missile attacks are adjusted for range. Missile weapons have three range categories: Close, Medium, and Long. Missile attacks take no penalty to hit within Close range, a -1 penalty to hit out to Medium range, and a -2 penalty at Long range.

Characters can ordinarily make only one missile attack per round; but the rate of fire can be considerably less than that if the weapon in question takes a long time to reload.

Missile attacks with device-fired weapons require ammunition: it's no use firing a gun without bullets (or gunpowder), and you can't shoot a bow without arrows. Both missile weapons themselves and their ammunition may be enchanted. If this happens to be the case, the bonuses don't stack; you simply apply the higher bonus to hit. That said,

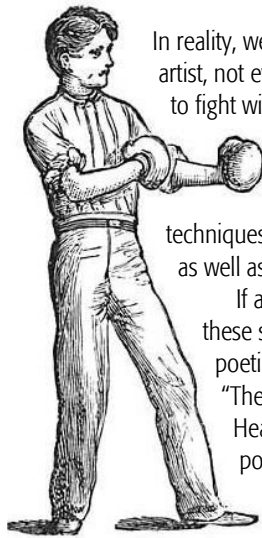




nonmagical ammunition has no effect on certain monsters, such as incorporeal undead, even when it's fired from a magical missile weapon. For this reason, magic bullets and arrows are highly valued, even if they don't always improve the actual chance to hit.

Hit or miss, bullets and shot are always destroyed when fired. Conversely, darts, javelins, shuriken/kunai, and other thrown weapons are never destroyed just by using them. Most other kinds of ammunition, like arrows, bolts, and sling stones, can be treated as recoverable if they hit their target and lost if they miss. Magical ammunition is the exception: magical arrows, bolts, bullets, or sling stones are *always* destroyed when used.

## Fantasy Martial Arts



In reality, weapons are force-multipliers. No martial artist, not even a kung-fu grandmaster, would prefer to fight with bare fists over a sword—or better yet, a long spear—in a life-or-death situation. But in a fantasy setting, there can be “secret” styles and mystical kung-fu techniques that allow a boxer to fight unarmed just as well as a fully-armed fighter.

If a warrior should learn and master one of these secret styles—they always have flowery, poetical names, like “The Sublime Iron Fist,” “The Invincible Eagle Claw,” or “Buddha’s Heavenly Jade Palm”—he then inflicts 1d4 points of damage when fighting unarmed and can now “attack with two weapons” using unarmed martial arts attacks for one or both attacks (inflicting half damage with an off-hand attack like normal). For every additional secret style the warrior learns, their martial arts damage-die increases by one step—1d6, 1d8, 1d10, up to as high as 1d12. Learning a secret style typically involves whole adventures spent tracking down hidden monasteries or mountaintop hermit masters, convincing the local grandmaster to train the warrior (possibly including a hefty tithe or training-fee), and then spending several months mastering the new martial art.

Referees can also create specific martial arts techniques—strikes that stun, paralyze, or even kill opponents; *wuxia*-style leaping and flying; destructive blasts or beams of *qi*; the ability to damage ghosts and other enchanted monsters with bare fists alone; and others—that can be learned in much the same way as secret styles. (In a sense, these martial arts techniques are rather like magical items that, once acquired, cannot be taken away again.) If a campaign does use Fantasy Martial Arts, it is up to the referee whether these styles and techniques are limited to fighter-class characters only, or whether they might be learned by a character of any class (which would be appropriate in a whole campaign themed around the *wuxia* genre).



## Hit Point Damage and Healing

Characters and monsters have **hit points** (hp), which are a measure of stamina, luck, fighting skill, and the will to keep going. When a character suffers a hit from a weapon while in combat or faces the business end of a trap or spell that causes damage, the character loses hp. A character who has suffered some hp damage has received some level of injury, but no life-threatening wounds yet. The character may be cut, bruised, bloody, weary, and dispirited, but they can still fight on. Only when a character falls to 0 hp do they suffer a fatal wound and die.

### Healing and Resting

Damaged characters heal hit point loss through rest. There are two kinds of rests: a short rest and a long rest.

A short rest is one turn (ten minutes). When characters take a short rest (e.g. while exploring a dungeon), fighters in the group may heal some of their own lost hit points from their “Soldier On” reserve pool, merely by wrapping their own wounds and applying other such crude techniques of battlefield first aid. A character trained the Medicine skill can also treat one ally during that turn. If they

expend one charge from a healer's kit *and* roll a successful Medicine skill roll on 1d6, the patient they're tending to recovers 1d3 hit points. A healer can tend to a fighter while the fighter tends himself via Solider On; in fact, the fighter could *be* the trained healer tending to himself and do both at once. In either case, the hit points healed are cumulative.

Hit points may also be healed during an adventure by any number of miscellaneous healing effects: spells, items, potions, etc. These effects restore hit points instantly, boosting energy and bolstering spirits; but they will not have any effect on a character who has fallen to 0 hp.

A long rest consists of one or more consecutive full days and nights spent recuperating in a safe place, like an inn or a city. (Camping in a dungeon or in the wilds won't cut it.) For each full 24 hours spent resting, a character recovers 1 hit point per experience level upon the following morning. But if you're recovering hit points, you do *not* recover any expended class abilities (Quick March, Soldier On, Ace in the Hole, Deuce's Own Luck, spell slots, or chemical preparations). To refresh these, a character must first regain all of their lost hit points and then add an extra 24 hours to their long rest. (One day and night of rest is sufficient to recover all expended class abilities if you have no hit point damage.) Note that while there are a few very rare magical items that can refresh a caster's mana during an adventure, no healing item ever has any effect on a fighter's Soldier On pool while the adventure lasts. Fighter reserve hit points can *only* be healed by a long rest.

*Surgery:* A character trained in Medicine can make one attempt per fresh set of wounds to heal a wounded character with surgery, provided they have access to appropriate tools and facilities. Surgery restores 1d4 hit points per hour that the surgeon operates, up to 4d4 hp maximum, with a successful Medicine skill roll. But on a roll of 6, the surgeon *inflicts* 1d4 damage instead. If proper tools, facilities, antiseptics, anesthetics, and the like are not available, the ref may assign a penalty to the skill roll.

### Dying

Most of the time, whenever any creature's hit points are reduced to 0, that creature is killed. Healing effects, including spells, magical items, technological devices, and more conventional medicine, do not affect a creature with 0 hit points—so there is ordinarily no need to fuss over how long it actually takes for a slain creature's life to finish slipping away, except to say that the end always takes place within 6 rounds (i.e. 1 minute) of the fatal blow.

There is, however, one specific magical effect—a spell available to both mages and scholars called “From the Brink”—that has an excellent chance of saving a dying character's life. If cast within 6 rounds of the fatal blow, this spell can restore 1 hit point to a “mostly-dead” character—although it will leave them helpless and unable to fight until they can get a week or two of complete bed-rest.

During the minute that a character is dying, they are unconscious, helpless, and more vulnerable than ever. Even one more point of damage will dispatch a dying character

quite permanently, so that even a “From the Brink” spell cannot save them. At that point, only a mighty 10<sup>th</sup> level Resurrection ritual (or an equivalent magical item or effect) has any chance of bringing the slain character back to life.

## Saving Throws

Characters roll “saving throws” to avoid or mitigate the effects of traps, spells, and other special forms of attack. As with attack rolls, saving throws are made by rolling 1d20 and comparing the result to a target number. The save is passed if the roll is less than or equal to the target number, and it fails if the roll is greater. The chance for a character to pass a saving throw depends on their experience level:

Character Level	Saving Throw
1 <sup>st</sup> to 4 <sup>th</sup>	7 ± Wits modifier + magical bonuses
5 <sup>th</sup> to 8 <sup>th</sup>	9 ± Wits modifier + magical bonuses
9 <sup>th</sup> or 10 <sup>th</sup>	12 ± Wits modifier + magical bonuses

Regardless of modifiers, a natural roll of 1 always makes the save; a natural 20 always fails.

*Item Saving Throws:* As an optional rule, whenever a character is slain in spectacular fashion, such as from a Fire Ball or dragon's breath or some large-scale deathtrap, it is assumed that all of their normal possessions are destroyed; but magical items may not be. These items get a saving throw (based on the character's own saving throw number, plus any magical bonuses inherent in the item) to avoid destruction.

## Skill Rolls and Skill Checks

Skill rolls were already explained in Chapter One; this is just a quick refresher course, since skill rolls and skill checks are so frequently referenced elsewhere in this chapter. The **skill roll** is one of the game's three main “task resolution” rolls made to see whether a character succeeds or fails at something. As with saving throws and attack rolls, skill rolls pass if the roll is less than or equal to a given target number and fail if the roll is greater.

Unlike attacks and saves, skill rolls are made on 1d6. The target number is usually the character's rank in the skill being used; but sometimes this number is modified. For example, if you try to sneak while heavily encumbered, you make a Stealth roll on 1d6 against your Stealth rank -2. Regardless, a result of 1 always passes a skill roll and a result of 6 always fails.

Less random than skill rolls are static *skill checks*, which a referee may use when an action has no element of chance. Either the character has a sufficient skill rank to undertake the action and succeed, or they do not. You find out by literally checking to see on the character sheet. Note that if the consequences of a failed action are dire, and failure is inevitable because of a low skill rank, referees are encouraged to be forthcoming with this information to players before they attempt the action!

## Morale Checks

Whenever the PCs and their allies engage in combat with monsters or other foes, it is worth remembering that those enemies are not brainless bags of statistics, only there to challenge the players. Most creatures want to live and will not willingly fight to the death. To that end, creatures are given a Morale rating (ML) which depends on the nature of the monster. (NPC followers have different morale rules, as already explained earlier, in the section on followers.)

Morale	Meaning
6	Most animals, monsters just looking for a meal
8	Aggressive beasts, troops, intelligent monsters
10	Intelligent undead, evil or magical monsters
12	Mindless undead, oozes, golems

The referee should check morale for monsters (1) after the first death on *either* side in the fight, and (2) after the monsters' side has lost half of its members or more. The referee can also use morale checks when the PCs run away, to determine whether the monsters pursue or let them go.

A morale check is a roll of 2d6; if the roll is less than or equal to the creatures' ML, they stand and fight, but if the roll is greater, the creatures flee (by withdrawal or retreat, as circumstances dictate) or may try to surrender.

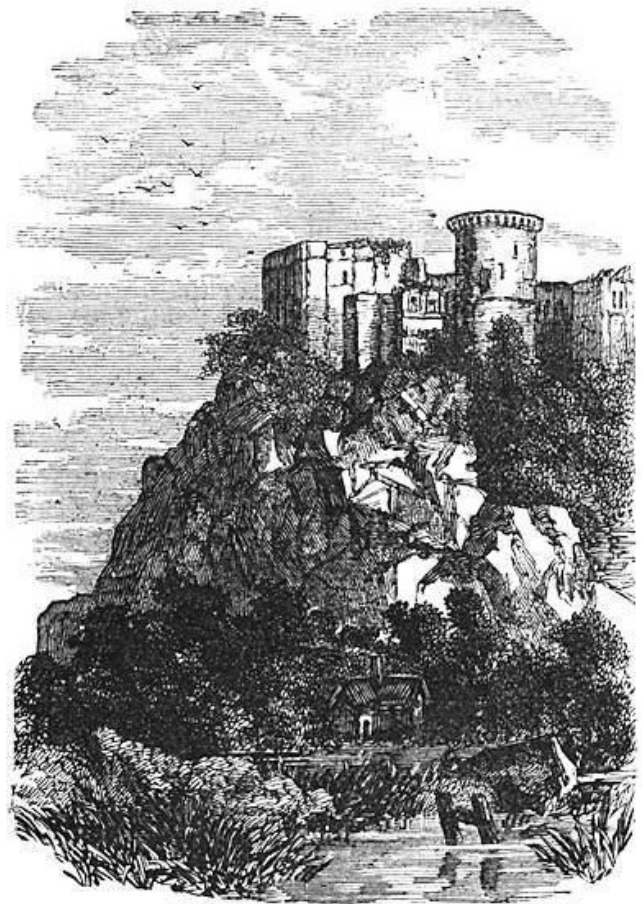
The Morale rating of 12 is used for creatures with no will of their own: mindless automatons, like mechanical constructs, golems, and zombies; and also for berserker warriors, fanatical cultists, or anything else willing to fight to the death without a second thought. With these kinds of enemies, no morale checks are necessary.

Intelligent humanoids trained as soldiers are generally +2 to morale in the presence of an officer, chieftain, or other leader; their morale is 10 in such circumstances and only drops back down to 8 if their leader is absent or slain.

## Castle Encounters

On occasion, as characters travel through the wilderness, they may come across isolated castles, lairs, and other strongholds. The leader of a stronghold is very often a 10<sup>th</sup> level human (or, in very out-of-the-way places, high-level fair folk) of potentially any character class. The lord of the stronghold could be a fighter who sought to carve out his own dominion in the wilds, a scholar looking for solitude to carry out research, or a rogue who rules over a band of thieves or smugglers. Elfin strongholds are only found in forests; goblin strongholds are in the mountains; ogre strongholds are typically found on plains or steppes; and dwarfs don't build "strongholds" per se (but they do build quiet country villages with homes burrowed into hillsides, or forest dwellings with huts up in the treetops).

Strongholds typically send out patrols of 2d6 soldiers, either on foot or on horseback. The referee can roll for their reaction normally if they should happen upon the party, modified accordingly for how the PCs are acting while



passing through the lands of a solitary lord (or king-of-thieves, or elf-lord or goblin-king, or ogre chieftain, or mad wizard or scientist looking for new test-subjects . . .).

## Vehicle Travel

On occasion, characters will have cause to transport themselves, their gear, or treasure by means of beasts of burden, carts and wagons, boats and ships, and by more advanced vehicles yet, like trains and airships. Vehicles can get you where you want to go much faster than going on foot, and they can carry a great deal more weight.

### Small-Scale Transport

This section describes beasts of burden and small-scale land vehicles. Their speeds are given in overland travel pace (in leagues per day, or lg./d.) and their carrying capacities are given in kilograms.

*Beasts of Burden:* A mule or donkey can carry up to 120 kg and cover 8 lg./day, or up to 240 kg at 4 lg./day. Horses and goblin-raised chākka-birds have different speeds and load limits, depending on the breed. These are given in the creatures' stats, in the section of Chapter Six that describes these animals (pp. 127 and 132).



## CHAPTER TWO: ADVENTURES AND BATTLES

### ANIMALS AND TRANSPORT

Item	Cost	Item	Cost
Canoe	55 cp	Hawk	30 cp
Cart	100 cp	Horse, draft	40 cp
Chäkka-bird, draft	80 cp	Horse, riding	75 cp
Chäkka-bird, riding	150 cp	Horse, war	250 cp
Chäkka-bird, war	500 cp	Mule	30 cp
Chicken	1 ip	Pigeon, carrier	3 ip
Calf	3 cp	Pig	3 cp
Cow, beef	8 cp	Piglet	18 ip
Cow, milk	4 cp	Pony	30 cp
Dog	3 ip	Raft (per sq. ft.)	1 cp
Dog, guard	25 cp	Stabling (per day)	5 ip
Donkey	8 cp	Sheep	15
Feed (per day)	½ ip	Wagon	200 cp
Goat	15 ip		

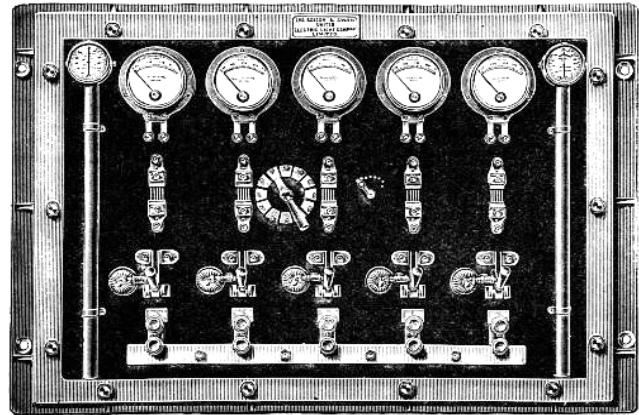
**Canoe:** A canoe is a small boat that weighs 20 kg when carried; it has to be dragged, unless held by two people. It can carry up to 300 kg and is about 15 feet long. A canoe can be used to travel up to 6 lg./day.

**Cart:** A cart must travel on a road and is pulled by 1–2 draft horses or 2–4 donkeys or mules. It can cover 5 lg./d. A cart pulled by one horse or two mules can pull 200 kg. If pulled by two horses or four mules, it can carry 300 kg.

**Raft:** Rafts can be professional or makeshift water ves-

sels that can be no larger than 40×40 feet. For every 10×10 area of well-built rafts, the raft can hold 500 kg. If the raft is makeshift, it will only hold a weight of 200 kg for each 10×10 foot area. A makeshift raft can be built in 1–3 days for each 10×10 foot raft portion. A raft can travel 4 lg./day downriver, or 2 lg./day upriver.

**Wagon:** 2–4 draft horses (or other beasts of burden) can draw a covered wagon. Two horses can pull a load of 1 ton (1,000 kg), while four can pull 2 tons (2,000 kg). As with a cart, a wagon requires a road of some kind and can cover 5 leagues per day.

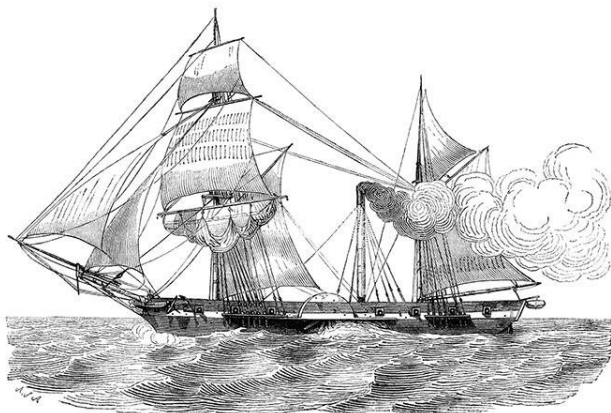


### VEHICLE STATISTICS

Vehicle	Cost	Speed (leagues/day)	Cargo (tons)	Min. Crew	Armaments
<i>Watercraft:</i>					
River Barge	40 gp	12 downriver, 6 upriver	5	10	—
Rowboat	8 gp	6 rowing	¾	1	—
Sailboat	20 gp	24 sailing	1	1	—
Ship, galleon	650 gp	24 sailing, 6 rowing	15	100	32 heavy cannon
Ship, schooner	300 gp	30 sailing, 6 rowing	30	40	24 light cannon
Steamboat, paddle	500 gp	12	15	4	—
Steamship, turbine	750 gp	40	40	10	—
<i>Aircraft:</i>					
Aeroplane	120 gp	400	1/20 (50 kg)	1	2 machine guns
Autogyro	140 gp	300	1/20 (50 kg)	1	—
Balloon	10 gp	50	1/20 (50 kg)	1	—
Dirigible, small	300 gp	100	½	2	—
Dirigible, large	500 gp	200	1	4	—
<i>Ground Vehicles:</i>					
Automobile	150 gp	300 (60 leagues/refuel)	1/10 (100 kg)	1	—
Motorbike	80 gp	300 (40 leagues/refuel)	1/20 (50 kg)	1	—
Locomotive, engine	300 gp	300	—	2	—
Locomotive, car	100 gp	—	10 per car	—	—
Tank	600 gp	120 (20 leagues/refuel)	1/5 (200 kg)	1	1 light cannon, 2 guns

### ARTILLERY STATISTICS

Weapon	Cost	Fire Crew	Rate of Fire	Ranges	Damage	Area of Effect
Cannon, light	30 gp	2	1 / 2 rounds	60/120/180 yds	3d12	10' radius
Cannon, heavy	60 gp	3	1 / 3 rounds	120/240/360 yds	4d12	20' radius
Gun, heavy machine	45 gp	2	1 / round	90/180/270 yds	2d10	10' × 40' rectangle
Gun, swivel	10 gp	1	1 / 2 rounds	40/80/120 yds	3d6	5' radius



### Vehicle Statistics

It's a bit beyond the scope of this book to delve too deeply into vehicles and vehicle-based combat, but some basic statistics are provided on vehicle speeds (in leagues traveled per day), cargo capacity (in metric tons, for the most part), and cost (in gold – vehicles are always terribly expensive to buy in the first place, and keeping them running isn't cheap either).

*Cost:* The listed cost in gold pieces is the price to purchase the vehicle in the first place; this doesn't cover crew, maintenance, or fuel.

*Speed:* The speeds listed here are Overland (or Sea or Air) Traveling Speed, which is to say, leagues per day. (1 league = 3 miles.) Sailing ships need a fair wind for sailing, or else a full crew for rowing. Aircraft (other than balloons) need fuel – gasoline for aeroplanes and autogyros, coal for dirigibles. Locomotives require both rails and coal. Other ground vehicles need roads and gasoline and have limited ranges of travel – an automobile, for example, must refuel every 60 leagues traveled or else it runs out of gas. All other powered vehicles are assumed to need refueling between trips, regardless of the trip's exact length. All powered vehicles require an expenditure of money for fuel (coal or gasoline) amounting to the vehicle's cost, but in iron pieces instead of gold pieces, for each full day that the vehicle is in operation.

*Cargo:* This is the amount of space that the vehicle has for cargo, *not* counting fuel, passengers, crew, etc.

*Minimum Crew:* This is the bare minimum number of people required to keep the vehicle running in proper order. Most vehicles (especially sailing ships) operate at their best when there are some extra crewmen aboard to help pick up the slack.

*Armaments:* The weaponry listed here are the standard loadout for a typical vehicle, but they're not included in the vehicle's purchase-price. A vehicle that the buyer intends to make into a battleship must be so equipped with the proper artillery.

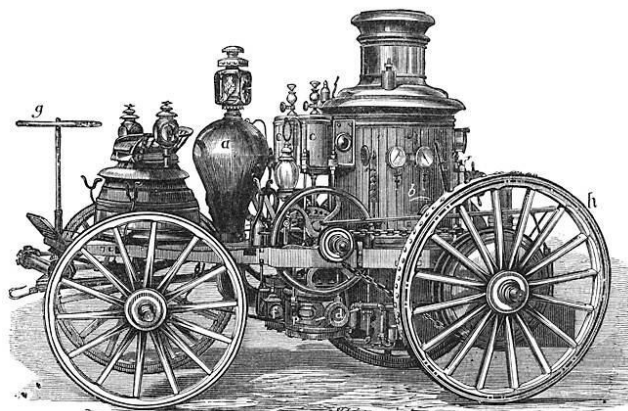
### Artillery Statistics

Most of the statistics for artillery are self-explanatory. The damage values listed assume damage to characters or monsters; these rules don't have the space to cover damage to vehicles or structures. (The referee can either "wing it" or refer to any of a vast number of fine wargames better suited than any TTAG or RPG to simulate this sort of thing.) In general, saving throws are permitted for half damage.

The listed firing crew is the number of people required to operate the artillery. Missing crew will proportionally increase the firing-time required. A single crewman would require four rounds to fire a single shot from a light cannon, while two men operating a heavy cannon would need five rounds (to offer two simple examples).

Artillery requires ammunition. Heavy machine guns fire 30 bullets *per round* (assume that these bullets cost the same as rifle cartridges). Swivel guns (which are really just small cannons) fire small cannon balls (about 6 lbs.); one powder-keg provides enough gunpowder for two shots, and the cannonballs cost 1 silver piece each. Light (field) cannon fire 12 lb. cannonballs (these cost 2 sp each) and require a keg of gunpowder per shot. Heavy (ship) cannon fire big 18 lb. cannonballs (3 sp each) and require two kegs of gunpowder per shot.

Other kinds of artillery ammunition (such as grape shot and chain shot) are possible. It is left up to the players and the referee to decide the costs and effects of these alternative munitions.





# CHAPTER THREE: MAGIC

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**I**N THE WORLDS of *Engines & Empires*, magic is both an impersonal force and the province of unseen spirits and gods. But there is no absolute or even clear distinction between “arcane” and “divine” magic. Anyone who has the knack for magic – the innate psychic potential necessary for feeling the flow of etheric vibrations and communing with spirits from the Great Beyond – can, in principle, learn to use any sort of spell or ritual that there is. And even those without the knack can learn to cast *some* kinds of magic.

But what exactly *is* magic? What does it even mean to call something “the supernatural” in a world where everything natural can be apprehended by empirical, scientific study and even harnessed to create modern technologies? Any discussion of the nature of magic must first begin with some basic assumptions about the universe of *E&E*.

## The Structure of the Cosmos

First and foremost, *Engines & Empires* games always take place in a normal, physical universe, with galaxies and gravity and stars and planets. Sure, some creative referee may invent a world that’s actually a planet-sized construct built by ancient godlike aliens or something. But *E&E* is generally not a good fit for universes with a *mythological* cosmos (e.g. the sky is a firmament, the world is a disc on the back of a turtle, and the heavens are crystal spheres affixed to celestial machinery – that sort of thing).

The physical universe resides on the Material Plane of existence, and this reality overlaps with only one other dimension. This is the hidden realm which goes unseen to all who do not have the Sight, the Etheric Plane. The Ether is divided into two distinct realms, one of light (called Faerie) and one of shadow (the Veil). Some religions refer to the realm of light as a “higher” plane of existence, and shadow as “lower” or “nether,” but strictly speaking, it is more accurate to refer to Faerie as the “Inner” Etheric Plane, and the Veil of Shadow as the “Outer” Ether. Faerie is a timeless realm where fae beings dwell in a state of perfect preserva-

tion – bright, beautiful, eternal and unchanging, but also stagnant and cold, a reflection of flawless Order. Shadow is its opposite, a realm of gloom and constant decay, ravaged by storms of darkness and permeated with death, where all things fall to Chaos. Faerie and Shadow are both, in their own twisted ways, mirrors of the physical world, sharing basic geography and major landmarks – but neither realm is wholesome to mortal men, for Faerie is seductive in its endless beauty, and Shadow would lull all things to their final oblivion.

Faerie is the Inner Ether because it sits one step removed from the Material Plane in the direction of the source of all Order, the cosmic Center of Being (also called the Great Empyrean, said to be the dwelling place of any Powers that might Be). Between them is the glistening, silvery surface known as the Astral Sea. Traveling deeper into Shadow, meanwhile, would eventually bring one to a faded emptiness, the surface of Limbo, beyond which one will only find the Outer Dark, the howling Void of Chaos.

Sages and philosophers have also speculated that the Material Plane itself might be home to a number – perhaps an *infinite* number – of other physical universes. These might be different timelines (some vastly divergent, others so similar as to be indistinguishable) or even alternate realities where the very laws of nature are utterly distinct.

## The Nature of Magic

There are two broad kinds of magic in the world, but only one of them requires a mind sensitive to the spirit realm, i.e. a natural psychic talent. Those with psychic potential who never receive the proper training required of a true mage may never learn of their gift; or they may go through life believing that they have some rudimentary aptitude for extrasensory perception. Such undeveloped talents may become fortune-tellers or spirit-mediums, but it takes years of study under a real master of the magical arts to become a bona fide magic-user.

The two methods of magic-use are known as *spirit-channeling* and *ether-weaving*. (These are sometimes referred to colloquially as “Black Magic” and “White Magic.”) Channeling is the art that requires an inherent psychic potential; only a mage can fully and properly learn to channel. This involves reaching out to unseen spirits with the psychic powers inherent in one’s own mind and then beckoning, compelling, conjuring those spirits to perform some deed that defies the laws of nature. Weaving, meanwhile, is a power that originates entirely within the caster, and so it is available to mages and occult scholars alike. Through careful meditations, precise gestures, and spoken arcane commands, a weaver can shape the energies of the Etheric Plane (the “ethereal quintessence”), bend them with pure will, and bring them into the material realm to break the very laws of physics.

**Ether versus Mana**

A mage or scholar’s ability to use magic is limited by a personal daily reservoir of *mana*. It is worth pointing out that *ether* (or *quintessence*) is the actual magical energy that a caster manipulates. Ether is, in some sense, the “substance” of magic. But mana is neither a substance nor an energy. In fact, it has no existence at all outside of the caster. Rather, “mana” is just the poetic name given to a caster’s personal mental fortitude or psychic strength.



**The Rules of Magic**

There are three basic kinds of magical powers that casters can use — **cantrips**, **spells**, and **rituals**. Cantrips are weak, minor magicks that casters learn to master as apprentices. Cantrips may be cast at will, but they can backfire if mis-cast. Spells are more powerful and more reliable: these are ancient formulas consisting of rote gestures and words of power that always produce a specific effect. Spells use up some of a caster’s mana, so a mage or scholar is only able to cast so many spells during an adventure. Finally, there are rituals, which may also be performed at will, but which can take hours to complete. Rituals often need rare components and may not always work exactly as intended.

Cantrips are essentially minor psychic powers. The act of manifesting a cantrip is entirely mental and can be done even if the caster is gagged and bound. Spells have both a *verbal* and a *somatic* component — words and gestures. To cast a spell, the caster must be able to speak and must have at least one hand free. Both cantrips and spells require a certain degree of concertation to cast properly: on a storm-tossed ship’s deck or the roof of a bumpy, speeding carriage, cantrips are apt to be cast wrong, and spells cannot be cast at all. Additionally, most spells require that the caster be able to see the target of the spell (this is called “having line-of-sight”; but see spell ranges, below).

If the same spell is cast on a single target more than once, the effects do not stack, but the durations overlap so that the second spell effectively “resets” the duration of the effect.

**Characteristics of Cantrips, Spells, and Rituals**

All cantrips, spells, and rituals have the following characteristics noted in the headings of their descriptions:

*Range:* This tells how far away the target of a spell can be. A range of “Self” means the magic only works on the caster. “Touch” is obvious. “Near” spells only affect targets within the immediate presence of the caster (out to about 150’ in an open field, or in the same room if indoors). Spells with a range of “Far” can affect things at even greater distances; the spell description will say just how far. A few spells have a range of “The Cosmos,” meaning that they can even affect things outside of our own plane of existence, such as creatures within the realm of Shadow, or the deepest recesses of the world of Faerie.

*Duration:* This tells you how long a spell lasts, in terms of rounds or turns or (for longer lasting magicks) hours, days, or other real measurements of time. Some spells also have a duration of Instant, Indefinite (i.e. until some specific condition is met), or Permanent.

*Save:* Magic which affects people directly often allows the target to make a saving throw to resist the spell. This entry tells you whether the target gets a save or not.

**Casting Times**

Cantrips and spells both cost 2 Moves to cast. Rituals require 1 hour per level of the ritual.



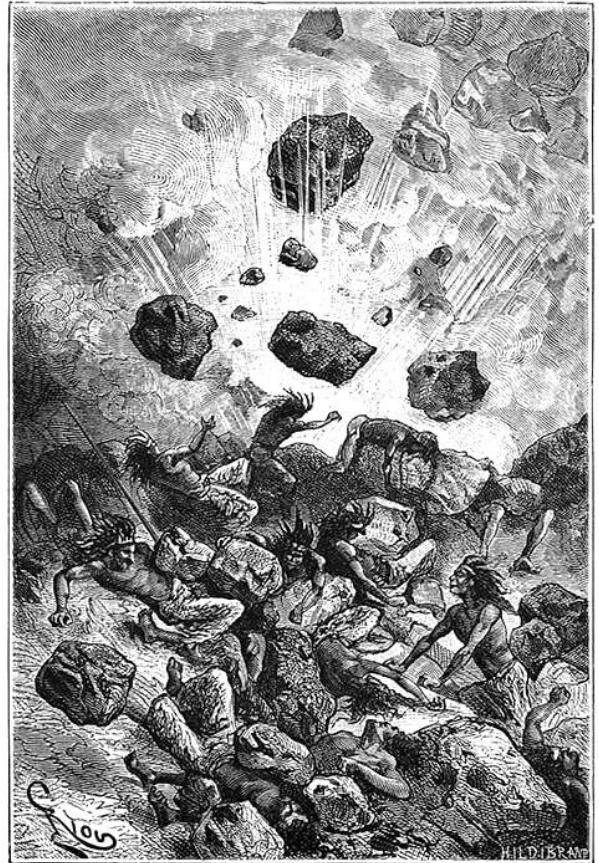
### Casting Rolls

To successfully cast a cantrip or ritual, the caster must succeed at a *casting roll* made on 1d6. When you fail to cast a cantrip, it can backfire or cut you off from your magic; when you fail at a ritual, the magic still works, but it comes with an unforeseen twist. The base chance to successfully cast a cantrip is always 5-in-6, but this may be modified if the caster tries to “stretch” what a cantrip can do and thereby empower or expand its effects.

The base chance to cast a ritual is 4-in-6 if the ritual’s level is equal to the caster’s level, or 5-in-6 if the ritual’s level is below the caster’s level. (Rituals with a level above the caster’s level may not be attempted at all.) This assumes that the caster has studied and mastered the ritual in question; otherwise, the casting roll takes a –3 penalty, making the attempt gravely perilous. Many a foolish mage has gotten himself into dire trouble by attempting to work a ritual that he has not properly mastered first.

Magic Level	Chance to Cast
Cantrip (base chance to cast)	5-in-6
Ritual is known to caster, below caster’s level	5-in-6
Ritual is known to caster, equal to caster’s level	4-in-6
Ritual is unknown to caster, below caster’s level	2-in-6
Ritual is unknown to caster, equal to caster’s level	1-in-6

A casting roll fails automatically if the caster takes any damage or has to make a saving throw while in the middle of working a cantrip or ritual. Any kind of lesser distraction or interruption will merely impose a –1 penalty on the casting roll. In any event, a result of 1 always passes the casting roll and a result of 6 always fails (just like a skill roll).



## True Names

Many creatures, such as spirits, demons, and faes, have common names, which they will give out freely, and true names, which they strive to always keep secret. Demonic true names are often nearly unpronounceable to humans and appear as gibberish when written, though mortals may still memorize them with some difficulty. Other spirits usually have true names in ancient, forgotten tongues, and the true names of fae folk sound like wind or water or stone. A dragon’s true name is a word of such power that most fear to utter it aloud.

Humans and many other creatures do not have true names. However, it is possible for them to gain them in naming ceremonies, often when they come of age, thereafter using a common nickname when among all but their dearest friends. Some human cultures practice this regularly. It is up to a player to decide if his character has received a true name or not. A creature’s true name can be used against it. Knowing someone’s true name gives a character great power against him.

By calling out the name, a character gains +5 on attack rolls made to hit the creature and a +2 bonus on skill rolls that work against them. Uttering the name also gives a character a +5 bonus to all saving throws against the bearer’s powers and spells. Sharing your true name can also have a benefit. If a character calls out a friend’s true name while helping them, the character receives a +1 bonus on any skill rolls or checks they’re attempting. Furthermore, if a character is magically healing another and calls his true name, the recipient receives an additional hit point. Note that in all cases, a character must call the true name aloud in order to receive any benefit. This means that it is usually only done in complete privacy, or when in great need.

**Commanding Spirits:** Mages who know the “Second Sight” cantrip have special power over demons and spirits. If such a character knows a spirit’s true name, they may attempt to command it to perform a specific task for them. To do so, they must make a successful Diplomacy roll; they do receive the normal +1 bonus for knowing the target’s true name. However, should the mage fail in their skill roll, the spirit is free of their power, and they may never attempt to command it in this way again. For this reason, most mages are wary of trafficking too often with spirits, as they can be very, very dangerous and vengeful when free of a mage’s power.

**Learning True Names:** Kept ever secret, true names are difficult to learn. Discovering an adversary’s true name will therefore make for a bit of an adventure in and of itself. Such a hunt will usually involve trying to find a source of information, such as a forgotten library, or an old hermit. Once found, the characters will usually have to accomplish a particular task in order to get the knowledge they seek.

LIST OF MAGIC POWERS

**Cantrips**

1. Aura Reading
2. Beast Ken
3. Blessing
4. Conjure Sound
5. Flicker of Flame
6. Glamour
7. Green Thumb
8. Hexing
9. Mage Hand
10. Magic Light
11. Second Sight
12. Sense Magic

**Spells**

1. Abjuration
2. Banish Undead
3. Bar the Way
4. Blight of Loneliness
5. Brave the Flames
6. Burning Hands
7. Call the Swarm
8. Clear Eyes
9. Commanding Word
10. Conjure Darkness
11. Elf Shot
12. Entanglement
13. Evade the Dead
14. Faerie Cloak
15. False Friend
16. Feather Fall
17. Flame Charm
18. Flash of Brilliance
19. Forgetful Mind
20. Friend's Call
21. From the Brink
22. Ghostly Commandment
23. Great Endurance
24. Greater Illusion
25. Healing Touch
26. Howling Gale
27. Hunger and Thirst
28. Inspiration
29. Magic Missile
30. Masked Image
31. Mystical Shield

**Spells (cont'd)**

32. Night Craft
33. Obscurement
34. Opening Touch
35. Pass Without Trace
36. Petrifying Gaze
37. Phantom Skill
38. Reanimation
39. Sanctuary of Peace
40. Searing Heat
41. Sense Nature
42. Shared Vision
43. Shroud of Silence
44. Smuggler's Luck
45. Spider Climb
46. Swift Step
47. Terrifying Presence
48. Tinker's Gift
49. True Strike
50. Veil of Sleep
51. Warping Song
52. Web of the Spider
53. Whispering Wind
54. Wild Call
55. Wind Ward
56. Witch Laugh
57. Word of Courage
58. Wrenching Curse

**Rituals, Level One**

1. Arcane Experiment
2. Bewitch Item
3. Bind Familiar
4. Circle of Protection
5. Faerie's Call
6. Fair Weather
7. Gather Mists
8. Good Berry
9. Last Call
10. Mage Armor
11. Naming Ceremony
12. Staff of Might
13. Steed of the Sorcerer
14. Unseelie Feast
15. Unseen Servant
16. Wanderer's Fortune
17. Witch's Watchman
18. Wizard's Mark

**Rituals, Level Two**

1. Aura of Power
2. Call Storm
3. Cleansing Ritual
4. Endure the Elements
5. Feast's Blessing
6. Magic Stones
7. Nevca's Mnemonic Nave
8. Order's Communion
9. Summoning
10. Traveler's Blessing
11. Wizard's Home

**Rituals, Level Three**

1. Bear's Endurance
2. Continual Light
3. Friends
4. Minor Animation
5. Nepenthean Drink
6. Scribe Scroll
7. Skin of the Leshy
8. Strengthen the Bond
9. Veil Weaving
10. Wizard Lock

**Rituals, Level Four**

1. Alter Self
2. Augury
3. Condense Etherium
4. Enchant Item
5. Eternal Walker
6. Heart of the Ox
7. Invisibility
8. Mighty Glamour
9. Shape of the Forest
10. Wizard's War

**Rituals, Level Five**

1. Arcane Sight
2. Dispel Magic
3. Greater Bond
4. Ritual of Healing
5. Storm's Wrath
6. True Identification
7. Witch's Blessing

**Rituals, Level Six**

1. Contagion
2. Fire Ball
3. Full Restoration
4. Great Curse
5. Shape of Stone
6. Wizard's Flight
7. Wizard's Tome

**Rituals, Level Seven**

1. Awaken the Wood
2. Determine True Name
3. Ensorcell Item
4. Master's Bond
5. Scrying
6. Wall of Flame
7. Word of Truth

**Rituals, Level Eight**

1. Beating Back the Dark
2. Masterful Illusion
3. Raise Undead Horde
4. Shapeshift
5. Winter Storm
6. Wooded Guardian

**Rituals, Level Nine**

1. Alchemy of Permanence
2. Change Name
3. Dream
4. Nightmare
5. Perfect Health
6. Spectral Guardian

**Rituals, Level Ten**

1. Break Enchantment
2. Dawn Gate
3. Dwimmer Craft
4. Mortality
5. Resurrection
6. Wall of Stone





## MAGIC USABLE BY SCHOLARS

**Cantrips**

1. Aura Reading
2. Blessing
3. Flicker of Flame
4. Hexing
5. Magic Light
6. Sense Magic

**Spells**

1. Abjuration
2. Banish Undead
3. Brave the Flames
4. Commanding Word
5. Evade the Dead
6. From the Brink
7. Healing Touch
8. Inspiration
9. Sanctuary of Peace
10. Sense Nature
11. Shroud of Silence
12. Word of Courage

**Rituals, Level One**

1. Arcane Experiment
2. Bewitch Item
3. Circle of Protection
4. Good Berry
5. Naming Ceremony
6. Staff of Might
7. Wizard's Mark

**Rituals, Level Two**

1. Cleansing Ritual
2. Endure the Elements
3. Feast's Blessing
4. Magic Stones
5. Nevca's Mnemonic Nave

**Rituals, Level Three**

1. Bear's Endurance
2. Continual Light
3. Nepenthean Drink
4. Scribe Scroll
5. Wizard Lock

**Rituals, Level Four**

1. Condense Etherium
2. Enchant Item
3. Heart of the Ox
4. Wizard's War

**Rituals, Level Five**

1. Dispel Magic
2. Ritual of Healing
3. True Identification
4. Witch's Blessing

**Rituals, Level Six**

1. Full Restoration
2. Great Curse
3. Wizard's Flight
4. Wizard's Tome

**Rituals, Level Seven**

1. Ensorcell Item
2. Scrying
3. Word of Truth

**Rituals, Level Eight**

1. Beating Back the Dark
2. Shapeshift

**Rituals, Level Nine**

1. Alchemy of Permanence
2. Perfect Health

**Rituals, Level Ten**

1. Break Enchantment
2. Dwimmer Craft
3. Mortality

Scholars in possession of a spell grimoire know all of the scholar spells automatically; otherwise, they only know the Banish Undead spell. Scholars cannot teach their spells to mages; but since they must seek out new cantrips and rituals the same way that mages do, scholars and mages *are* able to teach each other White Magic cantrips and rituals. Scholars cannot ever learn any Black Magic.

## Cantrips

Cantrips are the weakest and most unreliable form of magic practiced by mortals. Simple psychic abilities, these are the kinds of powers that an apprentice mage learns while in training, or that an untrained hedge-mage or fortune-teller might sometimes be able to perform.

To successfully cast a cantrip, a caster must roll 1–5 on 1d6. Success means that the cantrip works as intended; but if the roll fails, one of two things will happen. Either the magic will spiral out of control, resulting in a backfire that causes exactly the opposite of the intended effect (e.g. light becomes darkness, a blessing becomes a curse, etc.); or, if the caster doesn't wish to risk the effects of a backfire, he may choose to "snap the thread" and cut the magic off before it can take effect. This has a side-effect, though: if the caster snaps the thread, "mana burn" causes the caster to lose one point of mana—and if the caster already has no spells remaining for that adventure, he is instead cut off from all his magic for the rest of the adventure. Any of the caster's (non-permanent) ongoing magical effects immediately cease, and the caster cannot work any other cantrips or attempt any rituals until he can take a long rest.

The precise nature of a backfire is always left up to the ref, but it should always be deleterious to the caster and his allies, without being *too* directly harmful (since cantrips are,

after all, the weakest of magicks). Snapping the thread, on the other hand, is quite a traumatic thing for a caster to do, and recovery takes time. A caster who voluntarily cuts himself off from his magic can only get back in touch with it by resting: first healing all hit points, and then spending three more days after that in quiet meditation—access to cantrips will be restored after the first day, rituals after the second, and spell slots will be recovered after the third.

As a rule, cantrips can only produce minor effects, and they can never deal damage. Most of them only work at a range of "Near," they usually can't disrupt another spell-caster, and their effects are never permanent. That said, cantrips are a bit more flexible than other kinds of magic, and the caster may try to stretch what they can do—but the referee will assign a penalty to the casting roll to reflect this. Some cantrips allow a caster to impose penalties on opponents, such as by hexing them; cantrips are too weak to ever give an opponent a penalty worse than –3 on an attack roll or saving throw, or –1 on a skill roll.

Cantrips are generally regarded as "level 0" magic. New cantrips may be learned over the course of two to four (1d3+1) days' study, either from a master willing to teach the cantrip, or from a book of magic that contains the instructions for learning it.

**Aura Reading**

**Type** Ether-weaving, **Range** Near, **Duration** Instant, **Save** No.  
 This cantrip allows a caster to see the “color” and feel the “texture” of a magical aura, in order to discern something about it. Aura Reading does not reveal the *presence* of a magical aura like Sense Magic does; it can only analyze those auras that the caster already knows about. Thus, the caster must be aware of an aura and therefore able to specifically target it before using this cantrip.

A successful casting roll gives the caster one piece of information about magical aura: whether the magic is White or Black; the Alignment of the magic, if any; or what specific school of wizardry (abjuration, enchantment, necromancy, etc.) has produced the magical aura, again if any.

The cantrip does not reveal precise information about the nature of the effect, nor can it identify magical items. Failed casting rolls invariably give false information.

**Beast Ken**

**Type** Spirit-channeling, **Range** Far, **Duration** Indefinite, **Save** No.  
 A mage with this cantrip speaks the language of the beasts and may even attempt to call them to him, as the wolf howls to its pack. The caster may speak to any non-magical beast. Casting this cantrip also predisposes most animals to parley with the caster where they otherwise might have fled or attacked.

- Speak to more than one kind of animal at once: –1 on casting roll per extra species.
- Convince animals to aid caster: –1 on casting roll.
- Convince animals to risk danger for the caster: –2 on casting roll.

**Blessing**

**Type** Ether-weaving, **Range** Near, **Duration** Indefinite, **Save** No.  
 With a touch and a word of hope, this cantrip allows the caster to help an ally with a specific future task, giving him +3 on a single attack roll or saving throw, or +1 on a single skill roll or skill check. When this cantrip is cast, the caster must name the task for which the character will receive the bonus (e.g. “Smite thine enemies!” or “Craft thee a wondrous sword for the Duke!”).

- Bestow a greater blessing that includes the bonus and allows the ally to roll twice and keep the lower roll: –1 on casting roll.

**Conjure Sound**

**Type** Spirit-channeling, **Range** Near, **Duration** Instant, **Save** No.  
 A mage with this cantrip is a master of aural trickery and may produce sounds with but a wave of his hand. Sounds such as footsteps, clattering, and screams are all at his beck and call. Normally, this cantrip produces an indistinct, quiet sound. The mage may take penalties on the casting roll to make these sounds louder or more specific.

- Make the sound louder or more specific (like footsteps, voices, screams, or music) or coming from a specific direction: –1 on casting roll.
- Make a very specific noise (a certain song, a known person’s voice) come from a precise location: –2 on casting roll.

**Flicker of Flame**

**Type** Ether-weaving, **Range** Near, **Duration** 1 minute, **Save** No.  
 This cantrip allows a mage or scholar to produce a small flame from thin air. The caster flicks his thumb like a match, and a tiny flame appears, hovering above his thumb but never burning it. The flame can ignite candles or lanterns, and it sheds dim light out to 10 feet for up to a minute or until a gust of wind blows out the flame.

- Ignite whole hand like a torch, possibly setting things you touch, slap, or punch on fire: –1 on casting roll.

**Glamour**

**Type** Spirit-channeling, **Range** Near, **Duration** Concentration, **Save** No.  
 Mages with this cantrip are illusionists, able to conjure silent images. These illusions are simple visions with no real depth or weight, obviously illusory. Normal use of this cantrip produces the image of a small, immobile, normal-seeming object of unimpressive make or design.

- Make the illusion larger or more detailed: –1 on casting roll.
- Make the illusion move: –2 on casting roll.

**Green Thumb**

**Type** Spirit-channeling, **Range** Near, **Duration** Instant, **Save** No.  
 A caster with the Green Thumb can get any cutting to root or any plant to blossom. No matter how small his garden, he will always have an abundant harvest. Normal use of this cantrip causes a single plant to sprout and grow at a prodigious pace (perhaps even springing from the ground before your very eyes) or an entire garden to grow at double its normal rate.

- Heal a blighted or damaged plant: –1 on casting roll.
- Speak with the trees and glean secrets from their alien thoughts: –2 on casting roll.

**Hexing**

**Type** Ether-weaving, **Range** Near, **Duration** Indefinite or 1 day, **Save** Yes.  
 The caster fixes the target with his will and utters a curse. The caster must specify an action, such as “strike with a sword,” “climb a tree,” or “persuade a noble,” and the victim then receives a –3 penalty to his next attack roll or saving throw, or a –1 penalty on his next skill roll or skill check, involving this type of action.

- Inflict a greater curse that also forces the victim to roll twice and keep the worse roll, in addition to the penalty: –1 on casting roll.
- Make the curse last continually until the next sun-up or sundown: –2 on casting roll.

**Mage Hand**

**Type** Spirit-channeling, **Range** Near, **Duration** Concentration, **Save** No.  
 A mage with this cantrip is telekinetic, able to move objects at Near range of up to 2 kg (5 lbs.) in weight, just by pointing at them and thinking. Objects float slowly (no faster than 20 feet per round) and cannot be flung to cause damage. The mage must concentrate and cannot move while moving an object with telekinesis.

- Move heavier objects: –1 on casting roll per 5 extra pounds.

**Magic Light**

**Type** Ether-weaving, **Range** Near, **Duration** Concentration, **Save** Yes.  
 This cantrip produces a moderate amount of magical light. This light may appear to come from a physical object in the possession of the caster, such as from the tip of his staff or from within an amulet, or as a simple ball of floating light. The cantrip normally produces enough light to illuminate an area of about 90 feet in diameter; the light is dim, but just strong enough to read by.

Lights produced with this cantrip last as long as the caster is able to concentrate on maintaining them. Being struck in combat or failing the casting roll for another cantrip will make this effect end immediately.

- More light: several torches’ worth at –1 on casting roll, full daylight at –2.
- Specific details (dancing orbs of light, colors that move on their own, attempting to dazzle an enemy’s eyes to blind them): –2 on casting roll.

**Second Sight**

**Type** Spirit-channeling, **Range** Near, **Duration** Concentration, **Save** No.  
 Using this cantrip allows the caster to see spirits of all sorts: ghosts, faes, demons. This cantrip only grants the caster the ability to *perceive* the spirits; if he wishes to converse with them, he must know their language.

- May grant other powers over spirits, especially if the caster knows their true name.

**Sense Magic**

**Type** Ether-weaving, **Range** Near, **Duration** Special, **Save** No.  
 This cantrip lets the caster determine if an object, place, or creature is magical. It will reveal the presence of a magical aura, but it otherwise gives no specific information about it. (The Aura Reading cantrip is required to actually analyze a magical aura's properties.)

The caster must have line-of-sight on a specific target in order to sense whether it is magical, but touching the item or standing entirely within the location is not required. The caster must stare intently at the target for several minutes (at least five) to sense for magic — use of this cantrip is rarely subtle.

• Sense magic discreetly, so people or creatures won't notice: -1 on casting roll.



**Spells**

The simplest and most reliable sort of magic comes in the form of spells, codified effects taught to mages by their masters or studied from books. Each spell works in a particular way every time it is cast. Spells tend to be more powerful than cantrips and weaker than rituals, though they are safer and more dependable.

Casters have a limited reserve of mana, which is the psychic strength needed to cast spells. A mage can only cast one spell per level of experience per adventure, while a scholar is able to cast one spell per adventure fewer than a mage of the same level. (An uncast per-adventure spell can be called either a “mana point” or, per venerable tabletop gaming tradition, a “spell slot.”) Recovering spent mana requires that the caster take a long rest, remaining in a safe place and avoiding all physical and mental exertion for at least a day and a night *after* having completely healed any and all hit point damage first.

Miscasting a cantrip can cause a caster to suffer mana burn, which drains away one of the caster's mana points to no effect. Or, if the caster has no mana remaining, this cuts the caster off from all his magic, so that he cannot cast any cantrips and cannot attempt any rituals. When a mage or scholar has been severed from his magic, it takes *three* full days and nights of rest before he can cast spells again.

Mages spend a long time studying and learning new spells. In order to learn a new spell, a mage must spend seven to ten (1d4+6) days studying it from a book or learning directly from a mentor. After this time has passed, pro-

vided there were no interruptions, the mage is able to cast the spell from then on. By virtue of their Deep Magic class ability, mages are not required to *keep* any books or writings around in order to recall the spells that they have learned. For mages, learning a spell once is total and indelible, and they know their magic inside and out, in their bones and in their blood — it is a part of them.

Scholars, meanwhile, cannot cast spells at all until they reach the 2<sup>nd</sup> experience level. A scholar knows only one spell — Banish Undead — unless they are in possession of a grimoire of spells, a book of magic that usually requires a fair bit of searching to find and costs at least 500 cp to purchase. A scholar in possession of such a spell-book knows all twelve of the spells available to scholars automatically. (The spells in a scholar's grimoire are recorded in such a way that only scholars can make use of them. Even though all of a scholar's spells are also in principle learnable by mages, mages cannot ever learn any of them by studying a scholar's grimoire.) If they should ever lose their spell-book, a scholar is once again only capable of casting Banish Undead, until such time as they acquire a new grimoire.

Casting a spell requires a fair bit of concentration, so being jostled about or otherwise distracted can make spell-casting impossible. In combat, casting a spell takes 2 Moves and requires that the caster be free to speak and move (i.e. not bound, gagged, or magically muted) and have at least one hand free of all carried items.

**Abjuration**

**Range** Near, **Duration** Instant, **Save** Yes.

The caster makes a sign of banishing and attempts to send a single disembodied spirit back to its home realm. The target must make a saving throw or immediately return to its home realm. This spell only affects spirits not of the natural world who have found their way here from another plane of existence.

**Banish Undead**

**Range** Near, **Duration** 1 turn/level, **Save** Yes.

This spell causes mindless fear in all sorts of undead. When this spell is cast, any undead creatures within Near range must make a saving throw or else immediately flee from the caster and hide for the duration of the spell. The targets are free to act normally afterward and may even return to plague the caster and his party.

**Bar the Way**

**Range** Touch, **Duration** 1 minute/level, **Save** No.

With a touch and a word of power, the caster bars any ordinary door or gate so that none may pass. Determined foes may still batter down the door frame.

**Blight of Loneliness**

**Range** Near, **Duration** 1 hour/level, **Save** Yes.

An old witch's curse, this fearful spell makes the target repulsive and uncouth to all those around him. For the duration, the target automatically fails all Diplomacy and Entertain skill rolls and skill checks of any kind, as well as Civics checks made to gather information or navigate bureaucracy and Trade checks made to handle negotiations. Wise victims find a quiet place to avoid the company of others.

### Brave the Flames

**Range** Self, **Duration** 2 rounds/level, **Save** No.

Even ancient dragons may have some small cause to fear a master of the magical arts. For a brief time, the caster of this spell gains the ability to walk through flames and reach into raging fires. For the duration of the spell, no fire of any kind may harm the caster, not even magical fire or the breath of dragons.

### Burning Hands

**Range** Near, **Duration** Instant, **Save** Yes.

The caster spreads his hands as his eyes glow with a fiery intensity, and flames shoot from his fingertips to form a cone of flame extending out to 20' long, 10' at the widest. It causes 1d3 damage, plus 1d3 additional points for every level of the caster. Targets may roll saving throws for half damage.

### Call the Swarm

**Range** Near, **Duration** Concentration, **Save** No.

The caster speaks in a harsh and whispered tone, and the land crawls to his call. A swarm of small animals, such as bats, insects, or rats, comes from the immediate area and moves more or less as he commands. Those caught in the swarm take 1 point of damage per round. The swarm persists until dispersed or until the caster loses concentration; the caster must focus entirely on directing the swarm for the duration.

### Clear Eyes

**Range** Self, **Duration** 1 hour/level, **Save** No.

Passing his hand over his eyes while making a sign of power, the caster sees through other magic-users' illusions. For the duration of the spell, the caster immediately knows all illusory images from true. He still sees any illusions around him but immediately knows them to be false. Note that this spell gives the caster no special ability to see invisible or incorporeal things.

### Commanding Word

**Range** Near, **Duration** 1 round, **Save** Yes.

With sheer force of will, the caster can force another to obey one single-word command. The target will not directly harm itself but will otherwise carry out the precise command immediately. A successful saving throw means that the target is able to ignore the caster's command. The target must be able to understand the spoken command in order to be affected.

### Conjure Darkness

**Range** Near, **Duration** 3 rounds/level, **Save** No.

The entire area in Near range of the caster is blanketed in a shroud of darkness. No light, even from magical sources, can penetrate the abyssal blackness the mage has brought down upon the area. The only exception would be magical light produced by a mage of a higher level than the caster, which will banish the darkness and end the spell immediately.

### Elf Shot

**Range** Touch, **Duration** 5 rounds, **Save** Special.

By humming an elf-song gently over an arrow, bullet, or other missile, the caster imbues it with a powerful and poisonous magic. If the shot strikes a target before the duration of the spell ends, that target must make a saving throw or become paralyzed, completely unable to move for 1d10 rounds.

### Entanglement

**Range** Near, **Duration** 10 rounds, **Save** Yes.

At the behest of the caster, all the plants within range twist and reach out to grab and hold any creatures, except the caster, that

come within reach. A successful saving throw will allow a slow escape, at no more than 10 feet per round. Naturally, this spell only works where there are trees, vines, tall grasses, etc. to affect.

### Evade the Dead

**Range** Touch, **Duration** 4 rounds/level, **Save** No.

The target of this spell can pass by any undead creatures without their noticing, hiding from their dead sight. An undead being of any kind simply does not notice the character in any way for the duration of this spell. Attacking undead creatures in any way will end the effects of the spell immediately.

### Faerie Cloak

**Range** Near, **Duration** 1 round/level, **Save** No.

The caster softly intones an ancient elfish incantation, causing a silvery mist to rise up around him and his companions and then dissipate again almost immediately. The shapes of the caster and up to six of his companions blend into their surroundings and become difficult to see. For the short duration of the spell, all of those affected gain a +1 on Stealth rolls made to sneak and +2 on Stealth rolls made to hide.

### False Friend

**Range** Near, **Duration** 1 day/level, **Save** Yes.

Magic is an alluring force. If the target of this spell fails a saving throw, he believes that the caster is his trusted ally and close friend. While he won't commit suicide for the caster, he will go to great lengths to please him, acting in all ways as a friend and ally of the caster. If the target is being threatened by the mage or his allies, he will receive a +5 to his saving throw. If cast in combat, the target's sense of self-preservation grants +10 on the saving throw.

### Feather Fall

**Range** Touch, **Duration** 1 round/level, **Save** No.

With a quick wave of the hand and a short, whispered word, the target falls no faster than a feather, taking no damage upon landing. Of course, if the target is still in the air when the spell wears off, their vertiginous descent begins anew. Unlike other spells, Feather Fall takes only 1 Move to cast.

### Flame Charm

**Range** Near, **Duration** Concentration, **Save** No.

Some mages know the language of flames. They can speak soothing words to them, causing fires to dwindle to small coals; or they can speak words of anger and ferocity, causing the flames to leap higher and dance about. This spell does not create a fire, but it may increase or decrease any existing fire's brightness or intensity. The flames still require normal amounts of fuel to burn, and the caster must intently focus on the fire for as long as he wishes to control it.

### Flash of Brilliance

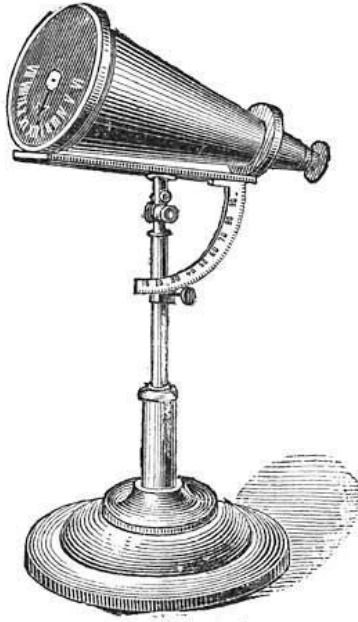
**Range** Near, **Duration** Instant, **Save** Yes.

The mage makes the ancient sign of light with the fingers of both hands, then claps them together with a sharp crack, producing a blinding flash of light. All Near creatures except for the mage himself must save or else be blinded for 2d6 rounds.

### Forgetful Mind

**Range** Near, **Duration** 1 hour/level, **Save** Yes.

This wicked spell makes the target forget almost everything of importance for the duration. The target knows who he is and who his friends are, but he must make a successful Knowledge roll to remember anything else (such as important events, or details of their life and current circumstances). Furthermore, the target's skills are all reduced to rank 1 for the duration of the spell.



**Friend's Call**

**Range** Far, **Duration** 1 day/level, **Save** No.

When in great danger, a spellcaster may call to his friends and give them magical knowledge of his location. This spell targets any one party member, ally, or family member of the caster. The target instantly knows that the caster is in danger and may sense the caster's location for the duration of the spell.

**From the Brink**

**Range** Touch, **Duration** Instant, **Save** No.

The caster whispers soothing words of healing to a mostly-dead target who is at 0 hit points. (After all, mostly-dead is still slightly-alive.) The target immediately stabilizes and recovers 1 hit point. This spell may be used on vanquished enemies as well as on friends and allies. For the spell to work, it must be cast within 6 rounds (1 minute) of the fallen target having been brought to 0 hp; and it will not work at all if the target has taken even 1 more point of damage while already at 0 hp and mostly-dead. (If that happens, then they're *all-the-way-dead*, and the spell can no longer affect them.) A target revived by this spell is still in bad shape and cannot adventure until they receive 1d8+6 days of complete bedrest.

**Ghostly Commandment**

**Range** Near, **Duration** 2 rounds/level, **Save** Yes.

With solemn word and proud bearing, the caster exerts his will over an incorporeal spirit of the dead, like an apparition, a geist, or a phantom. For the duration of the spell, the spirit must obey the caster's commands. Ghosts react in different ways after experiencing this spell; some become angry with the caster, while others seek to hide, and some become quite fond of the mage and follow him. If the ghost makes a saving throw, it ignores the commands.

**Great Endurance**

**Range** Near, **Duration** 1 hour/level, **Save** No.

For a short time, the caster and his companions are filled with an unusual vigor and health. For the duration, they automatically pass any Athletics rolls or checks involving endurance or stamina, and they ignore the effects of any poison or any penalties they may have incurred due to fatigue or other such considerations.

**Greater Illusion**

**Range** Near, **Duration** Concentration, **Save** Yes.

By speaking ancient words of power, the caster calls forth an image. These ghostly images appear real but have no substance. They make sounds appropriate to the type of image created, but they are incapable of intelligent speech or thought. The phantasms endure until the mage's concentration is broken. Viewers who have reason to believe that these images might not be real may attempt saving throws; success means that they see the shapes for only empty visions.

**Healing Touch**

**Range** Touch, **Duration** Instant, **Save** No.

The caster lays his hands upon a wounded subject, and life flows from his touch. The target regains 1d6+1 lost hit points. Alternatively, this spell can immediately cure paralysis, but then it restores no hp. If used to attack an undead target (which requires a touch attack roll vs. AC 10 to deliver the spell in combat), the target takes 1d6+1 damage from the spell.

**Howling Gale**

**Range** Near, **Duration** 1 round/level, **Save** Yes.

The caster calls out painful words of magic, his voice growing to a howling shout. Soon, many voices rise on the winds, creating a deafening cacophony in the immediate area. Everyone in near range, both friend and foe, must make a saving throw or else cover their ears and do nothing else for the duration of the spell. Even those in range who succeed at their saves suffer a -2 penalty on attack rolls and -1 on skill rolls. Creatures who cannot hear or who are mindless (like the walking dead) are unaffected.

**Hunger and Thirst**

**Range** Near, **Duration** 1 hour/level, **Save** Yes.

This horrible curse causes one target in Near range to be filled with overwhelming hunger and thirst. Unless he makes a saving throw, the target will eat and drink until sick – and often past that point – and find it difficult to do anything else. The victim will not drop his sword in the middle of combat, but any other plans or endeavors do become secondary. The referee may call for further saving throws to resist the effect throughout its duration.

**Inspiration**

**Range** Near, **Duration** 3 rounds/level, **Save** No.

The caster calls upon mystical power to aid himself and his allies, increasing their skill, bravery, and fortune. The caster and all allies within range gain +1 on attack rolls and saving throws while the spell duration lasts.

**Magic Missile**

**Range** Near, **Duration** Instant, **Save** No.

When a mage casts this quick and deadly spell, a bolt of magical energy unerringly strikes a target whom the caster can see. The bolt does 1d6+1 points of damage. The mage produces one additional bolt per 3 levels of the caster, so two bolts at 3<sup>rd</sup> level, three bolts at 6<sup>th</sup> level, and four bolts at 9<sup>th</sup> level. If casting more than one bolt, the mage may direct all of them at one target or each at different targets, choosing where to aim before the damage is rolled.

**Masked Image**

**Range** Self, **Duration** 10 rounds/level, **Save** No.

The mage makes a mystical sign across his face and suddenly appears as another. The caster's appearance – including his height, weight, and clothing – changes so that he no longer resembles himself. He may not duplicate the appearance of any other specific individual, however.

### Mystical Shield

**Range** Self, **Duration** 5 rounds/level, **Save** No.

The caster pulls the forces of magic into a physical barrier before himself, granting the caster a 6 point AC bonus against all attacks originating from his front for the duration of the spell. This bonus stacks with any armor the mage may be wearing but not with a shield. The caster can also roll a saving throw to take no damage from a Magic Missile (one save per missile targeting the caster).

### Night Craft

**Range** Self, **Duration** 1 night, **Save** No.

This caster spits upon his hands, makes a sign, and lifts his tools. For a single night, the caster gains a +2 bonus on Craft and on any and all skill rolls or skill checks related to crafting, cleaning, or doing any sort of mundane, manual labor. After such an intense effort, the mage has a -1 penalty on attack rolls and saving throws until he can get a full night's sleep.

### Obscurement

**Range** Self, **Duration** 4 rounds/level, **Save** No.

With a simple gesture, the caster becomes hazy and forgettable. He is difficult to see and won't be noticed by most creatures. He receives a +2 bonus to Stealth and on any other skill rolls or skill checks that pertain to sneaking about unnoticed for the duration.

### Opening Touch

**Range** Touch, **Duration** Instant, **Save** No.

With an arcane sign, the caster forces open any ordinary door or lock. This spell has no effect on magically sealed locks and cannot move anything which the caster could not muscle open himself, like a heavy portcullis or a stone sarcophagus (though it may certainly open any locks on such objects).

### Pass Without Trace

**Range** Touch, **Duration** 1 minute/level, **Save** No.

The caster's touch carries the blessing of the earth, letting the target pass through any terrain, whether mud or snow or thick woods, without leaving tracks or prints.

### Petrifying Gaze

**Range** Near, **Duration** 1 round/level, **Save** Yes.

The caster freezes his target with but a look. While the spell lasts, a victim who fails his saving throw is held totally immobile but is otherwise unharmed. If the target is then attacked, he is hit automatically, but this ends the spell.

### Phantom Skill

**Range** Near, **Duration** 1 day, **Save** No.

With a gesture and a word of benediction, the mage blesses one person in his immediate presence with a rank of 3 in a skill of the caster's choice. The target is not quite sure how he came by such knowledge, but he has the full benefits of the skill for one day.

### Reanimation

**Range** Near, **Duration** 3 hours/level, **Save** No.

This dark magic causes the dead to walk. The mage speaks words of power, and 1d4 corpses within Near range become walking dead (drybones, shamblers, or rotters, each according to the corpse's condition). The walkers are under the control of the caster and will revert to their natural, lifeless state when the spell ends.

### Sanctuary of Peace

**Range** Self, **Duration** 3 rounds/level, **Save** Yes.

The caster erects a mystical ward around himself. Anyone who wishes to physically harm him in any way must make a saving

throw or find that they are unable to do so. The spell ends at once if the caster takes any kind of offensive action.

### Searing Heat

**Range** Near, **Duration** 7 rounds, **Save** No.

This spell causes a single metal object in Near range to become extremely hot. Normal creatures immediately drop any such object they are holding, while those wearing targeted metal armor will take a single point of damage every round unless and until they remove the heated armor.

### Sense Nature

**Range** Near, **Duration** Instant, **Save** Yes.

A wizard is both shrewd and wise, and a whispered incantation can bring out much knowledge about a person. By means of this simple but powerful spell, the caster automatically determines the alignment (if any) and the kindred or species of a single target in his immediate presence. Additionally, the caster senses if the target is in any way supernatural; for example, the caster would know if the target were possessed by a demon or spirit, or if they were a fae in disguise or a shapeshifted dragon or wizard. If the target makes a successful saving throw, the caster learns nothing.

### Shared Vision

**Range** Touch, **Duration** Concentration, **Save** No.

By a touch and a word, the caster ceases to see through his own eyes and instead sees through those of the target. This spell may be cast on any living creature, human or otherwise, and lasts so long as the mage maintains his concentration.

### Shroud of Silence

**Range** Near, **Duration** 2 rounds/level, **Save** No.

The caster raises his hand in an arcane gesture, and a blanket of complete silence covers the area around him. For the duration of the spell, no sound of any kind issues from or into Near range, including speech or the sounds of battle.

### Smuggler's Luck

**Range** Touch, **Duration** 1 hour, **Save** No.

This spell makes any one item in the caster's possession completely undetectable by normal means. The hidden item must be no larger than a one-handed sword or a small, full sack, and it must be reasonably possible to hide the affected item on the caster's person (e.g. under a cloak or within a knapsack or saddlebag). For the duration of the spell, any mundane search of the character will simply fail to turn up the item, though spells of magical detection may find it.

### Spider Climb

**Range** Touch, **Duration** 1 minute/level, **Save** No.

With a gentle touch and a secret sign, the caster gives his target the ability to climb upon vertical surfaces and even to hang from the ceiling like a spider. The target must have bare hands and feet but can then climb across all surfaces exactly like a spider for the duration of the spell.

### Swift Step

**Range** Self, **Duration** 1 round/level, **Save** No.

After speaking an ancient word of magic, the caster moves with unnatural speed and grace, appearing as a blur to those in his presence. For the duration of the spell, the caster moves incredibly quickly. He always acts first in any combat round, regardless of the initiative roll; he gains a +1 bonus on all Athletics rolls or checks involving agility or balance; and he moves at double speed for the duration of the spell, 80' (240') if unencumbered.

**Terrifying Presence**

**Range** Near, **Duration** 2 rounds/level, **Save** Yes.

The caster of this spell moves and speaks with terrible authority and causes even his enemies to quail before him. The caster may turn his baleful will toward any one opponent per round for the duration of the spell, causing the target to run or hide for the remaining duration of the spell. A successful saving throw on the part of the target negates the spell.

**Tinker's Gift**

**Range** Touch, **Duration** Permanent, **Save** No.

This spell makes whole again that which was broken. It can mend broken chains, rings, or other simple works of metal, as well as ceramics and wooden objects. The targeted object must be small, no larger than a dagger or water jug, and it cannot have very many moving parts. This spell does not affect magical or high-tech items.

**True Strike**

**Range** Self, **Duration** 1 round, **Save** No.

The mage lays a fell hand upon his blade, granting himself precision and power. If he attacks on the round after casting this spell, he receives +10 to his attack roll, he can hit incorporeal creatures or any creatures immune to ordinary attacks, and he does 1d3 extra points of damage per caster level if he hits his target. After casting this spell, the mage *must* attack during the very next round of combat, or else the spell-effect is wasted.

**Veil of Sleep**

**Range** Near, **Duration** 5 rounds/level, **Save** Yes.

The spell-caster whispers soothing words of magic, causing targets to drift into a deep sleep. The spell affects 2d4 hit dice worth of creatures within Near range. The sleep caused by this spell is very deep but otherwise natural. Normal noises will not awaken the targets for the duration of the spell, but physically harming them does. Targets who make a successful saving throw are unaffected.

**Warping Song**

**Range** Near, **Duration** Instant, **Save** No.

This elfin spell-song causes a single, non-magical object made of wood within Near range of the caster to warp and twist into a damaged, useless state; a bow becomes completely unusable, a door springs open, a boat springs a leak, etc.

**Web of the Spider**

**Range** Near, **Duration** 2 rounds/level, **Save** Yes.

With an elaborate gesture, the caster fills an area roughly 10 feet in diameter with thick, sticky webbing. All creatures in the area must make a saving throw or be trapped for the duration of the spell. Trapped creatures may do nothing for the duration but make an Athletics roll with a -1 penalty to escape. (Monsters with no skill ranks instead roll their saving throw again while trying to escape.)

**Whispering Wind**

**Range** Far, **Duration** Instant, **Save** No.

The caster speaks to the wind in its own tongue and gives it a message, which it then carries to another person known to the caster. Such a message can travel quite far, up to a league per level of the caster, reaching even very faraway companions. The message sent may be up to two dozen words in length.

**Wild Call**

**Range** Far, **Duration** Instant, **Save** No.

Calling out the name of any one type of animal native to the local region, the caster lifts his hands and up to 2d6 available creatures from up to a mile away come to his call. It may take the creatures

some time to reach the caster, depending on distance: a pack of rats would probably arrive within the round when called at the dockyards, but a pack of wolves may take several minutes to reach the caster in a forest. The animals will be predisposed to help the caster, but they are not his slaves and may ultimately act of their own free will. For clarity, they are likely to defend him in a combat situation, but they are not willing to die for him.

**Wind Ward**

**Range** Near, **Duration** 1 round/level, **Save** No.

The caster utters the name of the wind, and it comes to his call, shielding him and his companions with a brief but powerful gale. For the duration of the spell, the caster and all those in Near range are completely immune to all ordinary missile attacks, including arrows, bullets, and thrown weapons. Furthermore, no flying creatures may approach into Near range of the caster for the duration, and those already within Near range must land immediately. This effect works both ways, so the caster and her allies may not use missile weapons or fly either.

**Witch Laugh**

**Range** Near, **Duration** 2 rounds + 1 round/level, **Save** Yes.

A victim affected by Witch Laughter finds everything hilariously funny and laughs uncontrollably to the point of pain. After the mage speaks the words of power, one target begins giggling and then laughing more and more loudly as the rounds progress. At first, the affected target suffers a -3 penalty on attacks and saves and -1 on skill rolls and skill checks; then, after two rounds of being affected by the spell, they find themselves on the ground, incapable of doing anything other than laughing for the remainder of the duration. A target who makes a saving throw is unaffected.

**Word of Courage**

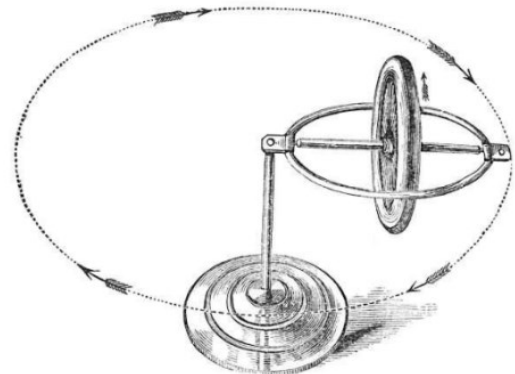
**Range** Near, **Duration** 3 rounds/level, **Save** No.

The caster brings himself up to his full height and shouts words of authority and power, instilling confidence and courage in all allies within Near range. They gain Morale 12; they will stop fleeing if already doing so; and they will hold their courage and resist any fear effect (magical or otherwise) for the duration of the spell.

**Wrenching Curse**

**Range** Near, **Duration** 3 rounds + 2 rounds/3 full caster levels, **Save** Yes.

This horrid spell causes a target's insides to twist in intense agony. The caster utters a word of terrible power which pains the ears of all in range and then points at his target. Unless the target passes a saving throw, he will suffer 1d4 points of damage per round for the duration of the spell. Additionally, the pain is such that the target suffers a -2 to all attack rolls and -1 on all skill rolls and skill checks while the spell is in effect.





## Rituals

For the most powerful sorceries, a magic-user must spend a great deal of time studying, practicing, and learning how to bend the forces of the universe to their will. Rituals are the most powerful form of magic detailed in *Engines & Empires*, and they are also the most time-consuming.

Every ritual has a level associated with it, and a caster must be of that level in order to attempt to perform it. For instance, a 3<sup>rd</sup> level ritual is simply beyond a 1<sup>st</sup> or 2<sup>nd</sup> level mage or scholar; they cannot attempt it at all. Performing a ritual requires a number of hours equal to the level of the ritual, as well as special ingredients detailed in the ritual description. The caster requires complete concentration during this time, and interruptions may herald disaster.

After a magic-user spends the time and special ingredients necessary to work a ritual, he must then make a casting roll on 1d6. The chance to pass the roll is 5-in-6 if the ritual's level is lower than the caster's experience level, or 4-in-6 if the ritual's level is equal to the caster's level. If the casting roll is successful, then the ritual works as intended. Should the roll fail, the general effects of the ritual take place, but with some sort of twist. The referee gets to decide exactly what goes wrong, with higher-level rituals typically resulting in more disastrous unforeseen consequences.



Learning a new ritual is a difficult and time-consuming process, requiring one full week of study per level of the ritual. A mage who learns a ritual in this fashion no longer needs to consult a text or grimoire in order to work it (by virtue of their "Deep Magic" class ability). A scholar, on the other hand, must always have a text on hand when working a ritual, even one that they have studied and mastered. A typical grimoire weighs 1 kg and can hold up to six rituals, so a scholar who knows many rituals and wishes to be able to use them while adventuring must often carry one or more ritual grimoires in addition to their spell grimoire.

Like cantrips, rituals are divided into two categories: ether-weaving (White Magic), and spirit-channeling (Black Magic). Scholars are only ever able to learn ether-weaving rituals; they cannot learn spirit-channeling rituals at all.

### Ritual Components

The components and casting description given with each ritual are intended as examples only. Mages are a peculiar lot and are likely to find or invent a wide variety of rituals. The referee and players can be involved in discussions of ritual variants and appropriate components. Ultimately, referees ought to use this as an opportunity to spur the characters to adventure. Finding the components for high-level rituals should result in many sessions of interesting play, as should the ramifications of casting such mighty magic.

Finally, consider that a copper piece value is sometimes placed on the components for a ritual. This should not be taken to mean that the components are available for sale. Even a mundane gem may be the goal of an entire adventure, whether that means raiding a giant's treasure vault or traveling to a distant city where exotic goods are for sale. All component costs are simply rough amounts for the referee to use as a guideline.

## Level 1 Rituals

### Arcane Experiment

**Type** Ether-weaving, **Range** Near, **Duration** Instant, **Save** No.

This ritual lets a spellcaster determine the general properties of most magical items. The caster is able to identify the type of magic associated with the item but usually not its specific functions. For instance, a magic-user might determine that a ring which turns its wearer into a snake has powerful properties of transformation, but not exactly how the item works.

Working this ritual requires that the caster spend an hour in intense study of the item, casting minor divinatory charms during the process and testing the item in various ways. To do so, he needs basic alchemical ingredients: salts, herbs, various semi-rare liquids, and plenty of peace and quiet.

Failing the ritual roll usually results in false information. This ritual may not give any information about certain powerful artifacts, though it can determine the general properties of most such items.

**Bind Familiar****Type** Spirit-channeling, **Range** Far, **Duration** Permanent, **Save** No.

Wielders of the arcane arts are very often shunned by the common folk who do not understand their ways, but some find solace in the friendship of a familiar: a small, intelligent, and magical animal who acts as friend and companion. This ritual helps the caster to locate an appropriate animal and bind it to himself as his familiar.

The mage must find a suitable, quiet location in the wilderness and burn on a silver plate the droppings of the sort of animal he wishes to attract, along with incense, rare herbs, and some food appropriate to the type of animal. If a suitable animal is within a ten-mile radius, it will heed his call and approach him at the end of the hour long ritual. The animal is not yet his familiar, however; he must treat the animal with care and affection for a season, never being separated from it, before he may call it his familiar.

Familiars are more intelligent than the average animal of their kind, rivaling the intelligence of an average human. They are able to communicate with their masters using a queer combination of animal noises, a bit of human speech, comical body language, and empathic understanding. A mage may see through the eyes of his familiar if he concentrates deeply on that and nothing else. A mage and his familiar will never allow themselves to be far apart; if they are ever separated by more than a mile, they both become intensely irritable and depressed and will attempt to find each other by any means necessary.

The type of animal chosen for a familiar is personal to the mage in question. They are invariably small creatures, such as rabbits, birds, or frogs. A common cat is about as large as most familiars get. A character who begins the game with this ritual can be presumed to have cast it already and therefore begins play with his familiar already bound.

**Circle of Protection****Type** Ether-weaving, **Range** Near, **Duration** 1 hour/level, **Save** Yes.

The caster draws a complex series of interlocking circles, glyphs, and runes of warding, creating a barrier against creatures of Chaos. Any Chaos-aligned creature may not enter the circle unless first making a saving throw. Even if they manage to pass the circle, once inside they suffer a -2 on all attack rolls, and those within the circle receive a +2 bonus to saving throws against such creatures' attacks or abilities. (Other versions of this ritual exist, offering protection from other categories of creatures. Examples include Order-aligned spirits, the fae, dragons, elementals, and the undead.)

To draw the circle, the caster needs a 1 pound of chalk and 1 ounce of powdered silver for every 10 square feet encircled.

**Faerie's Call****Type** Spirit-channeling, **Range** Far, **Duration** 3 days, **Save** Yes.

Few mortal mages have learned this secret ritual of the High Lords of Faerie. Upon its completion, 2d6 fae creatures within a one-league radius are compelled to come before the caster and offer him their services for three days. The arriving faes are of a type determined by the referee based on the surroundings, and they arrive at their own speed. If there are more than enough fae creatures within range, the referee decides which ones are affected; sometimes the magic calls mighty *eldar*-lords and other times only small and humble sprites. The affected faes may ignore the call if they make a successful saving throw. If there are no suitable creatures within range, the ritual has no effect.

The summoned fae-folk are not necessarily predisposed to like the caster but will generally offer their services in good faith. However, they are very unlikely to act out of character, unless there is a good reason, or the caster manages to be very convincing. The referee might call for a Diplomacy check on the part of the

caster when attempting to cajole the fae-beings into any dangerous or unlikely endeavors.

Every casting of this ritual requires a unique component which is in some way significant to the local faes, like a leaf from the Elder Maple, water drawn from a naiad's spring, or a stone from the bottom of the Well of Shadows. During the casting of the ritual, the mage sings a Faerie song and the item begins to glow faintly. The object will continue to glow for the three-day duration of the ritual and then slowly disintegrate until there is nothing left.

**Fair Weather****Type** Spirit-channeling, **Range** Far, **Duration** 1 week, **Save** No.

Many weather-witches and traveling wizards make use of this ritual before setting out upon a journey. This spell guarantees that the mage and his friends will enjoy decent weather conditions for travel. It may well rain on the travelers, or become uncomfortably warm in midsummer, but they will be spared any torrents, squalls, hurricanes, blizzards, or blistering heat. Any encounter result which suggests that the group will have problems because of weather is ignored for the full duration of this ritual.

In order to cast such magic, the mage requires a sacrificial gift for the elements. Examples include a small meal left for the spirits of the sky, an image of a traveler whittled from wood, or the burning of a miniature wicker man on the eve of the journey.

**Gather Mists****Type** Spirit-channeling, **Range** Near, **Duration** 1 hour/level, **Save** No.

This ritual lets a mage to summon a dense, billowing fog over a nearby area. The mist obscures all vision both into the area and within it; those trapped in the mists can barely see anything. Normal weather does not affect this witch-fog, although a very strong wind from a great storm can blow it away.

A mage who wants to cast this ritual must chant in the tongue of the wind and perform elaborate gestures for the hour it takes to cast it, and must burn incense while doing so. At the culmination of the ritual, he must swallow the tail feather of a bird of prey as he speaks the last words.

**Good Berry****Type** Ether-weaving, **Range** Touch, **Duration** Permanent, **Save** No.

With the blessing of the unseen world, the berries affected by this ritual become powerful sources of curative magic. The ritual affects 2d4 berries. Anyone eating one or more berries instantly heals 1 hit point of damage per berry eaten. A single berry also wipes away fatigue or exhaustion, and it can sustain a full-grown man as if it were a day's rations.

The best berries for this ritual are those grown by the mage himself, but any fresh, clean berries will do. In addition, the caster must wash the berries with pure water from a fresh spring and store them in a never-before-used pouch made from soft leather which he has stitched closed himself.

**Last Call****Type** Spirit-channeling, **Range** Near, **Duration** Permanent, **Save** Yes.

Some witches do not like to be bothered, and there is a reason that people are told not to meddle in the affairs of wizards. This ritual enchants a single discrete area, such as a banquet hall, a woodland clearing, or a cottage. At any time after completing this ritual, the caster may make a "last call." Any creature who wishes to remain in the area after the caster makes the last call must make a saving throw or be compelled to leave at once by any means available to them. Targets affected by this ritual may still return the following day. Once the caster has made his "last call," the ritual's effect ends, and he must cast it again to reuse the effect at another time.

The components needed for this ritual are three iron nails, the ashes of a dinner fire, and an object of the caster's choice from the affected area, such as dust from the window-sill or a splinter of wood from the mantle. When casting the ritual, the mage paces the area to be affected, noting the entryways and exits, and mumbling words of magic and seclusion.

### Mage Armor

**Type** Spirit-channeling, **Range** Self, **Duration** 1 month, **Save** No.

The mage draws runes on his skin with the blood of a tortoise, making him resistant to the attacks of his enemies. He becomes AC 6. (This improvement does not stack with any armor worn, but it will stack with a shield.) Every time the mage is damaged, the magic he has wrought upon himself weakens slightly. Once the caster has taken points of damage equal to 8 + the caster's level, the ritual's effect ends (e.g., a 3rd level mage could take 11 points of damage before losing the bonus).

In addition to the inscribing of runes upon himself, the caster must melt a silver coin and then pour the molten metal onto the back of his left hand. The metal does not burn him, but boils and bubbles and evaporates into smoke when it touches his rune-painted fist. At that point, the bloody runes fade and the caster now enjoys the full benefits of the ritual.

### Naming Ceremony

**Type** Ether-weaving, **Range** Touch, **Duration** Instant, **Save** No.

A caster who has mastered this ritual may give a single, willing target a true name, which may be a great blessing or a great curse. Many human tribes and nations are given to practicing such rituals when a child comes of age. This ritual has no effect whatsoever on an unwilling recipient, nor does it have any effect on a target who already has a true name.

Should this ritual fail, the target may find himself ignorant of his own new true name or, worse, bearing a true name now magically known by the entire village.

This unusual ritual requires no precise material components but must take place at a holy, magical, or otherwise significant site. Most villages and cities are going to have such places within them or nearby. The caster and the recipient of the name must spend a full hour in said magical location without intrusion or interference. After an hour of meditation or prayer, the pair emerges, and the target thenceforth has a true name.

### Staff of Might

**Type** Ether-weaving, **Range** Touch, **Duration** 1 day/level, **Save** No.

The caster imbues his personal cudgel, walking stick, or staff with magical strength so that he may smite his foes. The weapon gains a +1 bonus on to-hit rolls, and the caster may re-roll any damage roll of "1" for the duration. Furthermore, the staff may now harm any foe, regardless of any special rules or vulnerabilities. This ritual only works on an ordinary wooden staff.

During the casting of this ritual, the mage must crush the horn of a ram with a mortar and pestle and sprinkle the dust on the weapon, blessing it with utterances of power. Alternatively, the caster may burn a length of oak and direct its smoke to imbue his wooden weapon with its strength.

### Steed of the Sorcerer

**Type** Spirit-channeling, **Range** Near, **Duration** 11 hours, **Save** No.

Wizards and sorcerers of old would ride on the backs of ghostly steeds with coal-black coats and eyes like fire. This ritual summons such a steed to serve the caster. The beast will suffer no other to sit upon its back, and it fades to mist after eleven hours of service. It is faster than ordinary horses and moves in complete silence, its hooves making no sound as they fall.

The caster must sit perfectly still for the hour it takes to cast this ritual, uttering only a single, unintelligible word at the culmination: the name of his dark steed. He must then saddle his mount with a pristine, never-used harness and saddle of black leather, which will fade with the beast when it departs this world.

### Unseelie Feast

**Type** Spirit-channeling, **Range** Touch, **Duration** Instant, **Save** Yes.

The recipes for concocting this wicked banquet are many and varied, but all require that the caster spend one full hour by the meal (whether he cooks it himself or not), and that he empties a vial of some clear, strong spirit (the caster can take a sip first if he likes) into or over main course. This ritual ensures that anyone who eats even one bite of the food must roll a saving throw or else become uproariously drunk, disorderly, violent, and suggestible until dawn, when he will likely crawl into a corner and sleep it off.

The material components for this ritual vary greatly from culture to culture and are left to the referee's imagination.

### Unseen Servant

**Type** Spirit-channeling, **Range** Near, **Duration** 1 day/level, **Save** No.

Also called the "sorcerer's friend," an unseen servant is a spirit of another world, summoned by the charms and the will of a mage. The spirit is invisible and incorporeal but can lift and carry small objects, open doors, and clean chambers. It obeys mindlessly and silently and will not leave Near range of the caster. It cannot fight for its master and is not very strong, but it can carry or move perhaps 40 pounds (16 kg) of weight.

This ritual necessitates that the caster create a small, often horrific-looking figure over the course of an hour; some mages carve theirs out of wood, while others tie together little bundles of sticks and leaves. While crafting this figure, the mage etches runes into it with the point of a knife and then submerges it in water from a pure spring. Finally, the figure is consigned to the fire, while the mage calls loudly the name of a spirit from beyond the Veil of Shadow.

### Wanderer's Fortune

**Type** Spirit-channeling, **Range** Self, **Duration** 1 day/level, **Save** No.

This ritual blesses its caster with great luck and sharpened senses, guaranteeing that he will stumble upon any locations he seeks within the map hexes or nodes/points through which he travels. This means that the caster and his party do not need to search a hex or a node to find any out-of-the-way locations; instead, the mage will naturally guide the party to them. The mage must know of the existence of the location or locations in question and have the desire to find them; this ritual will not help a mage find any and all hidden locations by which he simply passes.

The mage must keep on his person a special component for this ritual, which will vary from caster to caster. In all cases this component will be some object which helps the caster to find his way, such as a lodestone, compass, or dowsing rod. The object is not destroyed in the process of casting the ritual, and so it may be used more than once.

### Witch's Watchman

**Type** Spirit-channeling, **Range** Near, **Duration** 10 hours, **Save** No.

By pacing out a circle of warding around a place of rest, the mage protects himself and his allies from ambush. After casting the spell, a shrill and wailing voice, like the cry of a banshee, will call out should anyone enter the bounded area, which can be up to 20 feet in diameter.

The caster requires enough pure, white sand to mark the threshold of the protected area. He will spread the sand slowly over the course of the ritual, speaking incantations at the four

cardinal directions of the compass as he goes. He then places a bell of pure copper in the center of the area. This bell is destroyed if the ritual is triggered by intruders, but it may otherwise be reused.

#### Wizard's Mark

**Type** Ether-weaving, **Range** Touch, **Duration** Permanent, **Save** No.

Every wizard has his own mark, usually an elaborate and unique rune. This ritual allows a caster to inscribe his mark on any non-magical substance, including stone or metal. The rune will remain permanently upon the surface, only disappearing if the item or surface itself is ever destroyed. The caster may choose to make this mark visible to all or only to those who have the Sight (meaning that most folk will not be able to see it at all, but mages, scholars, and any creatures capable of casting spells will see it).

In order to make his mark, the caster must light a fresh candle and stand it upon the surface to be marked in its own wax. He then pricks his finger with a silver stylus and draws his rune upon the surface, very slowly and deliberately, with his own blood, seven times. Upon making the seventh and final drawing, the bloody "ink" fades, the candle falls away, the stylus cracks, and the mark is finished.

## Level 2 Rituals

#### Aura of Power

**Type** Spirit-channeling, **Range** Touch, **Duration** Permanent, **Save** No.

Mages are a strange and fickle folk, prone to trickery and confusion. By casting this ritual, a mage causes an ordinary object to seem magical. In fact, the item does indeed become magical, and it will seem as such to anyone attempting to Sense Magic or Read Auras, even though it has no special qualities beyond this aura.

The mage must wrap the object in a piece of the finest silk cloth, which might prove very expensive or difficult to obtain. Over the course of the two-hour ritual, the mage must prick each of his fingers with a silver needle and let a single drop of blood from each finger fall upon the silk.

#### Call Storm

**Type** Spirit-channeling, **Range** Far, **Duration** 1 hour/level, **Save** No.

Spirits of the wind, rain, and lightning yet heed the old signs of power. By calling on the four winds and commanding the very clouds to do his bidding, the mage summons an intense thunderstorm which lasts for the duration of the ritual.

The caster utters names of power and prostrates himself beneath the sky for two hours. The winds require the ritual burning of a piece of parchment covered in arcane runes in a bronze brazier. The spirits of thunder and lightning require the mage to break over his knee a branch from a tree struck by lightning. The brazier remains after use.

#### Cleansing Ritual

**Type** Ether-weaving, **Range** Touch, **Duration** Instant, **Save** No.

Many dangers in the world can cause serious damage to characters, sometimes represented by the draining of attribute scores or maximum hit points. This ritual reverses all such effects and restores characters to their natural state. Additionally, the target of this ritual will be cured of any natural poison or disease, and it can lift most minor curses (but not petrification). Some powerful curses (e.g. lycanthropy) may require that the ritual be performed by a caster of a certain minimum experience level for the ritual to be effective. The ritual does not heal any actual hit point damage.

This ritual requires that the target be anointed with holy oils and inscribed with runes and spells in rare inks. Assuming the

caster has access to an exceptionally good market in a large city, he may buy these components for 50 cp. Otherwise the caster must find the material to make his own ink, a much more arduous task.

#### Endure the Elements

**Type** Ether-weaving, **Range** Touch, **Duration** 1 day/level, **Save** No.

This ritual protects the caster and all of his companions from normal extremes of temperature and weather for the duration. Recipients can still be burned by fire or frozen by magical frost, but ordinary heat and cold have no adverse effect on them.

In order to work this ritual, the mage must gather all of his companions to him and speak the names of the ancient gods of the seasons. Over the course of the two-hour ritual, the caster must inscribe these names on the flesh of himself and his companions with ink from an unused inkwell of pure copper while keeping lit a fire of yew wood.

#### Feast's Blessing

**Type** Ether-weaving, **Range** Near, **Duration** Instant, **Save** No.

Even the most meager or tainted of provisions can serve as a king's feast for the one who works this ritual. This magic purifies any food or drink, even rotten meat or rancid water, thereby causing it to become fresh and wholesome, perfectly fit for consumption. Additionally, the magic flavors any of these provisions so that they taste as good as anything served at a lavish banquet; and they adequately fill the stomachs of all participants.

Besides some manner of food or drink, this ritual requires the caster to bless all of the components of the feast with a small silver holy symbol and a branch of holly. The silver symbol must be submerged in the drink, and the branch must be used in the serving of the food.

#### Magic Stones

**Type** Ether-weaving, **Range** Touch, **Duration** Permanent, **Save** No.

Priests of the old gods would bless the sling stones of warriors before they went into battle. This ritual blesses six such small stones, which may be either thrown at an enemy or fired from a sling. Each stone has a +1 bonus to hit and causes 2d6 damage.

Only smooth, round stones taken from a riverbed and entirely unworked by man are appropriate for use in this ritual. The caster must then spend the duration of the ritual etching ancient signs of power and war onto the stones with an iron stylus. The stylus is not destroyed in the process of casting the ritual and so may be used more than once.

#### Nevca's Mnemonic Nave

**Type** Ether-weaving, **Range** Self, **Duration** Permanent, **Save** No.

This complex and dangerous ritual allows a mage or scholar to hold within himself the power of another ritual, waiting to be triggered and cast at a later time. White Magic rituals can be woven into etheric "energy patterns" impressed upon the caster's memory, while Black Magic rituals are stored in the form of a belligerent spirit caged within the caster's own psyche.

The magic-user must cast this ritual and then the other ritual which he will store in a single session of spell-casting. The caster must have the material components for both rituals on hand at the time of the casting. The caster makes a casting roll for the Mnemonic Nave as normal. However, at the completion of the ritual which the caster wishes to store for later use, the player should *not* make a casting roll; instead, the caster may release the ritual at a later time, and the player makes the casting roll then. A caster may only store a single ritual in this way until reaching 4th level. A 4th level caster can hold two rituals, a 7th level caster can hold three, and a 10th level caster can hold four.

Releasing the stored ritual requires that the caster spend one full round (3 Moves) on spell-casting. The release of a memorized ritual must be declared at the beginning of a round, before initiative is rolled. If the caster takes damage or has to make a saving throw while releasing the ritual, or if either one of the two casting rituals (the initial one for the Mnemonic Nave itself or the second one rolled for the stored ritual at the time of its release) fails, then the ritual is twisted to some ill effect.

Holding such mighty magic can be extremely dangerous. If the caster ever fails a casting roll for another ritual or even a cantrip while storing one or more rituals within the Mnemonic Nave, then all such stored magic is automatically released, whether the caster wishes it so or not.

This ritual requires that the caster craft a special wand or other talisman for each stored ritual which will be destroyed when that ritual is later released. The precise nature of each stored ritual dictates the appropriate material for its wand or talisman.

### Order's Communion

**Type** Spirit-channeling, **Range** Far, **Duration** 10 minutes/level, **Save** No.

By means of this ritual, all the mages initiated into the same mages' order may stay in contact with each other, regardless of distance. If two members of the order both cast the ritual on the same day, they may communicate with one another from any location on the same plane of existence; the shorter duration is used for casters of different levels. Given the constraint of both castings happening on the same day, most members of the order have prearranged dates for their communications. If the caster should happen to fail the casting roll, he may find himself talking to something *else*.

Unlike most rituals, there are no material components of any sort required. So long as the two casters belong to the same order and have two hours of peace and quiet, they may cast this ritual.

### Summoning

**Type** Spirit-channeling, **Range** The Cosmos, **Duration** Instant, **Save** Yes.

The mage conjures a gateway to another realm and calls a spirit. Any spirit may be called, though there are some obvious reasons not to attempt to summon a greater devil or one of the gods. The target is allowed a saving throw, but at a penalty equal to the ritual-worker's experience level. The target spirit is under no compulsion to obey the caster upon arrival.

Should the caster fail the ritual roll, it is *extremely* likely that something *else* will make its way through the portal and into the mortal realm. (Good luck.)

The ritual requires that the mage draw various intricate circles and signs in chalk and call out the names of the spirit which he wishes to summon. Knowing the true name of the spirit gives the ritualist a +1 bonus to the casting roll for the ritual, thereby making him much more accurate in his summoning.

### Traveler's Blessing

**Type** Spirit-channeling, **Range** Near, **Duration** 1 day/level, **Save** No.

The caster blesses himself and each of his companions before the outset of a difficult journey. For the duration of this ritual, random encounter rolls made during the day are rolled on 1d12 instead of 1d6, and rolls made at night use 1d20 instead of 1d12, drastically reducing the chances of encountering monsters. The chance to become lost is checked on 1d12 as well.

The only component for this ritual is an iron horseshoe once worn by a knight's steed. The mage must bury the horseshoe before the journey, and, by tradition, he then digs it back up and places it in his own home upon the journey's completion. Bad luck is said to follow those who fail to retrieve the horseshoe.

### Wizard's Home

**Type** Spirit-channeling, **Range** Near, **Duration** 1 month, **Save** No.

This ritual is the source of many legends and songs. When completed, it causes the caster's home to become bigger on the inside than would seem possible. Using this ritual, the caster can add one room (or its rough equivalent in size) per level to his dwelling. Particularly large rooms, like a feasting hall or a barracks, count as two "rooms" for this purpose. The home stays unchanged on the outside but has become much larger to those inside its walls.

Furthermore, all parts of the caster's home are always within Touch range of his magic, regardless of actual distance. This makes the caster a formidable opponent indeed while in his own home.

Most mages who practice this magic cast the ritual on their homes every month in order to maintain sufficient space for their libraries, accoutrements, and various oddities. If a mage should fail to do so, all items and furnishings from the magical rooms are lost. They might or might not be found elsewhere later. Any servants, guests, or friends who were in the rooms at the end of the ritual's duration also end up in other places. It is unwise to overstay your welcome in the dwelling of a homebody wizard.

The Wizard's Home must be cast beneath the same phase of the moon each month. The components for the ritual are an old stone, a fresh brick, mortar, and a freshly-cut branch of yew. All of these items are consumed in the two-hour process of casting the ritual as the mage goes from room to room, marking his boundaries, making secret signs, opening new doors, and muttering words of magic.

## Level 3 Rituals

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### Bear's Endurance

**Type** Ether-weaving, **Range** Near, **Duration** 1 week/level, **Save** No.

A caster with the knowledge of this ritual can make his friends hardy and strong, able to face great dangers and still journey on. This ritual has two effects on the caster and his party. First, they receive +1 on any Athletics skill rolls or skill checks that they must make for the ritual's duration. Secondly, they have one bonus hit point which goes away when the ritual's duration ends.

In order to work this ritual, the caster must serve a feast on the eve of his party's departure. All those who are going on the journey must be present, including any followers, hirelings, or beasts of burden. This is an extravagant feast, including the best food and wine available, and so the cost will be at least 5 cp per participant. During the feast, the mage must sit on the skin of a bear he himself has slain on a hunt.

### Continual Light

**Type** Ether-weaving, **Range** Touch, **Duration** Permanent, **Save** No.

This ritual causes an object to glow with a light as bright as full daylight. The glow lasts forever. While the light produced by this spell is indeed natural sunlight, it's a *captured* form of sunlight, so it's too weak to petrify a troll, paralyze a draug, or dust a vampire. The light does, however, cause all creatures with an aversion to sunlight (including trolls, draugs, vampires, and shadowspawn) to become -1 to attack rolls and Morale while exposed to the light.

During the casting of this ritual, the mage must chant for three hours over the object under the light of a full moon; then he must immerse the object in pure spring-water which has captured the light of the midday sun from that same day.

### Friends

**Type** Spirit-channeling, **Range** Self, **Duration** 1 day/level, **Save** No.

Blessing himself with powers of leadership and trust, the caster grants himself a +1 bonus on Diplomacy rolls and checks made to interact with others. While the ritual is in effect, all who meet him are impressed by his words and bearing.

The caster requires various mystical herbs, which he makes into a thick drink and then imbibes. To make his words sweet, he then paints his lips with his own blood at the ritual's culmination.

### Minor Animation

**Type** Spirit-channeling, **Range** Touch, **Duration** Permanent, **Save** No.

Granting a portion of his own power to a mundane object, the caster fills it with a magical "life" and a crude sense of devotion. This ritual turns any medium-sized ordinary object, such as a sword or broom, into an Animated Object (see pg. 151).

To perform the ritual, the caster needs the object in question, a quiet sanctuary, and a pound of copper dust. Once the ritual has been cast, the ritualist loses 1 point of Valor (which cannot be restored by any means). The caster may, at any time, destroy his own Animated Object, thereby regaining this lost Valor. The caster also regains his lost Valor if the object is ever destroyed by another.

### Nepenthean Drink

**Type** Ether-weaving, **Range** Touch, **Duration** Permanent, **Save** No.

This ritual lets the caster brew a batch of healing potions for later use. Upon completion of the ritual, he produces a number of potions equal to his level, each of which keeps more or less forever so long as it is sealed. These are all normal *potions of healing* which restore 1d6+1 hp each.

The caster requires a quiet place to create his potions, perhaps his private laboratory or a sacred grove. The caster also requires a number of clean, crystal phials equal to the number of potions he is creating, each costing about 30 cp and probably difficult to find. The phials are reusable once emptied, provided that the caster cleans them with the water of a clear stream. Further, the caster requires an assortment of herbs or other ingredients which are often hard to come by (they are not always in season or available).

### Scribe Scroll

**Type** Ether-weaving, **Range** Touch, **Duration** Permanent, **Save** No.

This ritual allows the caster to prepare a magical scroll containing a single other ritual. While scribing the scroll, the caster must work both this ritual and the ritual to be contained on the scroll, and he must have the material components for each. Should either casting roll fail, the scroll will contain a broken and unpredictable version of the ritual in question.

Once complete, any literate character may read the scroll and unleash the ritual. Doing so requires one full round (i.e. 3 Moves) per level of the contained ritual; for instance, a scroll containing a 5<sup>th</sup> level ritual will take 5 full rounds to read. If the reader is anyone other than the original creator of the scroll, he must then make a Knowledge roll in place of a casting roll. Failing this roll (or being disrupted while reading) causes the magic to go awry as any other failed roll to cast a ritual; remember that failed ritual rolls always result in the casting of the ritual, but the magic will be changed and uncontrolled. In any case, the scroll is destroyed when used.

The material components needed for this ritual are all the accoutrements of a scribe, and various kinds of arcane inks and quills. The precise sort of ink and quill will vary according to the ritual contained on the scroll. Such rare materials could cost up to 200 cp per level of the ritual to be scribed, if they are even available for sale at all. The caster may have to undertake perilous quests to gain the materials needed to make such scrolls.



### Skin of the Leshy

**Type** Spirit-channeling, **Range** Touch, **Duration** 2 hours/level, **Save** No.

Binding the spirit of the forest to his target, bark literally grows out of the target's skin, providing 2 bonus points of AC and +1 to all saving throws for the duration of the effect.

The magic requires bark from a living tree in the dark heart of the forest, stuck to the target's bare skin with a paste of tree sap and the spellcaster's own blood.

### Strengthen the Bond

**Type** Spirit-channeling, **Range** Touch, **Duration** Instant, **Save** No.

This ritual makes the union between a mage and familiar much stronger, with great benefits for both the caster and the familiar. The ritual requires that the caster already have a familiar gained by casting the 1<sup>st</sup> level ritual, Bind Familiar. Furthermore, a mage and a familiar must have been together for at least one full year before they are able to strengthen their bond, and tjeu may only use this ritual together once.

Upon completing the ritual, the caster picks but one of the following benefits:

- The physical bond between sorcerer and familiar is strengthened. The mage and the familiar each gain an additional 2 hit points. Additionally, the familiar becomes stronger in combat, doing an extra 1d4 points of damage and gaining +1 to hit.
- The magical bond between the sorcerer and familiar is strengthened. The mage picks one spell or cantrip that he knows,

and he may now cast that magic “through” his familiar, using the familiar itself to determine range, line-of-sight, and other such considerations.

- The mental and emotional bond between sorcerer and familiar is strengthened. The range through which the mage may use his familiar’s senses extends up to a mile, and the mage may communicate with the familiar telepathically over that same distance.

Some mages tell stories of their own familiars teaching them this ritual and casting the magic with them. While this may or may not be the case, the familiar must certainly be a part of the ritual. Just as with the Bind Familiar ritual, the mage must burn incense and rare herbs, and both mage and familiar must work the magic. After the ritual is complete, the mage must spend the next week in close communion with his familiar, not engaging in any adventuring activities.

### Veil Weaving

**Type** Spirit-channeling, **Range** Far, **Duration** 1 day/level, **Save** No.

By manipulating the veil between the lands of the living and the dead, the caster brings the worlds closer together or moves them further apart. When the mage casts this ritual, a two-league radius centered on the area becomes either slightly more haunted and profane or slightly more sacred and wholesome. All undead existing within this region become either +1 or -1 on all of their saving throws. The caster must specify whether he is profaning or sanctifying the region at the time of casting. A failed ritual roll often means that the opposite result occurs, sometimes drastically.

The material components for this ritual include a newly woven shawl of fresh linen; preferably the caster has woven this shawl himself, but it is not strictly necessary. The caster must wrap within the shawl the fingerbone of a recently-dead man and a silver needle and then bury the components during the three-hour-long casting process.

### Wizard Lock

**Type** Ether-weaving, **Range** Touch, **Duration** Permanent, **Save** No.

The caster chants the words of secrecy, permanently sealing a door or chest so that only he or another to whom he has given the command word may open it. The door may still be forced open by brute strength, but it may otherwise never be breached.

This ritual requires a tiny silver key and the first flower of an elderberry tree. The mage must make a paste from the flower and from certain other, commoner ingredients, rubbing this substance on the door in question. At the culmination of the ritual, the caster must swallow the key and say the word of entry aloud.

## Level 4 Rituals

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### Alter Self

**Type** Spirit-channeling, **Range** Self, **Duration** 1 day/level, **Save** No.

When this ritual is cast, the mage can alter his own appearance in many different ways, changing his height, weight, and features to that of any other human or humanlike creature. In order to impersonate a particular person or creature, the caster must succeed on an Entertain roll made at a penalty of -2 (separate from the casting roll; more checks may be needed as the impersonation continues).

The caster must gather the hair of three unblemished yearlings, all from the same flock, and a shawl knitted from fresh, undyed cotton. After placing the hairs upon his own head and covering his face and shoulders with the shawl, the mage then reveals himself in his new form.

### Augury

**Type** Spirit-channeling, **Range** The Cosmos, **Duration** 1 month, **Save** No.

By stretching his will into realms beyond, the caster asks questions about the near future and opens himself to the inscrutable answers of those who dwell beyond. The caster states one of the specific, known challenges which lies ahead of him (e.g. facing the warband of Ghürz the troll-chieftain) and then gains a +2 bonus on saving throws and a +1 bonus on skill checks and skill rolls made relating to that challenge for the duration.

This ritual is very dangerous. A mage who casts it risks opening a gate to the outer realms. If he should fail the casting roll, then a demon or other Chaotic spirit of some sort gains entry into the physical world. This spirit probably doesn’t make itself known right away, but it will be very, very interested in the sorcerer who brought him here.

Casting this ritual requires a clean brazier of wrought or cast iron, which the mage then fills with various offerings meant to propitiate the spirits beyond: small sacrifices, sweet-smelling incense, or some of his own personal valuables.

### Condense Etherium

**Type** Ether-weaving, **Range** Touch, **Duration** Permanent, **Save** No.

This ritual is similar to the 3<sup>rd</sup> level ritual Scribe Scroll, except that it lets the caster store a spell instead of another ritual. The mage or scholar must have access to an alchemy lab, including a special apparatus (which costs 500 cp, in addition to and apart from the cost of the laboratory itself) for condensing magical energy into its solid crystal form, *etherium*.

The four-hour ritual consumes other components costing not less than 150 cp. At the end of it, the mage has in his possession a glowing, faceted, fist-sized crystal of pure etherium which contains one use of a spell that he knows. Drawing the magic out of the crystal takes 1 full round (3 Moves) and total concentration; the caster is disrupted while drawing the magic out of the crystal, the spell is spoiled to no effect and the magic is lost. Etherium crystals weigh six to the kilogram, the same as potions.

### Eternal Walker

**Type** Spirit-channeling, **Range** Touch, **Duration** Permanent, **Save** Yes.

By slicing off a small piece of his own soul and placing it within a human corpse, the necromancer animates it and binds it to his will. The newly-made undead creature will follow all of the caster’s commands, both spoken and unspoken, until it is destroyed or until the magic is dispelled. The creature will be an undead animal, walking dead, a ghoul, or a geist, as appropriate to the target of the ritual; only a nobleman buried in state may be raised as a geist. The cost of this magic can be great: upon completion of the ritual, the caster must make a saving throw or else permanently lose a point of Presence. Thus do many practitioners of necromancy become foul and isolated.

This ritual requires that the caster have access to the corpse, an offering to the gods of the dead worth at least 100 cp, and a mystically prepared altar or bier. The corpse is placed upon the slab while the caster reaches a hand into the Netherworld and seeks join the corpse’s soul with a piece of his own.

### Heart of the Ox

**Type** Ether-weaving, **Range** Near, **Duration** 1 hour/level, **Save** No.

Blessing each of his companions in turn, the caster grants to them the strength of the Otherworld. The caster may affect all of his companions (including himself) within Near range, up to a dozen individuals. Each affected character gains 1d6 points of Valor (up to a maximum of 18) and +1 on all Athletics rolls and checks for the duration of the ritual.



In the casting of the ritual, the ritualist must sacrifice a healthy ox with a hand-sharpened obsidian dagger which must be shattered against the animal's breast-bone.

#### Invisibility

**Type** Spirit-channeling, **Range** Touch, **Duration** 1 day/level, **Save** No.

This magic makes the target completely invisible: he cannot be seen by any natural means, although he still makes noise as normal, leaves footprints, and can bump the furniture. Should the target attack any creature, the magic ends immediately. The target may otherwise move about and act normally.

Wielding such mighty magic requires the sacrifice or the true name of an appropriate spirit, such as a wind elemental or demon of secrecy. Such spirits may, if they survive the ritual, become angry with the caster.

#### Mighty Glamour

**Type** Spirit-channeling, **Range** Near, **Duration** Concentration, **Save** Yes.

This ritual functions much as the Greater Illusion spell (see pg. 51), but the mage is now able to conjure much larger illusions which are capable of more actions. This ritual allows the mage to create and control the believable image of a small army of several hundred men, or of a mighty monster, such as an ancient dragon. The images are capable of speech, and they may even act somewhat independently of the mage: for example, a phantom army will not march without the mage's direct order, but the illusory soldiers will lounge about, play at illusory dice, and eat their illusory rations. The phantasms will last until the mage's concentration is broken. A viewer who has reason to believe that the images might not be real may make a saving throw, and success means that they recognize the shapes as naught but empty visions.

During the casting of this ritual, the mage must have material components directly related to the illusions he wishes to create. This is relatively straightforward for a band of troops: a soldier's uniform and an old musket will do. If he wishes to create an illusory dragon, the components become much harder to obtain!

#### Shape of the Forest

**Type** Spirit-channeling, **Range** Self, **Duration** Special, **Save** No.

By means of this magic, a mage may take on the shape of a mighty tree, such as a large oak. This tends to make the character quite durable and capable of taking sustenance from the land around him much as trees do, unless the weather or terrain is unusually bad. Furthermore, the character gains an intimate knowledge of the natural world around him; when he reverts to human form, he will know about all interesting locations within a 7-league radius. Finally, while in this form, the character may commune with any other nearby trees and learn the things that they know, though it should be noted that trees have alien thoughts and do not value the same information as humans.

Unlike most rituals, this magic has a minimum duration of one week. Beyond that, the caster can remain in this form for as long as he likes, aging as the trees do. However, there is a danger: for every full year that the spellcaster holds this form, he must make another ritual roll or else lose himself completely and stay a tree forever, or else wait to someday be awakened by an even mightier magic.

This ritual is also unusual in that it calls for no material components at all. Instead, the mage must wander the land he wishes to become a part of for the four hours it takes to complete the ritual and commune with his future fellows. Should his concentration be interrupted during this time, he will be unable to finish the magic.



### Wizard's War

**Type** Ether-weaving, **Range** Touch, **Duration** 1 day, **Save** No.

A war-mage may cast this ritual on the eve of battle so that he or one of his boon companions can face their most dangerous foes. For the duration, a single target gains a +1 bonus to all attack rolls and saving throws, a 1 point bonus on AC, and +1d4 additional hit points (which disappear at the ritual-duration's end—a source of potential peril if the target has been reduced to fewer than 1d4 hit points by the time the duration expires). All of the target's attacks also count as magical and can thus harm any creatures which are otherwise immune to ordinary attacks.

This ritual requires that the caster inscribe elaborate runes on the target's main weapon-hand with precious gold and silver inks. Then, upon completion of the ritual, the target must swallow a silver bullet.

## Level 5 Rituals

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### Arcane Sight

**Type** Spirit-channeling, **Range** Self, **Duration** 1 day, **Save** Yes.

Using powerful words of truth and clarity, the caster opens his eyes to the unseen world. For the duration of this ritual, the caster is considered to be under the effects of a successful casting of the Second Sight cantrip, meaning he can see all spirits, *and* the Sense Nature spell, meaning he can sense a creature's alignment and species and whether they are supernatural (or under the control of any supernatural entity). Furthermore, the caster may perceive all invisible and incorporeal beings and sees through all illusions.

Any creature the caster investigates may attempt a saving throw to conceal its alignment or supernatural nature, but this cannot stop the caster from seeing invisible things. Such power has a downside, however; the mage is easily distracted by his expanded awareness and suffers a -2 to all attack rolls and saving throws and -1 on all skill rolls and skill checks (including Perception) for the duration of the ritual.

This ritual requires a clean robe of undyed linen which has never been worn before and a clear chunk of crystal the size of a man's fist. While casting the ritual, all the shadows that normally veil the eyes of men are absorbed into the crystal, which turns a murky color and then becomes quite heavy (1 kg). The mage must carry the crystal with him for the whole duration of the ritual's effect; losing this crystal ends the duration prematurely.

### Dispel Magic

**Type** Ether-weaving, **Range** Near, **Duration** Instant, **Save** No.

Working this ritual will instantly end all magical effects within Near range of the target. All ongoing cantrips, spells, and rituals stop immediately, as do the powers of magical creatures and items. Magical items thus affected may even permanently lose their magical properties: each item affected has a 50% chance of permanently losing all magical powers, though artifacts are never affected in this way. Note that spells and rituals of Instant duration are not lasting magical effects themselves, and so they cannot be dispelled.

This is an academic process for most mages, who must spend the casting time in research of the magic which is affecting their immediate area and casting small, minor magicks along the way. Completion of the ritual requires various arcane components which are common to mages' laboratories, costing around 500 cp.

### Greater Bond

**Type** Spirit-channeling, **Range** Touch, **Duration** Instant, **Save** No.

This is a more powerful version of the 3<sup>rd</sup> level ritual, Strengthen the Bond. The caster and familiar must have already been together for a year or more and must have already undergone the Strengthen the Bond ritual in order to benefit from the Greater Bond. Upon completion of the ritual, the caster picks one of the benefits described in the text of Strengthen the Bond on pp. 59–60. The caster may choose the same benefit as taken before, in which case the benefits will "stack." If the mage chooses to increase the range of his bond with the familiar for a second time, the range is extended to a league.

Just as with the other familiar rituals, the mage must burn incense and rare herbs, and both mage and familiar must work the magic. After the ritual is complete, the mage must spend the next week in close communion with his familiar, not engaging in any adventuring activities. Of course, each mage and familiar may only share this ritual together once.

### Ritual of Healing

**Type** Ether-weaving, **Range** Near, **Duration** Instant, **Save** No.

By the powers of light and life, the caster blesses one or more companions, curing them even of serious wounds, which knit themselves back together before his eyes. Upon completion of the ritual, the caster may heal up to 1d10 hit points of damage per level, and he may distribute this healing in any combination to those present.

The mage must minister to the target's wounds with unsoiled cloth of white linen and prepare a poultice of rare herbs. After tending to the patient and chanting prayers and blessings for the five-hour ritual, the mage must bury a piece of electrum beneath an elm tree as an offering to the old gods.

If memorized with Nevca's Mnemonic Nave, this ritual can act as a From the Brink spell, but then it cures no hit points. If memorized or read from a scroll, it can also be directed at one or more Near undead to inflict damage on them, in which case any targets may save for half damage.

### Storm's Wrath

**Type** Spirit-channeling, **Range** Far, **Duration** 1 hour/level, **Save** Yes.

This ritual summons a great storm, complete with roaring winds, heavy rain, and deafening thunder. The storm covers a wide area, perhaps a square mile or more, and dissipates naturally at the end of the ritual's duration. For the duration of the storm (and no more frequently than once per turn) the mage may call down bolts of lightning onto his foes within Near range. The mage may do so once per level, and each bolt does 1d6 damage per level of the caster. For example, a fifth level mage would be able to call down five bolts of lightning, each doing 5d6 points of damage, over the course of a five-hour storm. All targets may save for half damage. In order to call down these lightning strikes, the mage must stay within the area of the storm, and both he and the target must be under the open sky.

In order to cast this ritual, the mage must propitiate the winds and the storm clouds by chanting the secret names of the winds and then sacrificing an unblemished yearling sheep from a flock with a silver dagger. The dagger is then thrown into a large fire, which the first rains of the storm soon extinguish. The mage must also have a branch of an oak struck by lightning within the past lunar month, which he points at his targets to direct the lightning strikes.

**True Identification****Type** Ether-weaving, **Range** Touch, **Duration** Instant, **Save** No.

While the 1<sup>st</sup> level ritual Arcane Experiment gives a vague idea of the properties of a magical item, this ritual allows the caster to completely determine the functions of such items. If successfully cast, the referee should tell the player the full effects of the item in question.

This process is much the same as for the 1<sup>st</sup> level ritual, and it requires the complete focus and attention of the caster over the course of five hours of close study and experimentation. The mage needs a fully equipped laboratory to perform such tests and must melt 3 ounces of pure gold (i.e. 9 coins) in the process, which is used to test the purity of various bits of the item.

If cast upon an artifact of power, this ritual gives up no more information than Arcane Experiment. Such items defy full understanding.

**Witch's Blessing****Type** Ether-weaving, **Range** Far, **Duration** 1 year, **Save** No.

Villagers with a friendly witch in their midst do not fear famine or drought the way most farmers do. This ritual targets a single human settlement of up to a thousand inhabitants. For the duration, all the village's gardens and farmlands produce fine quality crops, regardless of other conditions. Only magical weather or curses have the ability to affect these crops.

While casting this ritual, the ritualist must have seven representatives of the village's population take part in the magic and must make an appropriate sacrifice to the spirits of the land. The nature of this sacrifice varies according to local custom and tradition but is always a costly affair, such as the loss of a whole flock, the destruction of all the weapons in the village, or, in a land ruled by evil and darkness, a young human life.

## Level 6 Rituals

**Contagion****Type** Spirit-channeling, **Range** Far, **Duration** Instant, **Save** Yes.

This evil and widely-feared magic brings an ordinary but virulent plague to a large area, like a major city or a small county of several villages. After the completion of the ritual, every member of the populace in the area must make a saving throw or come down with the disease, which will then run its normal course. The disease is virulent but not necessarily fatal: you may assume that many of the young and old fall victim to it, but that most of the healthy adults shake it off. (For a population of 0-level humans, 75% of the population will be afflicted.) If it is important to know whether a particular character survives the plague, have him roll a second saving throw at a +3 bonus to make it out after several days of illness.

Legends say that a Necromancer cast this magic on the capital city of an ancient empire before conquering it, weakening the population to the point that they could offer no real resistance.

This ritual requires several rare and foul ingredients, which will vary based on the particular disease the caster chooses. Examples of ingredients include the corpses of a dozen recent victims of plague, the heart of a demon of disease, and the tooth of a basilisk.

**Fire Ball****Type** Spirit-channeling, **Range** Near, **Duration** Instant, **Save** Yes.

The caster rains fiery destruction upon his foes, obliterating whole military units or large, dangerous beasts. While the ritual takes quite a long time to cast, if the mage can find his way to a safe hill

or tower near a battle, he is likely to destroy his foes upon its completion, when a small ball of flame flies from his hand and explodes into a raging inferno, forty feet in diameter. All targets within the inferno immediately suffer 1d6+1 points of damage per level of the caster, though they may attempt a saving throw for half damage. Furthermore, everything within the inferno is likely to catch fire, as are any combustible materials near the blaze, which may mean that the fire spreads quite far.

Such powerful magic requires intense concentration and the essence of a fire-spirit. This can only be gained by knowing the true name of such a spirit or elemental and binding it into a small object of some sort, which is destroyed in the ritual.

The Fire Ball is only the best-known form of elemental attack-magic, but other variants on this ritual exist. Each is a separate ritual that must be learned individually, with its own unique components. A Lightning Bolt produces a 10' × 60' stroke of electricity, while an Ice Storm fills a cubic area 30' to the side with cutting ice and frost. These rituals inflict the same amount of damage as a Fire Ball (1d6+1 per caster level) and also allow saves for half damage.

**Full Restoration****Type** Ether-weaving, **Range** Touch, **Duration** Instant, **Save** No.

With gentle words and a magical touch, the mage heals the target of all damage and cures all diseases and poisons within the target. Even magical afflictions and curses are lifted by this ritual. The target must sleep through the night and wakes at full hit points and in perfect health.

The mage must wrap the target in old linens previously used in the ministrations of the sick, such as dressings and sheets from a house of healing. After the lengthy ritual, the target must have a full night of uninterrupted sleep.

If memorized with Nevca's Mnemonic Nave, this ritual may act as a From the Brink spell, but then it has no other effect. If memorized or read from a scroll, the ritual may also be directed at an undead creature, in which case it acts as a destruction spell: the undead target takes 3d10 points of damage automatically and must also roll a saving throw or else be utterly destroyed.

**The Great Curse****Type** Ether-weaving, **Range** Far, **Duration** Permanent, **Save** Yes.

The caster utters a mighty curse which bestows crippling penalties upon the target for the rest of his life, causing him to suffer a -5 penalty on attack rolls and saving throws and a -2 penalty on skill rolls and skill checks. The effect lasts forever, or until the poor soul can find some other magic to counteract the curse.

This ritual requires that the caster craft a likeness of the target from pure gold, which he then hurls into a raging bonfire while uttering a single, mighty word of dark magic.

**Shape of Stone****Type** Spirit-channeling, **Range** Self or Touch, **Duration** Special, **Save** No.

Like the 4<sup>th</sup> level ritual Shape of the Forest, this mighty ritual changes the character's form, in this case turning him to solid rock. The character requires no sustenance while in this form and is impervious to normal damage. Furthermore, the caster gains an intimate knowledge of the natural world around him: when he reverts to human form, he will know about all interesting locations within a 7-league radius.

Unlike most rituals, this magic has a minimum duration of one week. Beyond that, the caster can remain in stone form for as long as he likes, as ageless as the hills. However, there is a danger: for every year that the caster holds this form, he must make another ritual roll or else lose himself completely and stay a stone forever, or until he can be awakened by an even mightier magic.

This ritual is unusual, as it requires no material components. Instead, the caster must sit in quiet contemplation of the rock formation or ground he wishes to become a part of for the entire six-hour casting time. Should his concentration be interrupted in any way during this time, the magic will fail.

Shape of Stone may also be cast “in reverse” to lift a curse of petrification (such as that inflicted by the gaze of a gorgon) from another character. This version of the ritual does require a material component: an ounce of gold (or 3 gp), worked into the shape of a sewing-needle. At the finale of the ritual, the mage drives this large golden needle into the stone form of the victim to be revived; the needle slides easily into the stone and then disappears before the target awakens.

### Wizard’s Flight

**Type** Ether-weaving, **Range** Touch, **Duration** 1 hour/level, **Save** No.

The target of this ritual takes to the skies and flies just like a bird (at a speed of 120’ per move in combat, or about 5 leagues per hour if traveling long-distance). When the duration ends, the target immediately and gently descends to the earth but does not fall.

The mage must fashion a drape of feathers from unusual birds in order to cast this ritual. For instance, the mage might make a cloak from the tail feathers of the ravens who dwell in the dark heart of the wood, or a mantle of feathers from none other than the legendary phoenix. The target of the ritual must then wear this cloak for the duration in order to fly, and losing it ends the effect.

### Wizard’s Tome

**Type** Ether-weaving, **Range** Touch, **Duration** Permanent, **Save** No.

Wizards are notoriously jealous and close. Many mages wish to record their magicks for their apprentices to learn later, or to remind themselves of all the rituals that they know, but they may be afraid that a rival will steal their secrets. Scholars, meanwhile, *must* keep the rituals that they know in grimoires, and they are utterly dependent on them.

This ritual protects a caster’s grimoire, making it dangerous or impossible for another to read. The ritual has several possible effects on a book of spells or rituals. Firstly, it might cause the pages to appear as complete gibberish. Secondly, it could contain a single incorrect and very dangerous spell or ritual. Finally, it may contain any other spell known by the caster as a trap for unwary readers; the spell will be automatically cast and targeted at any reader of that spell. The book may be made accessible by the utterance of a command word, or perhaps, if the wizard has a whimsical streak, introducing the book by name to a new reader. The referee and player should work out the details of all of these effects on any grimoire so enchanted.

The material components needed for this ritual are always fine and unusual bookmaking materials. A wizard’s tome is very personal and almost always odd. Some are bound in the hides of magical creatures or penned in silver ink. In any event, it is a costly endeavor, requiring at least 5,000 cp worth of materials.

## Level 7 Rituals

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### Awaken the Wood

**Type** Spirit-channeling, **Range** Far, **Duration** 1 day/level, **Save** No.

The trees live and breathe, but they are sleepy creatures. This ritual awakens the trees of a forest, though it does not control them, so a magic-user can never know just what the wood will do. Upon completion of the ritual, the forest in which the caster is standing

awakens, and all of the trees within it gain the ability to move, though slowly, and to strike and tangle with their limbs. The trees will attack those who anger them, having a +4 to hit and causing 1d6 damage. The forest is likely to be big enough that fighting back is effectively impossible for the victims, who would be wise to flee instead. The forest may move itself up to a mile per day.

This ritual requires that the mage propitiate the spirits of the wood with a great many offerings over the course of working the ritual. Just what these offerings are might vary; the mage may have to drape rare silks over the branches of the oldest trees, feed the roots of the youngest with his own blood, and water the edges with magical spring water of some kind.

### Determine True Name

**Type** Spirit-channeling, **Range** The Cosmos, **Duration** Instant, **Save** No.

The caster reaches into the Cosmos in deep contemplation and determines the true name of his target, no matter what plane of existence it inhabits.

The caster must have a silver plaque of perfect dimensions to cast this ritual. After burning incense on the plaque, the true name of the target appears momentarily in flames upon the surface, and it is then burned into the silver forever.

### Master’s Bond

**Type** Spirit-channeling, **Range** Touch, **Duration** Instant, **Save** No.

This ritual is a more powerful version of the 3<sup>rd</sup> level ritual, Strengthen the Bond, and the 5<sup>th</sup> level ritual, Greater Bond. The caster and the familiar must have already been together for a year or more and must have already undergone both the Strengthen the Bond and Greater Bond rituals in order to benefit from a Master’s Bond. Upon completion of the ritual, the caster picks one of the benefits described in the text of Strengthen the Bond on pp. 59–60.

The caster may choose the same benefit as taken before, in which case the benefits “stack.” If the mage chooses to increase the range of his bond with the familiar for a second time, the range is extended to 1 league. If the mage chooses this benefit for a third time, the range is extended to 3 leagues.

Just as with the other familiar rituals, the mage must burn incense and rare herbs, and both the mage and the familiar must work the magic together. After the ritual is complete, the mage must spend the next week in close communion with his familiar, not engaging in any adventuring activities. Each mage and familiar may only share this ritual together once.

### Scrying

**Type** Ether-weaving, **Range** Far, **Duration** 1 hour, **Save** Yes.

This ritual allows the mage to spy upon an individual, seeing and hearing everything that happens in the target’s presence for 1 hour. If the target makes a saving throw, not only does the ritual fail, but the target also knows that something is amiss.

The mage must have a silver basin of pure water in which to view the target and must have a magical connection to the target, such as a piece of hair.

### Wall of Flame

**Type** Spirit-channeling, **Range** Far, **Duration** 1 month, **Save** No.

This mighty ritual conjures forth a sheet of flame, twenty feet high and two feet thick. This wall of fire extends up to three miles in length, running in a straight line or surrounding an area. Any creature that attempts to pass through the wall will suffer 2d6 points of fire damage, +1d3 per level of the caster. Even coming within a few feet of the wall will cause creatures 1d4 damage from the heat. The fire requires no fuel, but it is likely to ignite anything near it at the time of the casting.

Harnessing such awesome magic requires powerful fuel. In order to cast this spell, the mage must have several spirits of flame bound and in his possession. The ritual requires at least 10 hit dice worth of fire spirits or elementals. These spirits are forever extinguished when this ritual is completed. Legend says that the spirits' cries of torment can be heard near the wall, and that their true names are erased from all minds and scrolls when the effect of the ritual finally ends.

Variations on this ritual can create walls of frost, electricity, and other elements. These are totally different rituals with entirely different requirements, and they must each be learned separately by a magic-user who wishes to know them.

#### Word of Truth

**Type** Ether-weaving, **Range** Self, **Duration** 1 week, **Save** Yes.

For the duration of this ritual, it is incredibly difficult to tell a lie to the caster. Upon first trying to lie to the caster, one may roll a saving throw; only with success may one then speak the lie. Of course, such powerful magic of truth makes it impossible for the caster to lie for the duration.

During the working of this ritual, the mage must craft a straight and unadorned rod of oak taken from a tree growing in a magical grove. No other hand may touch this staff until the ritual is completed; the mage then carries it with him, a symbol of unyielding truth.

## Level 8 Rituals

#### Beating Back the Dark

**Type** Ether-weaving, **Range** Far, **Duration** 1 year, **Save** Yes.

By manipulating the strands of fate and the powers of light and darkness, the caster brings a measure of peace to the land. For a year and a day, all hostile monsters, undead, creatures of Shadow, and Chaos-aligned supernatural beings are driven out of an area eight leagues in diameter. Any creature with at least 4 hit dice or more gets a saving throw to resist the effects of this ritual.

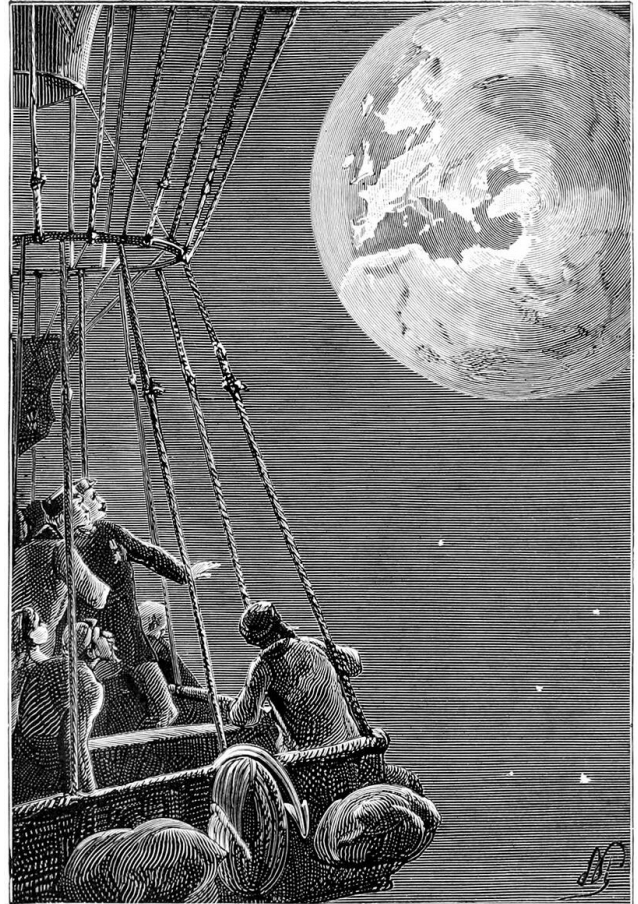
The ritual requires at least five unique material components that belonged to the most powerful monsters or spirits dwelling in the area, and 30 small, uncut diamonds, each worth at least 200 copper pieces, which must be buried at equal intervals along the edges of the protected domain.

#### Masterful Illusion

**Type** Spirit-channeling, **Range** Near, **Duration** Permanent, **Save** Yes.

The greatest of illusion magicks, this ritual allows the caster to create the appearance of whole towers, buildings, or landscapes. The images include appropriate illusory inhabitants which are capable of speech, and which may even act somewhat independently of the mage; a phantom army will not march without the mage's order, but they will lounge about, play dice, and eat their illusory rations (just like a Mighty Glamour). The images created by a Masterful Illusion do not require concentration or maintenance: they last forever unless dispelled. Viewers with a reason to believe that the images might not be real may make saving throws, and success means that they can recognize the shapes as only empty visions.

As with a Mighty Glamour, the mage must have material components directly related to the illusions he wishes to create. An illusion of a tower and surrounding buildings might require an actual foundation of stone upon which to build the phantasms, for instance.



#### Raise Undead Horde

**Type** Spirit-channeling, **Range** Near, **Duration** Permanent, **Save** No.

It is said that the mightiest necromancers can command whole legions of the dead, and mortals rightly fear such dark magic. This ritual transforms all corpses within range of the caster into walking dead (95%) or ghouls (5%). (Any walking dead thus created will be ½ HD drybones, ¾ HD shamblers, or 1 HD rotters, according to their physical condition.) These creatures are assumed to be under the control of the caster for as long as they remain animated.

Such dark magic requires the foulest of all components: a human sacrifice. The victim must be bound for the duration of the ritual and then slain with a dagger of iron. Hopefully the heroes can stop the ritual in time!

#### Shapeshift

**Type** Ether-weaving, **Range** Near, **Duration** 1 day/level, **Save** Yes.

By means of the magic of shape and form, the mage transforms himself or another target into a different creature entirely. The assumed form can be of any size, but it must be a living creature with a physical body, and it must have no more hit dice than the caster does levels. The target may return to human form at any time before the ritual's end, but this ends the magic. There is no need for the target to make a saving throw if he is a willing participant, but unwilling targets may. A successful saving throw negates the ritual entirely.

This ritual requires a material component from the desired form, whether a dragon's scale or an eagle's feather. Additionally, the mage must have at hand a brooch covered in runes of changing and life, which is smashed during of the ritual.

### Winter Storm

**Type** Spirit-channeling, **Range** Far, **Duration** 1 day/level, **Save** No.

Not content with simple downpours and tempests, a wizard with sufficient power can summon a true blizzard, even out of season. Temperatures drop precipitously over the course of the first day of the ritual's effect, and then the snow begins that night, along with intense winds. Anyone caught without shelter in such a storm is likely in mortal danger. This ritual can play havoc with local weather patterns and crop growth.

The mage wishing to summon such mighty storms must bring back a central component from a mythical place of cold and storm, such as an icicle from the arctic north or a feather from the kingdom of the wind gods. Whatever this component is, it has a central role in an eight-hour long ritual involving many more components, such as incense, silver powder, and rune-inscribed braziers. All of these comparatively mundane items cost at least 1,000 cp.

### Wooded Guardian

**Type** Spirit-channeling, **Range** Touch, **Duration** Permanent, **Save** No.

This ritual transforms an ordinary, fully grown tree into a living guardian with the stats of a leshy (pg. 166). The guardian has its own will and personality, but it is fully loyal to the caster. The guardian must always remain within 300 yards of the spot where it was animated, so most mages cast this ritual just outside their homes or some other location which they wish to protect.

The mage must grow the tree himself, from the time it was a sapling. This means that few young mages are able to attain such protection, although there are other magicks which can accelerate the growth of the tree and thereby make this ritual more practical.

## Level 9 Rituals

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### Change Name

**Type** Spirit-channeling, **Range** Far, **Duration** Instant, **Save** Yes.

This terrifyingly powerful and dangerous magic is actually capable of changing the true name of its subject. The caster must already know the target's current true name, but he need not be in the target's presence to work the ritual. If the target is unwilling, they may make a saving throw to ignore the ritual's effect. Of course, the caster's knowledge of the target's true name will give the save a -5 penalty. The victim will know that something fundamental has changed, but they will not know their new true name.

This ritual requires that the caster have a physical connection to the target, such as a fingernail or a bit of hair. As mentioned above, the caster must also know the target's true name, which must be engraved on a plate of gold and then melted in a forge. A new object must be crafted with that same gold, and the mage then inscribes the new name on it.

### Dream

**Type** Spirit-channeling, **Range** Far, **Duration** 1 week/level, **Save** Yes.

The caster sleeps and enters a lucid dream for at least 9 hours. While there, he crafts dreams and nightmares of his choosing. Upon completion of the ritual, all inhabitants of an entire region who fail a saving throw will have similar dreams. (In a population of 0-level humans, this will be 75% of everybody.) The caster does not have complete control over what the inhabitants will dream, though a general message or a certain emotion can be passed on via the dream. For instance, the mage could not have all the inhabitants of the barony receive a specific message in their dreams telling them to visit a hidden spring at an exact time, but he could make them experience repeated visions, leaving them with a

strange and powerful desire to wander into the woods near the spring. The actual dreams experienced will always be colored by local beliefs, motifs, culture, etc.

The caster can make these dreams so terrifying or disorienting that those who fail their saving throws have a -3 penalty on all of their attack rolls and saving throws and -1 on all their skill rolls and skill checks for the duration of the ritual. Great sorcerers of long-ago eras were said to cast this ritual before sending their armies to invade a region.

Before the caster sleeps for the 9 hours of the ritual, he must dress in a cloak of Faerie silk and place upon his head a fine crown of silver and platinum worth some 2,000 copper pieces. When he wakes, the crown will be gone, left in the world of dreams.

### Nightmare

**Type** Spirit-channeling, **Range** Far, **Duration** 1 week, **Save** Yes.

The caster summons a horrific creature of Shadow who sits upon the sleeping target's chest every night for a week, allowing it no rest and draining it of strength. The target is allowed a saving throw every night, though at a -5 penalty. If the target passes any of these saving throws, then the nightmare dissipates and does not return. While in effect, the nightmare causes the target 1d10 hit points of damage every night and causes very unpleasant dreams, not allowing adventurers to refresh their class abilities, allowing no healing to come to the victim from rest, and causing a -3 penalty to all attack rolls and saving throws and a -1 penalty to all skill rolls and skill checks for the duration of the ritual.

The caster must have a magical connection to the target, whether a bit of hair or a true name. The caster must also craft a hideous statue of obsidian, which melts into a swiftly-moving shadow and then travels to plague the victim.

### Perfect Health

**Type** Ether-weaving, **Range** Far, **Duration** Instant, **Save** No.

This mighty miracle affects a whole town or city. All inhabitants of the target settlement are instantly healed of all damage; cured of any diseases, poisons, and hexes; and restored to good health as appropriate to their age. Even magical afflictions and curses will be dispelled by this ritual. While casting this ritual, the ritualist must wander the settlement and speak to its inhabitants over the course of nine hours. Upon its completion, the caster expends so much of his magical energy that he loses a single experience level. The mage is then assigned the minimum XP for his new level.

### Spectral Guardian

**Type** Spirit-channeling, **Range** Near, **Duration** Instant, **Save** No.

The caster brings forth from the ether a spiritual companion and protector. The relationship between this guardian and the mage is not unlike that between a mage and a familiar; the guardian counts as an ally (not a sidekick or henchman). The spirit had no existence before being fully formed by the magic of this ritual, but it immediately gains a true name upon its creation. The mage can see his guardian at all times and may confer this ability on others if he chooses. Spectral guardians typically have 10 hit dice and special abilities determined by the mage; a sample guardian is shown on pg. 187.

The caster must fashion an image of the spectral guardian's true form before casting the ritual. The statuette must be made of rare and precious materials and be of exquisite craftsmanship; an average example would contain at least 10,000 copper pieces worth of materials. The ritual itself requires complete seclusion, and it must occur on an astrologically significant date. It also results in the mage losing a single point from an attribute score of his choice. This loss is permanent and may never be recovered.

## Level 10 Rituals

### Break Enchantment

**Type** Ether-weaving, **Range** Near, **Duration** Instant, **Save** No.

This ultimate magic will immediately and completely end all magical effects within Near range, regardless of their origin. Unlike the 5<sup>th</sup> level ritual, *Dispel Magic*, this ritual will even reverse the effects of any spells or rituals with a duration of Instant. All magical items in the area lose any and all powers permanently; and even artifacts are rendered forever inert. The miracles and powers of gods and godlike beings are also ended and broken. Magical creatures are not necessarily destroyed by this ritual, but their powers are all rendered useless, and they are likely to feel uneasy or even ill in the presence of this effect.

Besides the elaborate ritual itself, there are no material components for this magic. Rather, the caster must sacrifice his own power: upon completion of the ritual, the ritualist cannot cast any magic of his own for a year and a day.

### The Dawn Gate

A truly foolish mage may open the “gate between the dawns” — a doorway between two worlds. By crafting such a gate, the caster makes it possible for creatures from either realm to enter the other, provided they can physically pass through the doorway or portal created. Needless to say, this is extremely dangerous and likely to wreak havoc on one or both realms. This ritual may be used either to open such a gate or to close one. The ritual may be cast again to reverse the effects, but only after a full month has passed, by which point the world may very well have changed a great deal.

The other realms which are directly accessible from the mortal realm by means of this ritual include any parallel material planes or universes (i.e. alternate Earths), or the Inner and Outer Etheric Planes (i.e. Faerie and Shadow) which are adjacent to the physical universe. One must first travel to another plane to access realms beyond, e.g. Limbo can only be reached from Shadow, and the Void of Chaos from Limbo. The Astral Sea can only be reached from Faerie, and the Great Empyrean from the Astral Sea.

In order to cast this ritual, the mage must first find a suitable location which is already attuned to the other realm. Such places are rare, but they do exist throughout the world: Faerie and Shadow are known to share basic geography and landmarks with the caster’s home plane. By the time a mage is able to cast this ritual, he has quite likely already encountered many of these sorts of specially-attuned, “in-between” places in his travels — or at the very least, the means to research such suitable sites.

After finding an appropriate location, the caster and his followers and friends must build an actual gate, which absolutely must appear as an impressive monument. No simple doorway will do; rather the mage must construct a mighty henge, temple, or pyramid at the location of the ritual. Such an endeavor could take a very long time and a lot of manpower, and the mage may need to enlist the aid of whole villages, cities, or even kingdoms in the creation of the portal. Closing such a gate is easier, as it only requires that the monument be destroyed or in some way barricaded during the casting of this ritual. Be warned that destroying or barricading the door without a successful casting of the ritual in order to also close the gateway is futile: the passageway between the planes will remain physically blocked but still open!

### Mortality

**Type** Ether-weaving, **Range** Far, **Duration** Instant, **Save** No.

Even the gods fear the mightiest sorcerers. This ritual makes one spirit of any kind — even a deity — who is otherwise immortal into a

mortal being. The target is likely still of immense power and does not age, but they may now be killed by violence. Such is the power of this magic that the target does *not* receive any saving throw to resist it. Thus do deities fall and new ages replace the old.

The only components required for this ritual are the target’s true name and the caster’s own will to live. When this ritual is cast, the caster’s life is forever tied to his target’s. Thus, if the target ever dies, so does the caster — and vice versa.

### Resurrection

**Type** Spirit-channeling, **Range** Touch, **Duration** Instant, **Save** No.

By means of this ritual, a mighty wizard may bring the dead back to the world of the living. The target must have been dead for no longer than three days in order to make it back to the realms of the living; otherwise, the ritual will fail.

The dangers are great. Any use of this ritual opens a gate between the worlds of the living and the dead, and something else unintended *will* come through, unless the caster is lucky enough to ace the casting roll. Ordinarily, the referee is encouraged to have a suitable demon plague either the characters or the entire region in which the ritual was performed.

This great feat of magic requires that the ritualist wrap the target in fresh linen and burn rare and wondrous herbs for ten hours. Over the course of that time, the mage places his hands upon the target’s head and, in spirit, enters the land of the dead. While there, the mage must make a great sacrifice, leaving behind either a part of himself (permanently losing a point from one of his attribute scores), or something more precious (treasured memories, a level, even his sight).

### Wall of Stone

**Type** Spirit-channeling, **Range** Far, **Duration** Instant, **Save** No.

The caster causes the earth to quake and a great sheet of rock to burst forth from the ground. The resulting wall will be several yards thick and up to a half mile in length, forever changing the landscape. The caster can determine a rough shape for the wall, even using this ritual to encircle his tower or sanctum, though the stone is obviously unworked and will never be uniform or perfect.

The caster must place upon a golden plate a gem of extremely high value (at least 5,000 copper pieces worth). This gem is then swallowed up within the resulting wall, buried deep inside the rock. While the duration of the spell is Instant (meaning that *Dispel Magic* cannot cause the wall to disappear), should an enterprising thief ever manage to mine into the center of the wall and remove the gem, the stone wall will collapse.

## Item Creation Rituals

Magic can be found in more places than just the workings of wizards and in the minor, temporary items (like talismans, potions, and scrolls) that their spells and rituals can sometimes create. More permanent effects can be stored within magical items, which are described fully in Chapter Seven. This section outlines the five rituals that mages and scholars need to create these more permanent items. They are set apart from the other rituals because the referee may decide to make them very difficult to come by, or he even choose not to include them in the game at all. Magical item creation is a very powerful ability — and it also has the potential to outshine techs, who are supposed to be the characters in *Engines & Empires* chiefly concerned with equipping themselves and their allies with items of their own make.



Creating magical items is an arduous and time-consuming task, one that should require many adventures to gather all of the requisite components. The mage or scholar must also have a fully equipped laboratory (which costs at least 1,000 cp to properly furnish and takes a full month to completely assemble) and ample time to work undisturbed. The casting time for most of these rituals (the Alchemy of Permanence is the exception – its very purpose is to shorten the casting times of the other item creation rituals by vastly increasing the cost of materials) is one month per level of the ritual, during which time all of the caster’s attention must be devoted to enchanting the item.

The four main rituals (Bewitch Item, Enchant Item, Ensorcell Item, and Dwimmer Craft) are cumulative, which is to say that normal items may be bewitched, bewitched items may be enchanted, and so on. In this fashion, magical items may grow in power. To make a powerful magical item, the caster does not necessarily have to cast each ritual one right after the other with no breaks in between; but this is certainly possible if the caster has the time and materials required. Since the main enchanting rituals’ levels are 1<sup>st</sup>, 4<sup>th</sup>, 7<sup>th</sup>, and 10<sup>th</sup>, this means that creating an item of great power – a fully-dweomered artifact with all four rituals laid upon it – will require a great many adventures and nearly two full years (twenty-two months) of constant work in a magical laboratory.

Each item creation ritual can only be placed on a given item once. That is, once an item has been bewitched, it cannot be bewitched again to give it another minor power; increasing the item’s potency requires enchanting it next, and ensorcelling it after that. This means that a perfected piece of Dwimmer Craft will in most circumstances have three powers – a major power granted by the Dwimmer Craft ritual itself, a moderate power of Ensorcellment, and a minor power of Enchantment.

Failed casting rolls at any step in the process can twist the intended effect *or* may result in a cursed item.

### Bewitch Item

**Level 1, Type** Ether-weaving, **Range** Touch, **Duration** Instant, **Save** No.

This is the first ritual a magic-user learns for creating magical items. It makes any single small item permanently magical. However, it has no further effect. All items a caster wishes to enchant must first have this bewitching ritual cast on them. Most often this ritual is cast at the beginning of a much longer process to produce an item of power. On its own, it has two useful functions: to make weapons able to harm disembodied or enchanted creatures; and to trick thieves who can detect magic into thinking that otherwise mundane items are valuable. A single bewitching ritual may be cast upon up to two dozen arrows or four dozen bullets at a time to make them harmful to ghosts and spirits.

At this point in the item creation process, the only components required are the item itself and access to an alchemical lab, as described above.

### Enchant Item (Level 4 Ether Weaving)

**Level 4, Type** Ether-weaving, **Range** Touch, **Duration** Instant, **Save** No.

With the knowledge of this ritual, a magic-user begins to learn to give magical items useful but minor powers. After an item is bewitched, this ritual can be cast to enchant it with a single minor power. Examples of minor powers are: a +1 bonus to hit with a weapon; the ability for such a weapon to roll damage twice and apply the higher roll to a particular type of creature, such as black dragons or vampires; the power to shine light as a torch from the item upon command; a +2 bonus to a particular kind of saving throw; or a small boost to a character’s natural abilities, e.g. a ring which lets a mage cast an extra spell every day, or an amulet which increases a rogue’s daily number of Aces in the Hole by two.

In addition to access to the laboratory, the caster will require a special and unique material component based on the nature of the power being granted to the item. An axe which grants a bonus against trolls might require the blood of a troll king, for example.

### Ensorcell Item (Level 7 Ether-Weaving)

**Level 7, Type** Ether-weaving, **Range** Touch, **Duration** Instant, **Save** No.

Ensorcelled items often become the stuff of legends and are highly sought after by adventurers and their foes. This ritual gives an item which has already been through the previous two rituals an additional, moderate power. Examples of moderate powers are a +3 bonus to hit for a weapon; the ability for such a weapon to slay a particular type of creature outright should they fail a saving throw; the power to summon an elemental spirit of 5 hit dice once a month; a +2 bonus to all saving throws; or a great boost to a character’s natural abilities, such as a ring which lets a mage ignore a failed casting roll once per day, or an amulet which grants a fighter six Moves per round when he uses Quick March.

Bonuses to hit (or other die rolls) are not cumulative with those gained from previous enchantments. Moderate powers should be truly impressive, but they should not exceed the power of a level 5 or 6 ritual. At this level of power, the caster must use extremely rare ingredients. A mighty arrow which will slay dragons might require the pure water of the sea lord’s domain; a great wizard’s rod might need to be shod in elf-steel from the Erlking’s forge; and a potent amulet might require stealing all the memories of success from a figure of legend.

### Alchemy of Permanence

**Level 9, Type** Ether-weaving, **Range** Touch, **Duration** Instant, **Save** No.

A magic-user who learns this ritual may combine it with other item creation rituals in order to shorten their durations. The caster must first have on hand all of the material components that would normally be involved in the making of a magical item. These are all carefully arranged around an otherwise empty room in the caster’s magical laboratory, paying careful attention to such matters as ley lines and proper *feng shui* to promote maximum *qi* flow. The caster must then spend the next nine hours carefully scribing geomantic circles and alchemical symbols that represent the principle of equitable exchange – something sacrificed for something of equal value to be gained.

At the end of the ritual, the caster sacrifices an amount of treasure or goods equal to 100 gold pieces per month that would ordinarily be spent working on item creation – 100 gp for a bewitching, 400 gp for an enchanting, etc. The casting roll receives a +1 bonus if the goods to be sacrificed are also material components appropriate to the kind of item being created (and these are separate from the gathered and arranged components that will go into the enchanting process proper, like normal). The sacrificial items are placed in the center of the alchemical circle, and if the casting check passes, they vanish completely – and the duration of any subsequently cast item creation ritual has a month reduced to a week for each 100 gp lost. If the casting check for this ritual fails, instead of twisting the outcome or cursing the item, *half* the sacrificial treasure vanishes to no good effect.

The Alchemy of Permanence ritual does not need to be worked separately between different levels of item creation *if* the caster intends to work them consecutively and is willing to risk a sufficient quantity of treasure. A caster may, for example, attempt to sacrifice 500 gp worth of materials with this ritual if he then intends to spend the next five consecutive weeks bewitching and then enchanting an item. It is, however, generally safer to work each instance of Alchemy separately: there is little practical reason to risk more treasure when a caster can risk less going step-by-step!

**Dwimmer Craft****Level** 10, **Type** Ether-weaving, **Range** Touch, **Duration** Instant, **Save** No.

Very rarely do mages attain enough power to craft an artifact—a true dweomer. Rarer still are those who have the opportunity to work such legendary magic. Dwimmer-crafted items are among the greatest wonders of the world, and they gain a greater power in addition to their others. Examples of greater powers are: double damage from all attacks with a weapon; the power to banish any spirit of a particular type for a century from the realms of men once per day; a +5 bonus to attack rolls or to all saving throws; or even an extraordinary and unique ability, such as a huge anvil that may summon an apocalyptic storm or cause an eclipse when struck. Greater powers should be game-changing and truly awe-inspiring; the sky is the limit. All magic items wrought by means of Dwimmer Craft count as artifacts.

Gaining the material components for this ritual should be the impetus for several sessions' worth of play or perhaps an entire short campaign. A spear of dwimmered iron which is the deadliest weapon in the world might require the ashes of the seven great emperors of the ancient world; a cauldron which opens a portal to the lands of the dead might require bringing an end to an entire civilization.

## Herb Lore

Magic is all around, not just in the items enchanted by wizards and sorcerers. The magic of growing things permeates the world. All herbs have properties that common folk would consider magical, but a few, rare sorts are particularly special. The following herbs appear magical to any spellcaster using the Sense Magic cantrip and are highly sought after by sorcerers, apothecaries, and alchemists. Finding such herbs is very difficult: if an herbalist is trying to find any of them, he will receive at least a -2 penalty on Outdoors rolls, even if in a region appropriate to the herb. For this reason, herbalists of means often establish a hidden or very well-protected garden to grow such herbs themselves, though even this is difficult and requires seasonal Outdoors checks.

**Blue Hallows:** A creeping herb which flowers only in early spring, the Blue Hallow is greatly sought after by healers and caretakers. The small blue flowers and juice from the stems can be brewed into a sweet-smelling but bitter tea. Any who imbibe such a tea regain a single hit point and may immediately make a saving throw to recover from illness, fatigue, or fear.

**Elder Rose:** These are roses of a deep, vibrant red that only bloom very near to the equinoxes in places where the fae-folk tread. They have no thorns and climb high on trees and walls. Legends say that these flowers are the gifts of lovers, friends, and parents, and that two who have been bound by such a gift shall never be parted. A character who receives an elder rose as a gift finds it easier to receive help from the giver of the rose. For about two days, while the rose remains fresh, the recipient of the rose gains an extra +1 bonus on skill rolls when helped by the giver.

**The Golden Bough:** Sometimes, upon certain trees in ancient, sacred places, a certain bough will produce leaves of a deep, golden yellow all year-round. The leaves and sap from such a branch have powerful magical properties relating to the restless dead. Anyone who chews one of the leaves can see the spirits of the dead for one hour, and no undead creature of any kind will attack him.

**High King's Breath:** This scraggly weed was brought to the land many generations ago by the first High King. It grows in only a few places, but where it does grow it grows abundantly and spreads easily. In the spring and fall it puts out small white flowers, and it stays green throughout the winter. The herb has medicinal properties and grants a +1 bonus to any Medicine roll when

sed in a poultice or boiled in water to create a tea. The flowers, whether dried or fresh, have powers of warding and protecting and can give a +1 bonus on checks of this type, such as when a mage casts the Circle of Protection ritual.

**Shade Bane:** Shadowspawn cannot stand the scent or sight of this plant. It grows in deep forests and does particularly well in dry soil. It has reddish, prickly leaves and beautiful but small white flowers. If the plant is fresh and worn on a character's person, 'spawn receive a -1 to attack that character.

**Winter Aconite:** A deadly and rare herb, this plant grows only in the winter in shadowed valleys and beneath the shade of the largest oaks. Even touching the petals of its jet-black flowers forces a saving throw; failure results in the loss of 1 hit point. The flowers and stems can be brewed into a poisonous liquid, the ingestion of which causes 3d6 damage and incapacitates the imbiber for at least a week, who must remain bedridden or else by -10 attacks and saves and -3 on skills. A drinker may save to negate the damage but will still be very ill and suffer penalties as above.

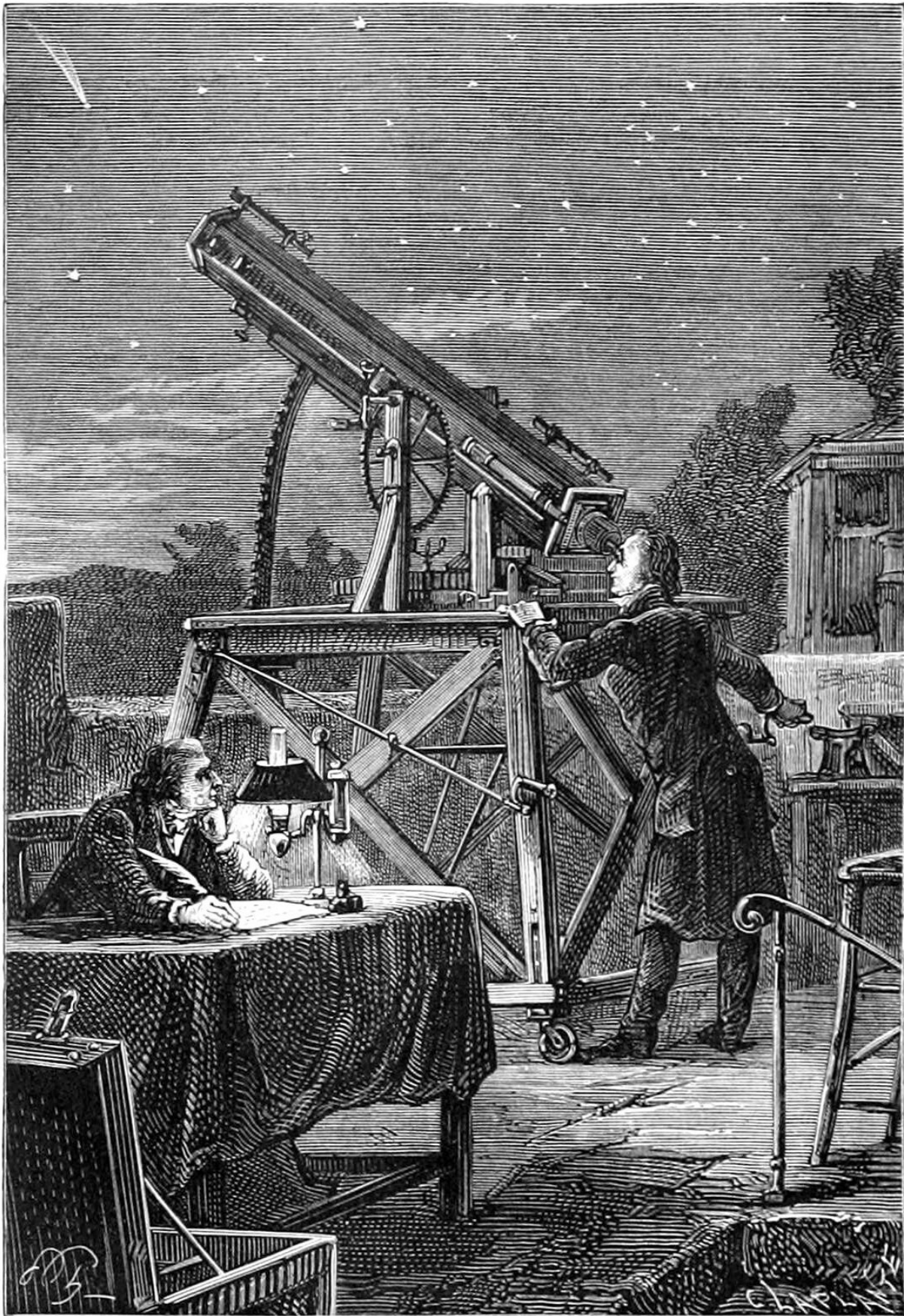
**Witch Myrtle:** This delicate, green plant grows rarely. It climbs quite high and has small flowers of the deepest purple. It is said to possess powers of protection, secrecy, and escape. A skilled herbalist knows how to weave a protective amulet of the stalks without damaging the flowers, and any who wear such a ward receive a +1 bonus on Stealth rolls made to hide, sneak, or escape.

### Advanced Herbology

A skilled apothecary knows how to combine rare herbs to create semi-magical tonics which act like weak potions. Tonics can be created three at a time, with one full day of work, followed by a full night for the brew to cool. A successful Craft roll is required. Note that these recipes are not immediately known to player characters, who must learn about them in-game or discover them through experimentation:

Recipe	Resulting Tonic
King's Breath + Blue Hallows	Restore 1d3 hp
King's Breath + Elder Rose	Remove fatigue (counts as 1 turn of rest)
King's Breath + Golden Bough	Resist disease (+3 to saves) for 1d3 hours
King's Breath + Shade Bane	Resist poison (+3 to saves) for 1d3 hours
King's Breath + Witch Myrtle	Resist cold (+3 to saves) for 1d3 hours
Blue Hallows + Elder Rose	Boost health (1d3 bonus hp for 1d3 hours)
Blue Hallows + Golden Bough	Fortify Valor (VAL 16 for 1d3 turns)
Blue Hallows + Shade Bane	Fortify Fortune (FOR 16 for 1d3 turns)
Blue Hallows + Witch Myrtle	Fortify Presence (PRES 16 for 1d3 turns)
Elder Rose + Golden Bough	Fortify Wits (WIT 16 for 1d3 turns)
Elder Rose + Shade Bane	Enhance senses (+1 to Perception for 1d3 turns)
Elder Rose + Witch Myrtle	Resist fire (+3 to saves) for 1d3 hours
Golden Bough + Shade Bane	Resist acid (+3 to saves) for 1d3 hours
Golden Bough + Witch Myrtle	Boost defense (+1 to AC for 1d3 turns)
Shade Bane + Witch Myrtle	Resist electricity (+3 to saves) for 1d3 hours





# CHAPTER FOUR: TECHNOLOGY

IT WOULDN'T BE gaslamp fantasy without some weird technology to invent and build. The previous chapter was all about mages and scholars; this one is for the techs. *Engines & Empires* games take place in settings with at least an early modern (late 17<sup>th</sup> century) level of technology. The early-to-mid-19<sup>th</sup> century is taken to be the default. In games with a setting that resembles the 17<sup>th</sup> or 18<sup>th</sup> centuries, the common folk will barely distinguish a tech from a wizard; it's just that techs use a noisier, messier sort of wizardry than mages do. In a fully industrialized setting, however, technology is seen for what it is – the fruits of natural science and a potential route to wealth and power even for those ordinary mortals who don't have the Sight or a bare jot of psychic sensitivity. Of course, even in a world where technology is prevalent (and one can even play *E&E* in an early 20<sup>th</sup> century style "pulp heroes" setting), a tech can still be a kooky loner living on the cutting edge of convention (and morality and sanity). Mad scientists are more fearsome than sane wizards, after all.

## Gadgets and Gizmos Aplenty

If there is one key difference between playing a mage and playing a tech, it is this: techs rely on technology, and that means *stuff*. Equipment. Physical items that can be broken, lost, stolen, sold, lent, or given away. A mage's power always belongs only to the mage, for the most part (potions, scrolls, and the rare enchanted item being the few noteworthy exceptions). But a tech's power is tied up in what he tinkers, brews, or builds. A tech could conceivably supply his whole adventuring party with a truly formidable arsenal of advanced gear (but this would be terribly expensive and time-consuming). In other words, to have a tech in the party is to have a ready source of powerful items that rival magical items in their usefulness and function. Moreover, the distinction between magical powers and magical items is unnecessary here: a tech's technological items represent

the bulk of that class's abilities, *and* such items may also be found as treasure during an adventure.

There are three basic categories of devices that techs can produce: **gadgets**, **preparations**, and **inventions**. As one might expect, they're roughly analogous to a mage's cantrips, spells, and rituals. Gadgets are weak and somewhat unreliable little devices that provide a minor benefit to the wearer or user. Chemical preparations are more powerful and more reliable, but the tech is limited to making only one of these per adventure per experience level. Inventions are (usually) large, powerful, impressively intricate machines that do all sorts of amazing things, but which take a great deal of time and money to construct.

Players and referees are, of course, encouraged to add their own devices to the lists presented here; when doing so, try to balance them out against both the listed devices and the game's magic powers, as appropriate.

### MAGIC-TECHNOLOGY OPACITY

TECHNOLOGY IS NOT MAGIC. Technological items and effects cannot be detected like magic, nor can they be dispelled with the wave of a magic wand. On the other hand, technology is always limited by the laws of nature. The inventions presented in this chapter can do some incredible things, many of which are utter science-fiction; but technology cannot ever do anything which is truly, in-principle, physically impossible. (That's what magic is for.) Moreover, technology cannot have direct power over spirits or demons, nor can it make use of true names.

There are a few specific ways that technology and magic can affect each other. The Flux Detector gadget and Sensor Suite invention can detect magical vibrations, and the latter can even analyze them to an extent. Any incorporeal undead that comes within range of an Etheric Disruptor is sure to have a bad day; and a Mana Cancellation Field can actually deaden the very presence of magic itself. Moreover, all technological items (since they really are just ordinary physical objects, no matter how complex or sophisticated) can be destroyed, repaired, cursed, or enchanted by magic, just like anything else.

### Gadgets

1. Auto-Loader
2. Balanced Alloy
3. Camera Obscura
4. Electric Torch
5. Flux Detector
6. Handy Multi-Tool
7. Hypodermic Injector
8. Joy Buzzer
9. Lensed Goggles
10. Mechanical Fountain Pen
11. Muzzle Suppressor
12. Pipeweed Lighter
13. Piston Powered Punch
14. Skeleton Key
15. Sniper Scope
16. Spring Holster

### Preparations

1. Aerosolized Terror
2. Antitoxin
3. Biohazardous Agent
4. Bottled Lightning
5. Cellular Transparency
6. Corrosive Acid
7. Depressant
8. Dispersible Pheromones
9. Distillate of Ectoplasm
10. Elixir of Fortitude
11. Energy-Boosting Drinks
12. Explosive Rounds
13. Fast-Acting Poison
14. Fragmentation Grenades
15. Flash Bang
16. Hallucinogenic
17. Herbal Healer
18. Incendiary Bomb
19. Knockout Gas
20. Libation of Awareness
21. Liquid Nitrogen
22. Lucky Snake-Oil
23. Marvelous Brain Tonic
24. Medicinal Cocktail
25. Metallurgic Enhancer
26. Monkey Grease
27. Mutagenic Serum
28. Nitroglycerine
29. Potable Poise
30. Psychotropic Compound
31. Revivifying Libation
32. Smoke Bomb
33. Stimulant
34. Stun Grenade
35. Super Adhesive
36. Wondrous Vaccine

### Inventions, Level One

1. Dynamite
2. Electric Taser
3. Flotation Device
4. Grappling Hook
5. Moving Picture Camera
6. Optic Flash-Bulb
7. Phonograph
8. Pressure Trap
9. Shock Absorbers
10. Smoke Machine
11. Spring-Heeled Jackboots
12. Stainless Steel
13. Tranquilizer Gun
14. Turbine Fan
15. Typewriter
16. Vacuum Pump

### Inventions, Level Two

1. Chemical Dispenser
2. Claymore Mine
3. Clockwork Tensioner
4. Grenade Launcher
5. Hand Cannon
6. Night-Vision Goggles
7. Printing Press
8. Proximity Trap
9. Sonic Amplifier
10. Two-Way Telegraph
11. Vitalizing Emanations

### Inventions, Level Three

1. Chain Saw Blade
2. Electric Discharger
3. Elemental Insulation
4. Flame Thrower
5. Hypno-Spiral
6. Magnetic Inverter
7. Mechanical Minion
8. Metallurgic Mythril
9. Rocket-Powered Boots
10. Wireless Telegraphy

### Inventions, Level Four

1. Alchemical Assembly-Line
2. Artificial Orichalc
3. Bio Blaster
4. Cutting Torch
5. Etheric Disruptor
6. Freeze Ray
7. High-Fidelity Transceiver
8. Holographic Projector
9. Machine Gun

### Inventions, Level Four (cont'd)

10. Power Drill
11. Rebreather

### Inventions, Level Five

1. Alchemical Adamant
2. Bio-Current Adjustor
3. Chameleon Cloak
4. Clockwork Companion
5. Lightning Gun
6. Navigator's Orrery
7. Personal Glider
8. Video Transmission

### Inventions, Level Six

1. Advanced Automaton
2. Inertial Dampeners
3. Laser Beam Emitter
4. Necro-Reanimator
5. Phlogiston Bomb
6. Rejuvenating Chamber
7. Small Steam Engine
8. X-Ray Tube

### Inventions, Level Seven

1. Analytic Engine
2. Jet Pack
3. Mutagen Ray
4. Neuro-Discombobulator
5. Promethean Creation
6. Radar Array

### Inventions, Level Eight

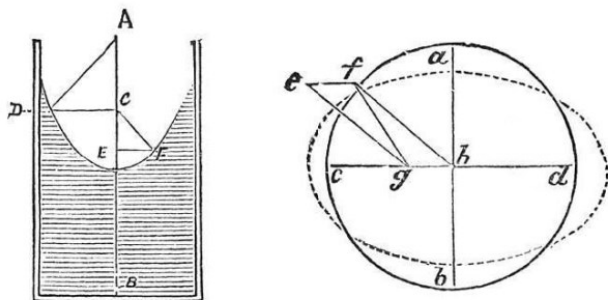
1. Compact Combustion Engine
2. Lifelike Replicant
3. Mana Cancellation Field
4. Polymer Plastic
5. Powered Armor
6. Tissue Regenerator

### Inventions, Level Nine

1. Crystal Lattice
2. Force-Field Generator
3. Lumbering Doll
4. Repulsor Lift Platform
5. Sub-Atomic Disintegrator

### Inventions, Level Ten

1. Gravitational Manipulator
2. Mobile Exo-Suit
3. Quantum Shift Transporter
4. Radioactive Plasma Reactor



### Schematics

Every kind of technological device must be created from a schematic: a set of blueprints or chemical formulas that describes how the device is produced. Techs begin the game with two gadget blueprints, three chemical formulas, and one 1<sup>st</sup> level invention schematic. They learn new schematics the same way casters learn new spells: by either finding them in written form or by learning them directly from another tech who has access to such schematics.

#### CONCERNING DOWNTIME

Techs, in particular, rely on the passage of time to make use of their special abilities. Normally, this requires keeping careful day-to-day track of what each character is doing between adventures: are they resting? Training? Studying magic? Working in a laboratory? Trying to juggle this for a whole group of player characters and NPCs can sometimes be daunting.

One easy solution is to implement generic *downtime*, which characters can accumulate (like copper pieces or experience points) whenever they are not adventuring or resting. Players are then allowed to retroactively spend their accumulated days, weeks, or months of downtime “after the fact” on learning new spells or building technological devices, without having had to declare what they were doing beforehand. It’s a simplification that may not satisfy players and referees who like to maintain an absolute sense of verisimilitude, but it *is* much easier to track.

Keep in mind, however, that when a character’s time and attention must be absolutely and consecutively devoted to a major task (such as the months required to enchant a magical item), it is best to require that players declare what they’re doing *before* they start accruing downtime. Gadgets and inventions do *not* suffer from this restriction (techs may interrupt and resume their own work at any time), so techs can always use downtime.

#### SIMPLY STUNNING!

Several inventions described in the following pages—namely the Joy Buzzer gadget, the Bottled Lightning and Stun Grenade preparations, the 1<sup>st</sup> level Electric Taser invention, the 2<sup>nd</sup> level Sonic Amplifier invention, and the 3<sup>rd</sup> level Electric Discharger invention, all have the capacity to stun one or more targets. To avoid redundancy, the effects of stunning are summarized here:

- Stunned creatures suffer a 2 point penalty to AC.
- Stunned creatures are limited to only one Move’s worth of actions per round, so that a stunned character cannot attack, cast a spell, or activate an item; but they could, for example, move their base Move Speed once.
- Stunned creatures cannot engage targets or take parting shots.

## Gadgets

Gadgets are the simplest of devices. A tech with a gadget’s schematic in his possession needs only three days to build a working copy of that gadget. Gadgets cost 50 copper pieces to build and, unless otherwise noted, always encumber as if they weigh 1 kilogram (whether due to the actual weight of the item or its relatively delicate construction). Techs start the game with one free copy each of both their starting known gadgets, already pre-constructed.

A tech must make a **build roll** (with a 5-in-6 chance of success) whenever he builds a gadget; failure means that the gadget will still work, but it is prone to jamming or breaking down, and it might just fail at the worst possible time. (The referee should roll the build check in secret; if it fails, the gadget has a cumulative 10% chance of breaking down or backfiring every time that it is used. When the bad gadget finally, inevitably fails, it is also destroyed.)

### Auto-Loader

This device must be permanently integrated into a “device-fired” missile weapon, such as a crossbow or firearm, with either a 1 Move or a 1 round reload time. The Auto-Loader instantly and automatically loads the weapon between shots, fast enough that a reload time of 1 Move becomes 0 (like a bow), while a reload time of 1 round becomes 1 Move (like a light crossbow).

Integrating the Auto-Loader into a weapon increases that weapon’s encumbrance value by the weight of the gadget (1 kg). The Loader holds 6 extra shots and will function six times to reload a modified crossbow or flintlock, or once to fully reload a modified revolver or repeater. Once emptied, refilling the Auto-Loader itself takes 2 Moves.

### Balanced Alloy

Metallurgic knowledge lets you forge any one-handed metallic weapon so that the finished product weighs half normal and therefore fills only half as much inventory space as it normally would. Thus, a rapier would encumber as a 1 kg item, a pistol as ½ kg, a dagger as ¼ kg, and so forth. The cost to craft this “gadget” is in addition to the cost of forging the specific weapon.

### Camera Obscura

This boxy device enables the tech to produce black-and-white (or sepia-tone) daguerreotype-style photographs. Each photograph taken requires a silver-coated photographic plate (cost: 2 cp each; weight: 1/6 kg) and, if conditions require it, a charge of magnesium flash-powder (1 ip per charge). Note that the flash-powder is always required in low-light conditions (e.g. a dungeon), and its ignition makes a loud retort, not unlike that of a gunshot.

Photographs that the tech takes with a Camera Obscura must then be developed in a darkroom (which will cost 15 cp to set up), treating the plate with mercury vapor (5 ip per plate).

### Electric Torch

This device is a heavy flashlight, suitable for the rigors of adventure. While most gadgets weigh 1 kg, the Electric Torch weighs 2 kg—more specifically, 1½ kg for the Torch itself and ½ kg for its hefty battery-pack.

The Torch sheds dim light in a 40’ cone (10’ at the widest) for up to four hours per full battery charge. It can be switched on or off at need in order to conserve the battery and the bulb. The tech must pay 5 cp per month for battery-recharging and fresh light-



bulbs if he wants to maintain this gadget. The tech can also craft spare battery-packs for 20 cp; these weigh ½ kg each and add 4 hours of extra light when swapped out for the old, depleted battery (which takes 1 round).

### Flux Detector

This gadget resembles a modified pocket-watch or compass, altered so that it detects magical vibrations (and even gives a rough idea of how powerful they are, “weak” or “moderate” or “strong,” by how far the needle moves). It usually takes five minutes for the detector to get an accurate read on an enchanted object or area. Remember, most enchanted *beings* tend not to sit still for the time required.

### Handy Multi-Tool

This gadget includes nearly any common hand-tool that you can think of, plus a few others—screwdriver, bottle-opener, corkscrew, you name it. It grants to the user +1 on Craft rolls or checks made to disarm traps, provided the user also has on hand a full set of normal thieves’ or mechanics’ tools. It can also be used as a substitute for any other tool in a pinch, albeit at a skill roll or skill check penalty of -1 or -2, depending on the intricacy of the task at hand and the referee’s discretion. Used as a knife, the Multi-Tool counts as a Tiny or Improvised weapon and deals only 1d3 damage in *mêlée*.

### Hypodermic Injector

This device has no function by itself, but it can be loaded with one dose of a chemical preparation (or perhaps even a magic potion), which enables the tech to administer the substance to another via injection. The recipient of the injection can then reap its effects without having needed to spend any actions or Moves imbibing liquids. Dosing an enemy in combat requires rolling to hit their *normal AC* in *mêlée*.

### Joy Buzzer

This is a discreet, electrified finger-ring that can be made to shock an unsuspecting victim, dealing 1 point of electrical damage to a creature that you touch. (In combat, this requires a *mêlée* to-hit roll vs. AC 10.) The Buzzer also forces any creature so shocked to roll a saving throw or else be stunned for 1 round (assuming, of course, that the creature in question is a living being with a functioning nervous system—the undead, constructs and automata, most plantlike creatures, and oozes will not be affected).

The Joy Buzzer takes four hours to recharge between uses. The tech must pay 5 iron pieces each month for small batteries to keep this device in working order.

### Lensed Goggles

These are magnifying goggles with semi-opaque, self-polarizing lenses that grant the wearer a +1 bonus on Perception checks made to search and a +2 bonus on any saving throws vs. blindness or gaze attacks (such as a gorgon’s petrifying gaze or a vampire’s charm). Lensed Goggles are so useful (and stylish) that they’ve become ubiquitous among techs and their allies. Don’t leave home without them!

### Mechanical Fountain Pen

This is a handy fountain pen that holds a charge of ink within its barrel and can write upwards of a hundred pages of text before it must be refilled. In a pinch, it can also be made to squirt some ink into the eyes of an unwary assailant within 5’, who must then roll a saving throw or else be blinded for 1d4+1 rounds or until the ink can be washed away.



### Muzzle Suppressor

This device must be attached to a firearm (thereby increasing the weapon’s encumbrance value by the weight of this gadget, 1 kg). The weapon thus modified makes little noise when fired, and the muzzle-flash and much of the recoil are suppressed as well. Ideal for snipers and spies!

### Pipeweed Lighter

A fairly simple little piece of technology, the pipeweed lighter can set just about any flammable material within Touch range ablaze in only 1d2 rounds. This does require a steady hand, of course; and it would be all but impossible for any but the sneakiest of thieves to actually light someone on fire with a lighter in a genuine combat situation. Pipeweed Lighters contain a charge of ignition fluid which must be refilled periodically (5 ip per month is sufficient to keep the Lighter in working order). This gadget is, quite naturally, a favorite of dwarfs, goblins, and wizards.

### Piston Powered Punch

Friend to any pugilist or fist-boxer, these spring-loaded gauntlets allow the wearer to cause 1d4 points of damage with an unarmed attack. With a gauntlet worn on the off-hand in conjunction with another *mêlée* weapon, or a pair of such gadgets, dual-wielding is possible (but the off-hand attack will inflict only 1d2 damage). Note that if the campaign uses Fantasy Martial Arts (pg. 37), this gadget confers no added benefit on a character so trained.



**Skeleton Key**

This is a nifty little tool that grants its user a +1 bonus on Craft rolls or checks made to pick locks. The aspiring burglar still needs to have a normal set of lock-picks on hand to fully benefit from the Skeleton Key; in their absence, the Key can only serve as a poor substitute for proper thieves' tools, allowing lockpicking attempts, but at a -1 penalty on Craft.

**Sniper Scope**

This gadget improves the ranges of certain missile weapons. The Sniper Scope must be integrated into a firearm (other than a shotgun or a blunderbuss) or a crossbow, which increases the encumbrance value of the weapon by this gadget's weight (1 kg).

A Sniper Scope improves the base range increment of a pistol by 10 feet, so that a revolver (range 30'/60'/90') would now have range numbers of 40'/80'/120'. It will likewise improve the base range increment of a two-handed firearm or a crossbow by 20 feet, e.g. 60'/120'/180' on a heavy crossbow or 100'/200'/300' on a rifle.

Note that this improvement applies both in combat and when actually sniping at an unwary foe. When sniping, the range numbers are still read as yards instead of feet (e.g. 100/200/300 yards for a rifle with a Sniper Scope affixed), like normal.

**Spring Holster**

This device instantly unholsters a weapon and pops it into the user's free hand, enabling the wielder to change weapons quickly — and also possibly allowing ample time to sheathe a weapon already in hand rather than unceremoniously dropping it. (It usually takes 1 Move to sheathe a weapon and 1 Move to draw a new one.) The Holster can even spring a *mêlée* weapon into your hand as a reaction, for when you find yourself unarmed or poorly armed and in sudden need of a better weapon to parry with. A gunslinger in possession of a Spring Holster can't lose a quickdraw competition!

## Preparations

Preparations are chemical concoctions, far more delicate than gadgets. Each one requires special care and attention, as the tech must spend approximately an hour in the morning working with his chemistry set (and the appropriate reagents and solutes) to make ready his suite of preparations. The tech must ready all the chemical preparations (one per experience level per adventure) that he wishes to use during an adventure prior to setting out. Techs can only make preparations based on formulas they have in their possession.

Chemical preparations are delicate things, prone to separation, oxidation, or spoilage. There is no exact shelf-life for any given chemical preparation. Instead, it is always assumed that a tech's old and unused preparations have become useless and inert by the time the tech has returned from an adventure, rested up, and readied himself to prepare a new loadout for the next expedition. In short, there is no "stockpiling" of unused chemical preparations (at least, not without the aid of a 4<sup>th</sup> level invention which exists for that very purpose, the Alchemical Assembly-Line).

Before a tech can make preparations, he must have a stock of chemicals and other materials. Techs get to begin the game automatically with one chemistry set (4 kg; 500 cp

to replace if it gets lost or broken), three chemical formulas, and enough materials to last a month: thereafter, the tech must pay 5 cp × his experience level each month to maintain his "travelling laboratory." (This assumes, of course, that the tech intends to use preparations that month. This may not necessarily be the case during downtime.) Preparations have the same encumbrance value as potions or grenades, one-sixth of a kilogram each.

Unlike spells, the descriptions of a tech's preparations only have two consistent descriptive qualities: the duration of the effect, and whether it allows a saving throw or not. There is no need to list a range, because this depends entirely the delivery mechanism used to propel or administer the chemical. A thrown preparation has ranges of 10'/20'/30', while a preparation hurled by a Grenade Launcher (a 2<sup>nd</sup> level invention) has ranges 30'/60'/90'.

**Aerosolized Terror**

**Duration** 3 rounds/level, **Save** Yes.

A fear-inducing chemical agent, this substance can be prepared as a spray, a splash grenade, a gas grenade, or an injection. Targets affected are consumed by a debilitating, mindless fear and will flee for the duration if able to get away, or else they will cower helplessly in a corner. A successful saving throw negates the fear-effect.

**Antitoxin**

**Duration** Instant, **Save** No.

This preparation can be prepared as either an imbibed drink or an injection. In either case, it halts immediately the ongoing effects of any poison, and it will prevent the onset of any poison which has yet to take effect. The Antitoxin will not heal any damage or otherwise reverse any effects of a poison already suffered.

**Biohazardous Agent**

**Duration** Instant, **Save** Yes.

This substance is a non-contagious disease which, much like the diseases contracted due to the foul conditions in a dungeon, has a 25% of killing its victim after 1d6 days of incubation time have passed. A saving throw is permitted upon initial exposure to avoid being infected. The Biohazardous Agent may be prepared as a spray, a splash grenade, a gas grenade, or an injection.

Any effect that cures disease, including a Medicinal Cocktail preparation, will prevent the Agent from killing its victim if administered in time. Note that the saving throw is made upon exposure to the Agent only, with a modifier that depends on the delivery mechanism. Any victims that fail this roll will start to feel sick (-2 on attacks and saving throws) after 1d6 hours; then, after 1d6 days, there is a flat 25% chance of death.

**Bottled Lightning**

**Duration** Instant, **Save** Yes.

A liquid galvanic cell consisting of electrolytic chemicals held in a glass vial, Bottled Lightning constantly sheds soft blue-white light in a 5' radius. The vial produces a strong electric charge if vigorously shaken; on that same round, it may be hurled like a grenade. It will explode where it lands, causing 1d8 points of electrical damage, +1 point of damage per level of the tech, to all creatures within a 10' radius. A saving throw is permitted for half damage; those that fail this save are also stunned by the electric shock for 1 round.

**SPRAYS, SPLASHES, BURSTS, AND INJECTIONS**

Several of the tech's chemical preparations may be prepared in one of several forms: they may be crafted prior to the adventure as an aerosolized spray, a grenade-like liquid "splash" weapon, an actual grenade (often a gas grenade of some type), or a hypodermic injection. Each distinct version of the preparation comes with its own pros, cons, and requirements.

- A preparation readied in the form of a spray emits a cone of liquid particulates out to a distance of 3 feet. Thus, the spray can only affect a single target standing right next to the user, unless the targets in question are very small and grouped tightly together (like a swarm of insects or pixies). If the effect allows a saving throw, targets of a spray must save at -2 or else suffer the full effects.
- A splash grenade is thrown, and it affects a target struck when the preparation bursts and splatters said target with the liquid contained inside. Like a spray, this generally only affects a single target and imposes a -2 penalty on any saving throw. A splash grenade requires a missile to-hit roll against an AC 10 (a so-called "ranged touch attack"), and it has ranges 10'/20'/30' when thrown by hand, or of 30'/60'/90' when shot from a Grenade Launcher (a 2<sup>nd</sup> level invention).
- A gas grenade or burst grenade affects a 10' radius area; all targets caught within this area save at a +2 bonus or else suffer the full effects of the preparation. Lobbing a gas grenade and landing it where you want it also requires a missile to-hit roll vs. AC 10, with the same ranges as the splash grenade (10'/20'/30' when hand-hurled, 30'/60'/90' when Grenade-Launched). Failing the to-hit roll means that the gas grenade bounces away from its intended target before going off, 2d10 feet away in a random direction (1d12 o'clock).
- To ready a preparation as an injection, one must have one or more Hypodermic Injector gadgets. Injecting a preparation directly into the target's bloodstream (assuming they have a cardiovascular system) imposes a -4 penalty on any saving throw to mitigate or negate the effects of the chemical. This does require a normal attack roll in hand-to-hand combat against the target's actual Armor Class.
- Many beneficial preparations (or poisons that one might slip to a foe surreptitiously) can of course also be prepared as a simple drink or in some other ingestible form. Any saving throws take a -3 penalty.

**TOUCH ATTACKS VS. NORMAL ATTACKS**

Many inventions and even a few magic spells call for "touch attacks"—the attacker wielding the device or the magic needs only to touch the target for the special attack to take effect. A touch attack requires a *mêlée* (or occasionally ranged) to-hit roll vs. AC 10, regardless of the target's Armor Class.

If armor might play a part in deflecting the attack, as is the case with an injection from a Hypodermic Injector, then a normal attack roll is called for to hit. In this case, the attack roll is made vs. the target's usual AC.

**Cellular Transparency**

**Duration** 1 minute/level, **Save** No.

This chemical causes living cells to become transparent, rendering the imbiber or injected target nearly invisible. It can be prepared as either a drink or an injection. Cellular Transparency grants the recipient a +1 bonus on all Stealth rolls or checks made to avoid being seen, a bonus which becomes +3 if the target is willing to drop all gear, clothing, and armor. The effect normally lasts for 1 minute (i.e. 6 rounds) per level of the tech; but any small adrena-

line spike in the subject's bloodstream will rapidly catalyze the Transparency agent and cause the target's body to metabolize it away in mere seconds. Thus, entering combat, failing any saving throw, being afflicted with magical fear, or doing anything else even the least bit strenuous (like casting a spell) will immediately end the invisibility effect.

**Corrosive Acid**

**Duration** 1 round + 1 round/2 levels, **Save** Yes.

This formula produces an acid far more powerful than the everyday variety. It can burn through a metal lock in 3 rounds. Any non-magical metal weapon or shield targeted by the acid must make an item saving throw (rolled against the same target number as the bearer's saving throw) or else become so weakened that a single subsequent blow from some other weapon will destroy it.

When used directly as a splash-grenade, the acid can also be dashed onto a target creature (requiring a ranged touch attack vs. AC 10). The acid will cause 1d8 points of damage, just like normal acid; but then (provided the tech who created the Acid is 2<sup>nd</sup> level or higher) it will continue to burn, inflicting 1d8 more damage on each subsequent round for 1 round per two full levels of the tech, or until the target makes a successful saving throw (one attempt may be made at the beginning of each round following the first to end the duration early).

**Depressant**

**Duration** 4 rounds + 2 rounds/level, **Save** Yes.

Depressant induces deep fatigue in the targets, leaving them listless and even (on rare occasions) suicidal. This substance may be prepared as a spray, a splash grenade, a gas grenade, or an injection. Targets affected by the Depressant are -2 on attack rolls and saving throws and -1 on skill rolls and checks for the duration of the effect. Also, their Movement Speed is reduced by 20', down to a minimum of 5' per Move. A successful saving throw negates all effects of the Depressant.

There is a 1% chance per level of the tech who created the Depressant that an affected target who has failed their saving throw will also become so suicidally depressed by the drug that they will immediately attempt self-harm or suicide, albeit in slow and listless fashion, with no real urgency or conviction. A suicidally depressed character with a sword in hand may, at worst, strike himself once for damage before coming to his senses; but an affected character near a convenient cliff or ledge may very well fling himself off in a dolorous fit of heavy emotion.

**Dispersible Pheromones**

**Duration** 1 hour, **Save** No.

This device releases a powerful cocktail of airborne hormones and scent-markers. The tech must choose in particular type of animal when the Pheromones are prepared, prior to the adventure. Upon activation, all animals of this chosen type within 3 furlongs (660 yards) will be drawn to the location of the Pheromones for up to 1 hour. The creatures that arrive will be agitated and ready to either fight (or possibly mate with) anything that moves—with hostility and aggression being the likelier outcome in most cases.

**Distillate of Ectoplasm**

**Duration** 3 rounds/level, **Save** No.

This amazing concoction shifts the affected creature part-way onto the Etheric Plane for the duration. The target does not become incorporeal or invisible, but they are able to affect ghosts and spirits as if such beings were solid, living matter: perceiving them, touching them, attacking and hitting them even with ordinary objects (including non-magical weapons), and so forth.

The Distillate can be prepared as either a drink or an injection. While under its effects, the target is also entitled to an extra saving throw to negate the harmful effects of being touched by a ghost, including a geist's sleep, a phantom's disease, or a spectre's poison.

**Elixir of Fortitude**

**Duration** 4 rounds/level, **Save** No.

This preparation grants a single living, humanoid creature a temporary Valor score of 18 and an Athletics rank of 4 for the duration. It may be prepared as either a drink or an injection.

**Energy-Boosting Drinks**

**Duration** Instant, **Save** No.

This preparation produces a six-pack of tasty energy drinks. (It may also be prepared as six doses of an injection, requiring only a single Hypodermic Injector to contain all six.) Each small dose is a weak medicine that restores 1d2 hp to a living target. (Because the Drinks are non-magical, they have no effect at all on undead, either to heal or to harm them.) Like all other chemical preparations, the Drinks will spoil after an adventure if they have gone unused.

**Explosive Rounds**

**Duration** Instant, **Save** No.

This preparation modifies 10 (plus 2 extra per tech level) normal bullets, slugs, bolts, or arrows so that they explode on contact for an extra 1d2 points of damage when they hit. (A hit *or* miss will inevitably destroy the missile.) The tech must already have some ammunition available to modify. If the modified Rounds go unused before the adventure concludes, they revert to normal, as the explosive elements oxidize and become worthless.

**Fast-Acting Poison**

**Duration** 1 round/level, **Save** Yes.

This insidious toxin is potentially quite lethal, as the victim may not know they've even been poisoned until it's already too late! It may be prepared as a drink, an injection, or a resin applied to a single mêlée weapon or piece of ammunition.

After an onset time of 1 minute (6 rounds), the exposed victim will suffer 1d4 points of damage each round for 1 round per level of the tech who made the poison. A successful saving throw (rolled during the onset time) halves *all* subsequent damage. A dose of Antitoxin (or any other poison-curing effect) administered during the onset time or the regular duration halts all further damage; but, unless otherwise specified by the details of the curative effect, it does not cure any damage which has already been sustained.

*Variant:* Some techs research slow-acting toxins which can have an onset time as long as 1d10 hours.

**Flash Bang**

**Duration** 3 rounds + 1 round/level, **Save** Yes.

This device is a type of a grenade. Pull the pin, hurl it, and the Flash Bang explodes with a bright, blinding flash of light and an ear-splitting thud. Everyone within 20 feet of the Flash Bang's burst must roll two separate saving throws, one to avoid being blinded and the other to avoid being deafened. Making either save negates only that effect. If the target fails either or both saves, the blindness and/or deafness effects last for the given duration.

**Fragmentation Grenades**

**Duration** Instant, **Save** Yes.

This preparation temporarily modifies three ordinary grenades, plus 1 extra grenade for every 2 tech levels, so that they have pull-pins and detonate on impact, rather than requiring lit fuses. The tech must have sufficiently many ordinary grenades on hand to be modified by this preparation.

Fragmentation Grenades always detonate on the same round that they're activated and thrown. They deal 2d8 damage instead of 2d6, and the saving throw for half damage is penalized by -1. Like all chemical preparations, Fragmentation Grenades only last for the span of one adventure before they break down and oxidize, reverting the grenades back to normal.

**Hallucinogenic**

**Duration** 3 rounds/level, **Save** Yes.

This psycho-reactive substance instantly causes exposed victims to hallucinate something. Precisely what they see is left up to the referee, but when in doubt, roll 2d3:

**Roll Effect**

- 2 Lucy in the sky with diamonds; fluffy tangerine marshmallow oliphants; psychedelic swirls of marmalade pie; and rocking-horse people tangoing through turnstiles.
- 3 An engrossing spiritual experience that leaves the target in tears for the time being, but which will probably inspire some interesting artwork later on.
- 4 Your standard stonerific daze, wherein the victim sits and stares and contemplates such universal conundrums as: why fingers don't "fing"; whether the government isn't in fact hiding a steam-engine that runs only on water; and whether or not the chief Deity of the Cosmos can in fact warm a burrito until it becomes so hot that He Himself cannot eat it.
- 5 Similar to a fear effect: the victim sees all kinds of ugly monsters—dragons, demons, ghosts, wolves, worms, insects—and may try to fight, flee, or simply cower in a fetal position and cry.
- 6 Freddy and Jason lead the unfortunate victim on the worst sort of creep-show bad-acid nightmare-trip imaginable, which leaves them totally debilitated for the effect's duration.

Regardless of the specifics, a saving throw negates the effect.

**Herbal Healer**

**Duration** Instant, **Save** No.

This is a salve that restores 1d6+1 hit points when applied externally to a damaged target. It can also be prepared as either a drink or an injection, with identical effects. Because the Herbal Healer is natural medicine based on science and not magic, it has no effect at all on undead, either to heal or to harm them.

**Incendiary Bomb**

**Duration** Instant, **Save** Yes.

Essentially a fire-grenade, this device is usually made to detonate on impact, but not always. Clever techs can also use their inventions to add other sorts of triggers: timers, trip-wires, proximity sensors, the good old reliable wired plunger, pressure plates, and even push-button radio remote. The specifics depend on what other inventions the tech has available for the purpose.

The Incendiary Bomb detonates in a 10' blast radius and causes 1d3 points of fire damage, plus 1d3 per level of the tech (e.g. a 3<sup>rd</sup> level tech's Bomb causes 4d3 points of damage). Targets caught in the blast radius may attempt a saving throw for half damage.

**Knockout Gas**

**Duration** 1 minute/level, **Save** Yes.

This substance renders living creatures unconscious for a time. It can be prepared as a spray, splash grenade, gas grenade, or injection. Targeted creatures that fail a saving throw are affected by the Knockout Gas and fall asleep for the duration. Sleeping targets are helpless and can usually be slain at once; but they may also be roused by a hard slap or a bucket of cold water, although it will take at least 1d3 rounds for a drugged and groggy victim to fully come to. A noise alone would have to be *excessively* loud to counteract the effects of Knockout Gas.

### Libation of Awareness

**Duration** 5 minutes/level, **Save** No.

This drug (which may be prepared as either a drink or an injection) hyper-stimulates the senses, making one living target +2 on any and all Perception rolls or checks for the duration.

### Liquid Nitrogen

**Duration** Instant + special, **Save** Yes.

This unusual preparation is essentially an “ice bomb,” a freezing grenade which can be hurled or launched like any other grenade. It bursts upon impact (or by any other triggering method – plunger, detonator, etc.) in a 10’ radius, causing 1d6 points of cold damage, +1 extra point of damage per level of the tech.

Targets in the area may roll saving throws for half damage; those that fail the save are also slowed by the cold for a number of rounds equal to the damage sustained. The “slowed” status is a less intense version of the “stunned” status: a slowed creature is limited to only 2 Moves per round and cannot take parting shots.

### Lucky Snake-Oil

**Duration** 4 rounds/level, **Save** No.

This substance temporarily grants to one living, humanoid target a Fortune score of 18 and a Stealth rank of 4 for the duration. It may be prepared as either a drink or an injection.

### Marvelous Brain Tonic

**Duration** 4 rounds/level, **Save** No.

This substance grants one living, humanoid target a Wits score of 18 and a Knowledge rank of 4 for the duration. It may be prepared as either a drink or an injection.

### Medicinal Cocktail

**Duration** Instant, **Save** No.

This preparation contains a carefully balanced mixture of antibiotic drugs, herbal remedies, and various other medicines. It may be prepared as either a drink or an injection. Although it won’t reliably cure 100% of diseases, it does grant the imbiber or injectee an immediate bonus saving throw to shrug off the effects of any normal, non-magical disease. This saving throw gets a +4 bonus, with the bonus increasing by +1 for every three full levels of the tech who prepares the Cocktail (i.e. +5 at 3<sup>rd</sup> level, +6 at 6<sup>th</sup> level, etc.).

### Metallurgic Enhancer

**Duration** 1 hour, **Save** No.

This oily polish can be rubbed onto any metal weapon or shield, or a dozen bullets or arrowheads. For the next hour, the enhanced weapons or ammunition are +1 to hit, while an enhanced shield has its AC bonus improved by 1 for the duration. This effect is non-magical, so affected weapons do not acquire any special capability to strike at incorporeal, ghostly, or enchanted beings.

### Monkey Grease

**Duration** 1 hour, **Save** Yes.

This preparation takes the form of a grenade which bursts in a 10’ radius, covering everything in an area in a slick film of oil. Anyone caught in the area may be called upon to pass Athletics rolls in order to keep ahold of items they’re carrying, and they must roll a saving throw or else fall prone. Characters with Fortune 18 pass the rolls and saves automatically and can skate freely on the oil.

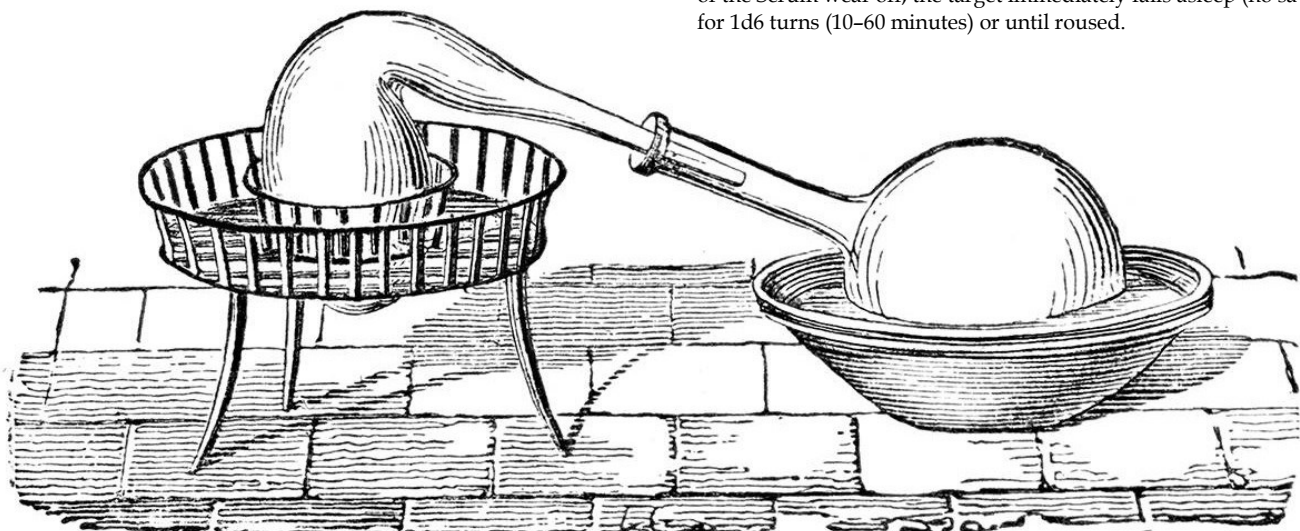
Any character who enters the greased area after having spent at least 2 Moves on movement that round (i.e. jogging) must also roll a saving throw or else fall prone. Those who *sprint* into the oil-slick (i.e. the character has spent all 3 of their Moves that round on movement) doesn’t even get a saving throw; they just fall prone and go skidding 1d6 × 10’ beyond the oil in the same direction as their approach.

The grease is also flammable and will cause 2d4 points of damage to all those caught in the area if set alight (with a saving throw allowed for half damage). Flaming grease will burn for 1 minute (6 rounds) and then be destroyed; otherwise, the puddle lasts for an hour.

### Mutagenic Serum

**Duration** 2 rounds/level, **Save** No.

This peculiar preparation may be prepared as either a drink or an injection. It will transform the drinker or injectee into a monstrous and ugly berserker, a brutish and violent “Mr. Hyde” type. While effects of the Serum last, the target is an amoral psychopath with a Presence score of 3. The target is also afflicted by a berserker rage which grants 1 bonus Move each round, but which forces the affected target to fight to the death: they *will not* flee from battle under any circumstances while the effects persist. Use of any spells, scrolls, or even most magic items and inventions is impossible in the berserk state, since the rage prevents even the most basic focus or concentration. At the referee’s discretion, the affected target may need to roll saving throws to tell friend from foe. After the effects of the Serum wear off, the target immediately falls asleep (no save) for 1d6 turns (10–60 minutes) or until roused.



**Nitroglycerine**

**Duration** Instant, **Save** Yes.

This preparation is a vial of liquid explosive that detonates upon impact. Nitroglycerine causes 1d10 points of concussive damage, +1 point per level of the tech, in a radius of 10' + 1' per level of the tech. Targets in the area may roll saving throws for half damage.

**Potable Poise**

**Duration** 4 rounds/level, **Save** No.

This substance grants one living, humanoid target a temporary Presence score of 18 and a Diplomacy rank of 4 for the duration. It may be prepared as either a drink or an injection.

**Psychotropic Compound**

**Duration** 3 rounds/level, **Save** Yes.

Psychotropic Compound induces total confusion in all targets that fail a saving throw. For the duration, those affected will act randomly each round, according to a roll of 1d6: 1 – Act normally; 2 – Attack the nearest creature, friend or foe; 3 – Attack oneself; 4 – Do nothing but babble nonsense; 5 – Flee; 6 – Charge recklessly at the most dangerous-looking target. The Compound may be prepared as a spray, a splash grenade, a gas grenade, or an injection.

**Revivifying Libation**

**Duration** Instant, **Save** No.

This preparation heals the target for 1d3 hp and instantly negates fatigue, exhaustion, or the effects of a Depressant preparation. The Libation may be prepared as either a drink or an injection. Like all natural, non-magical medicines, it has no effect at all on undead.

**Smoke Bomb**

**Duration** 4 rounds + 1 round/level, **Save** Yes.

This device is a grenade that creates an opaque smoke-cloud when it bursts, with a radius of 10' + 2' per level of the tech. The cloud both obscures vision and irritates those caught in the area. Any targets inside the cloud must roll a saving throw or else be –1 on all attack rolls from tears and coughing for the effect's duration.

**Stimulant**

**Duration** 2 rounds + 1 round/level, **Save** No.

Stimulant causes energetic hyperactivity in the affected target. It may be prepared as either a drink or an injection. It imparts to the target a +2 bonus on attack rolls and saving throws, a +1 bonus on skill checks and skill rolls, and an increase in Movement Speed of +20' for the duration. However, any time anyone is dosed with stimulant, there is a flat 5% chance of overstimulation, which cases the target to babble rapidly about anything and everything, with no verbal "filter" at all, even to the point of divulging close personal secrets or vital intelligence, so long as the drug's effects last. Overstimulation is always followed by a hard, sudden "crash" as the drug wears off, causing the target falls unconscious for 1d10 turns or until roused.

**Stun Grenade**

**Duration** 1d4+1 rounds, **Save** Yes.

This is a sonic grenade that detonates on impact (or by any other triggering-mechanism that the tech can devise). It bursts in a 10' blast-radius. All creatures caught within the area of effect take 1d4 points of sonic damage, with a saving throw permitted for half damage. Any targets that fail this save are also both deafened and stunned (see pg. 73) for 2–5 rounds.

**Super Adhesive**

**Duration** 2 turns, **Save** Yes.

This preparation is a "glue-bomb" which can be thrown just like a grenade, or detonated by any other means the tech can devise. When it impacts or otherwise activates, it bursts in a 10' radius, coating the area in sticky super-glue.

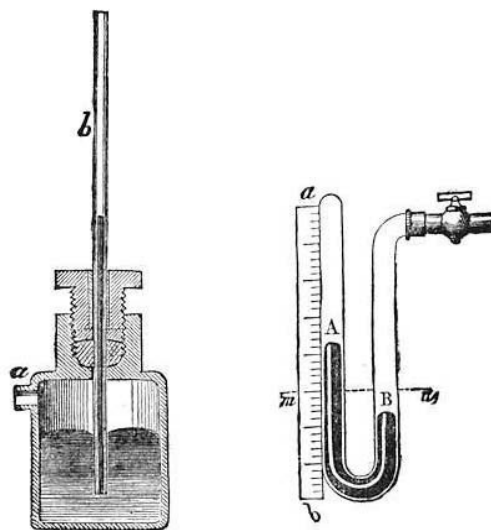
All targets caught in or entering the area of effect must roll a saving throw or else be immobilized, rooted in place and unable to move. They can still fight anyone that they can reach; they just can't change their position on the battlefield. Any character with Valor 18, or any monster with 5 or more hit dice, can break out of the glue in only 1 round. Otherwise, breaking free requires 3 full rounds of struggling while taking no other actions. Those who do make the saving throw can move over the glue-puddle slowly, at one-third normal speed.

The glue-puddle will solidify after 20 minutes or so; once this happens, it cannot ensnare any new victims, and those who are still stuck can now break out after only 2 full rounds of chipping away at the solidified glue.

**Wondrous Vaccine**

**Duration** 1 day, **Save** No.

This preparation is a potent admixture of preventative medicines and poison antidotes. It may be prepared as either an imbibed drink or an injection. The Wondrous Vaccine grants its recipient a +5 bonus on all saving throws vs. poison or disease for the next twenty-four hours.



**Inventions**

Just as rituals are where a magic-user's greatest power lies, inventions are the means by which a technologist might change the world. Inventions exist on the cutting edge of modern science: they are dangerous, exciting, and potentially unreliable prototypes that are only just now coming out of research-and-development. They are costly and time-consuming to craft, and they are a great deal more complex than gadgets or preparations. On the other hand, once an invention has been built, provided it has been put together properly, it generally stays built unless destroyed. (Dynamite is one unavoidable exception.)

A tech must possess a schematic or blueprint of any invention he wishes to build. Having such a schematic allows the tech to build as many copies of an invention as he likes, as many times as he likes, limited only by his funds, his downtime, and any special components that may be required. Building an invention takes several weeks, as noted on the table below.

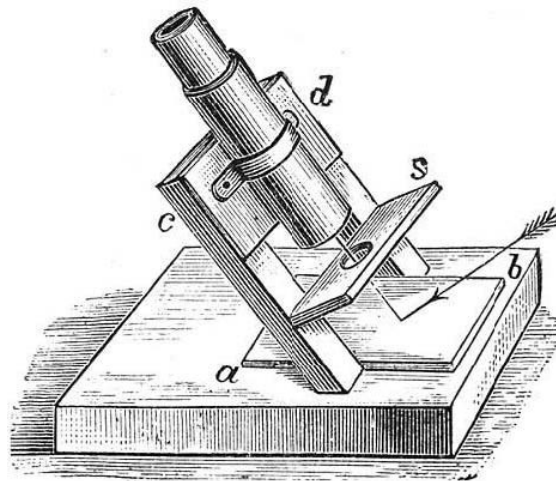
Unless otherwise noted in an invention's description, the cost to build an invention is the square of its level  $\times$  1 gold piece (100 copper pieces). That is to say, a 1<sup>st</sup> level invention costs 100 cp to build, a 2<sup>nd</sup> level invention costs 400 cp, a 3<sup>rd</sup> level invention costs 900 cp, and so on, up to 10<sup>th</sup> level inventions, which cost a whopping 10,000 cp to build. And this is just the baseline cost of development; some inventions will also have rare, special materials which must be initially incorporated into the device, or which are consumed every time the invention is used.

As with gadgets, the tech must make a build roll after having spent the requisite time and money crafting the invention. The chance to pass the build roll for an invention is as follows:

Invention Level	Build Roll
Less than the tech's level	5-in-6
Equal to the tech's level	4-in-6
One level above the tech	3-in-6
Two levels above the tech	2-in-6
Three levels above the tech	1-in-6
Four or more levels above the tech	no chance (automatic failure)

Note that unlike mages and scholars, who cannot even attempt rituals above their experience level, techs *are* able to try and build some inventions above their level. Such is the nature of science and technology: its principles can be apprehended by anyone with the proper time, training, and talent. Nevertheless, building inventions above one's level is still ill-advised, because it vastly increases the likelihood of failing the build roll.

If the roll passes, the invention will work normally; but if it fails, the invention is defective. This won't be immediately apparent to the builder, so the referee should make the build roll in secret. A defective invention has a cumulative 10% chance of failing to work each time that it is used, with a roll of the invention's level or less on the percentile dice indicating a *catastrophic* (read, explosive) breakdown. If the tech can notice the flaw before the invention blows up, he can attempt to repair it. This takes half as much time and money as it took to build the device in the first place; and again, the referee secretly makes the build roll for the tech PC after the time and money have already been spent on the attempt. Success means that the invention has been fixed; whereas failure means that the invention is still flawed, but the cumulative chance of breakdown has been reset back to 10%. If a defective invention ever suffers catastrophic breakdown, the device will be destroyed and may (at the referee's discretion) explode for 1d6 damage per invention level in a 5'-per-invention-level radius.



*Inventions and Encumbrance:* The following table lists the cost and time to build an invention and also the encumbrance values for a typical invention of a given level; but inventions are quirky and idiosyncratic. Some of them weigh practically nothing, while others can fill a room. Each separate invention entry has the encumbrance value for that invention listed, while the values on this table are meant to be a rough guideline for players and referees who wish to add inventions of their own devising to the game.

Invention Level	Base Cost	Typical Encumbrance	Build Time
1 <sup>st</sup>	1 gp	2 kg	1 week
2 <sup>nd</sup>	4 gp	4 kg	2 weeks
3 <sup>rd</sup>	9 gp	6 kg	4 weeks
4 <sup>th</sup>	16 gp	8 kg	6 weeks
5 <sup>th</sup>	25 gp	10 kg	8 weeks
6 <sup>th</sup>	36 gp	12 kg	12 weeks
7 <sup>th</sup>	49 gp	16 kg	16 weeks
8 <sup>th</sup>	64 gp	20 kg	20 weeks
9 <sup>th</sup>	81 gp	24 kg	28 weeks
10 <sup>th</sup>	100 gp	32 kg	36 weeks

### Laboratories and Workshops

A tech needs only a blueprint, some raw materials, and some hand-tools to make a gadget; or a formula and his portable chemistry set to ready a suite of preparations. But inventions are different. A tech begins the game with one 1<sup>st</sup> level invention schematic and a single copy of this invention already pre-built, but in order to craft any more inventions, a tech requires a workshop. Setting up a tech's workshop is very much like setting up a magic-user's laboratory and occult library, except that the accoutrements of a tech's lab are commoner and easier to come by. It still costs at least 500 cp to purchase all the required tools and apparatus, but the actual setup can be accomplished in only 1d8+6 days.

## Level 1 Inventions

### Dynamite

**Encumbrance:** 1/7 kg per stick

For the cost of 1 gold piece (100 cp, or the price of ten normal grenades), the tech can fashion 21 sticks of dynamite. (A bundle of 7 sticks weighs 1 kg.) Like a grenade, a stick of dynamite can be lit and then thrown; the damage dealt by a single stick is 2d6 in a 5' blast radius, with the usual saving throw allowed for half damage.

The real advantage of dynamite is that the tech can wire together multiple sticks and thereby dramatically increase both the potential damage and the blast-radius:

Sticks	Damage	Blast Radius
1	2d6	5'
2	2d6	10'
3	2d8	10'
4	2d8	15'
5	2d10	15'
6	2d10	20'
7+	2d12	20'

The throwing ranges for either a stick or bundle of dynamite are 10' / 20' / 30'. Like an ordinary grenade, a stick or bundle of dynamite will explode on the round *after* it's been lit. Most techs prefer to come up with some safer and more reliable means of detonating such powerful explosives, though. A 1<sup>st</sup> level tech should have little difficulty rigging up a plunger or a timer whilst fashioning the dynamite. A remote detonator is only possible if the tech knows the 3<sup>rd</sup> level invention Wireless Telegraphy.

### Electric Taser

**Encumbrance:** 2 kg (1 kg device + 1 kg battery)

This invention resembles a pistol that fires a pair of wired electrodes out to a distance of 20'. A ranged touch attack (a missile to-hit roll vs. AC 10) is required to land both electrodes on the target; a hit causes 1d3 points of electrical damage and forces the target to roll a saving throw or else become stunned for 1d4+1 rounds.

The Taser must be reset by manually reloading the wired electrodes back into the pistol-grip, which takes a full round. Once used, the internal battery must also recharge for at least four hours' time before it can function again (but note that a missed to-hit roll does not discharge the battery). The Electric Taser cannot stun (but will still damage) the undead, golems, most oozes, or any other creatures that lack a functioning nervous system.

Spare battery packs can be constructed for 5 sp and 3½ days' work; each extra battery weighs 1 kg and is interchangeable with the batteries used for the Optic Flash-Bulb invention (below). It takes two rounds to swap a depleted battery for a fresh one, but a battery removed from the device won't recharge itself.

### Flotation Device

**Encumbrance:** 2 kg

A self-inflating inner-tube that tucks into the clever gadgeteer's belt, a simple draw of a pull-cord inflates the Device. Provided the wearer is only lightly or moderately encumbered, it bestows a +2 bonus on Athletics checks made to stay afloat and swim on the surface, but it prevents any diving underwater. If the Flotation Device is ever activated while the wearer is submerged, it will lift the character to the surface at a speed of 20' per round (lightly encumbered) or 10' per round (moderately encumbered). A character with heavy or severe encumbrance will remain submerged until they reduce their carried load to 24 kg or less. Once activated, the

Flotation Device must be reset manually (which takes a few minutes) before it can be inflated again.

### Grappling Hook

**Encumbrance:** 2 kg

A standard piece of kit for rooftop-swinging vigilantes and tomb-delving archaeologists, the Grappling Hook fires a sturdy metal cable out to a maximum distance of 90', where a hooked spike will latch onto any solid protrusion or even fix itself into stone. (If fired at a living target, a normal missile to-hit roll is required; the Hook will cause 1d4 points of damage on a hit, and the target must save or be caught on the Hook.) The Grappling Hook can then be used to swing, or it can slowly retract, reeling the cable back into the device at a speed of 10' per round and carrying the user along with it. The Hook will support a total weight of 300 pounds (120 kg); beyond that, the cable will not retract and the Hook may come loose from its mooring.

Once fired, the Grappling Hook must be retracted before it can be fired again. It relies on a tiny charge of gunpowder (cost: 1 iron piece) to propel the cable. Provided the tech makes sure to keep on hand some extra powder charges, a mere few minutes' time is sufficient to reset the device.

### Moving Picture Camera

**Encumbrance:** 2 kg

A wonder of the modern age, this device captures moving images in real time. The tech can film anything he can see, given decent lighting and proper line-of-sight. Operating the Camera requires constant turning of a hand-crank at a steady speed. The images recorded will be silent and in black-and-white, and they are often grainy and jerky. The finished film-reels must be set into a separate device, a Moving Picture Projector, for playback onto a screen.

It costs 1 gp to craft a Moving Picture Camera and another 1 gp to craft a Moving Picture Projector. (A Projector has the same encumbrance value as a Camera, 2 kg.) A single reel of film (weight one-third kg, cost 1 sp) can record about 10 minutes of moving pictures.

### Optic Flash-Bulb

**Encumbrance:** 2 kg (1 kg device + 1 kg battery)

An elaboration on the Electric Torch, this device consists of a heavy battery wired to a huge bulb which shines bright, flooding light in a 60' long cone (30' wide at the widest). The heavy battery (1 kg) is capable of powering this light-source for up to 8 hours in a day; it will recharge automatically overnight. The battery must be replaced each month (new or extra batteries cost 5 sp and take 3½ days to craft) to keep the device in working order.

At any time while the device is on, the tech may activate a secondary function: overcharging the bulb, which produces a blinding flash of light. All creatures able to see who get caught within the Flash-Bulb's 60' × 30' conical area of effect must save or be blinded for 1d4 turns. Using the device's "flash" function will immediately burn out the bulb. Spare bulbs weigh one-third kg and cost 3 sp to craft. (They're also fragile and easily broken.)

When used in conjunction with either a Camera Obscura or the Moving Picture Camera, the bright, steady light provided by the normal functioning of the Optic Flash-Bulb is ideal for clear photography, even in the deepest, darkest dungeons.

### Phonograph

**Encumbrance:** 2 kg

This invention consists of a microphone, a horn-shaped loud-speaker, and a turning axle with a needle for playing and recording sound to and from a wax cylinder. When activated, it can rec-



ord up to 1 hour of sound, or play it back, by means of a hand crank and clockwork. Wax cylinders, necessary for recording and playing, cost 1 cp to make and weigh one-third kg. The device has an effective range of about 30' for clear recording and 90' for playback, provided there are no heavy physical obstructions (e.g. dungeon walls) in the way.

**Pressure Trap**

**Encumbrance:** 2 kg

This invention is a portable pressure-plate which unfolds to cover a 5' x 5' square area. Any creature (or object) of dwarf-weight or greater that steps on the pressure-plate *may* activate it; by default, the trap will be triggered 33% of the time (a roll of 1-2 on 1d6), just like any dungeon trap; but at the time the device is activated, the tech may set the sensitivity on the pressure-plate to any activation frequency desired, from 5% to 95%.

As built, the Pressure Trap is designed to deploy spikes that cause 1d6 damage to anyone standing on the trap when it is triggered; there is no saving throw, but the spikes roll to hit with a to-hit bonus equal to the tech's Craft rank plus Wits bonus.

Instead of spikes, the tech may choose to attach any other weapon (be it *mêlée* or missile), grenade, explosive, or chemical preparation; in which case triggering the Trap attacks with the weapon, detonates the explosive, or activates the preparation. (The tech should be very careful with explosives, though. If they're set too close to the pressure plate, they might destroy it! The plate itself is AC 5, 10 hp, and has an item saving throw equal to 5 + its own to-hit bonus.) A weapon or device triggered by the Trap—the "business end" of the whole apparatus—can be placed up to 30' away from the pressure plate itself.

A Pressure Trap is fairly easy to spot, even by those not looking for traps; but it can be concealed under cloth, dirt, leaves, or some other kind of concealment which is too light to trigger the device. It takes 1 turn to reset a sprung Trap.

**Shock Absorbers**

**Encumbrance:** 2 kg + weight of armor

This device must be permanently integrated into a suit of armor or a reasonably heavy set of clothing that pads and covers the whole body. It increases the encumbrance of the armor or clothing by 2 kg. Shock Absorbers are able to reduce falling damage, allowing a

character who takes an unexpected tumble to ignore the first 10' of the fall for the purpose of calculating damage. Shock Absorbers also bestow upon the wearer a 1-in-6 chance to reduce the damage sustained from any blow with a weapon, missile, or other physical attack by 1d3 points (even down to 0 damage).

**Smoke Machine**

**Encumbrance:** 2 kg

The state of the art in special-effects technology, the Smoke Machine is a portable smoke-screen generator. Once set in place and switched on, it will bellow forth an opaque, clammy fog that obscures vision and slowly fills enclosed spaces. The fog rolls laterally along the ground at a pace of about a foot per minute, so after one turn, it will fill a 10' radius area centered on the machine; after two turns, a 20' radius; and so forth. The fog only climbs to a vertical height of 3' per turn, though, so the machine must run for half an hour for the fog to reach the ceiling of a typical dungeon corridor. The machine can run for an hour before it runs out of power and shuts down; thus, the maximum size of the fog-cloud (outdoors and on a still day) is 20' high and 120' across. While the machine is operating, it emits a constant and steady "chugging" noise, along with the occasional sputter; but if the Smoke Machine is, e.g., concealed in the ventilation system of a building complex, these noises tend to sound more ghostly than mechanical and may add to the illusion of a purported "haunting."

Once generated, the fog will linger for an hour or so unless blown away by moderate to strong winds. The Smoke Machine must recharge for 4 hours (counting from the moment it gets shut off) before it can be activated again.

**Spring-Heeled Jackboots**

**Encumbrance:** 2 kg

This is a set of heavy, metallic clockwork boots. They grant their wearer a constant +2 bonus on Athletics rolls made to jump heights and distances. The wearer of the Jackboots can leap to heights of 10' and bound over 20' spans of distance with almost no effort.

**Stainless Steel**

**Encumbrance:** Special

This invention is an improvement over the Balanced Alloy. The tech can now forge buckler and normal shields and two-handed metal weapons which weigh half normal and fill half the usual inventory space. Most 1<sup>st</sup> level inventions weigh 2 kg, but the weight of this invention is simply half that of a normal item of that type, e.g. 2 kg for a great sword, 1 kg for a buckler, etc. Such items are also impervious to rust (and thus to rust monsters).

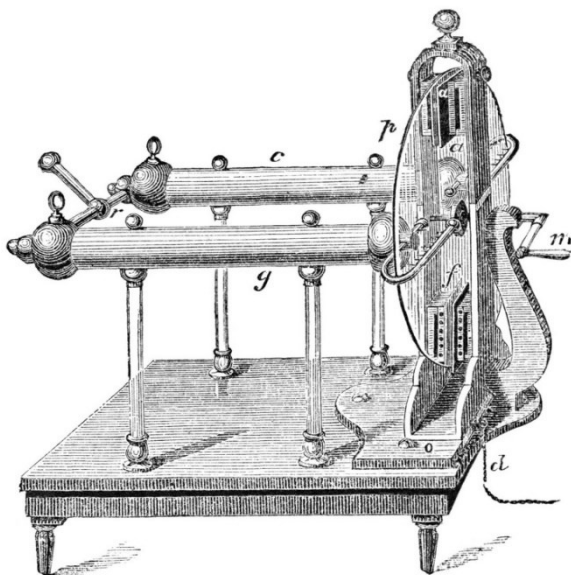
Stainless Steel weapons do not get an any extra bonuses to hit or AC, but they do get a +1 bonus on item saving throws made to resist damage or destruction (and they can still be enchanted by magic normally).

**Tranquilizer Gun**

**Encumbrance:** 3 kg

This is a lightweight rifle which has been designed to be loaded with one of a tech's preparations. Any chemical that the tech can load into a Hypodermic Injector can also be loaded into the Tranquilizer Gun—offensive and beneficial chemicals alike, so there's no reason a doctor couldn't go darting his allies with Herbal Healers at range!

A single preparation can be used to fill up to 4 darts. (The tech can manufacture spare darts for 1 sp each.) A normal missile attack roll vs. the target's regular AC is needed to score a hit. (The Gun has ranges of 50'/100'/150'.) Offensive chemicals take their full normal effect, but there is no save penalty due to the lower dosage. Beneficial chemicals have one-quarter their full usual effect.



**Turbine Fan****Encumbrance:** 2 kg

This is a high-powered handheld fan that can operate steadily for up to four hours a day. It can generate enough of a breeze to blow away any smoke, fog, or mist (even when such has been magically conjured), clearing a 10' × 20' area for every turn that the fan is operated. Once per day, the Turbine Fan may be overcharged, which generates a single powerful gust instead of a steady wind. The gust will instantly blow away all smoke, fog, or mist in a cone-shaped area 60' long out to 30' wide; and any creatures within this area must roll a saving throw or be pushed back 10' (with those that roll 19–20 on this save also getting knocked prone). Any airborne creatures in the area suffer a –5 penalty on their saving throws, and all flying creatures that roll a 17–20 on the save are knocked out of the air and may take falling damage when they hit the ground. Once the Turbine Fan has been overcharged, it may not be used again at all for the rest of the day.

**Typewriter****Encumbrance:** 2 kg

A machine for quickly producing pages of typewritten text, this invention needs little in the way of game-mechanical explanation. Ribbons of ink cost 1 iron piece.

**Vacuum Pump****Encumbrance:** 2 kg

Rumor has it that the Vacuum Pump was created by a tech to assist a fellow member of his adventuring party, a maladroit mage who had difficulty collecting certain delicate spell components such as vampires' ashes, spider silk, and free-floating ectoplasm.

Consisting of hose attached to a pump and a tank, it allows a 1' radius pile of particulates or liquids to be "sucked up" and contained within an airtight canister with 1 minute of work. An entire 10' × 10' area takes about 3 turns to cover. The canisters are removable (it costs 4 sp to craft extras), and the device itself can be activated four times per day.

## Level 2 Inventions

**Chemical Dispenser****Encumbrance:** 1 kg + weight of weapon

This device augments a mêlée weapon, but it also increases its weight by 1 kg. The Chemical Dispenser adds a small chamber inside the hilt, haft, or blade of the weapon, and an activation lever is placed on the grip. The chamber can be loaded with any sort of chemical the tech desires; common choices include acid, flammable oil, galvanic electrolytes, and liquid nitrogen. (Each Chemical Dispenser must be specially designed for that chemical, incorporating e.g. a mechanism for igniting oil or discharging an electrolytic compound, or proper containment for acid or liquid N<sub>2</sub>—and so this choice must be made at the time the invention is built, and it cannot be changed later without heavily remodeling the weapon.)

The Chemical Dispenser may be activated up to six times before the chamber is depleted; doing so causes a hit with that weapon to inflict 1d4 points of extra elemental damage (acid, fire, cold, or electricity, depending on the chemical type) in addition to the weapon's normal damage. A successful hit in mêlée is required for the weapon to cause extra elemental damage. The wielder may always choose whether or not to activate the Dispenser *after* having rolled to hit. (Note that if the modified weapon is being held in the off-hand while dual-wielding, the Dispenser's extra damage is halved along with the base damage.)

Refilling the Dispenser requires 1 sp worth of materials. The tech must have access to a proper chemistry lab or workshop to do this, but the work only takes half an hour or so.

**Claymore Mine****Encumbrance:** 1 kg each

When the tech spends 4 gp to build this invention, it results in four land mines (i.e. each separate mine costs 1 gp and takes 3½ days to build). A Claymore Mine can be triggered by any means the tech can devise: a wired plunger is the default, and its use is assumed when the invention is built; a tripwire trigger is trivially easy for a tech to rig up. But the tech can also make use of the Pressure Trap, Proximity Trap, or Wireless Telegraphy inventions for this purpose. (Wireless Telegraphy allows for the creation of a remote detonator.)

When detonated, a Claymore Mine spews shrapnel in a conical area, 60' distant and 40' at its widest. Those caught in the blast take 2d10 points of piercing damage, with a saving throw permitted for half damage. Multiple Mines set off by the same trigger will only increase the area of effect, not the damage dealt.

**Clockwork Tensioner****Encumbrance:** 2 kg + weight of bludgeon

This device must be built into a Medium-size or larger bludgeoning weapon. It modifies the weapon with a spring-loaded lever-arm and a self-winding clockwork apparatus. At any time after the wielder has successfully rolled to hit in mêlée, he may depress a button that activates the Tensioner, causing the weapon to deal an extra 1d6 points of bludgeoning damage. (This extra damage is halved if the weapon is held in the off-hand while dual-wielding.) After the device has been activated, the clockwork apparatus within it will start to capture kinetic energy from the weapon's own strikes, thereby causing the machine to rewind itself. Each further hit with the weapon will reset the Clockwork Tensioner by 25%, so that after four hits, the device is ready to be used again. The Tensioner also has a hand-crank for manually resetting the device between battles; a manual reset takes 1 minute (6 rounds).

**Grenade Launcher****Encumbrance:** 4 kg

Considered essential by many techs, the Grenade Launcher can be loaded with up to six grenades, flasks, or chemical preparations at a time. Any wielder can then fire these missiles with 30' / 60' / 90' range and a rate-of-fire of one shot per round. Hitting with any area-effect grenade still requires rolling to hit AC 10; but a miss indicates that the missile lands off-center and bounces twice in two separate, random directions (1d12 o'clock), 2d10 feet each time.

It takes 1 round to load one shot into the Grenade Launcher; ergo, 1 full minute is needed to fill it to capacity. By default, the Grenade Launcher is only able to fire off its various munitions strictly in the order they were loaded into the machine; but if the tech spends an extra week (and 1 extra gp) working on the device, he can add a selection-lever that allows manual rotation of the ammo-drum for selecting a specific grenade or preparation to fire.

**Hand Cannon****Encumbrance:** 1 kg + pistol or 2 kg + rifle

This invention allows a tech to craft modified firearms that pack some serious heat: "magnum" revolvers and "elephant-gun" rifles. All firearms so modified have a 10 round ammunition capacity, and their damage increases by one die step (d6 → d8 → d10 → d12). The range and ammo capacity may yet be further modified by gadgets like the Auto-Loader and Sniper Scope. The weapon

## CHAPTER FOUR: TECHNOLOGY

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becomes semi-automatic and magazine-loaded, taking only 1 Move to reload (assuming full magazines are handy). Modified weapons are heavier than usual and add 1 kg to the weight of a pistol, or 2 kg to the weight of a rifle.

The bullets for a Hand Cannon, pistol or rifle, are custom-made: they weigh 20 to the kg and cost 1 cp *each* to craft. Spare magazines cost 5 cp to make.

### Night-Vision Goggles

**Encumbrance:** 2 kg

These heavy goggles allow the wearer to see in the dark, by gathering and amplifying ambient light. (This means that they need at least a little light to work; they are useless in a sealed, pitch-black cave.) Because they restrict the wearer's peripheral vision and field of view, the wearer is -2 on Perception rolls involving vision. Further, any bright light will overwhelm the goggles and blind the wearer for 1d6 rounds, with no save if the light is sudden enough to take the wearer by surprise. The goggles can function for 2 hours each day, or more if the tech fashions any extra battery packs (these are the same as those used in an Electric Taser or Optic Flash-Bulb: 1 kg; 5 sp and 3½ days to craft).

### Printing Press

**Encumbrance:** Immobile

The steam-powered, rotary printing press is a large device that fills an entire room. No tech is going to be bringing this along on a dungeon-crawl. Nevertheless, there are some who may find it handy, especially those who intend to spread propaganda or wanted posters quickly. The automated Printing Press is capable of printing 800 copies of a page *each hour*. Once the press has been built, the tech needs merely to foot the cost of ink, paper, and coal for the small steam-engine that powers it. It takes approximately half an hour to set the type for each separate page to be printed.

### Proximity Trap

**Encumbrance:** 4 kg

This device is an improvement over the 1<sup>st</sup> level Pressure Trap invention. The Proximity Trap uses reflected electromagnetic waves to detect when a moving body comes within its range. The device is unable to distinguish living from non-living matter, nor can it tell friend from foe; any moving object that weighs at least 5 lbs. will set off the trap. The effective range of the proximity sensors is 30 feet; the trap that the device triggers (which can be any *mêlée* or missile weapon, an explosive, or a chemical preparation) can be placed anywhere within 60 feet of the sensor. The Proximity Trap itself is neither small nor subtle, being 2 feet in diameter, 6 inches thick, and covered in small radio antennæ and little spinning radar dishes. Nevertheless, approaching the device to investigate or disarm it is a very risky proposition.

It takes 1 turn to set the Proximity Trap, which then arms itself after a fixed time (up to 1 hour), as decided by the tech when the trap is set. Once armed, the trap is triggered by a person or object coming within 30' of it (the default chance to trip the trap is 33%; but when the trap is being set, the tech may select any value between 5% and 95%). As with the Pressure Trap, the Proximity Trap rolls to hit as if it had an attack bonus equal to the tech's Craft rank plus Wits modifier. The device has AC 4, 20 hp, and SV 5 + its bonus to hit.

### Sonic Amplifier

**Encumbrance:** 4 kg

This device emits a high-pitched, almost hypersonic sound that affects objects and creatures within a 60' radius. Once activated, it will blast this sound for 1 minute (6 rounds), and all creatures in

the area will be -2 on attacks and saves and -1 on skill rolls or checks for the duration. Any creature in the area able to hear must also roll a saving throw or be stunned for one round (see pg. 73). The device will shatter glass after 3 rounds and brittle crystal (including a mass of crystal grown by the 9<sup>th</sup> level Crystal Lattice invention) once the full minute has passed.

This device must recharge for 6 hours after it has been activated before it can be used again.

### Two-Way Telegraph

**Encumbrance:** 4 kg

This device can be used to transmit coded signals over great distances using electric pulses carried by conductive wires. Both the sender and the receiver of the message must have a complete Telegraph apparatus; and, more importantly, there must be telegraph wires strung between both locations in order to send any messages. This isn't cheap: it costs 1 gold piece *per mile* (and double that for difficult terrain like forests and mountains) to erect telegraph wires, including the cost of the wire itself and pay for a crew of workmen. (Workers can usually put up perhaps 4 leagues' worth of wire per day over easy terrain, or they can cover 2 leagues per day in difficult terrain.) And this isn't even accounting for the possibility of monsters and other dangers of the wilderness harassing the work-crews or damaging the completed telegraph poles...

### Vitalizing Emanations

**Encumbrance:** 4 kg

This invention concentrates pure *élan vital* – life energy – into a single pulse or burst of radiation. When the machine is activated, it goes off like an EMP bomb; everything within a 20 foot radius is bathed in the Vitalizing Emanations for one round. All living creatures in the area recover 1d8+1 hit points (unless they are already at 0 hp and on the very brink of death, in which case the Emanations are not powerful enough to heal them). Any undead creatures within the area take 1d8+1 points of damage, with a saving throw allowed for half damage.

A machine that draws pure life force out of the ether and stores it within telluric circuitry is no mean feat of science; but neither is the technology perfectly efficient yet. Once activated, this device must recharge for a full 24 hours before it can be used again.

## Level 3 Inventions

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### Chain Saw Blade

**Encumbrance:** 4 kg + sword weight

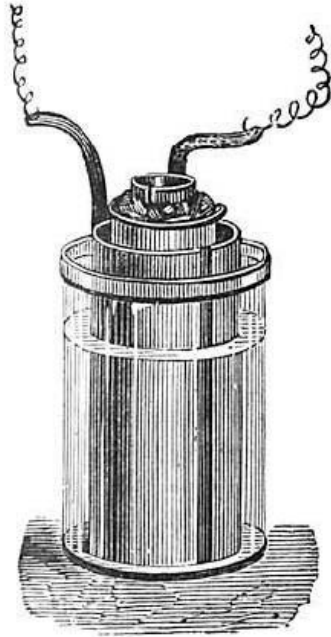
This device modifies a bastard, long, or great sword with a vibrating blade and a petroleum-fueled motor. It takes 1 round to "rev up" the blade (which is otherwise inactive and therefore completely useless); for the next two and a half minutes (15 rounds), the blade becomes quite a lethal weapon and cutting-tool, inflicting 1d6 extra slashing damage per hit. Groovy.

Each use of the Chain Saw Blade consumes half a gallon of refined petroleum (1 kg weight, 1 cp cost). Note that if a bastard sword modified with this invention is held in the off-hand while dual-wielding, the extra damage is halved along with the base damage.

### Electric Discharger

**Encumbrance:** 2 kg (1 kg device + 1 kg battery) + weapon

This device is similar to the Chemical Dispenser, in that it augments any ordinary hand weapon; but the Electric Discharger must also be attached to a heavy battery-pack, which will increase the



encumbrance value of the augmented weapon by 2 kg, half of which is the weight of the device and half of which comes from the separate battery-pack.

An electrified weapon is, for all intents and purposes, a lethal cattle-prod as well. When the device is activated (which must follow a successful hit in *mélée*, although the wielder of the weapon may always decide whether or not to activate the Discharger *after* having rolled to hit), the target suffers an additional 1d6 points of electrical damage and must roll a saving throw or else be stunned for 1 round. The Electric Discharger has one more benefit that helps to make up for its cumbersome bulk: one can always choose to make a “touch attack” with the weapon and roll to hit AC 10 instead of the target’s normal AC; this won’t deal the weapon’s normal damage, but it does still deal electrical damage and force the target to save or be stunned!

The weapon may be discharged six times before the battery is permanently depleted. (Batteries which have been used to power the Electric Discharger cannot be recharged by any means.) Spare batteries are the same as those used for the Electric Taser and Optic Flash-Bulb: they weigh 1 kg and cost 5 sp (and take 3½ days’ work) to craft. Note too that the battery is not incorporated directly into the weapon; rather, a cable connects the battery’s terminals to the main Discharger device, which by itself is only 1 kg and is solidly affixed to the weapon that it modifies. The battery must be safely secured elsewhere on the wielder’s person, usually on a belt or in a backpack. It takes 1 minute (6 rounds) to replace an Electric Discharger’s dead battery pack.

#### Elemental Insulation

**Encumbrance:** 2 kg + armor weight

This invention must be permanently integrated into a suit of armor (or a set of heavy clothes), which increases the item’s weight by 2 kg. Thereafter, the wearer is resistant to the effects of one harmful type of elemental energy (heat, cold, acid, or electricity), which must be chosen at the time the device is constructed and may not be changed later without building an entirely new Elemental Insulator.

The wearer is impervious to the ordinary extremes of temperature or environment associated with the selected element type: blistering heat, freezing cold, acid rain or fog, or the dangers of high-voltage machinery and exposed live wires. In combat, attacks based on that element, whether from spells or dragon breath or any other source, allow the wearer a +2 bonus on saving throws against that type of damage; and prior to the saving throw, any damage dealt by the attack is reduced by 1 point per damage die.

#### Flame Thrower

**Encumbrance:** 6 kg

This heavy device consists of a metal tank strapped to the wearer’s back, which is filled with flammable oil, and a handheld gun with a pilot-light at the nozzle and a tube connecting the gun to the tank. When fired, the Flame Thrower emits a linear jet of flaming oil, 60’ long and 5’ wide, which deals 2d6 points of damage to all creatures in the area; a saving throw is permitted for half damage. The flames will also ignite any flammable objects in the area, and any creatures that roll 18–20 on their saving throw also catch fire and take an extra 1d6 points of damage in the following round as the oil burns out (unless they opt to spend a full round stamping out the flames, or they can immerse themselves in water).

The Flame Thrower can be fired three times before the tank is depleted, with a requisite cooldown time of at least three rounds between shots (ignoring the cooldown period risks a 50% chance of ruining the nozzle). A full tank holds the equivalent of 18 flasks of oil, or 6 flasks per shot; it takes about three rounds to empty one flask of oil into the tank (i.e. 9 minutes, or nearly a full turn, to completely refill the tank from carried flasks of oil). It takes one round to light the Flame Thrower nozzle’s pilot-light, which is usually kept off for safety reasons.

#### Hypno-Spiral

**Encumbrance:** 6 kg

This device consists of a large, colorful, spinning wheel surrounded by blinking lights timed to go off in mentally disorienting patterns. When the device is activated and the Hypno-Spiral is shown to living beings of at least animal intelligence (undead are immune), those creatures able to see the spiral (i.e. anything within Near range and inclined to look at it) must roll a saving throw or else become fascinated. Fascinated creatures will do nothing but stare at the Spiral, stupefied, unless they are attacked, which immediately cancels the effect. While in the fascinated state, any creatures which are able to understand the language spoken by the device’s operator will be vulnerable to short, simple suggestions of not more than a sentence or two, so long as the suggestions sound reasonable and do not run contrary to the creature’s morality or sense of self-preservation.

Once activated, the Hypno-Spiral will run for 1 minute (6 rounds), in which time it may fascinate creatures and hold them in thrall. Once it wears off, provided the targets were not attacked, it then takes another full round for fascinated creatures to come back to themselves. After it has been used, the Hypno-Spiral has to recharge for 6 hours before it may be activated again.

#### Magnetic Inverter

**Encumbrance:** 6 kg

This device generates a powerful magnetic field. It can be strapped onto the wearer’s person at all times, or it can be set down in one place before it is activated. The operator of the device decides when activating it whether to set the polarity dial to “attract” or “repel.”

A repulsive field acts like a shield of force around the bearer or wearer of the device. All metal missiles (including bullets fired by a Machine Gun) are automatically deflected away and cause no

damage. All other metallic weapons are -4 to hit the wearer. The wearer enjoys a +2 bonus on saving throws against electricity-based attacks, and the damage caused by such attacks is reduced by 1 point per damage die.

An attractive field has a more peculiar effect: it causes most lightweight metal items (including hand-held weapons and shields) within 30 feet of the device to fly towards it and stick there in a magnetized ball of metal. Creatures holding onto such items may roll saving throws to keep from losing them; but any unattended items weighing 4 kg or less will go flying. If the Magnetic Inverter should be strapped to a wearer when an attractive field is activated, any weapons that come flying at the wearer have a small chance to strike him for damage (they roll to hit the wearer's AC with a total to-hit bonus of -8). Hit or miss, they then stick to the device and stay there; only a being with an Athletics rank of 4 can pry them away while the duration lasts. If anyone manages to stay in control of a metal weapon while the Inverter remains active and set to "attract," or they launch a metal missile at the wearer, such attacks are +4 to hit him.

The effects of the Magnetic Inverter persist for 1d6+6 rounds. Once activated, the device must be allowed to recharge for four hours before it can be used again.

### Mechanical Minion

**Encumbrance:** n/a

This invention enables the tech to create small and unfailingly loyal automata of ½ or 1 Hit Die in size, such as the windup toy animal and windup toy soldier described on pg. 159 of Chapter Six. Building a ½ HD robot like a windup toy animal incurs the normal costs for a 3<sup>rd</sup> level invention (4 weeks of work and 9 gp); whereas building a 1 HD robot like a windup toy soldier costs as much as it normally takes to build a 4<sup>th</sup> level invention (6 weeks of work and 16 gp), despite only requiring this 3<sup>rd</sup> level schematic to begin construction. Regardless, the build roll is still made as if the invention level is 3<sup>rd</sup>.

### Metallurgic Mythril

**Encumbrance:** Special

This invention allows the tech to create a lightweight alloy of aluminum and titanium which resembles genuine mythril and is ideal for forging medium-weight armor. The tech is now able to craft bullet-proof vests (AC 6, 3 kg when worn) and "impermeable" mail-shirts (AC 5, 4 kg when worn) which can easily be concealed under normal clothing. The impermeable costs the full 9 gp and takes 4 weeks to create, like any other 3<sup>rd</sup> level invention; but the bullet-proof vest uses less metal, so it costs only 6 gp, 5 sp and 3 weeks to make. Regardless, the build roll is made for a 3<sup>rd</sup> level invention.

### Rocket-Powered Boots

**Encumbrance:** 4 kg

With the push of a button, this heavy but stylish footwear deploys a set of high-impact wheels and a pair of self-adjusting directional rocket-boosters. A click of the heels sends the wearer careening forward in a straight line at a speed of 100' per Move. Athletics checks may be rolled to change direction, but the only way to stop is for the rockets to burn out (which takes a full round of 3 Moves); to fall supine; or to run into (or trip over) some manner of obstruction. Since any of these possibilities can easily result in severe injury, Rocket Boots are best operated in wide-open, flat areas. Each time the Boots are used, the fuel-tanks must be refilled with a dose of specially formulated rocket fuel that costs 6 silver pieces and takes 3 days to cook up. Finished bottles of fuel weigh 1/3 kg. It takes one round to refill both Boots' tanks from a fuel bottle.

### Wireless Telegraphy

**Encumbrance:** 6 kg (telegraph apparatus only)

This invention allows the tech to create a simple radio apparatus capable of sending wireless signals, but only in the form of coded electronic pulses. It cannot transmit or receive sound or picture directly; only beeps and clicks (which can be used to send coded messages, as dots and dashes), or special signals programmed to activate other inventions.

When used to make a telegraph, this invention is very similar to the 2<sup>nd</sup> level Two-Way Telegraph invention, except of course that wires are no longer necessary. On its own, one can use a Wireless Telegraph to communicate with anybody else operating a Wireless at the same time out to within 12 leagues. The cost and time required to build the Wireless Telegraphy invention assumes the construction of one small, portable radio apparatus only. The encumbrance value listed above is for this apparatus.

If a tech goes to the trouble of erecting a radio antenna and receiver dish—an endeavor that costs 36 gp and takes 12 weeks, although the build roll is still made for a 3<sup>rd</sup> level invention only—the transceiver range can be extended considerably, possibly covering a whole country or (if there are few mountain ranges in the way) even a whole continent. This does, of course, assume that the other party also has a radio tower and receiver array, if two-way communication is going to take place. A transceiver antenna is obviously immobile and has no encumbrance value.

If the tech merely wishes to construct a handheld wireless transmitter, such as for a detonator or for very short-range communication no further away than 1 league, the cost is 4 gp and the time required is only 2 weeks (the same as for a 2<sup>nd</sup> level invention); but the build roll is still made as if the invention level is 3<sup>rd</sup>.

## Level 4 Inventions

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### Alchemical Assembly-Line

**Encumbrance:** Immobile

This important invention is the tech's response to magical rituals like Scribe Scroll, Mnemonic Nave, and Condense Etherium. An advanced chemistry lab and apparatus, it allows a tech to create a permanent version of any of his chemical preparations, as if they were ordinary grenades or potions of the sort that don't separate out or rust apart after an adventure has concluded. It costs 150 cp and takes three days of brewing or tinkering to create a permanent preparation. In this fashion, the tech can hereafter stockpile his various chemicals, gases, and explosives.

### Artificial Orichalc

**Encumbrance:** Special

With this metallurgical substance, the tech is able to create kite shields and tower shields that weigh half normal. The tower shield costs 16 gp and takes 8 weeks to craft, like any other 4<sup>th</sup> level invention; while the kite shield costs 9 gp and takes only 6 weeks to make. Regardless, the build roll is made for a 4<sup>th</sup> level invention.

### Bio Blaster

**Encumbrance:** 8 kg

This bulky weapon consists of a tank, a length of tubing connected to a spray-gun, and a hazard-suit and breath-mask which have been specially designed to protect a wearer from harmful inhaled agents. The tank contains a nutrient broth and a live culture of nasty, toxic bacteria which are capable of inflicting both poison and disease on any living creature that inhales them (presuming that it has a working respiratory and a circulatory system, of course—oozes and undead would be immune to this invention).

The spray-gun aerosolizes the bacterial broth and shoots it in a cone 40' distant out to 20' wide. There is enough juice in the tank for three spritzes; once the tank is emptied, refilling it is a simple matter of obtaining several gallons of chicken-broth (this costs about 2 cp) and letting it sit for 2–4 days. (Each day after the first restores one of three shots.)

Creatures exposed to these pathogens must at once roll a save vs. disease. Those that fail are infected and contract a deadly disease which has a 25% chance to kill most creatures after an incubation period of 1d6 days. (Big, tough monsters may be accorded a better chance to survive.)

Regardless of the outcome of the save vs. disease, creatures are also poisoned by exposure to the bacterial toxins. (This is automatic and does not allow any saving throw.) After an onset time of 1d6 turns (10–60 minutes), exposed creatures suffer 5d6 poison damage, with a save vs. poison allowed at this point to halve the damage.

The accompanying bio-suit and gas-mask impart a +10 bonus on both saving throws, should the wielder of the device himself be exposed to the pathogen. It also grants a +4 bonus on any saving throws vs. other gas-based attacks. If the tech wishes to produce only spare hazard-suits and gas-masks, these count as 2<sup>nd</sup> level inventions (2 weeks and 4 gp each to create) for the sake of the cost to build, the time required, and the build roll.

#### Cutting Torch

**Encumbrance:** 8 kg

A primitive oxygen-acetylene torch, this device consists of a large tank and a hand-held nozzle-gun with a regulating dial. The Torch must be lit with another source of flame; once active, it is capable of cutting through metal up to four inches thick at a pace of 1d4 inches per minute. (That's lateral inches—cutting a hole with a 1-foot radius equates to a 75-inch circumference, which will likely take around 30 minutes.) The fuel-tank has enough gas to keep the Torch in continuous operating for up to an hour. Refilling the empty tank requires a laboratory and costs 8 sp.

If the Cutting Torch is used as a *mêlée* weapon, the flames cause 2d4 damage. Don't forget to wear your Lensed Goggles whenever you operate this invention!

#### Etheric Disruptor

**Encumbrance:** 8 kg

This large machine emits a steady energy-field that interferes with any and all vibrations originating on the Etheric Plane. The device has its strongest effect on creatures connected to the plane of Shadow, namely undead and demons; but it also affects beings of Faerie and the use of magic in general.

Once the device is turned on, it projects a field with a 90' radius around the machine that weakens undead creatures, causing them to temporarily lose one hit die for as long as they remain within the field. The lost hit die returns immediately if the undead creature leaves the field, or if the device is moved away, putting the creature out of range. (1 HD and weaker undead, like walking dead, are not destroyed by the field; rather, they become inert corpses until the duration ends or until they exit the range of the device. Any inert undead which have not been destroyed when this happens will reanimate immediately.)

Fae and demonic creatures are nauseated by the device's emissions; they suffer a –2 penalty on attacks and saves and –1 on skill rolls and checks. (Note that demihumans are not affected by this—they're mortal humanoids, not true Fae.)

The Disruptor also has a flat 1-in-6 chance to cause any magical spell, cantrip, ritual, or spell-like power cast within the field to fail, or to suppress an ongoing magical effect. (But remember, en-

chanted items are not ongoing effects and are not affected by a field that suppresses magic.)

The Etheric Disruptor will continue to function for 1d10+10 rounds once activated. It must then recharge for 6 hours.

#### Freeze Ray

**Encumbrance:** 8 kg

For all intents and purposes, this invention is a "frost thrower"—a tank containing liquid helium attached to an advanced cryonic gun that fires a steady beam of freezing cold. The beam has an effective range of 80' and may be directed at one target at a time (requiring a ranged touch attack, which is a missile attack vs. AC 10). On a hit, the target suffers 2d6 points of cold damage, with a saving throw allowed for half damage. If the save is failed, the target is also slowed (limited to 2 Moves per round and unable to take parting shots) for a number of rounds equal to the damage sustained. Any target that rolls 17–20 on the saving throw is actually encased in ice and frozen solid, effectively paralyzed for up to a turn (or until they're exposed to a heat-source capable of melting away the ice). A frozen target will also suffer 1 point of cold damage per minute (on every 6<sup>th</sup> round) for as long as they remain frozen.

The Freeze Ray's backpack tank has enough charge for ten shots. It cannot be refilled during the adventure, since liquefying helium requires a full day's work in the tech's home laboratory.

#### High-Fidelity Transceiver

**Encumbrance:** 6 kg

This invention is a more advanced radio-communication apparatus, one capable of transmitting and receiving sound in real time. The range of an unassisted transmission from a basic handset (i.e. a "walkie-talkie") is just one league or so. Combined with a Telegraphy apparatus, it becomes 12 leagues (if wireless) or wherever the wires go. Combined with a radio antenna, it can reach anywhere on a continent (see pg. 86 for the specifics of building an antenna).

#### Holographic Projector

**Encumbrance:** 8 kg

This device is very large and very delicate. Using a carefully angled arrangement of mirrors and Fresnel lenses, it can project silent images (which must have been prerecorded using a Camera Obscura or a Motion Picture Camera) as 3-dimensional holograms up to 30' across, within a 90' range. Images recorded with a Camera Obscura will only be still images; but anything recorded by a Motion Picture Camera will move, even looping back to the beginning of the image when the film-reel ends. In either case, the Holographic Projector can display its illusory image for up to an hour; then it must recharge for three hours before it can be used again.

#### Machine Gun

**Encumbrance:** 8 kg

At last, we come to a traditional staple of warfare in the fantastical Age of Steam: the automatic firearm. The Machine Gun uses a rotating drum fitted with multiple gun-barrels in order to fire bullets at a rate of about *three-hundred per minute*, or 30 bullets per 10-second round. Conveniently, the device can hold 300 bullets at a time (assume that the weight listed above is for a fully loaded Machine Gun), which means that it can be fired continuously for six rounds before it is empty. When firing the Machine Gun, the attacker makes no roll to hit; instead, the Gun affects a rectangular area within 150', either 10' × 10' or strafing 5' × 20', as the firer chooses. All creatures in the area take 2d6 points of damage, with a saving throw allowed to halve the damage. The save receives a +2 bonus if the target has an AC of 5 or better, and a +4 bonus if the defender is behind cover or has an AC of 1 or better.

Machine Gun bullets cost and weigh the same as rifle cartridges. It takes 1 minute to load 30 bullets into the machine gun (so 1 full turn to completely reload it).

### Power Drill

**Encumbrance:** 6 kg

This device consists of an enormous drill-bit, nearly a foot in length and an inch wide, set into a motorized hand-grip and fueled by petroleum combustion. Like the Chain Saw Blade, it takes one round to “rev up” the Drill, which will then remain active for up to three full minutes (18 consecutive rounds). If used as a *mêlée* weapon, the drill inflicts 2d8 points of piercing damage. It can also be used to bore holes in metal or stone at a rate of about 4 inches of depth per minute. The Drill makes short work of most locks.

Each use of the Power Drill consumes half a gallon of refined petroleum (1 kg of weight, 1 cp cost).

### Rebreather

**Encumbrance:** 6 kg

This invention consists of an air-tank and breath-mask that permit breathing underwater for a considerable length of time — up to eight hours of air may be stored in the tank. This allows the wearer to operate underwater for most of a day, at depths down to 120 feet. Refilling the tank costs nothing, but it takes 2 hours and requires that the tech have access to his home laboratory and appropriate equipment.

## Level 5 Inventions

### Alchemical Adamant

**Encumbrance:** Special

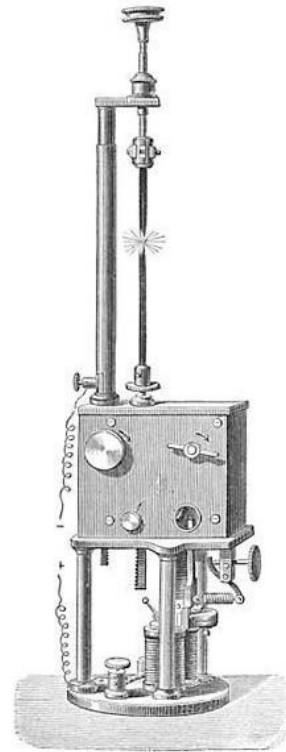
This invention is a metallurgical formula, the knowledge of which allows the tech to craft heavy armors (cuirasses, plate harnesses, and suit armor) which weigh about 4 kg less than usual when worn (but still twice normal when carried). Note that this is entirely unlike real adamant, which is incredibly dense, heavy stuff. A fitted cuirass made of Alchemical Adamant weighs 4 kg; a plate harness, 5 kg; and a suit of plates, 6 kg. The ACs of these armors are also 1 point better than normal (AC 3 for a cuirass, 2 for a plate harness, 1 for a suit of plates) — and since this bonus is inherent in the metal, it stacks with any further bonuses from enchantment. (If a mage and a tech work together, the mage can, if desired, begin the enchanting process at the same time the tech starts forging the armor.) Making enough Alchemical Adamant for a suit of plated mail costs 25 gp, the same as any other 5<sup>th</sup> level invention. A fitted cuirass uses less metal (20 gp, 7 weeks), whereas a suit of plates uses more (30 gp, 12 weeks). Regardless, the build roll is always made for a 5<sup>th</sup> level invention.

### Bio-Current Adjustor

**Encumbrance:** 10 kg

This weighty device consists of a vest and several highly complex battery packs, circuit-boards, and electrodes. When worn on the body, it regulates and redirects the wearer’s vital energies, granting a +4 bonus on saves vs. poison and disease, a +2 bonus on saves vs. electricity or lightning, and the ability to regenerate hit points at a rate of 1 hp per ten-minute turn, up to a maximum of 10 hp regenerated in a single day.

For every three days of continuous use, the vest requires one day to recharge. For every *month* of near-continuous use, a wearer must roll a saving throw or risk becoming dependent on the Bio-Current Adjustor (the specific effects of which are left up to the referee and should not be pleasant).



### Chameleon Cloak

**Encumbrance:** 8 kg

This device is heavy, but at least it’s quiet. It consists of a battery-pack which must be worn on the body like a vest, and a translucent fiber-optic cloak which is capable of redirecting light and thereby bending real-time images around itself. This grants the wearer an effective bonus of +2 on Stealth rolls made to go unseen or hide in shadows, for up to an hour at a time. (Once activated, the device must then recharge for 3 hours before it may be used again.) While using the Chameleon Cloak, it is possible to creep slowly, but running or attacking spoils the effect and negates the bonus. Conversely, if the wearer remains perfectly motionless, the bonus doubles and becomes +4 on hiding.

### Clockwork Companion

**Encumbrance:** n/a

This invention allows the tech to create small, 2 HD automata, such as the Kay-9000 (see pg. 155).

### Lightning Gun

**Encumbrance:** 10 kg

Also known as a “death ray,” this remarkable invention weaponizes a mighty force of nature — electricity itself. It consists of a heavy backpack and a rod-shaped emitter which, when fired, casts a directed lightning-bolt at a single target up to 80’ away. This target takes 4d6 points of electrical damage, with a saving throw allowed for half damage. The lightning will then arc out to any and all creatures within 20’ of the first target (beware: the device cannot discriminate between friend and foe!), and these all take 2d6 points of damage, again with a save allowed for half damage.

The Lightning Gun contains sufficient charge for only two shots. It takes four hours to recharge one expended shot, or eight hours to recharge both.



**Navigator's Orrery**

**Encumbrance:** Immobile

This elaborate clockwork device must be built into the dashboard of a ship or airship. It uses mechanical lever-arms and a pointer to track a vehicle's exact position on a built-in map which is part of the device and integrated into it when the invention is built. This allows a navigator to keep perfect track of a ship's exact latitude, longitude, and altitude at all times, with no chance of the ship ever becoming lost (barring, of course, any extraordinary circumstances that foil the invention itself — electrical storms being one such rare possibility).

**Personal Glider**

**Encumbrance:** 8 kg

This device is worn on the back. With the press of a button, it unfurls into a personal hang-glider which may slow the wearer's descent considerably. After an initial 10 to 40 feet of steep descent, the glider-flight stabilizes, allowing the wearer to descend slowly, according to his encumbrance load level:

Load	Fall Speed
Light	10' per round
Moderate	20' per round
Heavy	40' per round
Severe	n/a

A lightly or moderately encumbered character can glide forward up to 100 feet per round as they descend and land gently, provided there is sufficient room to glide. A heavily encumbered character will only cover 50 feet per round and may have a rough landing (1d6 damage, save for half). A severely encumbered character cannot be held up by the Personal Glider and will simply plummet.

**Video Transmission**

**Encumbrance:** 10 kg

This device consists of a boxy apparatus containing a phosphorescent screen, an evacuated cathode ray tube, and an electromagnetic yoke. It allows for the transmission and reception of real-time communications signals, much like the High-Fidelity Transceiver, except that this invention can send and receive picture as well as sound. The range on the apparatus itself is 12 leagues, and of course both the sender and the receiver must have a Video Transmission device; with the addition of a radio antenna (see *Wireless Telegraphy*, pg. 86), the effective broadcast range becomes an entire continent; and likewise, wires (see *Two-Way Telegraph*, pg. 84) can be used to carry messages over considerable distances.

The device can also play back images and sound recorded by a Motion Picture Camera and Phonograph, provided they have been converted into the proper signal format, namely electromagnetic tape. A device that converts film-reels and wax cylinders into electromagnetic tapes and then displays the contents of the tapes on the Video device can be constructed as if it were a 2<sup>nd</sup> level invention (2 weeks, 4 gp, 4 kg, build roll as per a 2<sup>nd</sup> level device). The cassettes cost 3 sp each to produce.

## Level 6 Inventions

**Advanced Automaton**

**Encumbrance:** n/a

This invention permits techs to create free-willed automata with 3 to 4 hit dice, such as auto-mechs and clockwork men (refer to Chapter Six, pp. 151–2, for the specific details). 4 HD automata cost the full 36 gp and take 12 weeks to build, as normal for a 6<sup>th</sup> level invention. 3 HD automata cost only 30 gp and take only 10 weeks

to build, but this does not reduce the difficulty of the build roll, which is still made for an invention of 6<sup>th</sup> level.

**Inertial Dampeners**

**Encumbrance:** 6 kg + armor weight

This device is a more potent version of the level 1 invention Shock Absorbers. It taps into a fundamental fact of nature — inertia itself — and partially counteracts it with interfering gravity-waves. Inertial Dampeners are built into a set of armor (of any type); while the armor is worn, the Dampeners allow the wearer to ignore up to 300 feet of height for the purpose of calculating falling damage. They also impart to the wearer 1d3 points of damage reduction against any physical blows, such as from weapons or missiles. This damage reduction can even reduce the potency of a hit to 0 damage. The effects of Inertial Dampeners do not stack with those of Shock Absorbers.

**Laser Beam Emitter**

**Encumbrance:** 8 kg

This device is a functioning laser-cannon! Once constructed, the tech possesses a big, impressively heavy device which requires at least both hands to aim and operate, if not a tripod or some other manner of gun-mount. Hoses and power-cables connect a recharging power-supply to a gas-chamber and a focusing-crystal that serves as the beam-emitter. The laser beam may be fired at a single target at a time (rolling to hit vs. the target's normal AC), with a hit causing 2d8 damage (missile ranges 50'/100'/150').

The chief advantage of the Laser Beam Emitter is that it can be fired 24 times before it runs out of power, and it recharges one shot for every turn (i.e. six shots each hour) that it goes unused.

**Necro-Reanimator**

**Encumbrance:** 2 kg each

This invention produces a set of 6 "Necro-Reanimators," clockwork devices which also act as etheric antennas capable of receiving dark emanations from the plane of Shadow. If one of these devices is attached to the spine of a freshly dead, ordinary humanoid cadaver, it will slowly (over the course of a turn) burrow into the decaying brain and nervous system and animate the body as a "clockwork zombie."

Clockwork zombies are just like normal 1 HD walking dead (i.e. rotters), except that their AC is 1 point better (AC 8 instead of 9); and because they have been created with science instead of necromancy, their connection to Shadow is more tenuous than it would normally be. This has pros and cons: clockwork zombies are resistant to the effects of the Banish Undead spell (they get +2 to saves vs. turning); but they also have a limited shelf-life. With no evil enchantment to stave off the process of decay, clockwork zombies (which start out with 1d8 hit points, the same as a 1 HD rotter) permanently lose 1 hit point for each day that they exist. When a clockwork zombie falls to 0 hit points, the body has decayed beyond use and cannot ever be reanimated; but the device itself can be retrieved (with an hour of delicate work: it's practically brain-surgery to retrieve a Necro-Reanimator intact).

**Phlogiston Bomb**

**Encumbrance:** 12 kg

The schematic for this powerful device is usually a carefully-guarded state secret. It allows a tech to create an incendiary bomb that saturates its entire blast-radius with pure phlogiston (elemental fire). The blast causes 6d10 fire damage to anything and everything within a 40' radius. Anything flammable is sure to be instantly annihilated. It takes about one minute to set the Bomb in place; thereafter, it can be detonated by timer, remote, or any other means (including Pressure and Proximity Traps). Certain rogue

airship captains have been rumored to keep impact-triggered Phlogiston Bombs within their ships' arsenals, but to actually use such a weapon of mass destruction on a bombing-run would be considered a heinous atrocity.

### Rejuvenating Chamber

**Encumbrance:** Immobile

This device is, for all intents and purposes, a healing "pod." It consists of a tube-like bed (sort of a metal casket, really) with a transparent window set into the door, and copious tubes and hoses which connect to large machines and chemical tanks which cannot be easily moved.

One night spent within the Chamber is sufficient to cure 20 hit points. If this heals the character to full hp, then all spells, preparations, or other per-adventure special abilities (Quick March, Soldier On, Ace in the Hole, Deuce's Own Luck) are also refreshed.

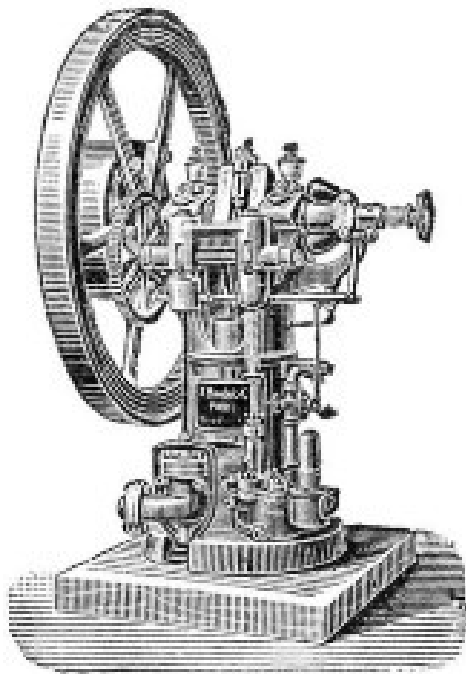
Repeated use of the Chamber is not without risk. Each time the device is used, it carries with it a cumulative 1% chance of addiction and dependence. Those who become addicted to the chamber *must* rest within it to naturally recover hit points and abilities, and they are constantly cranky and irritable at all other times. The referee may opt to impose other side-effects and gets to decide how (if at all) the addiction can be cured.

### Small Steam Engine

**Encumbrance:** Special

This schematic allows the tech to build miniaturized steam engines powerful enough to drive small carts or wagons. The tech can effectively mobilize 24 kg of other inventions (or any gear the tech desires) in a form that the tech can push and steer by hand, or control by radio remote (with other appropriate inventions), at a speed of 30' (90'). It costs 15 cp to buy enough coal to operate the Small Steam Engine for a day.

On its own, the Small Steam Engine can also power a generator sufficient to provide a cabin or shack with electric power for a week per 15 cp of coal.



### X-Ray Tube

**Encumbrance:** 12 kg

This machine is more easily wheeled than carried. It consists of a cathode ray-tube attached to both an emitter-dish and a viewing screen. When the device is activated, the dish beams x-rays in a 90' × 60' cone and captures any reflected images for display on the screen. The X-Ray Tube produces fuzzy, skeletal images of any physical objects or creatures (and it may even show indistinct glimmers on the screen where incorporeal monsters exist), provided the x-rays are not blocked by, e.g., lead shielding.

The X-Ray Tube can operate for up to an hour of continuous use; it then needs to be recharged for three hours before it can be used again.

## Level 7 Inventions

### Analytic Engine

**Encumbrance:** 16 kg

This device is basically a primitive, mechanical computer. It uses clockwork relay arms and vacuum tubes to interpret information collected by an external suite of sensors and cameras.

The Engine can be programmed to act as a specific sort of detector, by feeding it a "program" encoded on stacks of paper punch-cards. (It takes about one minute to enter the program cards into the Analytic Engine.) Once a program has begun, the Engine's sensors will sweep a 120' radius around the device for 3 turns and then print out any findings. Once the Engine has run a program, it must recharge for 3½ hours before it can function again. Possible detection programs include:

- Chaos
- Illusions
- Invisibility
- Lies
- Life-forms
- Magic
- Poison
- Traps
- Undead
- Specific elements, or chemical or mineral substances

This list is only meant to provide a few ready examples and is not meant to be exhaustive. Clever techs may invent other programs of their own devising. (A new program takes a week to create.)

### Jet Pack

**Encumbrance:** 12 kg

This device consists of a rigid frame, fuel-tank and jet-engines, gyroscope stabilizers, and hand-controls. It lets the wearer engage in controlled levitation or flight for up to 8 hours on a full tank of fuel. The wearer can fly at a speed of 120' per move (if in combat) or 5 leagues per hour (when traveling overland). The jet-fuel it uses is both costly and time-consuming to create, with a full tank requiring 4 gp in materials and a week's work to produce.

The Jet Pack is designed to automatically deploy a parachute in the event that the fuel tank should run out in mid-flight.

### Mutagen Ray

**Encumbrance:** 12 kg

This device is basically a giant ray-gun than duplicates the effects of the 8<sup>th</sup> level magical ritual Shapeshift, albeit with a few restrictions. (A device this large isn't easy to carry around and aim, so it's usually carted around on a wheeled frame or left sitting in the tech's lab.) The Mutagen Ray is capable of transforming its target into a completely different species, by rewriting the subject's DNA at the molecular level. The Ray must be preset to the species in question, by placing a DNA sample (a few grams of skin or hair is enough) within a scanning-chamber inside the device.

When fired, the beam has a 60' range and can only strike one target at a time; unwilling targets may save to negate the effect. The Mutagen Ray can only change a subject into living, ordinary

creatures—into other species of humanoid (whether monstrous or otherwise) or normal, natural animals (but not magical beasts) with no more than 9 hit dice.

The effects of the Mutagen Ray are unstable and have a cumulative 5% chance per day of reversing themselves. Once the Ray has been fired, it is out of power and must recharge for twelve hours before it can be used again.

#### Neuro-Discombobulator

**Encumbrance:** 16 kg

Another cumbersome ray-gun, this invention saturates a conical area, 90' long and 60' at the widest, with disorienting brain-waves. All subjects in the area of effect when the device is fired must roll saving throws or else become confused for 1d4+1 minutes (12 to 30 rounds). The effects of the Neuro-Discombobulator ray are identical to those of a Psychotropic Compound preparation, namely: the referee rolls 1d6, and subjects behave accordingly. 1—Act normally; 2—Attack the nearest creature, friend or foe; 3—Attack oneself; 4—Do nothing but babble nonsense; 5—Flee; 6—Charge recklessly at the most dangerous-looking visible foe.

Once this device has been activated, it must recharge for four hours before it can be fired again.

#### Promethean Creation

**Encumbrance:** n/a

This invention allows the tech to create a “promethean”—a kind of scientific flesh golem. (The specific details for this biological construct are found on pg. 158).

#### Radar Array

**Encumbrance:** Immobile

This invention adds a set of radar dishes to a ship or airship, enabling it to detect other ships or terrain obstacles within twelve leagues if on the ocean or flying at a high altitude; or within six leagues or less if flying over land at a low altitude. In combination with the right vehicle, this device can be used to map out wide swaths of terrain and fill in outstanding features on a campaign's hex map relatively quickly.

#### COLLABORATION AND TRANSPORTATION

High-level inventions take a long time to make, and they can get *very* heavy. For the most part, these are necessary balancing mechanics that help to keep such inventions from dominating the game. But they can also keep certain inventions from ever entering the game at all. The time required to build a 10<sup>th</sup> level invention, for example, is roughly 8½ months, which the tech may not spend adventuring!

To mitigate this somewhat, the referee may allow a tech to seek out other high-level techs who might be willing to collaborate on an invention. This is bound to be terribly expensive, as high-level NPCs are not easy to find to begin with, and they always have their own agendas. But if a tech can find a willing assistant (who is also of sufficient level and is familiar with the schematic to the invention in question), the time required to build the invention is reduced by 20% with one assistant, 35% with two assistants, 45% with three assistants, and 50% with five or more assistants—all at the cost of drastically multiplying the amount of gold required to build the invention. The more brains (and egos) you bring onto the project, the worse the returns diminish; but honestly, finding more than two or three high-level techs willing to work on a single invention would be a once-in-a-generation, Manhattan Project sort of occurrence anyway.

Another problem is that high-level inventions are *big*. This is intentional: most of them are meant to be integrated into vehicles or left stationary in the archetypical “mad scientist's laboratory.” But three inventions in particular—the Small Steam Engine, the Compact Combustion Engine, and the Repulsor Lift Platform—exist chiefly to modify other inventions in order to perhaps make them a little bit more mobile.

## Level 8 Inventions

#### Compact Combustion Engine

**Encumbrance:** Special

This invention allows the tech to create miniaturized gasoline- or diesel-powered combustion engines, allowing for the creation of small carts or wagons that can transport up to 36 kg of other inventions or gear, at a speed of 40' (120'). Like the Small Steam Engine, the cart can be hand-steered or controlled by remote. It costs 30 cp to buy enough petroleum to operate the Engine for a day. Note that the Engine is noisy, and wheeled carts may not always be practical in dungeons.

On its own, a Compact Combustion Engine can also serve as an electrical generator for a large house, a factory, or a laboratory; then 30 cp is sufficient to provide electricity for a week.

#### Lifelike Replicant

**Encumbrance:** n/a

This invention allows techs to create replicants: intelligent automata that look and feel human on the outside. (Specific details for this construct are found on pg. 158.)

#### Mana Cancellation Field

**Encumbrance:** 16 kg

Much like the Etheric Disruptor, this device is designed to emit a steady energy-field out to a wide radius. This particular machine (which is heavy enough that it must usually be put on wheels in order to move it) produces a Mana Cancellation Field in a 60' radius around the device. Any and all ongoing magical effects are deadened or suppressed if they enter the field, or if the field changes position to include them. The magical effects do not *go away* (their durations continue to tick by, for example); they simply have no effect until they exit the field again. No magic can be cast into or from within the field, and magical items become ordinary items inside the field. Summoned monsters and incorporeal undead wink out of existence in the field (but if the summoning duration lasts long enough, they will reappear in the same spot once the field goes away). Corporeal undead are not affected by the Field; magical monsters merely lose access to any of their supernatural abilities.

Once activated, the device can only hold the field up for a short time, namely 1d8+8 rounds. After use, it must recharge for six hours before it can be used again.

#### Polymer Plastic

**Encumbrance:** Immobile

This invention allows the tech to add a special apparatus to his laboratory for the purpose of cooking up a most unusual substance: Polymer Plastic. The Plastic is pinkish, rubbery, bouncy, and all kinds of stretchy; and while the stuff is too soft to ever be an effective weapon, it's nevertheless highly versatile.

With one day's work and 100 cp worth of materials (after the apparatus for making the Plastic has itself been built), the tech can produce one vial of Polymer Plastic, very much like a permanent preparation created using the 3<sup>rd</sup> level invention, Alchemical Assembly-Line. The vial of Plastic is no larger than any other potion (1/6 kg), but when it is hurled and shattered, it instantly expands to fill a 10' × 10' × 10' cubic volume with rubbery pink Plastic, pushing all movable objects and creatures out of its way.

If the Plastic is released in a more controlled fashion, the tech can shape it into a flat sheet, like a net; or into a long rope. A solid mass of the Plastic has 100 hit points; it can be damaged by most



weapons or spells, but it's an incredible insulator, taking half damage from fire and no damage from electricity. A sheet of the Plastic (which can fill a 40' square area) can support an incredible 2 tons of weight, and it can take 20 points of damage before being pierced. As a rope or a strand (one vial makes 700' of stout rope), it can still support half a ton before it snaps (although it will stretch out to nearly double its original length if it comes to bear such a load), and it can take 5 points of damage before breaking.

A tech who knows both this invention and the Super Adhesive preparation has another option: he can combine the Plastic and the Adhesive into a sticky, stretchy "webbing" which may be exploded much like a Super Adhesive grenade, albeit one with four times the normal area and duration of effect; or loaded into "web-shooters," wrist-mounted devices (½ kg each; two weeks and 4 gp to create a pair) which, when each one is loaded with one dose of Plastic and one dose of Adhesive, can fire six 20' square nets of webbing or thirty 100' length web-lines with properties similar to the plastic noted above, plus the ability to adhere to walls, ceilings, and other surfaces.

The plastic itself is rapidly degradable and dissolves away into nothing after 6 hours have passed; if mixed with Super Adhesive, this time drops to 1 hour.

**Powered Armor**

**Encumbrance:** 12 kg

This invention allows the tech to create a suit of nearly indestructible, powered armor which grants the wearer an AC of 1 and bestows a temporary Valor score of 18 (which modifies the wearer's

hit points as well as to-hit rolls for as long as the armor is worn and functioning) – at the cost of reducing the wearer's Fortune score to a temporary maximum of 10 and automatically leaving the wearer at least moderately encumbered.

The armor uses both recharging batteries and winding clockwork apparatus to power itself. It may only be used continuously for up to eight hours at a time; then it requires four hours to re-charge.

**Tissue Regenerator**

**Encumbrance:** Immobile

This is a more advanced version of the 6<sup>th</sup> level Rejuvenating Chamber invention. It takes a similar form: a coffin-like pod attached to sundry complex machines. The inside of this invention's pod bristles with needles: a damaged subject who reclines within this device is pumped full of potent drugs that stimulate cellular regeneration. (Each individual use of this device consumes rare and powerful medicines that cost 6 gp.) The device cures all hit point damage in a single round, and it can even regrow a lost limb in one day.

That said, the use of this machine is not without risk. There is always a small chance of runaway cell growth – bluntly, the device is carcinogenic. There is a flat 5% chance that it will inflict malignant, disfiguring tumors on a subject who uses the device. A mere 2<sup>nd</sup> level Cleansing Ritual is sufficient to render the tumors benign, and a decent surgeon could perhaps remove the scars; but frequent and repeated use of this invention could eventually damage the subject's self-confidence and reduce their Presence score.

## Level 9 Inventions

### Crystal Lattice

**Encumbrance:** 20 kg

This device consists of a ray-gun set upon a swiveling mount and affixed to a large, wheeled machine containing the power-source and other advanced components. The gun fires a molecular beam which produces a solid mass of ultra-hard carbon crystal, almost as durable as diamond, enough to fill a 10' × 10' × 10' cubic volume for every round that the beam is on. (As the crystal lattice grows, it will push non-stationary objects and creatures out of the space that it occupies, but it will never encase any of them.) The machine's power cells allow it to fire for up to 6 rounds continuously, and so it can create a wall of crystal 10' × 10' × 60' in size after one minute of operation. For every round that the machine is on, it must recharge for four hours—so twenty-four hours are required to completely recharge the device if it was used for the full minute.

The crystal has 60 hit points for every foot of thickness—thus, 600 hp for a 10' slab. The crystal is permanent once created, unless destroyed by some means. The substance does have one severe weakness: it's easily shattered by a 2<sup>nd</sup> level invention, the Sonic Amplifier.

### Force Field Generator

**Encumbrance:** 24 kg

This invention produces an impenetrable force field in a dome-shape with a 30 foot radius around the machine. While the field persists, nothing can pass through it in either direction, and it is completely impervious to all damage. The Generator can keep up the force-wall for only a minute or two (1d6+6 rounds). Then it must recharge for four hours before it can be activated again.

### Lumbering Doll

**Encumbrance:** n/a

This invention allows the tech to create a type of large, slow battle-mech known as a "lumbering doll" (see Chapter Six, pg. 156 for the details).

### Repulsor Lift Platform

**Encumbrance:** Special

This invention is a hovering platform, 1' thick, with a 3' × 6' surface capable of bearing 48 kg worth of inventions or other gear. It is held aloft—always no higher than 3' off the ground, although this can be adjusted down by a dial if the tech so desires—by an array of gravity-defying repulsor-lifts that allow the platform to hover steadily and to glide across the ground entirely without friction. It is powered by an internal arc-reactor that can keep the platform aloft for 16 hours of continuous use, requiring only 8 hours to recharge once it runs out of power.

The Platform has no lateral propulsion of its own, but because it glides without friction, it can easily be pushed and made to move at the user's current walking or running speed (based on whatever their encumbrance level is). One must have caution, though: with enough force, it is *very* easy to accelerate the Platform up to an uncontrollable speed, and a crash could easily ruin thousands of copper pieces worth of delicate inventions!

### Sub-Atomic Disintegrator

**Encumbrance:** 20 kg

This invention is an enormous particle-cannon attached to a portable nuclear accelerator. It fires a beam that can vaporize a 10' × 10' × 10' cube of any ordinary, non-living matter within Near range. If

fired at a creature (an unmodified missile to-hit roll vs. AC 10 is required to hit a target), the target takes 10d6 points of damage, with a saving throw allowed to halve this damage. In any event, a creature reduced to 0 hit points by the Disintegrator is immediately reduced to a fine dust (no chance to cast *From the Brink*).

The Disintegrator can be fired three times before the power-supply is depleted; each separate shot takes four hours to recharge (so twelve hours are needed to recharge the device completely). Roughly every four months, the Disintegrator's terribly rare and expensive fissionable fuel must be replaced.

## Level 10 Inventions

### Gravitational Manipulator

**Encumbrance:** 32 kg

This huge machine consists of a gravity-wave generator, a control chair and dash-board, and four turret-like ray-guns. The device can be operated in one of two ways: it can be set to generate a field of increased, null, or reversed gravity; or it can fire beams that affect gravity locally around single objects and creatures.

When the field function is activated, everything within Near range experiences either no gravity, reverse gravity, or twice normal gravity for up to an hour. (After using this function, the device needs to recharge for three hours before it can be activated again.)

The other option is to use the beam-emitters, which are controlled from the machine's dashboard. The emitters allow the machine's operator to lift practically any weight, floating it through the air as if it were massless. Up to four objects or creatures at a time can be manipulated in this way, but unwilling creatures are permitted a saving throw to remain in place. Manipulated objects move slowly, no faster than 20' per round. Each separate beam can keep an object or creature suspended in the air for up to five minutes; then it needs fifteen minutes to recharge. All four beams firing in turn can keep a single object suspended for up to four hours; but then the machine shuts down and needs to recharge for three hours, just as if the field-effect had been used.

### Mobile Exo-Suit

**Encumbrance:** n/a

This device is both a vehicle and a suit of armor. 10 feet tall and fully motorized, it can carry a single pilot and 200 kg of extra inventory. The Suit can travel 10 leagues per day over land; but in combat, it's slow and unwieldy (Move speed 20'). It grants the wearer an effective Valor of 18 and the ability to cause 2d6 damage with a punch attack from one of its huge metal fists. (Characters can dual-wield the punch attacks.) The wearer's Fortune score is reduced to an effective maximum of 5 while the Exo-Suit is worn. The Suit does an effective job of protecting its wearer from most kinds of harm, as the invention itself is AC 0 and has 40 hit points, and all hits from weapons or other direct attacks damage the Suit, not the pilot. Area-effect attacks may harm both suit and pilot, but the pilot takes half damage from such attacks even if a saving throw is failed, and a quarter damage if the save is made.

Damage to the Suit must be repaired, as with damage to an automaton; it cannot be healed by magic. The Suit has power enough to operate for eight hours continuously; then it must recharge for four hours before it will function again.

Some techs like to integrate a Jet Pack function into the suit; but due to its huge mass, this only allows for slow levitation, not actual flight, and the suit can only stay airborne for one hour at the most.

### Quantum Shift Transporter

**Encumbrance:** Immobile

This machine represents one of the holy grails of physics: the ability to disassemble solid matter at the atomic level, transmit it as data, and then reassemble it elsewhere, intact and unharmed.

The invention takes the form of a large transporter “pad,” a platform with space for up to six man-sized creatures to stand on easily. The device has power enough to function once per week, sending up to six creatures (and what gear they can carry) anywhere else in the world that another Transporter pad exists.

The device can also be used to transport its subjects *anywhere* within a range of 120 leagues or so, but this is dangerous – there is a 10% that a “transporter mishap” will occur. In this case, all of the subjects take 1d10 damage from having their molecules scrambled just a bit, and they wind up missing their target destination by  $1d20 \times 5$  feet (or 1d20 days) in a random direction in *four* dimensions. Roll 1d8: 1 – down, 2 – up, 3 – east, 4 – west, 5 – north, 6 – south, 7 – the past, 8 – the future.

Needless to say, attempting to use this invention intentionally for the purpose of traveling through time is an exceedingly risky proposition.

### Radioactive Plasma Reactor

**Encumbrance:** 32 kg

This device consists of a huge plasma cannon, attached to a fully-functional nuclear fusion reactor (shaped like a giant metallic donut – magnetic fields contain the plasma within the toroidal body of the reactor). The reactor can supply electricity to a building or a ship nigh-indefinitely; or it can be used to fire the cannon, which has two effects: the beam itself is 10' wide and 120' long, and all

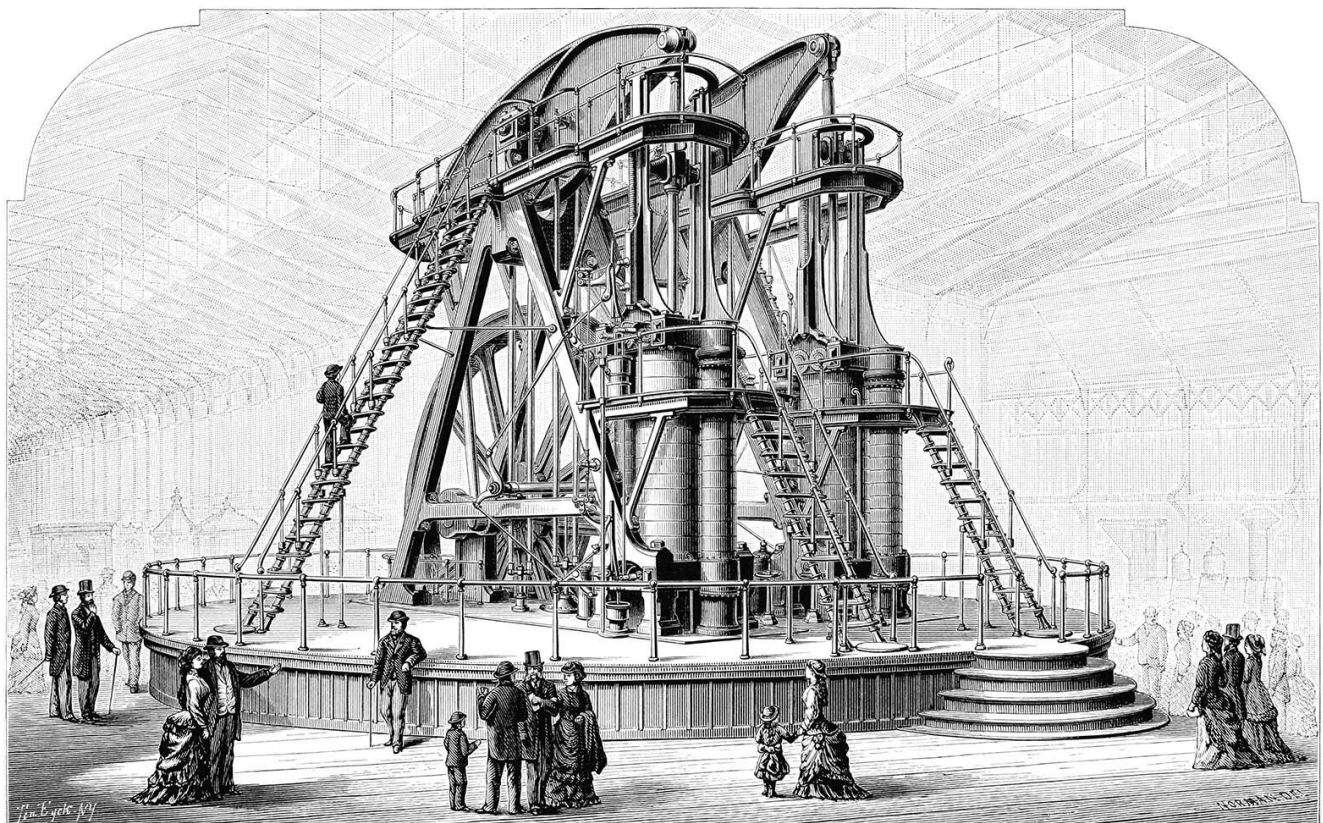
creatures within the area take 4d10 damage, save for half; furthermore, any living creature hit by the beam must also roll a second saving throw or else contract radiation sickness. This terrible and rapidly-acting disease has a 25% chance of killing any living being within 4 hours, unless they can first receive some kind of disease-curing treatment.

After the cannon has been fired, it has to cool down for at least 2 hours before it can safely be fired again. Ignoring this injunction risks a containment breach in the plasma reactor. That would be *very bad*.

## Damage to Inventions

Inventions are physical objects which are vulnerable to attack, damage, and destruction, just like anything else. Unless otherwise noted, an invention has 5 hit points  $\times$  its level, and it has an AC of 7 minus one-half its level (i.e. 1<sup>st</sup> level inventions are AC 7; 2<sup>nd</sup> and 3<sup>rd</sup> level inventions are AC 6; 4<sup>th</sup> and 5<sup>th</sup> level inventions are AC 5; and so forth).

Inventions cannot be “healed” by magic, but they can be repaired by anyone with training in the Craft skill. With one to four hours of work in a fully-equipped laboratory and a successful Craft roll, a mechanic can restore 1d4 to 4d4 lost hit points to a damaged invention (or automaton). The cost for these repairs is 1 silver piece  $\times$  the invention level  $\times$  hours spent working. If the Craft roll turns up a 6, the mechanic will accidentally render the device defective (see pg. 80), possibly necessitating further repairs.





# CHAPTER FIVE: RULES FOR THE REFEREE

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**T**HIS BOOK is intended to serve chiefly as a reference work and not a text for teaching a game that the vast majority of readers surely already know how to play. That said, even the best referee could use the occasional refresher course. This chapter collects all of the rules and advice which are the special province of the referee. It will describe rules governing nonhuman player characters; and it will explain how to design dungeons and wildernesses, how to place treasure and award experience, and how to address a great many other miscellaneous topics and “corner-cases” that inevitably arise during long campaigns.

## Nonhuman Player Characters

*Engines & Empires* assumes that all player characters are human by default. But it is traditional – going all the way back to the original white box game – for tabletop adventure games to include rules for player characters who come from nonhuman stock; in particular, those near-human, fairy species which are known as “demihumans.” In truth, any sort of monstrous or alien being, no matter how outlandish, could be a player character, provided they begin the game weak (on par with a 1<sup>st</sup> level character of any other species) and then grow strong over time: dragons, vampires, robots. But in practice, playable monsters are difficult to balance, and so as far as these rules are concerned, players and referees who wish to include truly strange playable characters in their games are left “on their own.”

These rules cover a number of standard and nonstandard playable demihumans, which in the *E&E* game are collectively called *kindreds* (rather than species or races). All of the playable near-human kindreds available in the game are *fairies* (or *Fair Folk*) – mortal beings with ancestral ties to beings from the realm of Faerie. But it must be stressed once again that in *Engines & Empires*, player characters are assumed to be human by default – the typical *E&E* game setting is a “humanocentric” world. The introduction of playable demihumans is always purely optional, and refer-

ees always have the final say over players as to whether the present campaign setting will include them. Making demihuman characters playable, after all, has the unavoidable effect of demystifying them; so in any campaign where elves and dwarfs are supposed to remain mysterious, it is always best practice to also leave them unplayable.

## The Kindreds

In a campaign where nonhuman characters are permitted, there are in principle countless possibilities – but speaking practically, player characters must be at least relatable to humans. To that end, humanoid beings are best, and in particular that subset of humanoids which are very near to being human (i.e. demihumans). There are many demihuman races described in Chapter Six: Monsters, but as far as this game is concerned, the list of standard playable kindreds is limited to **elves**, **dwarfs**, **goblins**, and **ogres**; these will be detailed fully here, with each kindred represented by its own unique character class. Possible non-standard kindreds include centaurs, fauns, fay folk, merfolk, and many others.

### The Kindred Classes

In *Engines & Empires*, there is a character class for elves, a character class for dwarfs, and so on. Humans cannot belong to the demihuman classes, and demihuman adventurers never belong to human classes. Demihumans are different beings with different mindsets, whose goals and concerns may broadly align with those of humans; but they are still inhuman nevertheless. Demihumans lack the flexibility of humans, because the world is leaving them behind – they are the elder races, waning and fading as mankind ascends to dominance. Demihuman *adventurers* are effectively the paragons of their species, belonging to the sole class that represents heroism for that kindred. That is, being an adventurer to an elf *means* belonging to the elf class (and not to the fighter class, or the mage class, or whatever).



**Demihumans and Level Limits**

Nonhuman kindreds are only permitted to advance up to a certain limited level of experience.

Kindred	Level Limit
Elf or Goblin	7 <sup>th</sup>
Dwarf	6 <sup>th</sup>
Ogre	8 <sup>th</sup>

When a demihuman character reaches their level limit, they may continue accruing experience points just as a 10<sup>th</sup> level human does, earning a new skill pip at every 400,000 XP earned above their maximum level.

**Demihumans and Prime Requisites**

Most of the kindred-classes have multiple prime requisites:

Kindred-Class	Prime Requisites
Elf	Valor and Presence
Dwarf	Valor, Fortune, and Wits
Goblin	Fortune and Wits
Ogre	Valor

For demihumans, prime requisites really do serve as *requisite* (i.e. required) scores. **A character must have scores of at least 11+ in all of the listed prime requisites in order to be a demihuman.** A character with a Valor of 10 or less, for example, simply may not be an elf, a dwarf, or an ogre.

A demihuman character must have *all* prime requisites be 16+ in order to enjoy a +10% bonus to earned XP. For example, a dwarf only gets this bonus with Valor, Fortune, and Wits scores all at least 16.

**Kindred-Classes and Magic Items**

Each kindred class counts as *all* of its constituent classes for determining which magic items it may use, as well as how magic items (and other special effects) affect them.

**Elves**

There are two distinct lineages of elves in the world: the immortal High Elves (or *eldar*) who rule the Hidden Court of the Fae; and the common forest elves (or *älfar*), a mortal race of fairy folk who serve the Hidden Court and do the bidding of the *eldar*. The *älfar* are very likely the result of *eldar* and human blood mingling over many generations; these are the only playable sorts of elves.

Slender, agile, and beautiful to look upon, the forest elves can live up to three centuries. They love music, revelry, swordplay, marksmanship, and especially sailing. More than anything else, though, the forest elves crave adventure. They know that they are not immortal like their high-elf kin, and they wish to experience all they can before they pass into the endless night. The typical elvish adventurer is a wandering swashbuckler and magician who travels the world in search of new experiences – and, from time to time, sends intelligence on the dealings of mortal men back to the lords of the Hidden Court.



- Elf Level Limit: 7<sup>th</sup>.
- Elf Prime Requisites: Valor and Presence.

**ELF EXPERIENCE LEVELS**

Lv	XP	HP	THB	ST	Level Title	Skill Pips
1 <sup>st</sup>	0	6	+1	7	Veteran–Medium	4+1
2 <sup>nd</sup>	4,000	9	+1	7	Swordsman–Seer	5+1
3 <sup>rd</sup>	8,000	12	+1	7	Duelist–Conjurer	5+2
4 <sup>th</sup>	16,000	15	+3	7	Hero–Wizard	6+2
5 <sup>th</sup>	32,000	18	+3	9	Swashbuckler–Enchanter	6+2
6 <sup>th</sup>	64,000	21	+3	9	Knight–Warlock	7+2
7 <sup>th</sup>	125,000	24	+6	9	Elf Lord	7+3

Elves possess the following special abilities:

*Quick March:* Identical to the fighter ability.

*Soldier On:* Identical to the fighter ability.

*Intuitive Magic-User:* Identical to the mage ability.

*Deep Magic:* Identical to the mage ability.

*Elf Eyes:* At each of the 1<sup>st</sup>, 3<sup>rd</sup>, and 7<sup>th</sup> experience levels, an elf receives a bonus skill pip which must be placed in Perception, unless the elf has already reached the maximum skill rank for his level in that skill (rank 3 at 1<sup>st</sup> through 3<sup>rd</sup> levels, rank 4 at 4<sup>th</sup> level and greater), in which case the pip may be devoted to any skill desired.

*Sky Sense:* Regardless of their circumstances, an elf always knows the position of major celestial bodies – the sun, the moon, the planets, the north star – in the sky. An elf is like a living compass, clock, and calendar at all times.

**Goblins**

Goblins are an industrious and technophilic species, well-positioned to prosper in the Age of Steam. Great miners and smiths of the mountains, goblins (or, as they call themselves, the *gruvrår* – “mine-folk”) come from a complex society built around patronage relationships, Machiavellian intrigues, and constant competition. Their system of governance is literally plutocratic: ancient tradition holds that the clan within a mountain-stronghold in possession of the greatest wealth is divinely entitled to rule it. (The matriarch of that clan becomes high priestess, and she appoints the Goblin King from among her relatives.)

To that end, most goblin adventures go out into the world to seek riches and bolster their family honor. (Other possibilities include self-exile for the sake of family honor, trying to escape a political assassination, or merely seeking after a less cutthroat way of life.) Deserved or not, goblins have a dual reputation for avarice and cleverness.

If elves can be said to resemble humans with a few subtle fairy traits (short stature, slight build, pointed ears, otherworldly aura), then goblins physically appear to be elves which are even more twisted, stunted, and disconcertingly fae-like, albeit with ruddy or earthy skin-tones that befit their distant kinship to rock- and earth-spirits.

- Goblin Level Limit: 7<sup>th</sup>.
- Goblin Prime Requisites: Fortune and Wits.

Goblin Experience Levels

Lv	XP	HP	THB	ST	Level Title	Skill Pips
1 <sup>st</sup>	0	6	+1	7	Apprentice-Tinker	6+1
2 <sup>nd</sup>	3,000	9	+1	7	Journeyman-Wright	7+1
3 <sup>rd</sup>	6,000	12	+1	7	Tradesman-Craftsman	8+2
4 <sup>th</sup>	12,000	15	+1	7	Expert-Machinist	9+2
5 <sup>th</sup>	25,000	18	+3	9	Specialist-Mechanic	10+2
6 <sup>th</sup>	50,000	21	+3	9	Agent-Technician	11+2
7 <sup>th</sup>	100,000	24	+3	9	Goblin Lord	12+3

Goblins possess the following special abilities:

*Jack of All Trades:* Identical to the rogue ability.

*Ace in the Hole:* Identical to the rogue ability.

*Deuce’s Own Luck:* Identical to the rogue ability.

*Research & Development:* Identical to the tech ability.

*Skilled Craftsman:* Identical to the tech ability, goblins receive bonus skill pips at each of the 1<sup>st</sup>, 3<sup>rd</sup>, and 7<sup>th</sup> levels which they must place in the Craft skill, unless they have already maxed out Craft for their level, in which case they may spend these skill pips as they please.

*Stone Sense:* A goblin can always intuitively tell exactly how deep underground he is. Goblins can recognize subtle slopes, unusual stonework, and unsafe caverns or tunnels without ever having to make a skill roll or check. They can always spot large stone traps with a Perception roll.

**Ogres**

Ogres (*ûrkō* in their native speech) are tall, burly, green- or gray-skinned humanoids with prominent fangs and tusks, and cleft, upturned noses that can resemble the snouts of beasts. Their foreheads sometimes have small bony ridges or horn-like protrusions. Most ogres come from tribal cultures found in steppe or tundra climes, with animistic religion and decidedly patriarchal societies focused on hunting and warfare. But in the modern age, one is just as likely to meet an ogre making a living in the crowded slums, pubs, barracks, or factories of the largest soot-stained cities.

While the stereotypical ogre would seem to epitomize the “noble savage” archetype, it can often be the case that city-dwelling ogres find this even more offensive than the all-too-common assumption that ogres are only good for menial labor, hired muscle, or thuggish crime.

Ogres are unique among the kindred-classes in that they operate solely as fighter-types; but they also have a bit of magic on the side. Ogres have a limited ability to perform shamanistic rituals as a mage of half their level.

- Ogre Level Limit: 8<sup>th</sup>.
- Ogre Prime Requisite: Valor.

Ogre Experience Levels

Lv	XP	HP	THB	ST	Level Title	Skill Pips
1 <sup>st</sup>	0	10	+1	7	Ogre Veteran	4+1
2 <sup>nd</sup>	2,200	14	+1	7	Ogre Swordsman	5+1
3 <sup>rd</sup>	4,400	18	+1	7	Ogre Duelist	5+2
4 <sup>th</sup>	8,800	22	+3	7	Ogre Hero	6+2
5 <sup>th</sup>	17,000	26	+3	9	Ogre Swashbuckler	6+2
6 <sup>th</sup>	35,000	30	+3	9	Ogre Knight	7+2
7 <sup>th</sup>	70,000	34	+6	9	Ogre Champion	7+3
8 <sup>th</sup>	140,000	38	+6	9	Ogre Chieftain	8+3

Ogres possess the following special abilities:

*Quick March:* Identical to the fighter ability.

*Soldier On:* Identical to the fighter ability.

*Toughness:* Ogres get +2 extra hit points.

*Ogre Power:* At each of the 1<sup>st</sup>, 3<sup>rd</sup>, and 7<sup>th</sup> levels, ogres receive a bonus skill pip which must be devoted to the Athletics skill, unless the ogre has already maxed out Athletics for his level, in which case it may be spent normally.

*Shaman:* From 2<sup>nd</sup> level onward, an ogre is capable of working White Magic rituals as a mage of half their actual experience level, rounding down. They have no ability to cast spells or cantrips.

Ogres may learn and perform the following rituals:

Level	Rituals Available
1 <sup>st</sup>	Circle of Protection, Good Berry, Naming Ceremony, Staff of Might
2 <sup>nd</sup>	Cleansing Ritual, Endure the Elements, Feast’s Blessing, Magic Stones
3 <sup>rd</sup>	Bear’s Endurance, Continual Light, Nepenthean Drink
4 <sup>th</sup>	Heart of the Ox, Wizard’s War

Unique to ogre culture, an ogre’s shaman magic really does come from the spirits, even though the rituals are of the ether-weaving type.



**Dwarfs**

Dwarfs (or, as they prefer to be called, *dwerrows*) are a little people, gentle and pastoral. They like to make their homes in hills, woodlands, plains – anywhere far away from the noise and filth of the cities of men. They are farmers and herders, enjoying the simple pleasures of life: good food, strong drink, and a puff of the pipe after a day’s honest work.

Ensnconed in the safety of their isolated communities, most dwarfs believe that they have successfully shielded themselves from the dangers of the “big outside world” – and the changes wrought by industry that might otherwise threaten their traditional ways. Dwarfs guard their borders closely, with fierce bands of expert archers who patrol the marches in order to stave off the incursions of wild animals, bandits, and worse.

- Dwarf Level Limit: 6<sup>th</sup>.
- Dwarf Prime Requisites: Valor, Fortune, and Wits.

**DWARF EXPERIENCE LEVELS**

Lv	XP	HP	THB	ST	Level Title	Skill Pips
1 <sup>st</sup>	0	6	+1	9	Veteran–Collegiate	6+2
2 <sup>nd</sup>	5,000	9	+1	9	Swordsman–Baccalaureate	7+2
3 <sup>rd</sup>	10,000	12	+1	9	Duelist–Master	8+4
4 <sup>th</sup>	20,000	15	+3	9	Hero–Doctor	9+4
5 <sup>th</sup>	40,000	18	+3	12	Swashbuckler–Fellow	10+4
6 <sup>th</sup>	80,000	21	+3	12	Sheriff–Thane	11+4

Dwarfs possess the following special abilities:

*Small Size:* Dwarfs are smaller than other kindreds. Unobtrusive and light on their feet, dwarfs roll saving throws as if they were four levels higher than they actually are, and large monsters (anything with 4 or more hit dice) are –2 to hit a dwarf in combat. But their short statures do mean that dwarfs cannot use all of the weapons and armor that other kindreds use.

Dwarfs can use Tiny, Light, and Small mêlée weapons normally, but they require two hands to fight with Medium

or Large mêlée weapons. They cannot wield Heavy or Great mêlée weapons at all. A dwarf can use most missile weapons but cannot use a longbow, a heavy crossbow, or any heavy firearm (musket, rifle, blunderbuss, or 12-gauge shotgun). Dwarfs can wear any armor sized to fit them, and they can use target and normal shields, but they cannot employ kite shields or body shields.

*Quick March:* Identical to the fighter ability.

*Soldier On:* Identical to the fighter ability.

*Jack of All Trades:* Identical to the rogue ability.

*Ace in the Hole:* Identical to the rogue ability.

*Deuce’s Own Luck:* Identical to the rogue ability.

*Hermetic Magic-User:* Identical to the scholar ability.

*Linguist:* Identical to the scholar ability, except that dwarfs nearly *always* choose Elfish as their bonus language.

*Creative Archaeology:* Dwarfs receive *two* bonus skill pips at each of the 1<sup>st</sup> and 3<sup>rd</sup> levels, which must be devoted to Knowledge and Stealth respectively – unless the dwarf character has already maxed out his Knowledge or Stealth ranker for that level, in which case the extra pips may be spent on any other skills, like normal.

*Unseen by Big Folk:* When in a wooded setting or other outdoorsy location with sufficient underbrush to hide in, a dwarf can “freeze” and become 90% undetectable for as long as he remains motionless.

**Nonstandard Kindreds**

Elves, dwarfs, goblins, and ogres represent the standard options for a campaign that includes playable demihumans, but there are other possibilities. Unlike the “core four” kindreds, these demihumans do not have unique classes of their own: instead, they advance in a human class, while still contending with level limits and multiple prime requisites (which must be 11+ to play that kindred).

**Arachne:** A centaur-like combination of humanoid fairy and huge spider, arachnes make excellent burglars, thanks to their ability to cling to walls and ceilings (and excellent assassins, thanks to their venomous bite). They can advance in the rogue class up to the 8<sup>th</sup> level (Prime Requisites: Fortune and Wits).

**Centaur:** Adventuring centaurs live for chivalry and aspire to knighthood. Their chief advantages are their increased Move Speed (50’, which also gives them an extra encumbrance tier for carried equipment) and their ability to execute a lance-charge without a mount. Centaurs can be fighters up to 8<sup>th</sup> level (Prime Requisites: Valor and Wits). A 4<sup>th</sup> level centaur knows how to Augury, as the ritual, once per week by reading the stars.

**Faun:** Fauns rarely become adventurers; those that do are woodland scouts and rangers. They operate as rogues for the most part, except that they also possess the fighter’s Quick March ability, and they advance using the fighter XP table. A faun can achieve the 8<sup>th</sup> experience level as a rogue (Prime Requisites: Valor and Fortune).

**Fay:** The fays are mysterious elflike beings from another world, the pale and graceful descendants of the *sidhe*.

They enjoy the finer things in life: society, parties, dinners, dances and balls. They advance as a combination of mage and rogue, able to reach 7<sup>th</sup> level in their class (Prime Requisites: Fortune and Presence). Fays possess a natural ability to disguise themselves with glamour and often go about in the guise of an elderly human wizard.

**Harpy:** The birdfolk are aloof and insular, living high up in their mountaintop eyries. Harpy adventurers are airborne knights called *dragoons*, practiced in the art of dive-bombing their opponents from on high with bow and arrow, sword, or spear. A harpy may reach 8<sup>th</sup> level as a fighter (Prime Requisites: Valor and Fortune).

**Hobgoblin:** Hobgoblins are dwarf-sized, reclusive, deep-dwelling relatives of goblins who have been twisted by their long isolation in the dark places down below. They are very often quite mad, and so they naturally become mad scientists: they can be techs up to the 8<sup>th</sup> experience level (Prime Requisites: Fortune and Wits). Unique among all demihumans, hobgoblins have 60' infravision, but they also have a deep-seated hatred of sunlight. *Gnomes* are a rare offshoot of the hobgoblin kindred who have dwelt on the surface long enough to evolve away both their infravision and their light-sensitivity.



**Lamia:** Shaped like an elf or other humanoid fairy above the waist and a great serpent below, lamias dwell in mountainous regions and are known to practice unarmed fighting techniques. (Lamias can always learn Fantasy Martial Arts, even in a campaign that does not otherwise include them.) They are excellent tree-climbers and have a venomous snakebite. Lamias can achieve 8<sup>th</sup> level in the fighter class (Prime Requisites: Valor and Wits).

**Merrow:** The merfolk are as alien as any other fairy kindred: universally flighty, vain, and temperamental. But for whatever reason—perhaps because they occupy humanity's "niche" beneath the great, wide oceans—they have a certain spark of humanity that other Fair Folk kindreds lack. A merrow can belong to any human character class other than mage (they have no Black Magic tradition), very often favoring the scholar class or the tech class. Merrow scholars are bards; merrow techs are salvagers who seek after the sunken technologies of ancient, advanced civilizations. Regardless of whether they are fighters, rogues, scholars, or techs, merrows can advance to 8<sup>th</sup> level in their class; Presence is always their second Prime Requisite. Merrow adventures all, regardless of class, know a ritual that allows for the creation of a *cohuleen druith*, an enchanted necklace or cap or cloak that allows the merrow to stand and balance upon their fishtail and to slither upon dry land without damaging their fins and scales.

**Scylla:** Scyllas are kin to merrows, a separate kindred of merfolk with octopus-bodies rather than fishtails. Scyllas dwell in the deeper oceans, so they can see in the dark (60' infravision) but are sensitive to sunlight. They are always mages and may reach the 8<sup>th</sup> experience level in that class (Prime Requisites: Wits and Presence). Like merfolk, a scylla can breathe underwater; but only under the water is their ability to produce ink of any use for stealth or escape.

**Shadowspawn:** The shadowspawn are not Fair Folk: they are humanoid creatures created by Chaos itself, and they are near-universally evil. A player character 'spawn would have to be a mutant or a freak with an inexplicable spark of human intelligence, compassion, and empathy—the 'spawn would never become an adventurer otherwise. A shadowspawn character can only advance as a fighter, and then only to a level 3 greater than its initial hit dice (so, 4<sup>th</sup> for a skaver, mogrel, gruuch, or flynd; 5<sup>th</sup> for a durlock, khshlaaa, or sahuagin; 6<sup>th</sup> for a buggane). All four attributes are prime requisites for a shadowspawn character.

**Wilder:** The wilder are not Fair Folk either: they are monstrous humanoids, anthropomorphic wolfmen. Wilder are nomadic hunters, but they are more civilized than either their name or their appearance would suggest. They can advance as fighters up to the 8<sup>th</sup> experience level (Prime Requisites: Valor and Fortune).

## Dungeon Design

In the parlance of adventure gaming, the word "dungeon" properly refers to a very specific sort of adventure location: a vast, underground complex of rooms, corridors, tunnels,

and caverns, spanning many levels and sub-levels. In more recent times, locations like this have been termed “mega-dungeons” to emphasize their great size and inexhaustibility: a party of player character adventurers can spend an entire campaign exploring such a place, learning its secrets and looting its treasures. Dungeons like this (and hereafter, I will restrict myself to the original usage: a “dungeon” is vast and has many levels; while a smaller underground complex will be called a mere “ruin” or “tomb”) are meant to serve as the centerpiece of the campaign, the proverbial “tentpole” that props up the entirety of the proceedings.

The player characters will not want to spend every single session exploring the dungeon that you devise: they will sometimes go off on overland journeys to explore the wilderness, sail the seas, fly to far-off lands via airship, or merely get into trouble in cities or towns. But most of the time, the player characters will be in search of treasure, for this is how they earn experience points, and the dungeon is the most reliable source of treasure. Moreover, the balance of risk to reward is at least intuitively measurable in dungeon environments: deeper levels have stronger monsters, but these monsters are guarding more fabulous treasures.

### Mapping the Dungeon

A dungeon is traditionally mapped out on ordinary graph paper, four or five squares to the inch, at a scale of 10' to the square. A square grid is ideal for dungeons with straight corridors and rectangular rooms – dungeon areas, in other words, which have been delved or built by sentient beings capable of architecture and engineering. Natural caverns, with their irregularly-shaped caves and twisting tunnels, are often better mapped on hex-paper, much like that used for mapping a wilderness. Mine-shafts, which tend to have straight-walled but curved and branching tunnels, sit halfway between these two extremes.

Most of the time, a “top-down” perspective is the best choice for mapping a dungeon-level: it’s simple and easy to visualize. But sometimes, a dungeon-level can involve lots of sloped tunnels or stairwells, and rooms or passages that overlap in three dimensions. Complex dungeon layouts like this can be drawn abstractly from a top-down perspective on ordinary graph paper, noting the changing elevations by each slope or staircase; or one can use “isometric” graphing paper (marked with either a triangular grid or a simple array of dots in a triangular pattern) and try to map the level with an illusion of 3D perspective.



### Stocking the Dungeon

Once a dungeon level has been mapped, it is incumbent upon the referee to fill the rooms with monsters and treasures. Prior to this, of course, it is a good idea to have an idea of what each room originally was before the whole complex fell into ruin\*. Once that has been decided, the referee can then proceed to the dungeon-stocking algorithm. A roll of 1d6 is used to decide the contents of a room, with a second roll possibly to follow, to determine the presence or absence of treasure.

DUNGEON STOCKING TABLE

First Roll (1d6)	Room Contents	Chance of Treasure (1d6)
1-2	Empty	1
3	Trap	1-2
4-5	Monsters	1-3
6	Special/Unique	n/a

Empty rooms are only empty of monsters and traps; they will of course still have other contents, like furniture, crates or barrels to search, and any other trappings that you can think of to make them interesting. Rooms which are empty of hazards and hostile monsters actually serve an important purpose in the game: they heighten the tension between encounters and ensure that the players can never be quite certain of just exactly when danger will present itself. For this reason, do resist the temptation to “spread out” the monster lairs so that they fill a dungeon evenly. Instead, let the dice fall where they may, and if they happen to indicate a long stretch of empty rooms, that’s perfectly fine – after all, the players will still be expecting monsters around each corner (and they will still meet wandering monsters from time to time). If the monster lairs are likewise clustered together, then you must invent a *post hoc* explanation for why this is so: are the monsters allies? Barely-tolerant next-door neighbors? Or do they simply ignore each other?

### Traps

The variety of traps found in a dungeon is only limited by the referee’s deviousness. Some basic examples which are appropriate to the first few dungeon levels are given here. Remember, a trap usually only triggers 33% of the time (to keep it from being too predictable or easy to find).

*Arrow Trap:* An arrow fires from a hidden location. It rolls to hit (at a bonus equal to the current dungeon level), striking for 1d6 damage.

*Bricks from Ceiling:* Every character in a 10’ radius must save or take 2d6 damage.

\* There exists online an invaluable resource for fleshing out empty dungeon-rooms: “Tricks, Empty Rooms, and Basic Trap Design,” by Courtney C. Campbell. At the time of this writing, it may be found at the following URL, along with a companion piece about interesting treasures, appropriately entitled “Treasure”:  
 « <http://hackslashmaster.blogspot.com/2011/02/on-tricks-empty-rooms-and-basic-trap.html> »

*Camouflaged Pit Trap:* A pit, at least 10' deep, is hidden in the floor; characters must save for fall in, in which case they take 1d6 damage per 10' of the pit's depth. If the pit's floor is spiked, the damage increases by 1d6.

*Disease:* More hazard than trap, a character who comes into contact with a source of disease may have to roll a save or get sick (25% chance of death after 1d6 days' incubation).

*Guillotine Trap:* A straight blade falls from the ceiling. A character in its path must save or take 1d10 damage.

*Poison Dart Trap:* A dart fires from a hidden spot, again at some level-dependent bonus to hit; a hit causes 1d4 damage and also envenoms the target; 1d6 turns later, they will suffer more damage from poison (1d6 per level where the trap was sprung), with a save to halve the damage.

*Poison Needle Trap:* Usually set within a lock on a door or a chest. A character who touches the lock without wearing gauntlets is automatically envenomed; they will suffer Xd6 poison damage (where "X" is the dungeon level) 1d4 turns later, save for half. The referee may secretly roll Perception for the character to see if they notice having been pricked by the needle.

*Portcullis Trap:* Characters directly under the portcullis must save or take 3d6 damage and be pinned to the floor; regardless, the way is blocked and a party may be split up.

*Rolling Rocks:* A round boulder falls down from a hidden alcove and characters must roll a saving throw to dive out of the way; otherwise they suffer 2d6 damage.

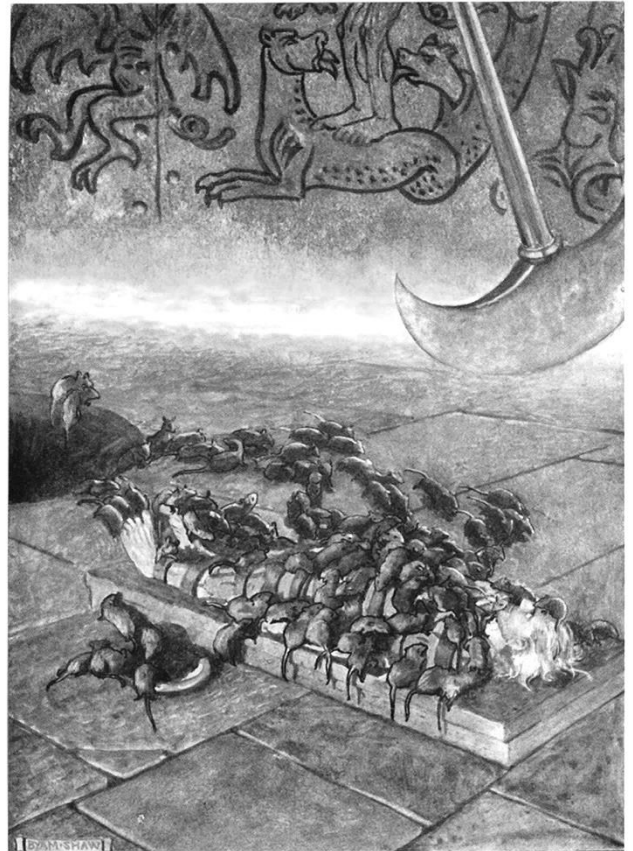
*Scything Blade:* A spring-loaded blade swipes out from a wall or statue. It rolls to hit (to-hit bonus = dungeon level) and causes 1d8 damage on a hit.

### Treasures

There are two methods for stocking a dungeon with treasure: random generation and intentional placement. Intentional placement is the preferred method because it gives the referee total control over the amount of treasure and the numbers and kinds of magical items found on each level of the dungeon. Random treasures are still useful for inspiration during those moments when you can't decide what to place where, but a good referee is always wary of the very real potential for randomly generated treasures (especially magical items; see Chapter Seven) to throw off the balance of an entire campaign.

Stocking a dungeon with intentionally-placed treasures follows the algorithm outlined here:

1. First, use the Dungeon Stocking Table (above) to determine how many treasure hoards are present on a given dungeon level.
2. Next, calculate an appropriate "treasure budget" for the level. This requires a bit of intuition on the part of the referee, as it may have to be adjusted for larger or smaller parties. Assuming a typical party of 4-6 player characters and their followers, a good formula to use is "the amount of treasure it would take seven fighters to go up in level from this dungeon," e.g. the 1<sup>st</sup> dungeon level should have about 14,000 cp of treasure (2,000 cp × 7); the 2<sup>nd</sup> level should have about the same amount;



the 3<sup>rd</sup> level should have about 28,000 cp; the 4<sup>th</sup> level, 56,000; etc. The formula is fairly fast-and-lose: after all, the party size will fluctuate as player and non-player characters come and go; some characters will die along the way and need to be replaced; and a great many treasures will remain hidden (or well-guarded) and go unfound or unclaimed. All told, it's probably better to overestimate than to underestimate — especially on the lower levels, where character deaths can be expected to occur with greater frequency.

3. Divide the treasure budget in half; place one half in the dungeon's deepest or best-guarded monster lair; then continue halving the remainder of the treasure until there are sufficiently many hoards to account for all the "treasure" results from the Dungeon Stocking Table. If, for example, you've determined that your 3<sup>rd</sup> dungeon level has 12 treasures, your 28,000 cp budget becomes the following twelve hoards:

14,000 cp	875 cp	55 cp
7,000 cp	438 cp	27 cp
3,500 cp	219 cp	14 cp
1,750 cp	109 cp	14 cp

The last two hoards will, of course, be the same size.



4. Now you must determine the form that each of the treasures takes and place them in the dungeon. Placing the treasures is simple: the only reason that the large treasures are still there to begin with is because they're difficult to get at. They're guarded by powerful monsters or devious traps, or they're well-hidden in secret rooms. The small treasures are those that have been scavenged by weaker monsters, or that are in the relatively easy-to-get-at rooms near the entrance to the dungeon level.

But not every treasure should be a simple pile of copper pieces. That's dull. Instead, some treasures are going to be easy to carry (gold, gems); some are going to be very difficult to move (iron coins, large works of art); and some are going to be moderately easy to carry (chests full of copper and silver, jewelry, cups, candle stands, etc.). A simple method for deciding this detail is to roll 1d3 and let "1" indicate a small and compact treasure, "2" to indicate an ordinary treasure, and "3" an unusually heavy treasure.

Finally, the referee should always feel free to subtract any amount of treasure from one hoard and add it to any other, or to combine hoards, to keep the players blind to the formula. Likewise, when a treasure looks "too even," roll d10s to fill out the remaining digits, and flip a coin to decide if this makes the hoard a little bigger or smaller. For example, the largest hoard on the 1st dungeon level should not be an even 10,000 cp: you should roll 3d10 (let's say that the dice turn up "6, 3, 2") and flip a coin—if it comes up heads, the hoard has 10,236 cp in it; but if it comes up tails, it's 9,632 cp.

You can also use the random treasure table at the bottom of this page to generate a few random hoards and use these to replace some of the "calculated" ones. The table assumes a trap-guarded hoard, so decrease the effective level by 1 for an unguarded treasure and increase it by 1 for a hoard found in a monster lair.

5. Finally, the referee must place special items (magic and technology) in the dungeon. Obviously, the first thing to consider here is the nature of the items which will be found in a given dungeon. Most dungeons are ancient, magical places; therefore, most items found in most dungeons will be magical items. The opposite will be true for a mad scientist's lair. And, while there will be exceptions (hobgoblin tunnels, buried alien spacecraft),

it can generally be assumed that the only technological items to be found in most dungeons are those which have been brought there by adventuring techs—and left behind when they perished. Assume, then, that on the 1st dungeon level, there is a 20% chance that any given "magic item" will be a similar technological item instead, and this chance falls by 2% per dungeon level.

The actual number of magical items on each level should always be given careful thought by the referee, but a good range to start with would be 1d4 (give or take) permanent items and 2d6 "consumables." They can be mixed in with other treasure hoards, hidden in their own special locations (this is ideal for items that the referee does not want the local monsters to know about or use), or in the possession of intelligent monsters (who will certainly not hesitate to use them if they can).

Ideally, any permanent magic items placed in the dungeon should be given unique names and histories. The treasure tables in Chapter Seven present generic versions of common magic items; it is incumbent upon the referee to invent each magic item's background and purpose when it is placed.

### Special Rooms

This category provides a referee with a chance to get really creative. "Special" rooms are those places in a dungeon that have some bit of unexplained weirdness: some magical or otherworldly feature of the dungeon which might be a bane or a boon to the players; it could be a puzzle or a riddle that leaves everyone scratching their heads; or it could simply be some harmless bit of decoration, a leftover and immobile relic from the dungeon's original occupants.

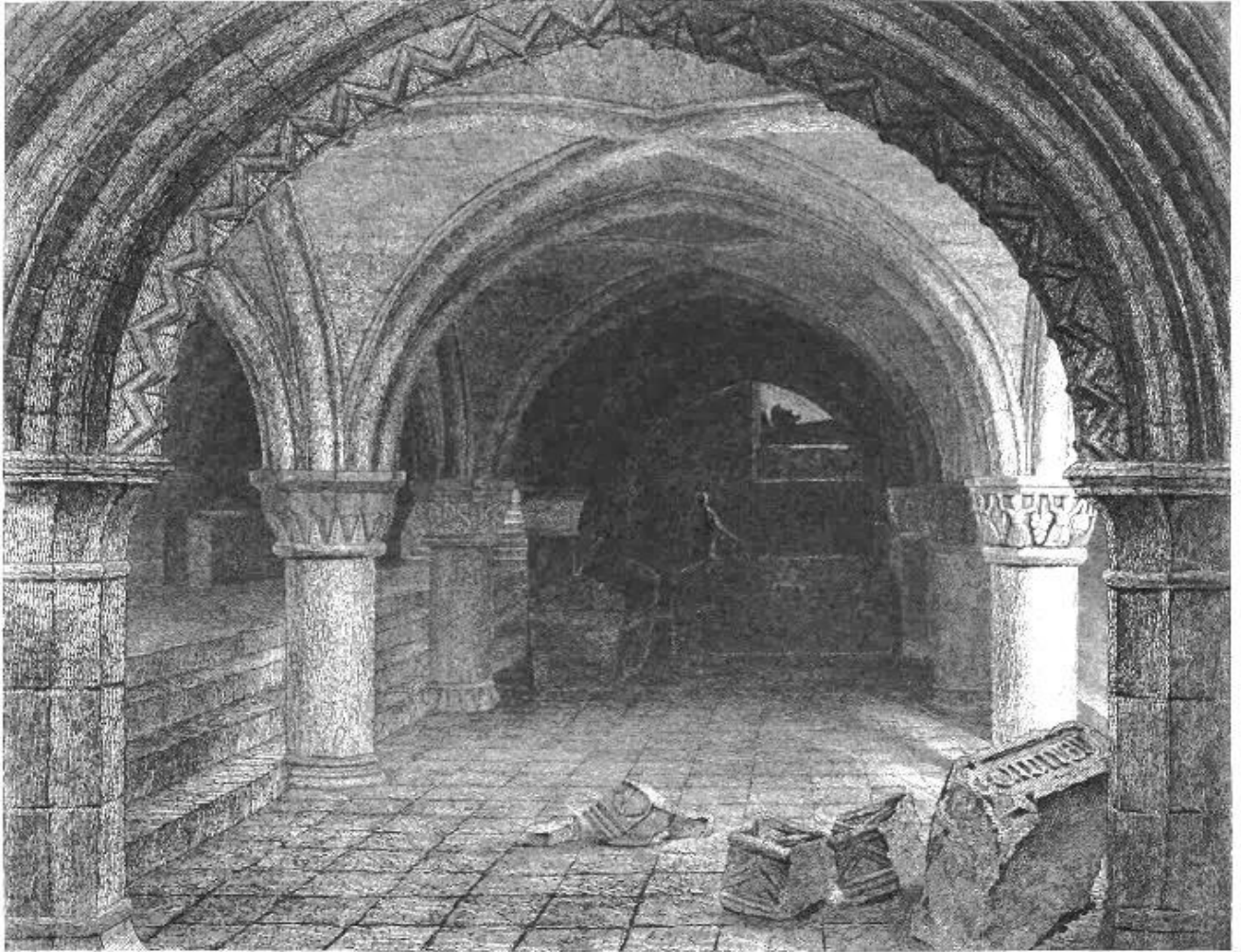
Classic ideas include speaking statues (sometimes they just repeat a message; sometimes they react to a password spoken aloud; and sometimes they pose a riddle and expect an answer); enchanted (or cursed) altars that do something when an item (or a person!) is set upon them; shifting corridors; moving rooms; sliding walls; and doors that appear or disappear when certain conditions are met. There may be pools of enchanted liquids, rooms or passages that teleport their occupants, weird light-sources, sounds that come from nowhere, illusions, levitating stones, or the occasional very odd monster (e.g. a peculiar hybrid, some unusually talkative or friendly monster, that sort of thing).

RANDOM TREASURES

Dungeon Level	Small Coins	Large Coins	Gemstones	Jewelry	Consumable Items	Permanent Items
1	1d6 × 100 ip	50% 1d6 × 10 cp	5% 1d6	3% 1d6	5% 1d2	2% any 1
2-3	1d6 × 200 ip	50% 1d6 × 100 cp	10% 1d6	5% 1d6	10% 1d2	3% any 1
4-5	1d6 × 100 cp	1d6 × 20 sp	20% 1d8	10% 1d8	20% 1d2	7% any 1
6-7	1d6 × 200 cp	1d6 × 50 sp	30% 1d10	15% 1d10	30% 1d2	10% any 1
8-9	1d6 × 50 sp	1d6 × 10 gp	40% 1d10	20% 1d10	40% 1d2	13% any 1
10+	1d6 × 100 sp	1d6 × 20 gp	50% 1d12	25% 1d12	50% 1d2	17% any 1

75% of gems are worth 1d10×10 cp; 25% are worth 1d10×100 cp. A piece of jewelry is worth 3d6 × 100 cp. Percentile values above are the chance that treasure type is present.





### Scenarios and Secrets

Once a dungeon has been drawn, detailed, populated, and stocked, all that remains is to come up with the dungeon's "meta-narrative" — the external and internal "plots" that involve the dungeon. I use the word "plot" here with both reluctance and caution, because most will see it and assume that it means a referee must write a "story" for the players to play through. In fact, exactly the opposite is true: the ref must *never* do this. If a story is to be written at all, it must be about the past history of the dungeon: why it was built; how it came to be in its present ruined condition; what happened to each successive wave of invaders, squatters, and monstrous inhabitants; and what clues to its original purpose yet remain there. Indeed, every good dungeon should have many secrets and mysteries buried within it which can only be pieced together over many weeks and months of gameplay, as the players continually return to the dungeon and delve ever-deeper, learning more of its secrets. (Eventually coming to understand the nature of a dungeon is one of the great joys of dungeon-crawling!)

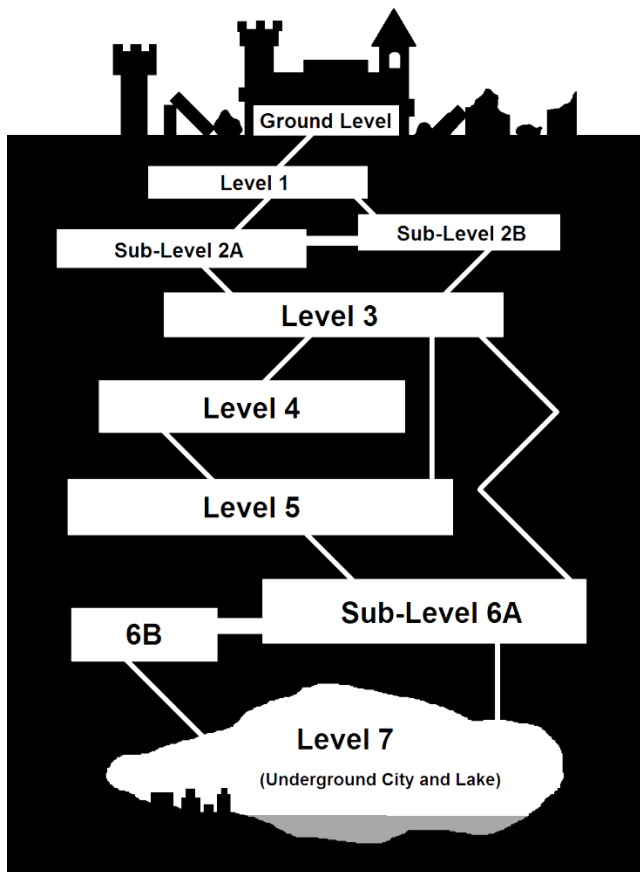
Additionally, the dungeon's present-day inhabitants should all have divergent aims and goals of their own. A monster does not simply sit in a 10' × 10' square room all day long, guarding a chest of coins and waiting to be slain by roving heroes. Intelligent monsters, at least, have their own desires, their reason for living in the dungeon, and (if they have neighbors) factions, feuds, and alliances.

And then there is the overworld: is the village or town nearest to the dungeon plagued by raiding 'spawn who come up from the old haunted ruins in the hills at night to steal their cattle and plunder their farmsteads? Or do they simply avoid the place because of legends about ancient ghosts wander the eldritch halls? Perhaps rumors abound in academic circles of lost magicks in the dungeon that a far-off archmage (ensconced in the safety of his wizard's tower) is willing to pay mercenaries and archaeologists to recover for him. And, of course, every dungeon is going to have a few good old-fashioned rumors of fabulous ancient treasure — heaps of silver and gold and gems — to draw the attentions of thieves, burglars, and grave-robbers.

### Dungeon Levels

A side-view or cross-section of your dungeon is essential to visualizing its overall layout. (A typical cross-section does a poor job of fully realizing a dungeon in three dimensions – you can try to craft an isometric layout for that if you like, but it usually isn’t necessary.) The primary purpose of the cross-section is to provide a diagram of the passages and connections between the dungeon’s various levels and sub-levels. Angled lines are used for stairways or slopes which may be descended or climbed, while vertical lines are used for pits or shafts – characters may fall down these to lower levels, but without a rope, a ladder, magical flight, or some other means of ascent, these kinds of connections can leave characters trapped on a lower level – and they may or may not be prepared to survive it!

A well-designed dungeon should have many possible connections between the various levels; and it should also be possible to sometimes bypass levels entirely. The sample cross-section shown here has a few examples of these kinds of connections: from level 3, there is a shaft that can drop a party unexpectedly down to level 5; and there is also a very long stair that descends all the way from level 3 down to level 6, sub-level A.



### Wilderness Design

Designing an overworld for the campaign to take place in is in many ways simpler than building a dungeon: one only needs to draw a map of the familiar, everyday sort, with a few cities and towns, and the rivers and forests and hills all placed where you want them. Of course, a fantastic setting can also have some truly strange features: ancient ruins, magical portals, floating islands, faerie glades, and lairs and castles and even whole lands occupied by monsters or magical creatures.

The important thing to remember is: start small. At the outset of the game, the players probably won’t have either the means or the inclination to travel very far from the relative safety of their home base. Just detail their starting town or village, put the dungeon nearby, and map the surrounding countryside out to a 50 mile radius at the most. Give it a good variety of terrains – mountains and bogs and forests and hills (and don’t forget rivers and lakes, and never *ever* forget that rivers flow “down” from mountains to coasts, or that they only flow together to make bigger rivers as they go, never splitting) – and then start packing in the details.

Sprinkle the map with monster lairs, bandit camps, old ruins, and mysterious oddities. Give the players a reason to want to explore your wilderness. As with the dungeon, the over-world should have plots, secrets, and mysteries that can be solved only by tying together various clues gleaned from exploring the whole map; and also factions, alliances, and competing organizations (which may or may not be centered in the cities), each with their own mutually exclusive goals. Even more so than a dungeon, an overworld must not be a static environment: “life goes on” in the campaign world, regardless of what the player characters do; but at the same time, the characters can impact events, and if the world is to feel believable, it should react in logical ways to the things that they do.

### Keeping Time and Planning Events

It has been said that a fantasy campaign is impossible (or at least meaningless) without carefully tracking the passage of time. This is true. The referee must keep track of the days, months, seasons, and years as they pass by in-game. Time is a resource in *Engines & Empires*: characters spend it as surely as they spend gold, whether on learning languages or crafting items. It is incumbent upon the referee to ensure that the passage of time has its natural consequences: for this reason, it is important at the start of a campaign to have some idea of possible “future events” – a sort of rough “future timeline” of things that will occur in a hypothetical world where the player characters never exist. (Plotting out a year or so of time in advance is usually more than sufficient.) The referee must then continually update this timeline in response to what the player characters actually do – the outcomes that they change through their actions.

# Mapping Symbols

Presented here are the standard symbols used in mapping dungeons and wilderness regions.

## DUNGEON SYMBOLS

	Wall		Portcullis or Bars		Statue		Rock Wall
	Door		Open Pit		Pillar		Illusionary Wall
	Double-Door		Covered Pit		Fountains		Rock Columns
	False Door		Trap Trigger		Well		Stalactites
	One-Way Door		Ladder		Daises		Stalagmites
	Secret Door		Railing		Altar		Crevasse
	Concealed Door		Stairs (Up)		Fireplace		Ledge
	Revolving Door		Stairs (Down)		Bed, Chair		Passage under Floor
	Archway		Slide or Chute		Crate, Barrel, Table		Stream
	Trapdoor in Floor		Spiral Stairs		Curtain		Ford or Stepping Stones
	Trapdoor in Ceiling		Natural Stairs		Window		Lake or Natural Pool
	Secret Trapdoor		Sloping Tunnel		Arrow Slits		Artificial Pools

## WILDERNESS SYMBOLS

	Plains		Town		Caves		Plateau or Cliffs		Mountains
	Forest		City		Swamp		Steppe		Volcano
	Jungle		Capital City		Water		Ice Floe		Battlefield
	Desert		Castle or Fort		River		Monster Lair		Barrens or Badlands
	Hills		Ruins		Road		Trail		Border

The player characters *must* be able to impact the future course of events, or else the game has no meaning (indeed, then it is hardly a game at all). Conversely, if the player characters choose to spend all their time holed up in their home base, crafting their next widget or wand, or learning that sixth language, time still marches on, and events in the outside world progress as they otherwise would have, the characters having forfeited their say in the matter.

Here's a simple example: suppose that you want your campaign to begin in June of the year 2355 F.K. (over two-thousand years since the First King ascended to the High Throne at Castle Whitepeak). A neighboring, hostile nation, the Iron Republic of Feldstadt, has been making a few warlike overtures. Before the campaign begins, you decide that next year, summer of 2356 F.K., Feldstadt is going to start marshalling its armies in earnest, preparing for an invasion in 2357. Of course, this is quite a long way off — things can change in the meanwhile. If the PCs spend those two years before the invasion looting a deep dungeon near their home town, growing wealthy and powerful, they might very well change this future outcome. Perhaps they befriend the royal family of their own nation, get involved in diplomacy, and prevent the war altogether. Then again, maybe they'll choose to invest their wealth in private armies, which could have the effect of dissuading or delaying Feldstadt's plans to invade. Or maybe the PCs will take matters into their own hands and invade Feldstadt first! But if the PCs simply stay out of it, then the invasion will occur as planned, and they will just have to deal with that outcome.

### Awarding Experience

As originally explained on page 29, player characters earn experience points for two activities: defeating monsters and winning treasure. This section aims to clarify exactly how and when the referee should award XP to characters, what counts as treasure for the sake of XP, and how the players undergo the process of leveling up their characters.

Earning experience points for defeating monsters is almost perfectly straightforward. Monsters have an XP value based on their hit dice and special abilities (pg. 29); at the end of every game session, the referee must tally up the XP values of all the monsters that the party met and defeated during that session. These experience points are then divided evenly among all the player characters and their followers who participated in *most* of the aforementioned battles. (Strictly speaking, only those characters who participated in a given battle should earn XP for it, but since XP is awarded by the game session, this is usually too impractical to track.) Followers — including monsters who serve the party, but not counting animal companions — all count as full characters for the purpose of dividing XP. But only allies earn a full award, the same amount as the player characters. Sidekicks and henchmen earn half XP, and hirelings and monsters accrue none. Any character who participated in fewer than half of the battles that took place during the session may get their share of monster-XP cut in half or even lost.

The only real sticking point regarding XP for monsters is the precise definition of “defeated.” Monsters which have been slain or otherwise put permanently out of commission are of course defeated and worth XP. But what about monsters which have been bypassed, negotiated with, tricked, or fooled into giving up their treasure? Or monsters that get into a fight with the PCs, only to flee and escape with their lives intact? Certainly, in some sense, these monsters have also been “defeated” — but not permanently. They may return later on to plague the PCs further. Is the referee, then, to award XP for the same monsters again, each and every time they are driven off? No. In general, monsters should only be worth an XP award if they have somehow been *permanently removed from play*, whatever that means in the context of the situation.

### Experience for Treasure

Most of the experience points that the player characters will earn during their adventuring careers comes from finding and recovering treasure. Each character gets 1 XP for every 1 cp (copper piece) value of treasure that they take into their possession and bring back to a place of safety and civilization (be it a permanent or a temporary home base). Unlike XP earned for slaying monsters, this experience is not divided: each character gets XP for the amount of treasure they keep, with sidekicks traditionally awarded a half-share of treasure compared to a character's full share.

The party *must* divide up the treasure in some fashion to earn experience points for it, and always after converting any gems and art objects into spendable coin. The converted treasure must then make it to the character's home base (however temporary) or a bank; XP is awarded at that time.

*Safety and Civilization:* Characters must bring treasure back to a town, fortress, or some other “non-adventuring” location in order to receive XP for recovering it. XP cannot be awarded to characters during an adventure (and ideally XP should not be awarded to characters during an ongoing game session). They must be able to rest, heal, and reflect on their experiences to actually gain the experience points.

*The Referee Awards XP:* The integrity of the game all but demands that the referee keep a firm grasp on experience point awards. The referee always has final say on exactly how much XP is awarded for a given adventure. If the level of danger involved in recovering a treasure was significantly greater or lesser than usual, the referee can always adjust the XP award to reflect this. For example, if the player characters stumble upon a completely unguarded dragon's hoard, but with no sign of any dragons or other monsters around anywhere, they are entitled to XP for recovering that treasure because of the *potential* danger of their circumstances. (After all, they don't know that there aren't dragons lurking just around the next corner.) But the referee can still adjust the XP awarded down to a reasonable level at the end of the game session to reflect the fact that the danger was nonexistent.

*Treasure vs. Wealth:* Under ordinary circumstances, any moneys that characters might earn from mundane activities

(such as having a job in the city) do not merit an XP award. There is no inherent danger in such acquisition of wealth — no adventure to be had in the earning of it — and so the resulting profit cannot in any sense be called *treasure*, and only treasure is worth XP.

There are exceptions, depending on the circumstances: if a thief goes burgling houses and one happens to be very well-guarded, perhaps even with magical wards, *that* is an adventure, and whatever comes out of that house is very likely to be treasure. Likewise, rewards and bounties paid to the party for completing an adventure most definitely merit a commensurate XP award.

Moreover, sometimes it is the case for very high-level adventurers that their activities — e.g. running a business empire, ruling a dominion and taking tax revenue, or conducting a war of plunder and conquest — are of such high stakes that they really do count as an adventure. In these instances, any profits earned are indeed worth XP.

*Leveling Up:* As a rule, XP are only awarded once per game session, at the end, once the party has returned to a place of safety. If, at that point, a character has amassed enough XP to go up a level, they do so at once (no need for special training). If they have somehow gained enough XP to go up more than one level, they instead end the session 1 XP shy of having gained two levels (the excess XP are lost).

## Strongholds & Dominions

All character classes in *Engines & Empires* have a maximum experience level (10<sup>th</sup> for humans, lower for demihumans). This does not mean that the game must end when those maximum levels are attained, but it does mean that the game must change (as all things must) if it is to continue meaningfully. Characters who reach their maximum experience level are expected (but certainly not required!) to turn their attentions away from adventuring and towards loftier pursuits, which will be briefly outlined here.

Be aware: the “endgame” is considered to be slightly beyond the scope of *Engines & Empires* proper, and so only the barest sketch of a high-level campaign is provided here. Every campaign is unique: referees will have to tailor their own campaigns’ endgames to their players’ idiosyncrasies and aims.

### Taking a Title

Much can happen during a long campaign, and ambitious players may find their characters doing some extraordinary things. No rule says that a group of 5<sup>th</sup> level heroes cannot try to clear all the monsters out of a several-square-miles patch of frontier land, build themselves a fortress there, and declare themselves the rulers of a new barony. They might even attract a few settlers and start to draw a bit of income from taxes.

But prior to reaching 9<sup>th</sup> level (for a human; or maximum level, for a demihuman), it isn’t really “official” in the context of the game-world. Until that happens, the characters do not earn XP for any wealth that they might



gain by developing or taxing the incipient dominion. That is solely the special province of titled, high-level characters.

Note that for each human character class, the 9<sup>th</sup> and 10<sup>th</sup> experience levels come with special titles: *paladin* and *lord paladin* for a fighter, *magus* and *high magus* for a mage, etc. Likewise, the highest demihuman levels also carry special titles (*elf lord* and *goblin lord*, *ogre chieftain*, and the dwarfish *sheriff-thane*). Characters who have these titles are considered paragons of their profession or kindred; only then can they earn XP from rulership activities.

Note, too, that it’s no accident demihuman characters reach their maximum experience levels even earlier than humans reach 9<sup>th</sup> level in their class. Demihumans are by nature less ambitious and more tied to their homes and communities than humans are; they start to concern themselves with settling down and retiring from a life of adventure far sooner than ambitious, power-hungry humans.

### Acquiring a Dominion

There are several ways that a character might acquire lands to call their own. They could simply march out into the wilds and drive all the monsters out of a ten-mile radius, and then start building a fort. Or, if they prefer the comforts of civilization, they could purchase the land from someone who already owns it at some agreed-upon price. Regardless of the specifics, this will involve a huge sum of money:



Dominion	Cost	Settled Population
Wilderness	n/a	1d10 × 5 households
Frontier	50 gp	1d10 × 50 households
Civilization	5,000 gp	1d10 × 500 households

Stronghold	Cost	Stronghold	Cost
Wooden Fort	500 gp	Tower/Citadel	2,500 gp
Manor (country)	1,000 gp	Factory	2,000 gp
Mansion/Palace	2,000 gp	Guild House	1,500 gp
Castle/Fortress	3,000 gp	Manor (city)	1,500 gp

A civilized dominion will already have a castle or a manor house built on it, whereas a wilderness or frontier dominion will require the character to build a stronghold before any families come to settle on that land. (The building time for a new stronghold is 1 month per 250 gp in the cost; plus, for every 1,000 gp in the total cost, one engineer must be hired for the whole duration of the construction.) Once the stronghold has been built, homesteads and villages will start to spring up in the surrounding countryside, and by the end of the first month, it will reach the “settled population” figure listed on the table above. From this point forward, the character can start to draw monthly tax revenue equal to 1 silver piece per household from the dominion. A newly settled dominion will grow at a pace of 1d10 × 10 households each month until it reaches 1,000 households, after which the growth accelerates to 1d10 × 25 households.

### Specialized Strongholds

Typically, fighters who aspire to rule as nobles are going to build the standard kinds of fortifications — manors, castles, and so forth. Characters belonging to the other classes will usually have other aspirations, though.

- Rogues build guild-houses and start a guild, company, or syndicate. This will immediately attract 2d6 skilled tradesmen who serve as apprentices or journeymen; if things go well, the organization may grow by 1d6 employees a year, with the rogue character pocketing a personal profit of 1 gp per month per apprentice.
- Techs who seek to profit from their inventions can open a factory dedicated to building and selling some new-fangled modern convenience. A newly built factory will almost immediately draw 1d6 × 30 laborers, to whom the tech must pay a wage of 2 iron pieces per day per employee; after the first month, the factory can start to turn a profit, with the tech’s bourgeoisie exploitation netting him 1 silver piece per month per employed worker.
- Mages build lonely towers in out-of-the-way places. This will only draw 1d6 apprentices willing to serve the mage in exchange for training in the occult arts. Mages mostly tend to prefer their solitude and do not encourage settlement on their lands. That way, they can practice their research without having to worry about prying eyes (or endangering the general public).



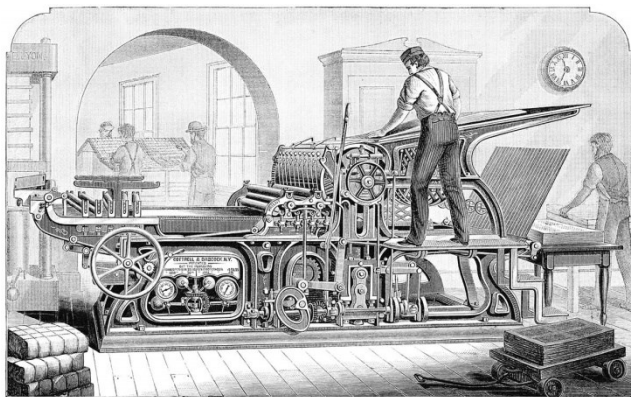
That said, some mages like to delve dungeons beneath their towers (this requires 5 gp and 1 day for every 10' square of room or corridor delved), in the hopes that monsters will move in. These mages can then harvest the monsters' lairs when they require exotic material components for their research.

- Scholars build colleges or academies, which can draw a highly variable number of students, starting at 1d6 × 20 students during the first year the school is in operation, but then potentially growing from there as new faculty and programs of study are added. The scholar profits in proportion to the number of students attending, at a rate of 5 cp per student attending per month.

### Capitalism and Mercantilism

Occasionally, a character may decide to go in on a risky but potentially lucrative "investment opportunity," which can be anything from starting a business in town to shipping in goods from exotic lands. Or maybe the master of a thieves' guild has finally finished planning that "big heist," wherein a dozen operatives are going to rob the biggest casino in the city. Whatever the particular venture, if risk is involved and the stakes are high, it can be handled with a simple Trade skill roll made on 1d6.

For a large-scale mercantile venture, the character fronts some amount of money for the initial investment, and 1d6 months later, the check is rolled. If the check fails, the money has been lost; if the roll is a natural 6, the character incurs further debt or damages equal to the investment. If the check passes by hitting the character's Trade rank exactly, the character merely breaks even. Passing with a lower number doubles the character's money, and aing the roll triples it.



### The Art of War

Strictly speaking, mass combat is beyond the scope of an adventure game focused on dungeon-delving and treasure-hunting. But sometimes it comes to pass that they player characters become involved in (or instigate) large-scale battles which must then be resolved by some means. There are two ways that a referee can go about resolving a mass battle (assuming that you do not simply prefer to decide the outcome by narrative fiat): abstractly or tactically.

The abstract method involves using the ordinary combat rules found in this book, but scaling everything up, so that the times, distances, and number of creatures represented by a single figure on the tabletop are all multiplied ten-, a hundred-, or even a thousandfold. Using this method, the player characters may join particular units, but they are not likely to have any direct impact on the outcome of a battle unless the referee devises special rules for "heroic" actions available to leveled characters.

The alternative method is to resort to a wargame (or to a set of mass battle rules pilfered from another tabletop game or fantasy RPG – such rules very often *do* have special provisos for heroes impacting a battle with their actions). If the referee and players have a set of mass combat rules or even an entire tabletop skirmish game that suits their preferences, these can be "ported" into the campaign and used to resolve the mass combat situation. This option is well-suited to groups of players who enjoy tactical wargaming.

## A Referee's Miscellany

This final section provides some advice for the referee on any topics not previously covered in these rules.

### Adjudicating Actions

The referee must judge the outcomes of the players' actions, using whatever means make the most sense in that situation. Skill rolls and skill checks provide a robust framework for deciding most actions, but sometimes the referee must use plain common sense to decide what happens (after all, you only call for a skill roll if the player has a significant chance of failing at the task, *and* the consequences of their failure or success would be meaningful or interesting). At other times, you may need to rule that an action is plainly impossible. If a task is truly beyond the pale, it is best to tell the players this directly and then let them suffer the consequences if they insist on pursuing folly. Alternatively, you may wish to grant the player a tiny (1%–5%) chance of success, perhaps because in that instance there really does exist a tiny possibility of success. This is fine too, when done sparingly (use your best judgment). Just remember that these are rare and special moments that only have an impact if at all other times you're strict about maintaining absolute realism and verisimilitude.

Sometimes, though, there are no rules or guidelines for finding an obscure action's chance to succeed or fail. When this happens, it is better to keep the game moving. Just pick out a die size that you like (from d4 to d%), come up with a reasonable-sounding chance, and roll. And if you're totally stumped, just flip a coin.

### Alignment

Very few creatures in *Engines & Empires* actually have an alignment. This is because alignment in *Engines & Empires* is inherent to a given creature's very being. It is not a choice or a side one takes or a moral or ethical philosophy. Rather, it has to do with a creature's plane of origin.



If one were to diagram the cosmology of *E&E*'s multiverse from the "outside" in, it would appear thus:

- The Void of Chaos*
- The Surface of Limbo*
- The Veil of Shadow (Outer Etheric Plane)*
- The Prime Material (The Physical Universe or Multiverse)*
- The Realm of Faerie (Inner Etheric Plane)*
- The Platonic Astral Sea*
- The Empyrean Center of All Being*

The Void is aligned with Chaos, and the Center with Order. The physical planes exist in a Balance with Chaos and Order, and both are necessary. Only beings that actually come from the Void of Chaos – abominations and demons – are Chaotic in alignment. Likewise, only those angelic beings of law that come from the Empyrean Center of Being are truly aligned with Order. Additionally, in the physical universe, there exist certain spirits – elementals and nature spirits – which owe their very existence to the Balance, and are therefore aligned with it.

Beyond that, creatures (especially mortal creatures) have at best an affinity for their home plane. The fae will have an affinity for Faerie, and the undead an affinity for Shadow; but these are not truly alignments, as they merely imply a connection to a plane of existence rather than a total existential dependence on a fundamental cosmic idea.

**Campaigns vs. "One-Shots"**

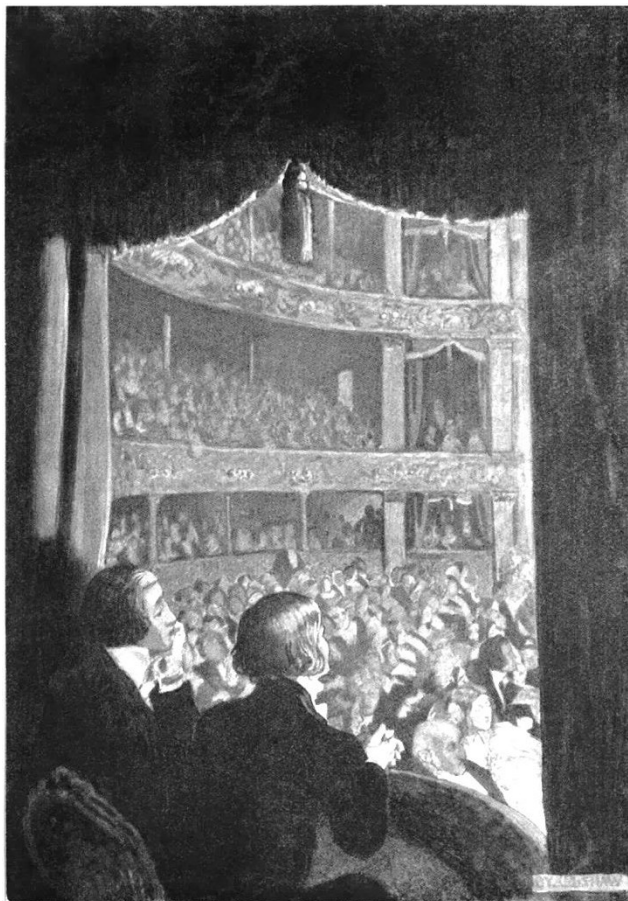
The *Engines & Empires* game is designed for campaigns. It is very difficult to use these rules to their full effect in the context of a short adventure, with no continuity of play, nor any concern for the amassing of experience points. Nevertheless, sometimes circumstances demand shorter adventures than we would like, or demonstrations for neophyte players. When this is so, do heed the following advice:

- If the characters are to begin the adventure above 1<sup>st</sup> level, give every character the same starting experience total, not necessarily the same experience level.
- Since the acquisition of treasure and the earning of Experience points must still drive even a short adventure, make the game a little more competitive than a campaign would otherwise be. Treat XP as each player's "score," with the player whose score at the end of the game is highest being counted the "winner."

**Characters of Different Levels**

Over the course of a long campaign, the characters' levels will start to spread out. Rogues will advance very quickly, mages slowly, and any demihumans more slowly still. Players will occasionally have a character die and have to roll up a new one at 1<sup>st</sup> level; and new players who join the game later on will be in very nearly the same boat.

Most of the time, there is nothing wrong with a mix of different experience levels within the same party. But if a disparity in character levels grows so wide that a single character is more than five whole experience levels below



the average party level, this can cause problems. When a character is too fragile to survive the dangers being faced by a higher-level party, or too weak to meaningfully contribute to the adventure, it is best to get them "caught up" as quickly as possible. Encourage the other players to give up their shares of treasure to the new player, and if possible, suspend the ordinary procedures of only awarding XP at the end of the session and only allowing one experience level to be gained per session. The sooner a new player character can reach 3<sup>rd</sup> or 4<sup>th</sup> level, the sooner they can start to enjoy full participation in the adventure along with their more experienced comrades.

**Expenses and Upkeep**

Player characters must purchase and keep track of any gear or equipment that they use during an adventure, including things like rations and torches. But even when they are not adventuring, they must have food, lodging, and other necessities. The easiest way to deal with this mundanity is to charge each character for their living expenses each month, according to the conditions in which they live:

Squalid	3 cp/mo.	Comfortable	5 sp/mo.
Humble	5 cp/mo.	Ostentatious	2 gp/mo.

Characters living in squalid conditions come into frequent contact with various risks to their health: disease, malnutrition, violence, and theft. A character maintaining a stronghold almost by definition must expend cash for an ostentatious lifestyle (which necessarily makes one a very public target for thieves, rivals, and other potential enemies).

### Fudging the Dice

Speaking generally, fudging the dice is a big “no-no” in a tabletop adventure game. The referee is supposed to be neutral, favoring neither the player characters or the monsters and NPCs (no matter how fond he may be of either category). **However**, it is also true that the referee is there to exercise human judgment. Sometimes the dice turn up a nonsensical or ridiculous result; it is up to the referee to recognize and discard such outcomes. It is best for the referee to be open about these occurrences and to explain when and why the dice are being overruled. This helps the players to maintain their trust in the referee’s neutrality.

In fact, it is often a good idea to make certain rolls out in the open, so that everybody can see the results. Saving throws, attack and damage rolls, and most skill rolls fall into this category. The only checks which must be concealed are those that leave the player uncertain of the outcome: stealth, searching for traps or clues, the building of inventions, and the like. The player ought never to know if they have failed a roll like this, because the character *cannot* possibly know if this has been the case.

### Meta-Game Knowledge

Experienced players (that’s *players*, not *characters*) will eventually become very familiar with the game. Most longtime players of a certain medieval fantasy game will already be quite familiar with the components of *this* game. They will know a great deal about most of the monsters and magical items, and also the game’s various tropes, tricks, and traps.

If the players have engaged with the game to this point, it’s generally a good thing; but it’s no reason to go ahead and make things *easier* for the players. Continue to describe the monsters that the PCs encounter physically, without naming them. Do not identify magical items that the PCs find by name until they take steps to positively identify them. And when veteran players start using their meta-game knowledge to identify monsters and items before their inexperienced characters ever possibly could, that’s a good cue for you as referee to step up *your* game and throw the players for a loop by creating entirely *new* monsters and items!

### NPC Encounters

The player characters may encounter rival parties while exploring a dungeon or a wilderness. Under particularly dangerous circumstances, another party of adventurers might offer to join forces with the PCs, or be receptive to such an offer from the PCs – and they might not even stab their new “friends” in the back! That said, most of the time, groups of rival adventurers are going to be in competition

with the PCs for as much treasure as they can find. To randomly determine the composition of a party of NPCs, use the following table for each character:

1d8	Class	1d8	Demihuman	1d8	Rare Kindred
1–2	Fighter	1–2	Elf	1	Arachne
3–4	Rogue	3	Dwarf	2	Faun
5	Mage	4	Goblin	3	Hobgoblin
6	Tech	5	Ogre	4	Harpy
7	Scholar	6	Centaur	5	Lamia
8	Demihuman	7	Fay	6	Merrow
		8	Rare kindred	7	Scylla
				8	Wilder

In the dungeon, assume that the average level of the NPC party is roughly equal to the level of the dungeon on which the NPCs have been encountered.

### Problem Players

With greater frequency than most gamers would care to admit, tabletop games are occasionally infected with players who make it their mission, either wittingly or unwittingly, to disrupt the game and ruin the fun for the rest of the group. The intentionally disruptive player can rarely be reasoned with: it is best simply not to invite such players back to the table in the future. Most other varieties of “problem players” have simply developed a bad habit which they may not even be aware of. To deal with a prima donna, spotlight hog, rules lawyer, munchkin, bossy tactician, smartphone addict, or any other such player, the best policy is always honesty, openness, and talking it out like adults. Don’t be a jerk about it; and never stoop to pulling in-game shenanigans for out-of-game behaviors.

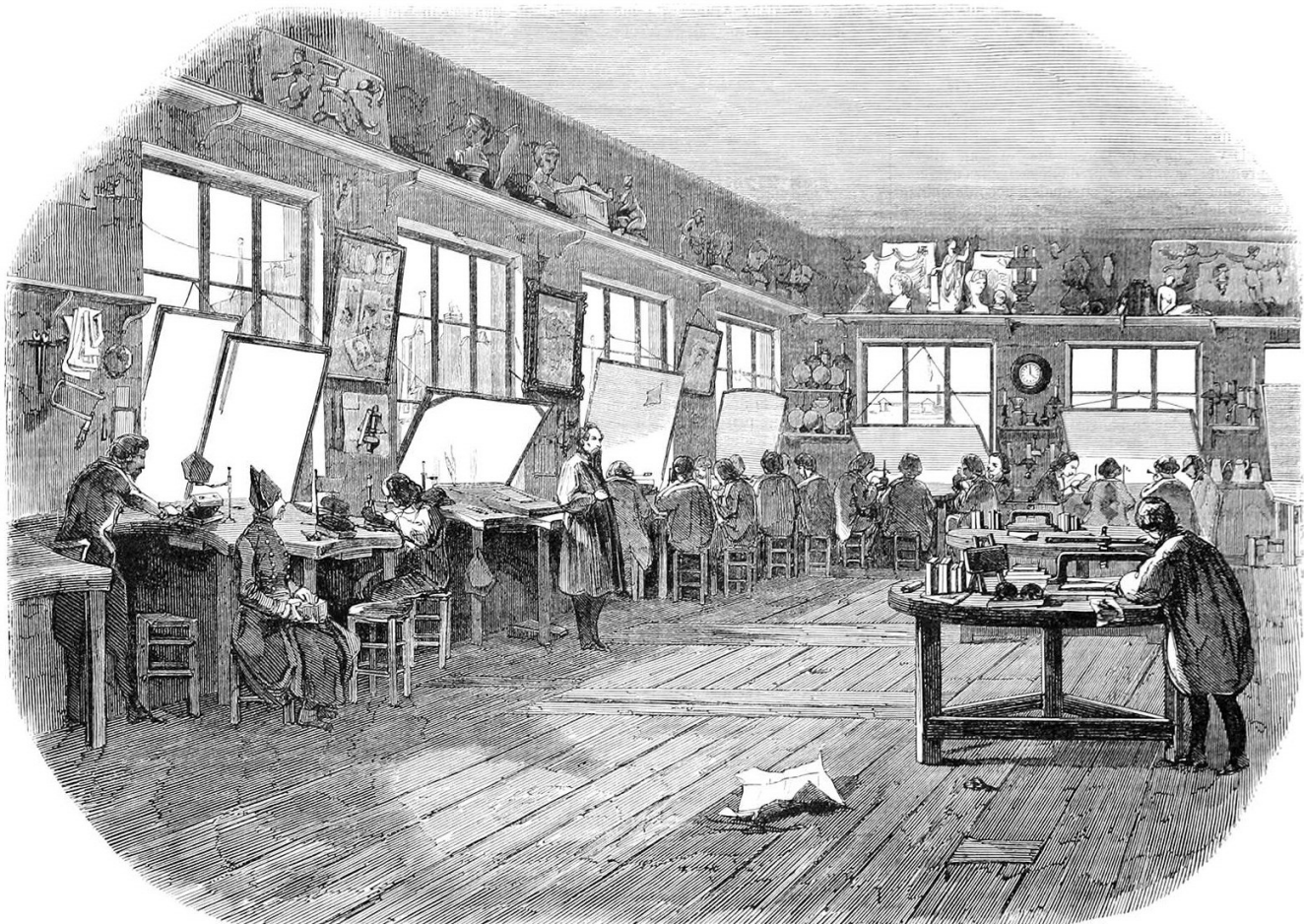
But above all, any player who insists on being “That Guy” – repeatedly and incurably playing characters which are psychotic, perverted, or just plain dangerously stupid – ought to be ejected from the game with all due haste. And never, ever let a player such as this get away with the whining excuse, “*But it’s what my character would do!!!!*”

### Research and Development

Mages and techs may wish to create entirely new magical powers or technological devices. Inventing a brand new spell, chemical, or device is an expensive and time-consuming process, but the result can be well worth it.

The time and money required to create an entirely new cantrip, spell, ritual, gadget, preparation, or invention is equal to 10 gp × the level of the ritual or invention (note that this only produces the schematic or blueprint of an invention; it does not yet build a working copy of one), with cantrips/gadgets counting as “level ½” and spells/preparations counting as level “1½”. The time required to complete the research is 1 week for every 5 gp in the cost.

Developing an alternative form of an already existing cantrip, spell, preparation, or other effect (like “Holy Magic Missiles” or “Freezing Hands”) halves the time and cost of all research. The referee decides whether the new effect is similar enough to an old one to warrant this reduction.



**Random Events**

Every game month, the referee may decide to spice things up with a random event. There is a 1-in-4 chance that some unusual event may take place during that month:

d12	(1-2 on d6)	(3-4 on d6)	(5-6 on d6)
1	Assassination	Fanatic cult	Rise of new celebrity
2	Bandit raids	Foreign invasion	Royal wedding
3	Border skirmish	Haunting	Planetary conjunction
4	Comet appears	Magical event	Pretender/usurper
5	Cultural discovery	Market glut	Scientific discovery
6	Demonic incursion	Market shortage	Spawn raids
7	Economic boom	Meteor shower	Spy ring uncovered
8	Economic depression	Monster attacks	Terrorist attack
9	Election	Protests/riots	Traitor in the gov't
10	Famous birth	Rebellion	Vampires
11	Famous death	Refugee wave	Visiting dignitary
12	Disaster (d12)	Disaster (d12)	Disaster (d12)

**DISASTERS (d12)**

1	Earthquake	5	Flood	9	Tsunami
2	Epidemic	6	Hurricane/tornado	10	Volcano
3	Fire, city	7	Kaiju attack	11	War, civil
4	Fire, forest	8	Meteor impact	12	War, other

**A Final Word: Tabletop Adventure vs. Role-Playing**

At the risk of sounding pretentious (or retreading subject-matter already covered in the introduction to this book), a final word is warranted on why *Engines & Empires* calls itself a “tabletop adventure game” and not an “old-school role-playing game.” Calling a game a “role-playing game” implies a value judgement: that it *ought* to be about role-playing, which in turn suggests that it inherently values such things as narrative arcs and in-character playacting. But satisfying narratives and compelling character arcs are totally at odds with a genuine *adventure*, where the stakes and the possibility of failure are quite real (or at least, as real as a game of imagination will permit). *E&E* is a game meant for simulating adventures, not stories.

Tabletop adventure games and fantasy role-playing games are certainly very closely related hobbies, but they truly aren’t the same thing. They serve different purposes. A game is about role-playing to the extent that it demands of players that they *portray a character* in the service of *telling a story*. A game is about adventure to the extent that it demands of players that they *inhabit an avatar* in the service of *experiencing danger and wonder*.

Or, to put it even more succinctly (with a quote owed to forum-poster Evreaux of *Dragonsfoot.org*): “We don’t explore characters, we explore dungeons.”

# CHAPTER SIX: MONSTERS

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**W**ORLDS OF FANTASY and pulp adventure must have dire enemies to confront and challenge the heroes. Of course one can always use NPC villains built with the same character classes as the PCs for this purpose; but they are not the game's only antagonists. The wilds of the world and the deep, dark dungeons are not filled with *people*, intent on leading peaceful lives. No, indeed! — they teem with *horrors*: fell beasts and Chaotic abominations, dragons hoarding treasure and fae creatures pining for the elder world long since driven off by the iron engines of men.

What follows in this chapter is a bestiary or encyclopedia of monsters. It is divided into several categories:

- **Abominations** and Eldritch Horrors
- **Animals**, Beasts, and Vermin
- **Chimeræ**, Dragons, and Magical Beasts
- **Constructs** and Automata
- **Faes** and Nature Spirits
- **Humanoids** and Giants
- **Planar** and Elemental Spirits
- **Plants**, Fungi, and Oozes
- **The Undead**

A few of these broad classifications are broken down into even more specific sub-categories. At the start of each main section, there are two tables of contents: the first is arranged alphabetically (just as the actual monster entries are) and the second is given in order of increasing monster strength, from fewest hit dice to most.

## Qualities of Monsters

In the dungeon, all monsters are able to see in the dark out to 60 feet. (Remember, this often means that a party of adventurers, if they're using a light source, *cannot* surprise monsters — most especially when the monsters are encountered at random.) Stuck doors always open automatically for monsters, and without making any extra noise.

Monster entries also have all of the following characteristics.

### Type and Sub-Type

Monsters are grouped according to the sort of monster they are — normal animal, magical beast, abominable monstrosity, and so forth. The broad type is listed after the monster's alignment; the sub-type (if there is one) is given after the type in parentheses. Sub-types very often indicate alignment with or affinity for another plane of existence — Order, Chaos, Balance, Faerie, and Shadow being the commonest examples.

### Number Encountered

This entry consists of two die ranges, a smaller range and then a larger range in parentheses. The smaller range indicates the number of monsters encountered in a dungeon when the monsters are wandering and encountered at random. (The referee can always adjust this figure up or down to compensate for monsters being encountered on higher or lower levels than would be usual for monsters of that many hit dice.) The second number, in parentheses, indicates the number of monsters typically encountered in a lair or nest in a dungeon, or when wandering in the wilderness.

### Armor Class

A monster's Armor Class can reflect any or a combination of natural toughness or agility, thick skin, or (as is typical for humanoid monsters) actual armor worn.

### Move

This entry gives two numbers. The first number is the monster's Move Speed (the distance that it can walk in 1 Move, or the distance that it can move and still attack in that same round). The second value, noted in parentheses, is always triple the Move Speed; this is the monster's running speed per round, or its Exploring Speed per turn (i.e. the speed at which it moves through the dungeon when out of combat).

Many monsters have alternative modes of movement, such as swimming or flight. Where applicable, these are given their own entries underneath the Movement entry in the main stat-block.

**Hit Dice**

This is the measure of a monster’s strength; it is roughly equivalent to a character’s experience level. Hit dice directly determine a monster’s hit points, and they indirectly correspond to a monster’s attack bonus and saving throw, as well as the amount of experience points that characters earn for defeating the monster.

*Hit Points:* Monster hit dice are ostensibly eight-sided, although it’s often more convenient to simply give each monster 4 hit points per hit die (or, since six-sided dice are so much easier to come by in handfuls, to roll d6s and just treat 1s as 7s). The monster entries in this book use the “low average” of 4 hp per HD (since player characters’ hit points are determined the same way; it’s only fair), but this is presumably for an “average” member of a given monster species. Referees are always free to give particular monsters any hit point total appropriate to their hit die range. A troll (whose hit dice are 4d8+1) typically has 17 hit points, but there’s no reason you couldn’t populate a lair with a great, ancient troll possessing 33 hit points and a motley gaggle of weak minions who all have 5 hit points apiece.

Adjustments to the listed hit die value are, of course, single pips added the final hit point total, not to the number of dice or the hit points rolled on each hit die. An ettin (6+3 HD) has 6d8+3 hit points (9 to 51 hp, with a low average of 27). *Note:* Bonus pips to a monster’s hit points do *not* increase its attack bonus or saving throws.

Some weak monsters (as well as normal humans) have fractional hit dice: ½ HD (1d4 hit points) or ¾ HD (1d6 hp).

*To-Hit Bonus:* A monster’s base to-hit bonus is equal to its hit dice (up to 10 HD) plus half of any hit dice above 10, rounding down. A monster’s THB is added to *all* of its to-hit rolls, regardless of the number of attacks it can make in a round. A monster’s Saving Throw value is given on the table and advances in steps of three monster hit dice at a time. A monster with fractional HD counts as “0 HD” for the purpose of finding its THB and ST.

*XP Value:* This is the amount of XP that an adventuring party earns for defeating (not necessarily killing!) this monster. It gets divided evenly among all the player characters and their followers (allies, sidekicks, henchmen, hirelings, and other monsters in their service) at the end of the adventure who participated in that monster’s defeat. Note that monsters with one or more asterisks (\*) next to their hit dice get that many “special ability bonuses” added to their XP value, according to the table found on page 29.

*Monster “Level”:* By tradition, the sum of a monster’s hit dice and bonus ability asterisks is called its “level,” e.g. a 6\*\* monster is said to be “8<sup>th</sup> level” – this referring not to experience levels, but to dungeon levels. 1<sup>st</sup> level monsters typically populate dungeon level one, 2<sup>nd</sup> level monsters live on dungeon level two, and so on. Of course, monsters might wander up or down from their “home” level; but when they do, it’s either a solitary straggler coming up a level to hunt weaker prey, or a very large band of weaker monsters descending down to a deeper level, hoping for safety in numbers.

MONSTER ATTACKS AND SAVES

Monster HD	THB	ST
Less than 1	±0	5
1	+1	7
2	+2	7
3	+3	7
4	+4	9
5	+5	9
6	+6	9
7	+7	12
8	+8	12
9	+9	12
10–11	+10	14
12–13	+11	14
14–15	+12	14
16–17	+13	16
18–19	+14	16
20–21	+15	16
22 and up	+16	18

**Attacks**

This entry lists the number, nature, and order of attacks that a monster is able to make in one round – its attack “routine.” A monster is able to make all of its attacks by spending 2 Moves in a round on a single attack action. If a monster has multiple attacks, its attacks may be directed all at the same target, or at different targets within the monster’s reach (just like a character attacking with two weapons). The following entry, “Damage,” lists the damage dice for each attack in the same order.

**Damage**

Most of the time, the damage inflicted by a monster comes from its natural “weaponry” – claws and teeth and such. Some monsters wield actual weapons. Still other monsters have a variety of special attack forms, described here:

*Acid:* Many acid attacks cause damage from round to round until the acid can be rinsed off with water or other liquid. Acid also sometimes destroys armor and weapons.

*Charge:* Some monsters are able to “charge” at enemies. If they have at least 20 feet of distance to move before attacking, and in a single round they run straight at their target and then attack, they get a +2 bonus on the to-hit roll. If the target has a spear or similar weapon set against the charge, though, a counter-attack from the spear strikes first, and at a +2 bonus to hit the charging monster as well.

*Charm:* Some monsters are able to charm their victims, affecting them just like False Friend spell. The target may attempt a save to resist the effect. One difference between a monster’s charm and the spell, however, is that characters charmed by a monster are too confused to cast spells, operate inventions, or activate magical items that require command words or concentration. As with the spell, charmed characters will regard the monster as a friend and try to obey and please it, so long as the monster does not directly harm the character. If the monster and the character do not

share a common language, the character will still try to protect the monster, treating it as a beloved pet. The duration of the charm effect is the same as the spell, one day per hit die of the monster; but it wears off at once if the monster is slain.

*Fright:* Some monsters, chiefly undead, have the power to frighten living beings merely by shrieking inhumanly and contorting their visage into a death-mask of horror. When an undead creature uses its fright ability and directs its gaze at a living target, that creature must roll a saving throw or else be shaken, -2 on all further attacks and saves until either the undead creature is defeated or the character can get away and take a short (1 turn) rest. Any target which is four or more levels below the undead's hit dice is instead shaken automatically, and if they fail the saving throw, they are compelled to flee at once and not return to that place for at least a day. Some undead (e.g. mummies) can inflict more powerful fear-based effects.

*Paralysis:* For most monsters that can paralyze, the effect lasts for 2d4 rounds (give or take) and allows a saving throw at the start to negate the effect. When a character is paralyzed, he collapses and cannot take any actions at all — no movement, attacking, or spell-casting. The character is conscious and aware of his surroundings, but helpless (and may be slain by even a single blow, regardless of their hit points). The spell Healing Touch can instantly lift paralysis, but then it does not heal any damage.

*Persistent Damage:* Certain monsters have attacks that continue to deal damage round after round after the first attack hits. No further attack rolls are needed to keep dealing damage this way. Examples of attacks like this include constricting or bear-hugging monsters, blood-sucking monsters, and monsters that swallow their prey whole and then begin to digest them.

*Poison:* The venomous bites and stings of some monsters are deadly and dreaded. When a character is struck by an attack that inflicts poison, there is no saving throw right away; instead, after a certain onset time, the character must then save or else suffer some ill effect, ranging from nausea and a penalty on d20-based rolls for very weak poison, to hit point damage for very strong poison. Monster poison usually inflicts one die of damage (typically 1d6 to 1d10) each round for one round per level or Hit Die of the monster, with a successful saving throw halving the damage. The effects of the poison can only be lessened or negated by applying some kind of magical or medical treatment that neutralizes the poison before it has a chance to run its course.

*Swallow:* Some monsters are so large that they are able to swallow their prey whole, which generally occurs whenever they ace the attack roll, i.e. a natural "1". Characters who are swallowed suffer damage every round until either they die or the monster is killed. A character with an edged weapon may attack the monster from inside it, albeit at -4 to hit. Should a swallowed character remain inside a monster for an hour, his remains and items have been irrecoverably digested.



*Swoop:* Some flying monsters are able to dive-bomb down onto their targets. As with a charge, a swoop attack requires plenty of space: either nothing but open sky overhead, or a ceiling more than 20 feet high. Provided the monster dives down from at least 20 feet of height before attacking, the to-hit roll receives a +4 bonus; and if the monster is big enough, an attack roll of 1-3 will grasp and pick up the character as well.

*Trample:* When a monster tramples, it attempts to crush smaller creatures with its bulk. Any monster that can trample will do so 75% of the time and use its other attack forms the remaining 25% of the time. Large herds (20 or more individuals) of cattle and other such animals can also trample when they stampede. Trampling attacks inflict 1d20 points of damage.

### Stat Blocks and Stat Lines

All of the monsters in this chapter have their basic information presented in a "stat block" found at the head of each monster entry. The top of each entry gives the monster's name and its type (and sub-type, if any); and then comes the stat block, which summarizes the number of monsters encountered in the dungeon (and the wilderness), the monster's armor class, Move (and Explore) speed, hit dice (and typical hit points), attacks, and damage.

When monster stats are presented in adventures, they are condensed using the following set of abbreviations, in a format known as a "stat line":

AC (armor class), MV (Move speed), HD (hit dice), #AT (number of attacks), DG (damage); SA (special attacks); SQ (special qualities & defenses).

This "stat line" is all that's really needed to run the monster; just about anything else can usually be inferred from the hit dice and the kind of monster involved.







# I • ABOMINATIONS, Eldritch Horrors, and Monstrosities

THIS CATEGORY includes all manner of aberrations and monstrosities which have no proper place in the world — perhaps because such dreadful anomalies do not come from the world, or even from the Ethereal Planes that touch and overlap with it. Instead, they come from whatever lies beyond: some far, maddening sphere beyond the edge of space and time, or from the emptiness on the other side of the shroud of Limbo, out in the howling Void of Chaos itself. What separates these creatures from the demons of the Void is the fact that they are, in some sense, still “natural” fauna — completely unnatural to our world, of course, but still entirely physical beings and not “spirits” of any sort.

## ABOMINATIONS (BY NAME)

Aboleth	Cthlyloid	Mimic
Bomb	Darkmantle	Ochu
Bomb, Mother	Decapus	Piercer
Brain Collector	Ear Seeker	Psilithoid
Choker	Eye, Crawling	Reptoid
Chupacabra	Eye, Doom	Roper
Cloaker	Eye, Floating	Rot Grub
Cœurl	Eye, Odd	Rust Devil
Creeper, Crawling	Gray Visitor	Rust Monster
Creeper, Gray	Lurker Above	Slithering Tracker
Creeper, Purple	Malboro	Trapper Beneath

## ABOMINATIONS (BY HIT DICE)

Ear Seeker (¼)	Decapus (4)	Aboleth (8**)
Rot Grub (¼)	Chupacabra (4*)	Malboro (8**)
Odd Eye (½*)	Reptoid (4*)	Rust Devil (8**)
Piercer (1 to 4)	Rust Monster (5*)	Cthlyloid (8+4*)
Bomb (1*)	Slithering Tracker (5*)	Brain Collector (10*)
Psilithoid (1** to 8**)	Cœurl (6*)	Lurker Above (10*)
Darkmantle (1+2*)	Gray Creeper (6*)	Trapper Beneath (12*)
Gray Visitor (2**)	Ochu (6* to 12*)	Roper (12**)
Choker (3*)	Cloaker (6**)	Doom Eye (12***)
Floating Eye (3*)	Mimic (7* to 10*)	Purple Creeper (15*)
Crawl. Creeper (3+1*)	Mother Bomb (7**)	Crawling Eye (15**)

## Aboleth

*Abomination (Chaos)*

No. Enc.: 1 (1d4)	Hit Dice: 8** (32 hp)
Armor Class: 5	Attacks: 4 tentacles
Move: 10' (30')	Damage: 1d6+disease each
· Swim 60' (180')	

Aboleths are intelligent alien horrors that look like great fish with three eyes and four tentacles around a toothy maw. They are psychic invaders from the void of Chaos, masterful illusionists, and thoroughly evil.

**Notes:** *Illusions* (aboleths can psionically reproduce the effects of the Conjure Sound cantrip, the Greater Illusion spell, and the Mighty Glamour ritual at will, within Near range), *Dominare* (thrice per day, an aboleth can try to enslave the mind of a creature within 30', who must save or become the aboleth's thrall; the thrall may save once per day to break free, or the control can be broken by the aboleth's death or by a Cleansing Ritual or Dispel Magic); *Tentacle Slime* (a hit from a tentacle forces the victim to save or contract the skum disease — see below).

**Skum:** A victim struck by an aboleth tentacle who fails a save will contract a fast-acting transformative disease. Over the next

1d4+1 rounds, the victim's skin becomes a slimy, translucent membrane; and at the end of it, the victim can no longer breathe air, but must stay in water (or else take 1 damage per minute, and suffocate after 2d6 minutes). The victim is dependent on slime secreted by the aboleth to continue breathing under water, and repeated exposure (over about a month) will turn the victim into a monster called a “skum” — a mindless thrall, permanently enslaved to the aboleth. Skums resemble a horrific, slimy combination of humanoid and fish, with razor-sharp claws and teeth; they can see perfectly in the dark, breathe underwater, and are just smart enough to fight with any weapon placed into their hands. *Skum stats:* No. Enc. 1d5 (2d10), AC 8, MV 20' (Swim 40'), HD 2\* (8 hp), #AT 3, DG 1d4 claw/1d4 claw/2d6 bite.

During the period of transformation, a Medicinal Cocktail may prevent the disease if another save is made, and a Cleansing Ritual (read off a scroll, perhaps) or some other disease-curing magic will prevent the transformation; after it takes hold, though, only a Full Restoration ritual can reverse it. Should the victim become a skum, no mortal magic can restore them.

## Bomb

*Abomination (Chaos)*

No. Enc.: 1d6 (2d6)	Hit Dice: 1* (1 hp)
Armor Class: 10	Attacks: 1 bite
Levitate: 20' (60')	Damage: 1d6 fire

A bomb looks like a floating 3' diameter jack-o-lantern with a pair of stubby arms and a hissing flame burning within it. An opening in the top of its head constantly sparks and crackles, resembling a lit fuse. Bombs are explosive, stupid, and suicidal — they rush at their enemies and try to bite them with their rubbery (but fiery-hot) mouths, hoping to provoke attack.

**Notes:** *Levitation* (a bomb is always airborne; it can only move by slowly floating), *Fragile* (despite having 1 HD, a bomb only ever has 1 hp), *Lit Fuse* (any damage from ice or cold will instantly and safely destroy a bomb; dousing the top of its head with water will force it to save or die), *Explode* (damage from any source other than water or cold causes a bomb to explode for 2d8 fire damage in a 10' radius, save for half; this can set off other nearby bombs in a chain-reaction that increases the area of effect but not the damage).

## Bomb, Mother

*Abomination (Chaos)*

No. Enc.: 1 (1d4)	Hit Dice: 7** (28 hp)
Armor Class: 1	Attacks: claw/claw/bite
Fly: 60' (180')	Damage: 1d8/1d8/2d10 + disease

The “mom bomb” is the creature that reproduces ordinary bombs. She appears to be a cloud of glowing black smoke, some 6' across, with two wispy arms and an indistinct face (two eyes and a gaping mouth) that glow like red embers. In combat, a mother bomb is a vicious fighter: her smoky constitution bestows a very low AC, and her bite is deadly.

**Notes:** *Fire and Smoke* (mom bombs are immune to fire but take double damage from cold), *Inject Spores* (anyone bitten by a mom bomb must save or contract a hideous disease which will kill in 24 hours and release 1d6 bombs from the victim's corpse, unless the disease can first be cured), *Self-Destruct* (if a mother bomb ever falls to 8 hp or fewer without being reduced all the way to 0 hp and slain, she can take an action to destroy herself in a huge fireball

## CHAPTER SIX: MONSTERS

that causes 6d8 damage to all creatures within a 20' radius, with a saving throw allowed for half damage; any creature caught in the blast must also save or contract the spore disease, as noted above).

### Brain Collector

*Abomination (Chaos)*

No. Enc.: 1 (1)	Hit Dice: 10* (40 hp)
Armor Class: 3	Attacks: 1 bite + spells
Move: 60' (180')	Damage: 1d10 + spells

A brain collector (or *neh-thalggu*) is a hideous creature from the Void of Chaos that enters our world only rarely, and only in places where dark magic has severely weakened the fabric of space-time. Six crablike legs support a blobby, mucous-colored (and -covered) lump of a body and a bulbous head with a toothy maw, a beard of writhing tentacles, four bulging yellow eyes, and several knobby lumps—the brains that the collector has swallowed and incorporated into itself. When a brain collector kills a humanoid being, it carefully removes the victim's brain with surgical tools and swallows it; the brain then attaches to the collector's own, increasing the creature's psionic abilities.

**Notes:** *Harvest Brains* (a brain collector can add up to 12 humanoid brains to its own; for each brain the collector swallows, it can cast one spell, randomly determined, once per day each, with a caster level of 10<sup>th</sup>).

### Choker

*Abomination (Chaos)*

No. Enc.: 1d6 (0)	Hit Dice: 3* (12 hp)
Armor Class: 5	Attacks: 1 strangle or rip
Move: 60' (180')	Damage: 1d8 or 1d4
· Through Rock: 1/2' (1')	

A choker is a mockery of the humanoid form, with a baby-sized torso and head attached to a set of grotesquely long, spindly legs and arms that bend like tentacles and end in grasping claws. Chokers live underground, where they lie in wait to grab, strangle, and tear apart their prey.

**Notes:** *Grab and Tear* (a choker fights by grabbing a victim and strangling them for 1d8 damage; if this first attack hits, the choker then tears gobbets of flesh from its victim, automatically causing 1d4 damage per round), *Cowardly* (a choker would rather flee with a bit of flesh to eat than a whole body if it runs into too much resistance; it will flee if it doesn't kill its victim in 2–6 rounds), *Rock Walker* (chokers can "swim" through solid rock, albeit very slowly).

### Chupacabra

*Abomination (Chaos)*

No. Enc.: 1d2 (1d6)	Hit Dice: 4* (16 hp)
Armor Class: 4	Attacks: claw/claw/bite
Fly: 40' (120')	Damage: 1d3/1d3/1d6



The chupacabra ("goat-sucker") stands about 3' tall. It has large, black eyes; a small, round, toothy mouth; two clawed arms; and a distinctive ridge of sharp spikes running down its back. The creature is a nocturnal blood-sucker, known for preying on livestock.

**Notes:** *Chupar* (when the chupacabra hits with its bite, it drinks blood, healing a number of hit points equal to the damage that it inflicts; the creature is also invigorated by the blood and receives one extra Move per round for a number of rounds equal to the damage

dealt by the bite—which it will probably use to drink more blood, thereby extending the duration of the invigorated state).

### Cloaker

*Abomination (Chaos)*

No. Enc.: 1d3 (0)	Hit Dice: 6** (24 hp)
Armor Class: 3	Attacks: 1 bite/1 tail + crush
Move: 10' (30')	Damage: 1d6/1d6 + 1d10
· Fly: 40' (120')	

A cloaker has a vaguely humanoid torso, clawed hands, huge bat-like wings, glowing eyes, and sharp fangs; while its lower body is a single whip-like tail. Cloakers like to lie in wait near the ceilings of caverns and then ambush prey.

**Notes:** *Stealthy* (a cloaker surprises foes on 1–4 on 1d6), *Envelop* (if a cloaker hits with its tail, it will wrap around its victim and begin to crush them; on following rounds, the cloaker cannot make a tail attack, but the enveloped victim automatically takes crush damage each round; any attacks directed at a cloaker with an enveloped victim inside it will cause half damage to the cloaker and half to the victim).

### Cœurl

*Abomination (Chaos)*

No. Enc.: 1d4 (1d4)	Hit Dice: 6* (24 hp)
Armor Class: 5 (effectively 3)	Attacks: 2 tentacles (and 1 bite)
Move: 50' (150')	Damage: 2d4/2d4 (and 1d6)

The cœurl is an alien creature that looks vaguely like a six-legged panther with large, black, featureless eyes and a pair of spiked tentacles growing out from above its shoulders. The creature bends light around itself so that it always appears to be about 3' from its actual position. The creature is more curious than aggressive and is actually fairly timid; it will only attack adventurers if very hungry or threatened.

**Notes:** *Displacement* (a cœurl is +2 to all saves; and all attacks are –2 to hit the beast, making its AC effectively 3 in most cases).

### Creepier, Crawling

*Abomination (Chaos, Vermin)*

No. Enc.: 1d4 (0)	Hit Dice: 3+1* (13 hp)
Armor Class: 8	Attacks: 8 tentacles or 1 bite
Move: 40' (120')	Damage: paralysis or 1 hp

A 9' long, 3' wide, many-legged and -segmented worm, the crawling creepier's mouth is surrounded by 8 writhing tentacles. While it normally scavenges for dead things, it will readily attack live prey, either with its tentacles (which can paralyze) or its bite.

**Notes:** *Creepy Crawly* (the creepier can move on walls and ceilings with ease), *Paralyze* (the creepier's tentacles do no damage, but allow for 8 attacks per round; a hit does no damage but forces the victim to save or be paralyzed for 2d4 rounds *per hit* or until the paralysis can be cured), *Swallow* (the creepier can swallow a paralyzed victim in three turns).

### Creepier, Gray (and Red)

*Abomination (Chaos, Vermin)*

No. Enc.: 1d3 (1d3)	Hit Dice: 6* (24 hp)
Armor Class: 7	Attacks: 1 bite
Move: 20' (60')	Damage: 1d8

A giant relative of the crawling creepier, the gray creepier can get up to 30' long. They often burrow into loose soil and lie in wait, bursting through the surface to surprise their prey.

**Notes:** *Swallow Whole* (a to-hit roll that turns up a natural 1 or 2 means that the creeper has swallowed its victim whole; the victim will then take 1d8 points of acid damage each round).

**Red Creepers:** These are a rare, bloodthirsty variant of the gray creeper. They look like giant bloodworms, with two hook-like teeth outside their small mouths. They can't swallow victims whole, but instead latch onto a victim when they hit with their bite; then they suck blood for 1d8 automatic damage each round. Otherwise, they conform to the statistics for the gray creeper.

### Creeper, Purple

*Abomination (Chaos, Vermin)*

No. Enc.: 1d2 (1d4)	Hit Dice: 15* (60 hp)
Armor Class: 7	Attacks: 1 bite/1 sting
Move: 20' (60')	Damage: 2d8/1d8+poison

The purple creeper is a colossal subterranean horror, most definitely an eldritch spawn of Chaos. A huge slimy worm, 10' across and 100' long, it tunnels deep beneath the earth. Since the creature is so long, if encountered in tunnels it may not be able to use the stinger on its tail until it can completely emerge (1d4+1 rounds).

**Notes:** *Swallow Whole* (the purple creeper can swallow victims whole with its bite on a to-hit roll of 1-4; victims then take 3d6 acid damage each round thereafter), *Stinger* (a hit from a purple creeper's tail inflicts a deadly and fast-acting poison: 15d6 damage, save for half, immediately upon being hit).

### Cthylloid

*Abomination (Chaos)*

No. Enc.: 1d3 (1d3)	Hit Dice: 8+4* (36 hp)
Armor Class: 4	Attacks: 1 bite/1 tail or charm
Move: 10' (30')	Damage: 1d4/3d6
· Swim: 50' (150')	

These creatures are related to psilithoids and other psionic beings from Chaos. They are aquatic, but they require geothermal vents or underground lakes near volcanoes. A cthylloid (pronounced "ka-THILL-oid") has an alien look to it, with a bulbous head, two large black eyes, a sphincter-like mouth (surrounded by a few tentacles), a humanoid torso with two powerful arms, and a tail that splits into three clawed flukes. Cthylloids are thoroughly evil and regard all non-psionic life-forms (including humans) as nothing more than tools and playthings.

**Notes:** *Magic-Resistant* (+2 to saves vs. magic), *Dominate Thrall* (instead of attacking, a cthylloid can focus its mind on one creature within 30'; the target must save or else be totally dominated and under the control of the cthylloid until the monster is slain, or the effect can be dispelled by some means, or the monster decides to focus on controlling a different target).

### Darkmantle

*Abomination (Chaos)*

No. Enc.: 2d6 (0)	Hit Dice: 1+2* (6 hp)
Armor Class: 5	Attacks: 1 constrict
Move: 20' (60')	Damage: 1d4
· Fly: 60' (180')	

This creature is an alien mollusk that dwells deep places. It clings to ceilings and resembles a stalactite when still; in motion, its true form is revealed—that of a sub-dwelling, flying squid that drops on its victims to suffocate them.

**Notes:** *Tremor-Sense* (can detect movement by sensing vibrations up to 90' away), *Camouflage* (can change color to resemble any surrounding stone), *Drop and Squeeze* (attacks by dropping on its

prey and constricting; a hit causes 1d4 damage, and 1d4 more automatic damage each round; but on a miss, the darkmantle will fly up and try again—and as with the cloaker, attacks directed at a darkmantle with an enveloped victim cause half damage to the monster, half to the victim), *Darkness* (a darkmantle can Conjure Darkness, as the mage spell, once per day).

### Decapus

*Abomination (Chaos)*

No. Enc.: 0 (1)	Hit Dice: 4 (16 hp)
Armor Class: 6	Attacks: 9 or 6 tentacles
Move: 1' (3')	Damage: 1d6 or 1d3 each
· Brachiate: 30' (90')	

A decapus is a tree-dwelling predator that looks like a 5' wide orb covered in brown and green hair, with ten suckered tentacles, two beady eyes, and a wide toothy mouth. The decapus prefers to hang from branches (or rafters, walls, even ceilings) with one of its 10'-long tentacles and snatch up prey with the rest.

**Notes:** *Arboreal* (the decapus can brachiate and gets 9 attacks per round when hanging; on the ground it must support itself with 4 tentacles, moves slowly, and can only deal half damage with its remaining 6 tentacles).

### Ear Seeker

*Abomination (Chaos, Vermin)*

No. Enc.: 1d4 (1d4)	Hit Dice: ¼ (1 hp)
Armor Class: 10	Attacks: none
Move: 3' (10')	Damage: nil

These are small insect-like creatures that come from some weird and unknown Chaos-dimension. They are known to dwell in damp places underground and love the rotting wood of porous dungeon-doors. They are drawn to warmth and to the vital functions of living mammals.

**Notes:** *Lay Eggs* (if an ear seeker ever gets inside the body of a warm-blooded creature, it will lay 1d8+8 eggs and then die; 4d6 hours later, the larvae hatch and start eating flesh, which has a 90% chance to slay the victim—unless said victim can receive the benefits of some disease-curing effect, which will destroy the eggs).

### Eye, Crawling

*Abomination (Chaos)*

No. Enc.: 1 (1)	Hit Dice: 15** (60 hp)
Armor Class: 5	Attacks: 8 tentacles
Move: 30' (90')	Damage: 1d8 energy drain

The Crawling Eye may very well be a unique entity; woe unto the universe if an entire species exists. Scientists and sages once theorized that this being came from some far distant corner of our own universe, out in deepest space; but it's more likely that this entity actually comes from a Chaos-dimension. The Crawling Eye resembles a huge brain, 10' across, with one great unblinking eye and eight writhing tentacles. It surrounds itself with an obscuring mist at all times as it stalks among remote reaches and high mountain-tops, going about its alien business and hunting for prey.

**Notes:** *Tentacles* (the Eye may attack up to 8 separate opponents with 1 tentacle each, or it may try to hit a single enemy with up to 4 of its attacks all at once; its tentacle attacks inflict life drain, simultaneously damaging current and maximum hp, and killing instantly at 0 hp; lost max hp heal slowly, at a rate of 1 per full 24 hours of rest, or 3d6+3 hp with a Full Restoration ritual), *The Mist* (the Crawling Eye constantly exudes an opaque fog that fills an entire area, identical to the 1st level ritual Gather Mists).

## Eye, Doom

*Abomination (Chaos)*

No. Enc.: 1 (1)	Hit Dice: 12*** (48 hp)
Armor Class: 3	Attacks: claw/claw/bite + gaze
Fly: 60' (180')	Damage: 2d4/2d4/2d8 + special

The Doom Eye (also known to sages and occultists as *the Plague who Watches*) is a unique entity, lord of the floating eyes and whatever pocket of Chaos they come from. The Doom Eye looks like a gigantic version of a floating eye: spherical body, one big eye, wide toothy mouth, little clawed feet, great bat-wings; but the Doom Eye is a full 15' wide. It is highly intelligent, unrepentantly malevolent, and driven by motives utterly alien to human thought.

It is said that the Doom Eye has a strong telepathic connection with all lesser floating eyes (and odd eyes), driving them with its own will. It is also foretold that if the Doom Eye is ever slain, all such creatures everywhere will either be banished back to Chaos in an instant or driven to suicide by the sudden telepathic shock.

**Notes:** *Magic-User* (the Doom Eye can wield magic as a 9<sup>th</sup> level mage), *Countdown to Doom* (the Doom Eye can use its gaze attack every round, even if it also attacks or uses magic that round, to target one opponent; that target must save or be cursed to die in 1 minute – 6 rounds – unless the Doom Eye is slain first, or the magic can somehow be warded off or in some way dispelled).

## Eye, Floating

*Abomination (Chaos)*

No. Enc.: 1d8 (1d20)	Hit Dice: 3* (12 hp)
Armor Class: 5	Attacks: claw/claw/bite or tears
Fly: 80' (240')	Damage: 1d4/1d4/1d8 or poison

A floating eye is a loathsome creature from the Void of Chaos. Its body is a 5'-wide hairy sphere sporting a single great eye, a wide toothy mouth, two stubby little clawed feet, and a pair of great bat-like wings. Floating eyes hate everything and kill for pleasure.

**Notes:** *Poisonous Tears* (if a floating eye can dive-bomb its foes from at least 20' of height, it may decide to use its tears instead of mêlée attacks; a floating eye's tears take the form of a 1'-wide solid blob of poison that bursts like a grenade, causing 2d4 damage to all creatures in a 10' radius, with a save allowed for half damage).

## Eye, Odd

*Abomination (Chaos)*

No. Enc.: 1d12 (1d12)	Hit Dice: ½* (2 hp)
Armor Class: 10	Attacks: 1 tentacle or 1 gaze
Swim: 100' (300')	Damage: 1d4 or paralysis

The odd eye is a bizarre sea-dwelling creature, a distant relative of the floating eye. It looks like a 1'-diameter lidless eyeball, beneath which dangles a mass of jellyfish-tentacles. Odd eyes are frequently accompanied by large aquatic predators (e.g. sharks) who feed on creatures paralyzed by the odd eye's gaze attack.

**Notes:** *Gaze* (the odd eye can gaze at one target per round, who must then save or be paralyzed for 2d4 rounds).

## Gray Visitor

*Abomination (Humanoid)*

No. Enc.: 2d4 (2d6)	Hit Dice: 2** (8 hp)
Armor Class: 3	Attacks: 1 weapon
Move: 40' (120')	Damage: 3d6 or 1d6+stun

The gray visitors are one of the few abominations which are not of Chaos – because the possibility exists that they actually come from some far-off star within our own universe, and not another dimension. These beings resemble the classic depiction of alien "grays":

tall, gaunt, usually hairless, with big black eyes and at least the appearance of a frail physique.

Grays are naturally telepathic and prefer thought over speech: when they do speak in a human tongue, it's broken and stilted and lacking any outward expression of emotion. When stranded on some world with technology far beneath the level of their own, they retain the ability to use what few advanced devices they may have with them, but they are often loath to use them excessively, lest they run out of their advanced fuels and power-sources.

If forced into combat, visitors fall back on their lightweight, energy-reflecting plastic armor (AC 3) and ray-guns which can be set to either stun (1d6 damage and save or be stunned for a number of rounds equal to the damage) or kill (3d6 damage).

**Notes:** *Telepathic* (the gray visitors prefer to communicate by thought alone; they can also attempt to read unwilling minds, but the target may save to resist the attempt); *Alien Technology* (visitors might have in their possession practically any gadget or invention, often miniaturized so that it fits easily in the hand).

## Lurker Above

*Abomination (Chaos)*

No. Enc.: 1 (1d4)	Hit Dice: 10* (40 hp)
Armor Class: 7	Attacks: 1 crush
Move: 3' (10')	Damage: 1d6
· Fly: 30' (90')	

A 20'-wide manta-ray-like creature that hovers near ceilings and blends in with stone, the lurker attacks by descending on its prey, crushing them, and suffocating them.

**Notes:** *Stealthy* (a lurker surprises its foes on 1–4 on 1d6), *Crush* (a lurker attacks by dropping onto its prey, causing 1d6 damage if it hits and then automatically every round thereafter; any creatures crushed by a lurker will also suffocate after 1d4+1 rounds and can only attack the lurker with small weapons they had at the ready).

## Malboro

*Abomination (Chaos, Plant)*

No. Enc.: 1d2 (1d2)	Hit Dice: 8** (32 hp)
Armor Class: 1	Attacks: 1 bite or breath
Move: 20' (60')	Damage: 4d6

The dreaded malboro is a huge, evolved plant. Leaf-like feet propel a broad trunk topped by a wide, toothy maw which itself is surrounded by writhing vine-like tentacles. The malboro cannot attack with its tentacles (it only uses them to draw paralyzed prey into its mouth); but, as if its jaws weren't dangerous enough, this creature is especially feared for its horrible breath weapon, both poisonous and paralytic.

**Notes:** *Bad Breath* (the malboro can exude a 60' long, 10' wide cone of poison gas; any creature caught in the area of effect takes 8d6 poison damage, save for half, and must also save or be paralyzed for 2d4 rounds).

## Mimic

*Abomination (Chaos)*

No. Enc.: 1 (1)	Hit Dice: 7* (28 hp) to 10* (40 hp)
Armor Class: 8	Attacks: 1 pseudopod
Move: 10' (30')	Damage: 3d4 (7–9 HD) or 3d6 (10 HD)

This creature is a metamorph, able to change its shape to resemble objects made of wood or stone. In its natural form, a mimic is a blob of sticky gray protoplasm (but surprisingly intelligent protoplasm, at that – mimics are even capable of speech). The mimic's shapeshifting capabilities are entirely non-magical.

Mimics are known to grow larger as they age, and some have as many as 10 hit dice. Young mimics (7–8 HD) are actually quite sociable and willing to negotiate; adult mimics (9 HD) tend to be more surly and greedy; and ancient mimics (10 HD), called *polymars*, are downright senile, only interested in consuming flesh — but these aged mimic-lords also have the power to assume the shapes of living creatures as well as inanimate objects. Advanced mimics conform to the statistics of 7 HD mimics (above), except for 10 HD polymars, which cause 3d6 damage with their attack.

**Notes:** *Mimicry* (a mimic can assume the shape of any object up to 10 cubic feet in size; the oldest mimics, “polymars,” can also take on the shapes of creatures with up to 10 HD); *Sticky* (a mimic’s exterior is sticky, like super-glue; any creature that touches a mimic is bound to it and must make an Athletics roll to break away).

### Ochu

*Abomination (Chaos)*

No. Enc.: 1 (1d2)	Hit Dice: 6* (24 hp)
Armor Class: 4	Attacks: tentacle/tentacle/bite
Move: 20' (60')	Damage: 1d8/1d8/1d8+disease

This creature is a horrific monstrosity that dwells in garbage and filth. It looks like an 8'-wide mound of compost and plant-matter (but it is, in fact, an animal of some sort) with a wide mouth and two long tentacles that look a bit like leafy vines. Ochus have near-human intelligence and communicate with a mix of words and psychic empathy.

Ochus are known to get bigger with age and can have up to 12 hit dice. Younger ochus are timid and only attack if threatened or if very hungry, while the older ochus are more aggressive. Advanced ochus (generally termed “*neochus*”) are AC 3 and cause 1d10 damage per hit at 7–9 HD; or AC 2 and 1d12 damage at 10–12 HD.

**Notes:** *Diseased Bite* (a creature bitten by an ochu must save or contract a rotting disease that leaves the victim totally debilitated for 1d8 days, after which there is a 20% chance of fatality).

### Piercer

*Abomination (Chaos)*

No. Enc.: 3d6 (3d6)	Hit Dice: 1 (4 hp) to 4 (16 hp)
Armor Class: 4	Attacks: 1 drop
Move: 3' (10')	Damage: 1d6 per HD

Piercers are barnacle-like creatures adapted to caverns: they cling to ceilings and look just like stalactites. They range from 1' to 6' in length. Piercers attack by dropping down onto and impaling their victims, and then turning themselves over to either feed on the remains or crawl back towards the wall (so that they might climb up to the cave-ceiling and try again on another potential victim).

### Psilithoid

*Abomination (Chaos, Humanoid)*

No. Enc.: 1d4 (1d4)	Hit Dice: 1** (4 hp) to 8** (32 hp)
Armor Class: 6	Attacks: 1 weapon or mind blast
Move: 40' (120')	Damage: by weapon or special

Psilithoids (emphasis on the first syllable: SIGH-lith-oid) are a race of inscrutable alien beings, possibly related to such queer creatures as cthylloids, gray visitors, and reptoids. They are roughly humanoid in shape, tall and weirdly thin, with bulbous heads and sucker-like mouths surrounded by four small tentacles. All psilithoids are naturally psychic, able to communicate with telepathy and highly proficient with magic. Their preferred food is the brains of sentient beings. Psilithoids may come from some faraway planet or (much more likely) some maddening pocket-dimension out in the Void of



Chaos; but when they’re encountered in the physical universe, it’s usually in their preferred environment — deep underground.

**Notes:** *Psychic* (psilithoids can communicate telepathically, and they use magic as a mage of a level equal to their hit dice); *Mind Blast* (psilithoids can perform a psychic attack, once per day per hit die; it targets all creatures in a conical area, 60' long out to 50' wide; and it either puts targets to sleep for 2d6 rounds if they fail a saving throw, or slams them with telekinetic force for 3d6 damage, save for half); *Suck Brains* (a psilithoid can suck out the brain of any helpless victim in 1d4 rounds, immediately killing them).

### Reptoid

*Abomination (Chaos, Humanoid)*

No. Enc.: 1d6 (1d6)	Hit Dice: 4* (16 hp)
Armor Class: 6	Attacks: 1 bite
Move: 30' (90')	Damage: 1d12

Also known as *reptilian shapeshifters*, the reptoids are a race of alien beings from another dimension. They invade and attempt to conquer a region by killing prominent individuals and then assuming their shapes and identities.

In its natural form, a reptoid appears to be a reptilian humanoid with large, black eyes, a lizard-like face, and a body covered in gray scales. They are able to assume the exact appearance of any humanoid being that they have seen. When a reptoid shapeshifts, it also forms a subtle telepathic link with its victim, which enables it to perfectly mimic voices, mannerisms, and even some detailed memories and specialized knowledge (but not magic or tech).

**Notes:** *Shapeshifter* (a reptoid can assume the shape of any individual humanoid that it has seen), *Magic-Resistant* (+2 on all saving throws vs. magic, and immune to “sleep” and “charm”).

### Roper

*Abomination (Chaos)*

No. Enc.: 1d3 (1d5)	Hit Dice: 12** (48 hp)
Armor Class: 1	Attacks: 1 bite/6 strands
Move: 10' (30')	Damage: 5d6/weakness

A roper is a cave-dwelling creature that looks like a large boulder or a wide stalagmite, until it reveals itself — one large eye above a wide mouth and six long tentacles set around its blobby body.

## CHAPTER SIX: MONSTERS

Voracious hunters, a roper's favorite prey is humanoid. They're intelligent and able to speak, but highly disagreeable.

**Notes:** *Tentacles* (a roper's tentacles cause no damage, but a hit reduces the victim's Athletics rank to 1 for 3 turns, no save, and drags the victim 10' closer to the roper's mouth), *Fear of Fire* (ropers is immune to electricity and cold, but -4 to save vs. fire), *Regenerate* (a character can sever a tentacle with a hit from an edged weapon that causes at least 5 points of damage; the roper takes no damage, but that tentacle is rendered useless for 24 hours, after which time it will then grow back).

### Rot Grub

*Abomination (Chaos, Vermin)*

No. Enc.: 0 (5d4)	Hit Dice: ¼ (1 hp)
Armor Class: 10	Attacks: special
Move: 3' (10')	Damage: special

Rot grubs are unnatural bugs that feed on flesh, rotting or living (with a strong preference for living). Should some hapless warm-blooded creature come in contact with a rot grub-infested corpse, the grubs will immediately start burrowing into the living victim.

**Notes:** *Burrowing Infestation* (rot grubs burrow into the heart of a living victim and kill it in 1d3 turns, unless disease-curing magic is applied, destroying them; or fire is immediately applied to the infected flesh, which causes 1d6 damage to the infected victim).

### Rust Devil

*Abomination (Chaos)*

No. Enc.: 1d2 (1)	Hit Dice: 8** (32 hp)
Armor Class: 3	Attacks: claw/claw/bite/horn or breath
Move: 10' (30')	Damage: 1d6/1d6/1d10/1d8 or special
· Fly: 30' (90')	

The sages say that this weird creature comes from an awful dimension called *Djer'zii*. The creature indeed resembles a devil; or perhaps a gargoyle, but made of rusty iron instead of stone. Rust devils are not capable of speech; they simply attack without provocation. They appear to hate weapons and technology with an irrational passion, and they will not hesitate to use their breath weapon to attack any worked metal that they encounter—with a strong preference for destroying advanced clockwork, steam engines, or anything made from high-quality steel.

**Notes:** *Resistances* (rust devils are immune to damage from normal weapons and +2 to save vs. fire or cold; they can be harmed by magical or wrought/cast iron weapons and by spells, and they're -2 to saves vs. electricity), *Rust Breath* (every 3 rounds, a rust devil can breathe a cone of rust 30' long out to 10' wide; all living creatures caught in the area take 1d10 damage, save for half; and any non-magical objects made of metal, including weapons, armor, gadgets, and inventions, must also save or be destroyed).

### Rust Monster

*Abomination (Chaos)*

No. Enc.: 1d4 (1d4)	Hit Dice: 5* (20 hp)
Armor Class: 3	Attacks: 1 tentacle
Move: 40' (120')	Damage: rust

A rust monster looks like a giant armadillo with a long tail and two prehensile antennae. The antennae rust any metal that they touch (or that happens to touch them), instantly reducing such items to dust, which the monster then feeds on.

**Notes:** *Rusting Touch* (ordinary metal items are instantly destroyed by contact with a rust monster; magical items lose a magical "plus" with each hit that they take or deal, and may be destroyed if they are disenchanting in this manner; but such items also have a 10% chance per "plus" of surviving unscathed).

### Slithering Tracker

*Abomination (Chaos, Ooze)*

No. Enc.: 1 (1)	Hit Dice: 5* (20 hp)
Armor Class: 6	Attacks: none
Move: 40' (120')	Damage: nil

A slithering tracker is believed to be an evolved form of the common dungeon slime: unlike other oozes, this creature is intelligent. It is long, serpentine, and mostly transparent, making it very hard to see. It prefers to feed on living things rather than decaying matter, but it cannot attack prey directly; instead, it follows its victims, waits until they go to sleep, and then tries to engulf them whole.

**Turn:** *Stealthy* (a slithering tracker is transparent and thus 95% invisible), *Poisonous Touch* (when the tracker touches its victim's skin, the victim must save or be paralyzed *permanently*; the tracker then engulfs and digests the victim over the course of one hour).

### Trapper Beneath

*Abomination (Chaos)*

No. Enc.: 1 (1)	Hit Dice: 12* (48 hp)
Armor Class: 4	Attacks: enfold 1 to 4 victims
Move: 10' (30')	Damage: special

The trapper beneath is a distant relative of the lurker above (q.v.); but trappers prefer to mimic floors, even adding such alluring features as treasure chests and stone coffers. The trapper waits until adventurers investigate the "chest" near the center of its body; then it strikes, enfolding its prey with its massive body and crushing them to death.

**Notes:** *Crush* (when a trapper enfolds its victims, it causes 1d6 points of crushing damage each round automatically, suffocating victims on the 6<sup>th</sup> round; said victims are incapable of fighting back and can only be freed by allies slaying the trapper); *Resistances* (trappers take half damage from fire and cold, and only one-quarter damage on a successful saving throw).

## II • ANIMALS, Beasts, and Vermin

THIS CATEGORY consists of natural animals which, for the most part, exist in the real world. For this reason, this section is going to be light on descriptive text. Only the prehistoric or monstrous variants of ordinary animals call for detailed description; for common, everyday animals, the author has only given their stats and what notes they absolutely require.

The creatures in this category are divided into two broad sub-categories: beasts (higher animals, mostly vertebrates) and vermin (lower animals, mostly invertebrates). Animals generally do not have an alignment, as they are a part of the natural, physical world – while it is the case that they require a Balance between Order and Chaos to thrive, the Balance is not inherent to natural beings.

You may notice that this section includes quite a lot of prehistoric animals – naturally, since the “lost world” is a classic genre convention of both Victorian science fiction and classic pulp tales. (If *E&E* is good for anything at all, it’s Victorian-flavored pulp!)

### Allosaurus

*Animal (Beast)*

No. Enc.: 0 (1d4)	Hit Dice: 13 (52 hp)
Armor Class: 6	Attacks: 1 bite
Move: 50' (150')	Damage: 4d6

This carnivorous dinosaur is a smaller relative of the T. rex, some 15' tall.

### Ankylosaurus

*Animal (Beast)*

No. Enc.: 0 (1d8)	Hit Dice: 7 (28 hp)
Armor Class: 1	Attacks: 1 tail
Move: 20' (60')	Damage: 2d6

The ankylosaurus is an herbivorous dinosaur. Its body is covered in bony plates, and it sports a knobby club on the end of its tail.

### Ant, Giant

*Animal (Vermin)*

No. Enc.: 2d4 (4d6)	Hit Dice: 4* (16 hp)
Armor Class: 4	Attacks: 1 bite
Move: 60' (180')	Damage: 2d6

Giant ants are 6' long and build nests in anthills that look like literal hills. A queen may be huge and have up to 12 hit dice. They are ML 12 when defending their nest.

**Notes:** *Hoarding* (some 10% of giant ant nests will contain nuggets of gold or other precious metals).

### Antlion, Giant

*Animal (Vermin)*

No. Enc.: 1d4 (1d6)	Hit Dice: 4* (16 hp)
Armor Class: 5	Attacks: 1 bite
Move: 40' (120')	Damage: 1d10

This creature is a giant predatory beetle which builds a network of underground tunnels and trap-doors (which are as difficult to spot as any man-made trap). Should a victim approach an antlion nest, they may find themselves falling ten or twenty feet (normal falling damage applies) through a funnel-shaped sinkhole and down into a tunnel or cave, where they are instantly set upon by the hungry, giant insect.

### Ape, Carnivorous

*Animal (Beast)*

No. Enc.: 2d4 (3d4)	Hit Dice: 5 (20 hp)
Armor Class: 7	Attacks: claw/claw/bite
Move: 40' (120')	Damage: 1d4/1d4/1d8

Large relatives of chimpanzees, these apes are very smart and have keen senses. They hunger insatiably for the flesh of humanoids.

**Notes:** *Keen Senses* (only surprised on 1-in-6), *Rend* (if a carnivorous ape hits one target with both claw attacks, the target takes an extra 1d8 damage automatically).

### Ape – Chimpanzee

*Animal (Beast)*

No. Enc.: 1d4 (3d4)	Hit Dice: 3 (12 hp)
Armor Class: 7	Attacks: claw/claw/bite
Move: 40' (120')	Damage: 1d3/1d3/1d6

These apes are the closest naturally-evolved relatives to humans. They are aggressive and omnivorous, territorial, and highly social.

### Ape – Gorilla

*Animal (Beast)*

No. Enc.: 1d4 (3d4)	Hit Dice: 4+1 (17 hp)
Armor Class: 7	Attacks: claw/claw/bite
Move: 40' (120')	Damage: 1d3/1d3/1d6

Gorillas are herbivorous and usually only become violent if threatened or defending territory.

### Ape, Snow

*Animal (Beast)*

No. Enc.: 0 (2d10)	Hit Dice: 3+1 (13 hp)
Armor Class: 7	Attacks: 1 club/1 hug
Move: 30' (90')	Damage: 1d6/2d6

Squat, baboon-like, and just smart enough to use the simplest tools, snow apes may be a less-evolved relative of the yeti.

**Notes:** *Camouflage* (snow apes have a 4-in-6 chance to surprise enemies in snowy conditions), *Hug* (snow apes attack with a club in one hand and they grab with the other; if the hug attack hits, the ape will automatically deal 2d6 damage to its target on each round thereafter until the ape slain or scared into letting go).

### Ape, White

*Animal (Beast)*

No. Enc.: 1d6 (2d4)	Hit Dice: 4 (16 hp)
Armor Class: 7	Attacks: 2 claws or 1 rock
Move: 40' (120')	Damage: 1d4/1d4 or 1d6

These albino cave-apes are adapted to life underground.

**Notes:** *Throw Rock* (with a 20' base range).

### Archelon

*Animal (Beast)*

No. Enc.: 0 (1d4)	Hit Dice: 6 (24 hp)
Armor Class: 5	Attacks: 1 bite
Move: 10' (30')	Damage: 2d6

• Swim: 40' (120')



## CHAPTER SIX: MONSTERS

A prehistoric reptile and the ancestor of modern sea-turtles, the archelon has a soft and leathery shell.

### Baboon

*Animal (Beast)*

No. Enc.: 2d4 (1d4×10)	Hit Dice: 1+1 (5 hp)
Armor Class: 8	Attacks: 1 bite
Move: 40' (120')	Damage: 1d4

Baboons are old-world monkeys, surprisingly strong and aggressive for their size (about that of a large dog).

### Baboon, Rock

*Animal (Beast)*

No. Enc.: 2d6 (5d6)	Hit Dice: 2 (8 hp)
Armor Class: 7	Attacks: 1 club/1 bite
Move: 40' (120')	Damage: 1d6/1d3

These are larger, smarter relatives of normal baboons.

### Badger

*Animal (Beast)*

No. Enc.: 1d2 (1d5)	Hit Dice: 1+2 (6 hp)
Armor Class: 5	Attacks: claw/claw/bite
Move: 20' (60')	Damage: 1d2/1d2/1d3

Giant badgers (see following) are twice the size of normal badgers.

### Badger, Giant

*Animal (Beast)*

No. Enc.: 1d2 (1d5)	Hit Dice: 3 (12 hp)
Armor Class: 5	Attacks: claw/claw/bite
Move: 20' (60')	Damage: 1d3/1d3/1d6

### Baluchitherium

*Animal (Beast)*

No. Enc.: 0 (1d4)	Hit Dice: 10 (40 hp)
Armor Class: 6	Attacks: 1 trample
Move: 40' (120')	Damage: 3d6

This is a huge prehistoric relative of the rhinoceros, like the titanothere, but bigger.

### Bat

*Animal (Beast)*

No. Enc.: 1d100 (1d100)	Hit Dice: ¼ (1 hp)
Armor Class: 7	Attacks: confusion
Move: 3' (10')	Damage: nil
· Fly: 40' (120')	

**Notes:** *Echolocation* (bats navigate by sound; they can be blinded by “silencing” magic, but not light or darkness), *Confusion* (a swarm of 10 bats or more can become a mighty distraction; if adventurers are caught in such a swarm, they are –2 to attacks and saves and can’t cast spells).

#### ANIMALS (BY NAME)

Allosaurus	Boar—Warthog	Elk, Giant	Megatherium	Spider, Giant Black Widow
Ankylosaurus	Brontosaurus	Ferret, Giant	Mule	Spider, Giant Crab
Ant, Giant	Camel	Fish, Giant Bass	Octopus, Giant	Spider, Giant Sand
Antlion, Giant	Cat—Bekkah	Fish—Giant Cat	Owl, Giant	Spider, Giant Tarantella
Ape, Carnivorous	Cat—Cheetah	Fish—Giant Piranha	Oyster, Giant	Spider, Giant Wolf
Ape—Chimpanzee	Cat—Cougar	Fish, Giant Rock-	Phororhacos	Spider, Huge Wood
Ape—Gorilla	Cat—Jaguar	Fish—Giant Sturgeon	Plesiosaurus	Squid, Giant
Ape, Snow	Cat—Leopard	Fish—Piranha	Porcupine, Giant	Stegosaurus
Ape, White	Cat—Lion	Fly, Giant Robber	Pteranodon	Termite, Fresh Water
Archelon	Cat—Lynx	Frog, Giant	Pterodactyl	Termite, Salt Water
Baboon	Cat—Panther	Frog, Giant Poisonous	Pterosaur, Large	Termite, Swamp Water
Baboon, Rock	Cat—Tiger	Frog, Killer	Rat	Tick, Giant
Badger	Cat, Wild-	Grangeri	Rat, Giant	Titanothere
Badger, Giant	Cat, Sabre-Toothed	Hawk	Raven, Giant	Toad, Cave
Baluchitherium	Centipede, Giant—1'	Hawk, Giant	Rhinoceros	Toad, Giant
Bat	Centipede, Giant—5'	Herd Animals	Rhinoceros, Woolly	Toad, Giant Poisonous
Bat, Giant	Centipede, Giant—20'	Horse, Draft	Roc	Trachodon
Bat, Giant Vampire	Crab, Giant	Horse—Pony	Roc, Large	Triceratops
Bear, Black	Crayfish, Giant	Horse, Riding	Roc, Giant	Turtle, Giant Sea
Bear, Cave	Critters	Horse, War	Scorpion, Giant	Turtle, Giant Snapping
Bear, Grizzly	Crocodile	Hyena	Shark, Bull	Tylosaurus
Bear, Polar	Crocodile, Large	Hyenadon	Shark, Gaint	Tyrannosaurus Rex
Bee, Giant Killer	Crocodile, Giant	Insect Swarm	Shark, Great White	Velociraptor
Beetle, Giant Boring	Dimetrodon	Jackal	Shark, Mako	Wasp, Giant
Beetle, Giant Fire	Dog	Jellyfish—Giant Man-o-War	Shark, Vamora	Weasel, Giant
Beetle, Giant Horned	Dog, War	Jellyfish—Giant Marauder	Shrew, Giant	Whale, Giant
Beetle, Giant Oil	Dog, Wild	Leech, Giant	Skunk	Whale, Killer
Beetle, Giant Stag	Dolphin	Lizard—Giant Draco	Skunk, Giant	Whale—Narwhal
Beetle, Giant Tiger	Eagle	Lizard—Giant Gecko	Slug, Giant	Wolf
Bird, Flightless	Eagle, Giant	Lizard—Giant Chameleon	Snake—Giant Racer	Wolf, Dire
Bird, Flightless—Draft Chàkka	Eel, Electric	Lizard—Giant Tuatara	Snake—Giant Rattler	Wolverine
Bird, Flightless—Riding Chàkka	Eel, Giant Gulper	Locust, Giant Cave	Snake—Pit Viper	Wolverine, Giant
Bird, Flightless—War Chàkka	Eel, Shrieking	Magpie, Giant	Snake—Rock Python	
Boar	Elephant	Manta Ray	Snake, Sea	
Boar, Giant	Elephant, Dire	Manta Ray, Giant	Snake—Spitting Cobra	

**Bat, Giant (and Giant Vampire)**

*Animal (Beast)*

No. Enc.: 1d10 (1d10)	Hit Dice: 2 (8 hp)
Armor Class: 7	Attacks: 1 bite
Move: 10' (30')	Damage: 1d4
· Fly: 60' (180')	

Giant bats can grow to have 5' long bodies and a 25' wingspan. They drink blood.

**Notes:** *Vampirism* (5% of all giant bat encounters are with giant vampire bats, which are HD 2\*; anyone bitten by a giant vampire bat must save or fall asleep for 1d10 rounds; the bat will then feed, draining 1d4 hp per round – and anyone slain in this fashion may rise as the undead!).

**Bear, Black**

*Animal (Beast)*

No. Enc.: 1d4 (1d4)	Hit Dice: 4 (16 hp)
Armor Class: 7	Attacks: claw/claw/bite
Move: 40' (120')	Damage: 1d3/1d3/1d6

**Bear, Cave**

*Animal (Beast)*

No. Enc.: 1d2 (1d2)	Hit Dice: 7 (28 hp)
Armor Class: 6	Attacks: claw/claw/bite
Move: 40' (120')	Damage: 2d4/2d4/2d6

**Bear, Grizzly**

*Animal (Beast)*

No. Enc.: 1 (1d4)	Hit Dice: 5 (20 hp)
Armor Class: 9	Attacks: claw/claw/bite
Move: 40' (120')	Damage: 1d8/1d8/1d10

**Bear, Polar**

*Animal (Beast)*

No. Enc.: 1 (1d2)	Hit Dice: 6 (24 hp)
Armor Class: 7	Attacks: claw/claw/bite
Move/Swim: 40' (120')	Damage: 1d6/1d6/1d10

Black, grizzly, and polar bears are well-known and hardly need an introduction. Cave bears are a prehistoric throwback that can grow to 15' in height. They're very aggressive and constantly hungry.

**Notes:** *Hug* (when any kind of bear hits with both of its claw attacks, it deals an extra 2d8 damage).

**Bee, Giant Killer**

*Animal (Vermin)*

No. Enc.: 1d6 (5d6)	Hit Dice: 1/2* (2 hp)
Armor Class: 8	Attacks: 1 sting
Fly: 50' (150')	Damage: 1d3 + poison + special

1'-long, mean and aggressive, giant killer bees won't stop attacking anything that approaches their hive. (Giant beehives are always on

ANIMALS (BY HIT DICE)

Bat (1/4)	Giant Robber Fly (2)	Cheetah (3*)	Giant Crayfish (4+4)	Giant Catfish (8+3*)
Piranha (1/4)	Riding Horse (2)	Dolphin (3*)	Giant Weasel (4+4)	Elephant (9*)
Rat (1/4)	Pony (2)	Giant Frog (3*)	Giant Wolverine (4+4**)	Giant Man-o-War Jelly (9**)
Crittlers (1/2)	Mule (2)	Giant Skunk (3*)	Carnivorous Ape (5)	Giant Slug (9** to 20**)
Hawk (1/2)	Giant Racer Snake (2)	Sea Snake (3*)	Grizzly Bear (5)	Baluchitherium (10)
Jackal (1/2)	Giant Wolf Spider (2)	Giant Black Widow (3*)	Giant Boring Beetle (5)	Giant Oyster (10)
Giant Rat (1/2)	Giant Vampire Bat (2*)	Wolverine (3**)	Hyenadon (5)	Large Pterosaur (10)
Giant Killer Bee (1/2*)	Giant Oil Beetle (2*)	Snow Ape (3+1)	Pteranodon (5)	Giant Boar (10*)
1' Giant Centipede (1/2*)	5' Giant Centipede (2*)	Giant Tiger Beetle (3+1)	Giant Chameleon (5*)	Giant Manta Ray (10*)
Shrieking Eel (3/4*)	Electric Eel (2*)	Giant Gecko (3+1)	Giant Porcupine (5*)	Giant Shark (10* to 15*)
Skunk (3/4*)	Insect Swarm (2* to 4*)	Cave Toad (3+1*)	Rock Python (5*)	Giant Snapping Turtle (10*)
Flightless Bird (1 to 3)	Bull Shark (2*)	Cougar (3+2)	Giant Rockfish (5+5*)	Giant Sturgeon (10+2*)
Wildcat (1)	Pit Viper (2*)	Warthog (3+3)	Archelon (6)	Megatherium (11)
Eagle (1)	Giant Crab Spider (2*)	Giant Piranha (3+3)	Polar Bear (6)	Stegosaurus (11)
Herd Animals (1 to 4)	Giant Poisonous Frog (2**)	Giant Hawk (3+3)	Lion (6)	Giant Horned Beetle (12)
Pterodactyl (1)	Giant Cave Locust (2**)	White Ape (4)	Tiger (6)	Large Roc (12)
Giant Shrew (1*)	Fresh Water Termite (2+1)	Black Bear (4)	Large Crocodile (6)	Titanotheres (12)
Spitting Cobra (1*)	Giant Sand Spider (2+1*)	Panther (4)	Giant Leech (6)	Narwhal (12)
Giant Tick (1* to 3*)	Lynx (2+2)	Giant Owl (4)	Giant Tuatara (6)	Bekkah Cat (12*)
Baboon (1+1)	War Dog (2+2)	Mako Shark (4)	Rhinoceros (6)	Allosaurus (13)
Wild Dog (1+1)	Giant Raven (2+2)	Salt Water Termite (4)	Roc (6)	Grangeri (13)
Giant Ferret (1+1)	Wolf (2+2)	Giant Ant (4*)	Killer Whale (6)	Trachodon (14)
Giant Magpie (1+1)	Giant Toad (2+2*)	Giant Antlion (4*)	Giant Gulper Eel (6*)	Giant Crocodile (15)
Swamp Water Termite (1+1)	Giant Poison. Toad (2+2**)	20' Giant Centipede (4*)	Vamora Shark (6*)	Giant Sea Turtle (15)
Badger (1+2)	Chimpanzee (3)	Manta Ray (4*)	Giant Squid (6*)	Dire Elephant (15*)
Giant Fire Beetle (1+2)	Giant Badger (3)	Giant Scorpion (4*)	Leopard (6+2)	Plesiosaurus (16)
Huge Wood Spider (1+3*)	Draft Chákka (3)	Giant Rattlesnake (4*)	Ankylosaurus (7)	Triceratops (20*)
Killer Frog (1+4*)	War Chákka (3)	Giant Tarantella (4*)	Cave Bear (7)	Tyrannosaurus Rex (20*)
Rock Baboon (2)	Giant Crab (3)	Giant Wasp (4*)	Giant Stag Beetle (7)	Tylosaurus (21)
Giant Bat (2)	Draft Horse (3)	Giant Marauder Jelly (4**)	Dimetrodon (7)	Brontosaurus (26)
Riding Chákka (2)	War Horse (3)	Gorilla (4+1)	Sabre-Toothed Cat (8)	Giant Roc (36)
Camel (2)	Hyena (3)	Dire Wolf (4+1)	Giant Elk (8)	Giant Whale (36*)
Crocodile (2)	Phororhacos (3)	Jaguar (4+2)	Woolly Rhinoceros (8)	
Dog (2)	Velociraptor (3)	Giant Eagle (4+2)	Great White Shark (8)	
Giant Bass (2)	Boar (3*)	Giant Draco (4+2)	Giant Octopus (8*)	



the ground or inside caves, never in treetops.) Within the hive itself there are at least 10 bees guarding the queen, including at least 4 “guards” with 1 HD; the queen has 2 HD and can sting repeatedly without dying.

**Notes:** *Stinger* (whenever a giant killer bee stings a target, the stinger comes out; the bee dies, but the stinger will work its way into the victim, causing 1 damage per round until a round is spent removing it; and anyone stung will immediately take an extra 1d6 damage from poison, save for half), *Healing Honey* (giant killer bee honey is magical and has healing properties—if anyone eats the honey of an entire hive, which is about a quart, it cures 1d4 hp).

### Beetle, Giant Boring

*Animal (Vermin)*

No. Enc.: 3d6 (3d6)	Hit Dice: 5 (20 hp)
Armor Class: 4	Attacks: 1 bite
Move: 20' (60')	Damage: 5d4

These 9'-long beetles are highly social and dwell in underground tunnels, where they mostly feed on molds and fungus that they themselves cultivate.

### Beetle, Giant Fire

*Animal (Vermin)*

No. Enc.: 1d8 (2d6)	Hit Dice: 1+2 (6 hp)
Armor Class: 5	Attacks: 1 bite
Move: 40' (120')	Damage: 2d4

These 2'-long beetles are known for their bioluminescent glands, two above the eyes and one in the abdomen, which glow with an orange light. If carefully removed, the glands will shed light in a 10'-radius for 1d6 days.

### Beetle, Giant Horned

*Animal (Vermin)*

No. Enc.: 1d6 (1d6)	Hit Dice: 12 (48 hp)
Armor Class: 3	Attacks: 1 bite/1 horn
Move: 20' (60')	Damage: 3d6/2d8

These huge 12'-long beetles have a 6'-long horn. They are territorial and attack when threatened.

### Beetle, Giant Oil

*Animal (Vermin)*

No. Enc.: 1d8 (2d6)	Hit Dice: 2* (8 hp)
Armor Class: 5	Attacks: 1 bite + oil
Move: 40' (120')	Damage: 1d6 + special

This is a 3'-long gigantic relative of the bombardier beetle, which squirts toxic oil at enemies.

**Notes:** *Oil* (once per round, the oil beetle can squirt an oily fluid at one attacker; the oil causes painful blisters and causes the victim to be -2 on all attacks, checks, and saves for 24 hours or until any form of healing is received).

### Beetle, Giant Stag

*Animal (Vermin)*

No. Enc.: 2d6 (2d6)	Hit Dice: 7 (28 hp)
Armor Class: 4	Attacks: bite/horn/horn
Move: 20' (60')	Damage: 4d4/1d10/1d10

Giant stag beetles are pests that attack cultivated lands—just one can devour an entire farm’s worth of crops! They’re 10' long, with a pair of 8'-long horns.

### Beetle, Giant Tiger

*Animal (Vermin)*

No. Enc.: 1d6 (2d4)	Hit Dice: 3+1 (13 hp)
Armor Class: 4	Attacks: 1 bite
Move: 50' (150')	Damage: 2d6

These are 4'-long, striped, carnivorous giant beetles.

### Bird, Flightless

*Animal (Beast)*

No. Enc.: 2d10 (2d10)	Hit Dice: 1 (4 hp) to 3 (12 hp)
Armor Class: 8	Attacks: 1 bite or 1 claw
Move: 60' (180')	Damage: 1d4 or 2d4

Wild flightless birds include the rhea (1 HD), the emu (2 HD), and the ostrich (3 HD). The chäkka-birds (see below) are most likely derived from emu stock.

**Bird, Flightless – Draft Châkka**

*Animal (Beast)*

No. Enc.: 1 (1)	Hit Dice: 3 (12 hp)
Armor Class: 7	Attacks: none
Move: 40' (120')	Damage: nil

Goblins don't like horses, and vice versa; so, long ago, the goblins domesticated the wild châkka-bird, which is a large and flightless yellow-feathered bird, a relative of the ostrich and the emu, to serve as beasts of burden and mounts. These domesticated "cave-birds" have adapted well to both the inherently unnerving presence of goblins and to the necessity of moving constantly between lightless tunnels under mountain strongholds and the surface. (Wild châkkas originally lived mainly in forests.)

Because they can tolerate sunlight and underground conditions equally well, châkka-birds will actually go down into dungeons, whereas mules and horses will not—which makes these great birds ideal (and highly coveted) mounts and pack-animals for adventurers. Also, while they cannot carry as much weight as mules or horses, they do move a bit faster.

The "draft bird" described here is the slowest and most docile but also the strongest variety. A draft châkka can carry up to 160 kg at normal speed, or 320 kg at half speed.

**Bird, Flightless – Riding Châkka**

*Animal (Beast)*

No. Enc.: 1 (1d6 × 10)	Hit Dice: 2 (8 hp)
Armor Class: 7	Attacks: talon/talon/beak
Move: 90' (270')	Damage: 1d3/1d3/1d4

This is the smallest breed of châkka-bird, bred by the goblins for swiftness and long-distance travel. A riding bird can carry 200 kg and still maintain its full speed, or up to 400 kg while moving at half speed.

**Bird, Flightless – War Châkka**

*Animal (Beast)*

No. Enc.: 1 (1)	Hit Dice: 3 (12 hp)
Armor Class: 7	Attacks: talon/talon/beak
Move: 50' (150')	Damage: 1d4/1d4/1d6

The favored mount of goblin soldiers, whether they ride to war upon the surface or under the ground, a warbird is a châkka which has been trained not to panic in the heat of battle. A warrior armed with a lance and mounted on the back of a war châkka can execute a lance charge for a +2 bonus to hit. War châkkas can carry up to 120 kg at full speed or 240 kg at half speed.

**Boar**

*Animal (Beast)*

No. Enc.: 1d6 (1d6)	Hit Dice: 3* (12 hp)
Armor Class: 8	Attacks: 1 tusk
Move: 30' (90')	Damage: 2d4

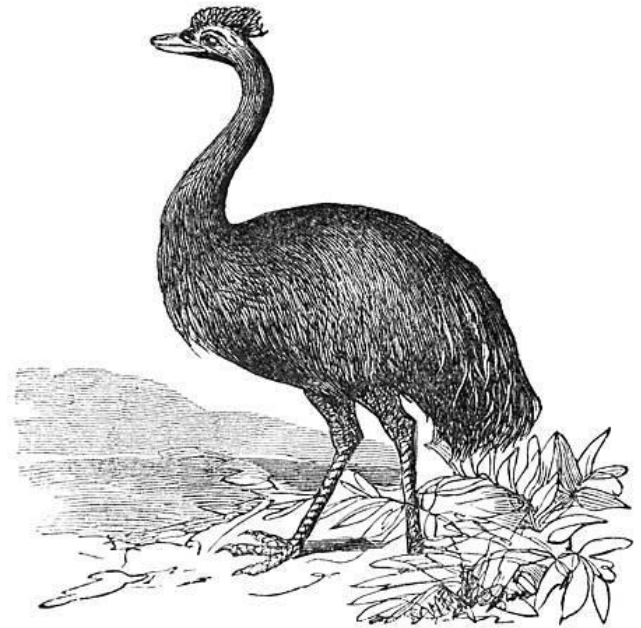
**Boar, Giant**

*Animal (Beast)*

No. Enc.: 1d6 (1d6)	Hit Dice: 10* (40 hp)
Armor Class: 4	Attacks: 1 tusk
Move: 30' (90')	Damage: 2d8

Giant boars are a prehistoric ancestor of the common boar—huge in size and terrifyingly aggressive.

**Notes:** *Charge* (a boar or giant boar gets an extra +2 to hit if it can run at least 20' straight at its target before attacking).



**Boar – Warthog**

*Animal (Beast)*

No. Enc.: 1d6 (1d6)	Hit Dice: 3+3 (15 hp)
Armor Class: 8	Attacks: 2 tusks
Move: 40' (120')	Damage: 2d4/2d4

Tropical relatives of boars.

**Brontosaurus**

*Animal (Beast)*

No. Enc.: 0 (1d3)	Hit Dice: 26 (104 hp)
Armor Class: 6	Attacks: 1 bite/1 tail
Move: 20' (60')	Damage: 2d6/3d6
· Swim: 50' (150')	

A massive herbivorous sauropod, this dinosaur must stay in water most of the time to support its own weight. Fortunately, these gentle giants aren't usually aggressive.

**Camel**

*Animal (Beast)*

No. Enc.: 0 (2d4)	Hit Dice: 2 (8 hp)
Armor Class: 8	Attacks: 1 bite/1 hoof
Move: 50' (150')	Damage: 1/1d4

Camels are stubborn but hardy beasts, able to go for up to two weeks without water. A camel can carry 120 kg and still maintain normal speed, or up to 240 kg at half speed. Dromedaries use the same stats.

**Cat – Bekkah**

*Animal (Beast)*

No. Enc.: 1 (1d2)	Hit Dice: 12* (48 hp)
Armor Class: 5	Attacks: claw/claw/bite + roar
Move: 50' (150')	Damage: 1d10/1d10/3d8 + special

This huge cat is basically a giant dire panther. As they are among the most awesome killers in the jungle, they tend to inspire legends and superstitions.

## CHAPTER SIX: MONSTERS

**Notes:** *Roar* (the roar of a bekkah inspires supernatural fear; all who hear it must save or remain rooted in place for 2d4 rounds; those affected may still fight, but at -2 to hit).

### Cat – Cheetah

*Animal (Beast)*

No. Enc.: 0 (1d6)	Hit Dice: 3* (12 hp)
Armor Class: 6	Attacks: claw/claw/bite
Move: 60' (180')	Damage: 1d2/1d2/1d6
· Sprint: 100' (300')	

**Notes:** *Sprint* (cheetahs can sprint for 6 rounds; then their Move speed drops to 40' for a turn).

### Cat – Cougar

*Animal (Beast)*

No. Enc.: 1d4 (1d4)	Hit Dice: 3+2 (14 hp)
Armor Class: 7	Attacks: claw/claw/bite
Move: 50' (150')	Damage: 1d3/1d3/1d6

### Cat – Jaguar

*Animal (Beast)*

No. Enc.: 1 (1d3)	Hit Dice: 4+2 (18 hp)
Armor Class: 7	Attacks: claw/claw/bite + rake/rake
Move: 60' (180')	Damage: 1d3/1d3/1d8 + 1d5/1d5

**Notes:** *Rake* (if a jaguar hits with both of its front claws in the same round, it may attack with its back claws as well, raking at +2 to hit for 1d5 damage each), *Climber* (jaguars like to leap down from tree-tops, surprising on 1-3 on 1d6).

### Cat – Leopard

*Animal (Beast)*

No. Enc.: 1d3 (2d6)	Hit Dice: 6+2 (26 hp)
Armor Class: 7	Attacks: claw/claw/bite
Move: 50' (150')	Damage: 1d4/1d4/1d10

### Cat – Lion

*Animal (Beast)*

No. Enc.: 1d4 (1d8)	Hit Dice: 6 (24 hp)
Armor Class: 7	Attacks: claw/claw/bite
Move: 50' (150')	Damage: 1d5/1d5/1d10

### Cat – Lynx

*Animal (Beast)*

No. Enc.: 1d2 (1d4)	Hit Dice: 2+2 (10 hp)
Armor Class: 6	Attacks: claw/claw/bite
Move: 50' (150')	Damage: 1d2/1d2/1d4

**Notes:** *Camouflage* (4-in-6 chance to surprise when outdoors).

### Cat – Panther

*Animal (Beast)*

No. Enc.: 1d2 (1d6)	Hit Dice: 4 (16 hp)
Armor Class: 5	Attacks: claw/claw/bite
Move: 70' (210')	Damage: 1d4/1d4/1d8

### Cat – Tiger

*Animal (Beast)*

No. Enc.: 1 (1d3)	Hit Dice: 6 (24 hp)
Armor Class: 7	Attacks: claw/claw/bite
Move: 50' (150')	Damage: 1d6/1d6/2d6

**Notes:** *Camouflage* (surprise 1-4 in 6 in wooded areas).

### Cat, Wild-

*Animal (Beast)*

No. Enc.: 1d2 (1d2)	Hit Dice: 1 (4 hp)
Armor Class: 6	Attacks: claw/claw/bite
Move: 50' (150')	Damage: 1/1/1d3

These are larger, feral relatives of domestic cats.

### Cat, Sabre-Toothed

*Animal (Beast)*

No. Enc.: 1d4 (1d4)	Hit Dice: 8 (32 hp)
Armor Class: 7	Attacks: claw/claw/bite
Move: 50' (150')	Damage: 1d8/1d8/2d8

### Centipede, Giant (1')

*Animal (Vermin)*

No. Enc.: 2d4 (1d8)	Hit Dice: ½* (2 hp)
Armor Class: 10	Attacks: 1 bite
Move: 20' (60')	Damage: 1 + poison

Giant centipedes are a common dungeon threat; they're typically about 1' in length. Most encounters with giant centipedes (90%) are with a non-lethal variety, whose venom inflicts a crippling disease but does not usually kill; the remainder of encounters (10%) are with a deadly variety.

**Notes:** *Poison* (a bite from the commoner variety of giant centipede forces a target to save or become violently ill for 3d4 days, unable to fight and only able to move at half speed; the rarer, lethal variety of centipede inflicts a nasty poison that causes 1d6 damage 1d4 turns after the bite, with a save allowed for half damage).

### Centipede, Giant (5')

*Animal (Vermin)*

No. Enc.: 1d4 (1d4)	Hit Dice: 2* (8 hp)
Armor Class: 6	Attacks: 1 bite
Move: 50' (180')	Damage: 1d8 + poison

The man-sized giant centipede is deadly dungeon predator with a strong and poisonous bite.

**Notes:** *Poison* (the bite of a man-sized giant centipede deals 1d8 damage by itself, plus 2d6 extra damage from poison, inflicted 1d6 turns later and allowing a save for half).

### Centipede, Giant (20')

*Animal (Vermin)*

No. Enc.: 1d2 (1d2)	Hit Dice: 4* (16 hp)
Armor Class: 1	Attacks: 1 bite
Move: 60' (180')	Damage: 3d8 + poison

The largest giant centipedes can get up to twenty feet long. Their poisonous bite is a significant threat to adventurers.

**Notes:** *Poison* (the bite of a gigantic centipede like this causes 3d8 damage; 1d4 turns later, the victim takes an extra 4d6 points of poison damage, with a save allowed at that time for half damage).

### Crab, Giant

*Animal (Vermin)*

No. Enc.: 1d2 (1d6)	Hit Dice: 3 (12 hp)
Armor Class: 3	Attacks: 2 pincers
Move: 20' (60')	Damage: 2d6/2d6

Giant crabs can breathe underwater but cannot swim. They are very aggressive and always hungry. Specimens can grow to have as many as 6 HD, with the 5-6 HD varieties causing 3d6 damage

per claw attack. Giant grabs have been known to swallow shiny objects, including coins and gems.

### Crayfish, Giant

*Animal (Vermin)*

No. Enc.: 1d4 (1d4)	Hit Dice: 4+4 (20 hp)
Armor Class: 5	Attacks: 2 claws
Move: 20' (60')	Damage: 2d6/2d6
Swim: 40' (120')	

Giant crayfish are 8' long and swim very fast. When they appear, they may dart out at prey, surprising them on 1-3 on 1d6.

### Critters

*Animals (Beasts)*

No. Enc.: varies	Hit Dice: 1/2 (2 hp)
Armor Class: 9	Attacks: special
Move: 40' (120')	Damage: none

"Critters" is a catch-all category for those small birds and mammals which are usually too weak to meaningfully affect a combat encounter. Mages' familiars are often drawn from the ranks of forest critters.

**Notes:** *Distraction* (critters can never cause damage in a fight, but if one successfully rolls to hit its target, it may distract them for a round, making them -2 on their next attack roll), *Flight* (some critters can fly at the same speed at which they move).

### Crocodile

*Animal (Beast)*

No. Enc.: 0 (1d8)	Hit Dice: 2 (8 hp)
Armor Class: 6	Attacks: 1 bite
Move/Swim: 30' (90')	Damage: 1d8

Naturally, one can use the same stats for alligators.

### Crocodile, Large

*Animal (Beast)*

No. Enc.: 0 (1d4)	Hit Dice: 6 (24 hp)
Armor Class: 4	Attacks: 1 bite
Move/Swim: 30' (90')	Damage: 2d8

### Crocodile, Giant

*Animal (Beast)*

No. Enc.: 0 (1d3)	Hit Dice: 15 (60 hp)
Armor Class: 2	Attacks: 1 bite
Move/Swim: 30' (90')	Damage: 3d8

### Dimetrodon

*Animal (Beast)*

No. Enc.: 0 (1d6)	Hit Dice: 7 (28 hp)
Armor Class: 6	Attacks: 1 bite
Move: 40' (120')	Damage: 2d8

This famously "sail-backed" dinosaur is a carnivore that hunts for its prey in swamps.

### Dog

*Animal (Beast)*

No. Enc.: 2d6 (3d6)	Hit Dice: 2 (8 hp)
Armor Class: 8	Attacks: 1 bite
Move: 60' (180')	Damage: 1d6

These stats are used for large domesticated dogs.

### Dog, War

*Animal (Beast)*

No. Enc.: varies	Hit Dice: 2+2 (10 hp)
Armor Class: 8	Attacks: 1 bite
Move: 40' (120')	Damage: 2d4

War dogs are bred for ferocity; they often wear spiked collars.

### Dog, Wild

*Animal (Beast)*

No. Enc.: 4d4 (4d4)	Hit Dice: 1+1 (5 hp)
Armor Class: 8	Attacks: 1 bite
Move: 50' (150')	Damage: 1d4

Wild dogs have returned to a feral state and run in packs.

### Dolphin

*Animal (Beast)*

No. Enc.: 0 (1d20)	Hit Dice: 3* (12 hp)
Armor Class: 6	Attacks: 1 head butt
Swim: 60' (180')	Damage: 2d4

Dolphins are intelligent and can communicate with others of their kind from up to twenty leagues away. Dolphins hate sharks and often attack them, but they are usually very friendly to humans and especially merfolk. Dolphins who serve merfolk as steeds can carry 60 kg weight at full speed and 120 kg at half speed.

### Eagle

*Animal (Beast)*

No. Enc.: 0 (1d8)	Hit Dice: 1 (4 hp)
Armor Class: 8	Attacks: claw/claw/bite
Fly: 150' (450')	Damage: 1d2/1d2/1d4

### Eagle, Giant

*Animal (Beast)*

No. Enc.: 0 (1d20)	Hit Dice: 4+2 (18 hp)
Armor Class: 6	Attacks: claw/claw/bite
Move: 130' (390')	Damage: 1d6/1d6/1d10

Giant eagles are intelligent, with their own language and their own concerns apart from the affairs of men. They are not Order-aligned, but they have no love for Chaos. A giant eagle can carry 40 kg (i.e. 100 lbs.) and still fly at full speed, or 80 kg at half speed.

### Eel, Electric

*Animal (Beast)*

No. Enc.: 0 (1d3)	Hit Dice: 2* (8 hp)
Armor Class: 10	Attacks: 1 bite + shock
Swim: 40' (120')	Damage: 1d4 + electrical damage

**Notes:** *Shock* (monstrous electric eels can discharge a 60' radius electrical attack, once per turn; the damage varies with distance, being 3d8 out to 20', 2d8 out to 40', and 1d8 out to 60', no save).

### Eel, Giant Gulper

*Animal (Beast)*

No. Enc.: 0 (1d4)	Hit Dice: 6* (24 hp)
Armor Class: 7	Attacks: 1 bite
Swim: 80' (240')	Damage: 3d4

**Notes:** *Swallow Whole* (giant gulper eels can swallow a man-sized or smaller target whole on a to-hit roll of 1 or 2; victims take 1d8 acid damage each round until freed).

**Eel, Shrieking**

*Animal (Beast)*

No. Enc.: 0 (1d6×10)	Hit Dice: 3/4* (3 hp)
Armor Class: 9	Attacks: 1 bite + shriek
Swim: 50' (150')	Damage: 1d3 + special

These eels swim in large schools and are very vicious, like piranhas. If they smell blood, they'll attack in a frenzy and never check morale.

**Notes:** *Shriek* (the shrieking eels emit a constant, piercing shriek when they detect prey; the sound is so horrific that all who hear it must save or be unnerved and rendered -2 to attack as long as the sound persists).

**Elephant**

*Animal (Beast)*

No. Enc.: 0 (1d20)	Hit Dice: 9* (36 hp)
Armor Class: 6	Attacks: 2 tusks or 1 trample
Move: 40' (120')	Damage: 2d4/2d4 or 4d8

In combat, elephants charge with their tusks, then attempt to either gore (75%) or trample (25%). When trained as mounts, elephants can carry 360 kg at full speed or 720 kg at half speed.

**Notes:** *Charge* (if an elephant can move at least 20' directly at its target before attacking, it gets an extra +2 to hit with its tusks).

**Elephant, Dire**

*Animal (Beast)*

No. Enc.: 0 (2d8)	Hit Dice: 15* (60 hp)
Armor Class: 4	Attacks: 2 tusks or 1 trample
Move: 40' (120')	Damage: 2d6/2d6 or 4d8

These stats can be used for either a great "oliphant" of ancient days or a prehistoric mammoth or mastodon. Their great, curved tusks are more suited for battering than piercing, but otherwise they use the same tactics as normal elephants (including the charge ability noted above). A dire elephant mount has encumbrance limits of 400 kg and 800 kg.

**Elk, Giant**

*Animal (Beast)*

No. Enc.: 0 (1d6)	Hit Dice: 8 (32 hp)
Armor Class: 7	Attacks: 1 bite
Move: 40' (120')	Damage: 1d12

This prehistoric megafauna is prey to sabre-toothed cats and dire wolves.

**Ferret, Giant**

*Animal (Beast)*

No. Enc.: 1d8 (1d12)	Hit Dice: 1+1 (5 hp)
Armor Class: 6	Attacks: 1 bite
Move: 50' (150')	Damage: 1d8

Twice the size of normal ferrets, and more temperamental.

**Fish – Giant Bass**

*Animal (Beast)*

No. Enc.: 0 (2d4)	Hit Dice: 2 (8 hp)
Armor Class: 8	Attacks: 1 bite
Swim: 40' (120')	Damage: 1d6



Giant bass are the least aggressive of the giant fish, but will still attack when hungry. They may be summoned to fight by nixies.

**Fish, Giant Cat-**

*Animal (Beast)*

No. Enc.: 0 (1d2)	Hit Dice: 8+3* (35 hp)
Armor Class: 5	Attacks: 1 bite + 4 feelers
Swim: 30' (90')	Damage: 2d8 + 1d4 each

**Fish – Giant Piranha**

*Animal (Beast)*

No. Enc.: 0 (2d4)	Hit Dice: 3+3 (15 hp)
Armor Class: 7	Attacks: 1 bite
Swim: 50' (150')	Damage: 1d8

**Notes:** *Frenzy* (if giant piranha scent blood, they will attack without having to check morale).

**Fish, Giant Rock-**

*Animal (Beast)*

No. Enc.: 0 (2d4)	Hit Dice: 5+5* (25 hp)
Armor Class: 8	Attacks: spines (special)
Swim: 60' (180')	Damage: 4d4 + poison

The giant spiny rockfish lives in shallow salt-water and will normally only attack if disturbed.



**Notes:** *Camouflage* (70% likely to be mistaken for a rock or driftwood), *Poison Spines* (a giant rockfish only makes one attack per round; but any hit, or accidentally touching the fish, causes several spines to strike the victim for 4d4 damage, plus the victim will take 5d6 points of poison damage one minute later, with a save allowed for half damage).

### Fish – Giant Sturgeon

*Animal (Beast)*

No. Enc.: 0 (2d10)	Hit Dice: 10+2* (42 hp)
Armor Class: 1	Attacks: 1 bite
Swim: 60' (180')	Damage: 2d10

These huge fish are 30' long and covered in thick, scaly plates.

**Notes:** *Swallow Whole* (on any to-hit roll of 1–3, a giant sturgeon can swallow a target whole; the victim suffers 2d6 points of acid damage per round until freed and must initially save or be paralyzed for a number of rounds equal to the damage sustained; if not paralyzed, the victim can attack the fish from within).

### Fish – Piranha

*Animal (Beast)*

No. Enc.: 0 (5d10)	Hit Dice: ¼ (1 hp)
Armor Class: 8	Attacks: 1 bite per shoal
Swim: 30' (90')	Damage: 1d4 or 3d4

Normal piranhas attack in shoals of 5–10 individuals, with each shoal making one attack for 1d4 damage. When blood is spilled, the piranhas go into a frenzy, adding +3 to all attack rolls, causing 3d4 damage each, and attracting other shoals within 100'. Some tropical waters may harbor big piranhas with ½ HD and 2 hp each.

### Fly, Giant Robber

*Animal (Vermin)*

No. Enc.: 1d6 (2d6)	Hit Dice: 2 (8 hp)
Armor Class: 7	Attacks: 1 bite
Move (Leap): 30' (90')	Damage: 1d8
· Fly: 60' (180')	

These giant carnivorous flies are 3' long and look like giant bees from a distance due to their black and yellow stripes. They actually prey on giant killer bees and are immune to their poison. Giant robber flies are usually found on wide, open plains, but they can also be encountered in forests or dungeons.

**Notes:** *Patient Hunter* (instead of attacking from the air, giant robber flies like to wait on the ground, which gives them a 4-in-6 chance of surprise; then they leap, up to 30' in one go, and attempt to bite in the same round).

### Frog, Giant

*Animal (Beast)*

No. Enc.: 1d8 (1d8)	Hit Dice: 3* (12 hp)
Armor Class: 8	Attacks: 1 tongue or 1 bite
Swim: 30' (90') or leap	Damage: special or 2d4
· Leap 60' (180')	

**Notes:** *Camouflage* (4-in-6 chance of surprise), *Tongue* (giant killer frogs get an extra +4 to hit with their tongues, which are 15' long; man-sized or smaller creatures hit by the tongue are dragged immediately to the mouth for automatic bite damage), *Swallow Whole* (a giant killer frog can swallow a man-sized or smaller creature whole when its bite hits with an unadjusted 1 or 2; swallowed creatures take 1d6 damage per round until freed).

### Frog, Giant Poisonous

*Animal (Beast)*

No. Enc.: 1d6 (1d6)	Hit Dice: 2** (8 hp)
Armor Class: 8	Attacks: 1 tongue or 1 bite
Swim: 30' (90')	Damage: special or 1d4
· Leap 60' (180')	

Giant poisonous frogs are smaller than giant toads and brightly, even garishly colored.

**Notes:** *Poison* (anyone bitten by a giant frog, or anyone touching its skin, immediately takes 2d8 poison damage, save for half), *Tongue* (a giant frog can attack with its tongue, grabbing onto creatures within 15'; dwarf-sized or smaller creatures are dragged to its mouth at a rate of 5' per round, and the frog is +2 to bite them; the tongue is AC 8 and a hit on it will cause the frog to release a victim, with a blow dealing 6 damage or more severing the tongue).

### Frog, Killer

*Animal (Beast)*

No. Enc.: 3d6 (3d6)	Hit Dice: 1+4* (8 hp)
Armor Class: 9	Attacks: claw/claw/bite
Swim: 40' (120') or leap	Damage: 1d2/1d2/1d5
· Leap 60' (180')	

Killer frogs are 2'-long, vicious, and attack without provocation.

### Grangeri

*Animal (Beast)*

No. Enc.: 0 (1d6)	Hit Dice: 13 (52 hp)
Armor Class: 6	Attacks: 1 bite or trample
Move: 40' (120')	Damage: 2d6 or 3d6

This is a prehistoric herbivore that looks something like a cross between a giraffe and a hornless rhinoceros, with a long neck that lets it eat leaves from treetops. It is 30' long and 20' tall.

### Hawk

*Animal (Beast)*

No. Enc.: 0 (1d6)	Hit Dice: ½ (2 hp)
Armor Class: 9	Attacks: 1 bite
Fly: 160' (480')	Damage: 1d2

**Notes:** *Swoop* (if a hawk can dive down on an opponent from at least 20' of height, the to-hit roll on its first attack gets a +4 bonus).

### Hawk, Giant

*Animal (Beast)*

No. Enc.: 0 (1d3)	Hit Dice: 3+3 (15 hp)
Armor Class: 7	Attacks: 1 bite
Fly: 150' (450')	Damage: 1d6

**Notes:** *Swoop* (if a giant hawk can dive down onto a target from at least 20' of height, its first attack is +4 to hit; and on a roll of 1–3, dwarf-sized or smaller creatures are picked up and carried off).

### Herd Animals

*Animals (Beasts)*

No. Enc.: 0 (3d10)	Hit Dice: 1 (4 hp) to 4 (16 hp)
Armor Class: 8	Attacks: 1 butt, bite, or kick
Move: 80' (240')	Damage: 1d4 to 1d8

This entry represents wild grazing creatures: caribou, deer, elk, goats, moose, and wild oxen. Some typical examples include:

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antelope, deer, goats (1 or 2 HD, 1d4 butt); wild horses or zebras (2 HD, 1d5 kick), caribou, cattle, or oxen (3 HD, 1d6 butt), and moose (4 HD, 1d8 butt).

In any given herd, 1 animal in 4 is a male (these roll 10-sided hit dice, or, on average, have 5 hp per hit die); the rest are females (normal hp) and young (4-sided hit dice, or 2 hp per hit die).

### Horse, Draft

*Animal (Beast)*

No. Enc.: 0 (0)	Hit Dice: 3 (12 hp)
Armor Class: 8	Attacks: 1 bite
Move: 30' (90')	Damage: 1d3

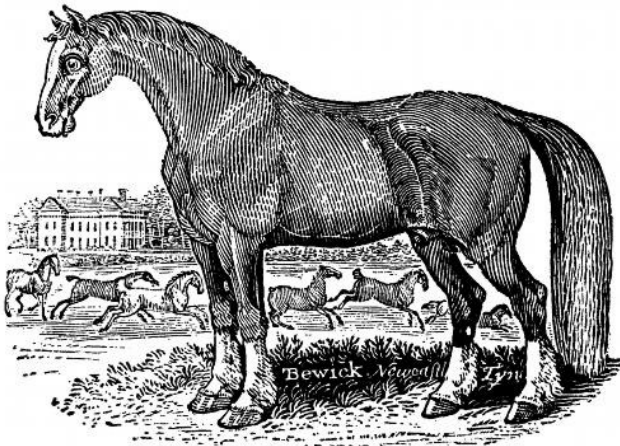
Draft horses are bred to carry burdens or pull plows, carts, or wagons. They won't fight unless cornered and unable to flee. A draft horse can carry 180 kg at normal speed or 360 kg at half-speed.

### Horse – Pony

*Animal (Beast)*

No. Enc.: 0 (1d10 × 5)	Hit Dice: 2 (8 hp)
Armor Class: 8	Attacks: 2 hooves
Move: 70' (210')	Damage: 1d4/1d4

Ponies are frequently used as mounts by children and dwarfs (and the occasional reluctant goblin who cannot find a chākka-bird). A pony can carry 80 kg at full speed or 160 kg at half speed.



### Horse, Riding

*Animal (Beast)*

No. Enc.: 0 (1d10 × 10)	Hit Dice: 2 (8 hp)
Armor Class: 8	Attacks: 2 hooves
Move: 80' (240')	Damage: 1d4/1d4

Riding horses are small and light, bred for speed and long-distance endurance. (Wild horses have identical stats.) A riding horse can carry 120 kg at full speed or 240 kg at half speed.

### Horse, War

*Animal (Beast)*

No. Enc.: 0 (0)	Hit Dice: 3 (12 hp)
Armor Class: 8	Attacks: 2 hooves
Move: 40' (120')	Damage: 1d6/1d6

War horses are bred for combat and trained to charge. A rider can execute a lance-charge when mounted on a war horse. The horse cannot fight while charging and can only charge for three rounds at a time. A war horse can carry 160 kg at full speed or 320 kg at half speed.

### Hyena

*Animal (Beast)*

No. Enc.: 0 (2d6)	Hit Dice: 3 (12 hp)
Armor Class: 8	Attacks: 1 bite
Move: 40' (120')	Damage: 2d4

### Hyenadon

*Animal (Beast)*

No. Enc.: 0 (2d4)	Hit Dice: 5 (20 hp)
Armor Class: 8	Attacks: 1 bite
Move: 40' (120')	Damage: 3d4

These are prehistoric pack-hunters that resemble giant hyenas.

### Insect Swarm

*Animals (Vermin)*

No. Enc.: 1 swarm (1d3 swarms)	Hit Dice: 2* (8 hp) to 4* (16 hp)
Armor Class: 8	Attacks: 1 area effect
Move: 10' (30')	Damage: see below
· Fly: 20' (60')	

An insect swarm can fill a volume of 10' × 10' × 30' or more. Swarms may consist of crawlers (ants, spiders, centipedes), flyers (bees, wasps), or both (beetles, locusts).

**Notes:** *Area Damage* (a swarm deals automatic damage each round: 4 damage to creatures with AC 7 or worse, 2 damage to creatures with AC 6 or better, and 1 damage to any creatures that try to flee the swarm or spend the round attacking it with weapons or torches), *Persistent* (if a swarm is damaged, it will pursue its attacker relentlessly without checking morale; it can only be evaded by ducking entirely out of sight or diving underwater).

### Jackal

*Animal (Beast)*

No. Enc.: 1d6 (2d4)	Hit Dice: ½ (2 hp)
Armor Class: 8	Attacks: 1 bite
Move: 50' (150')	Damage: 1d2

These canines are small, cowardly scavengers: fast runners that prefer to avoid direct combat.

### Jellyfish – Giant Man-o-War

*Animals (Vermin)*

No. Enc.: 0 (1d4)	Hit Dice: 9** (36 hp)
Armor Class: 7	Attacks: tentacles
Drift: 10' (30')	Damage: 1d10 each + paralysis

**Notes:** *Tentacles* (a giant man-o-war has 80 tentacles, but it can only attack a given target with 1d10 at a time; each hit deals damage and forces the victim to save for be paralyzed for 1d10 rounds; the jellyfish is +4 to hit victims that it has already paralyzed).

### Jellyfish – Giant Marauder

*Animals (Vermin)*

No. Enc.: 1 swarm (1d3 swarms)	Hit Dice: 4** (16 hp)
Armor Class: 10	Attacks: tentacles
Drift: 5' (15')	Damage: 1d10 each + paralysis

**Notes:** *Tentacles* (a giant marauder has 40 tentacles, but it can only attack a given target with 1d4 at a time; each hit deals damage and forces the victim to save for be paralyzed for 1d10 rounds; the jellyfish is +4 to hit victims that it has already paralyzed).

### Leech, Giant

*Animal (Vermin)*

No. Enc.: 0 (1d4)	Hit Dice: 6 (24 hp)
Armor Class: 8	Attacks: 1 bite
Move: 30' (90')	Damage: 1d6

Giant leeches are 3'–4' long. Once they latch on, they must be killed to be removed.

**Notes:** *Bloodsucker* (when a leech hits, it latches on and drains blood, automatically causing 1d6 damage per round until slain).

### Lizard – Giant Draco

*Animal (Beast)*

No. Enc.: 1d4 (1d8)	Hit Dice: 4+2 (18 hp)
Armor Class: 6	Attacks: 1 bite
Move: 40' (120')	Damage: 1d10
· Glide: 50' (150')	

**Notes:** *Glide* (giant draco lizards have flaps of skin between their legs and can glide like flying squirrels).

### Lizard – Giant Gecko

*Animal (Beast)*

No. Enc.: 1d6 (1d10)	Hit Dice: 3+1 (13 hp)
Armor Class: 6	Attacks: 1 bite
Move: 40' (120')	Damage: 1d8

**Notes:** *Climb* (giant geckos can climb on walls or trees at their normal move speed; they prefer to drop down on prey from above).

### Lizard – Giant Chameleon

*Animal (Beast)*

No. Enc.: 1d3 (1d6)	Hit Dice: 5* (20 hp)
Armor Class: 3	Attacks: 1 bite/1 horn/1 tail
Move: 40' (120')	Damage: 2d4/1d6/special

**Notes:** *Blending* (giant horned chameleons can change color to match their surroundings, giving them a 5-in-6 chance to surprise enemies), *Tongue* (a giant chameleon can shoot its tongue out to 5' to stick to a target; if it hits, the target is pulled toward the lizard's mouth and automatically bitten for 2d4 damage), *Tail Sweep* (the tail attack does no damage but knocks targets prone on a hit).

### Lizard – Giant Tuatara

*Animal (Beast)*

No. Enc.: 1d2 (1d4)	Hit Dice: 6 (24 hp)
Armor Class: 5	Attacks: claw/claw/bite
Move: 30' (90')	Damage: 1d4/1d4/2d6

**Notes:** *Infravision* (a giant tuatara has very keen infrared-spectrum vision and can see differences in temperature out to 90').

### Locust, Giant Cave

*Animal (Vermin)*

No. Enc.: 2d10 (0)	Hit Dice: 2** (8 hp)
Armor Class: 5	Attacks: 1 bite, bump, or squirt
Move: 20' (60')	Damage: 1d2, 1d4, or special
· Fly: 60' (180')	

These 2' to 3' long underground locusts feed on fungus (even yellow molds and shrieker caps). Giant cave locusts are easily startled; when attacked or surprised, they try to flee, but in the confusion there is a 50% chance that any one locust will leap directly into an attacker within 60', "bumping" them for 1d4 damage.

**Notes:** *Poison Immunity* (immune to poison and yellow mold), *Shriek* (frightened locusts make a distinctive noise which has a 20% chance per round of attracting wandering monsters), *Spittle* (cornered locusts spit a brown goo up to 10' distant, hitting on a missile attack vs. AC 10; the awful smell renders a victim and anyone else within 5' of them unable to do anything but gag for 1 turn).

### Magpie, Giant

*Animal (Beast)*

No. Enc.: 0 (1d3)	Hit Dice: 1+1 (5 hp)
Armor Class: 7	Attacks: 1 bite
Fly: 110' (330')	Damage: 1d4

Normal magpies are too small to be a danger, but the giant breed will fight to defend its nest. Giant magpies can also carry off larger shiny objects and may have treasure in their nest.

### Manta Ray

*Animal (Beast)*

No. Enc.: 0 (1d3)	Hit Dice: 4* (16 hp)
Armor Class: 7	Attacks: 1 tail
Swim: 40' (120')	Damage: 1d8 + paralysis

**Notes:** *Spine* (when a manta ray hits with its tail, the victim must save or be paralyzed for 2d4 rounds).

### Manta Ray, Giant

*Animal (Beast)*

No. Enc.: 0 (1)	Hit Dice: 10* (40 hp)
Armor Class: 7	Attacks: 1 bump/1 tail
Swim: 60' (180')	Damage: 3d4/2d10+paralysis

Giant manta rays can grow to be five or six times as large as the largest normal manta rays. They feed from the ocean floor and may have swallowed treasure.

**Notes:** *Spine* (when a giant manta ray hits with its tail, the victim must save or be paralyzed for 2d4 rounds).

### Megatherium

*Animal (Beast)*

No. Enc.: 0 (1d6)	Hit Dice: 11 (44 hp)
Armor Class: 7	Attacks: 2 claws
Move: 30' (90')	Damage: 2d6/2d6

This prehistoric megafauna is a giant ground sloth – slow, peaceful, and herbivorous, it only fights to defend its young.

**Notes:** *Slow* (always loses the initiative each round).

### Mule

*Animal (Beast)*

No. Enc.: 1d2 (2d12)	Hit Dice: 2 (8 hp)
Armor Class: 8	Attacks: 1 kick or 1 bite
Move: 40' (120')	Damage: 1d4 or 1d3

A mule is a crossbreed between a horse and a donkey, stubborn but strong. A mule can carry 120 kg and still move at full speed, or 240 kg at half speed. A mule might be convinced (with great difficulty) to go down into a dungeon. They cannot be trained to attack, but they'll fight to defend themselves.



### Octopus, Giant

*Animal (Beast)*

No. Enc.: 0 (1d2)	Hit Dice: 8* (32 hp)
Armor Class: 8	Attacks: 8 tentacles/1 bite
Swim: 30' (90')	Damage: 1d3 each/1d6

Giant octopuses are aggressive, territorial, and highly intelligent. Their arms can reach out to 10' and sport barbs and sharp suckers.

**Notes:** *Tentacles* (when an octopus tentacle hits, it will constrict and cause 1d3 automatic damage each round until removed; a character is -1 to hit for every attached tentacle; any blow that causes 6 points of damage or more can cut off a tentacle instead of damaging the octopus); *Ink and Jet* (when losing a fight, a giant octopus may decide to flee, spraying a 40' radius cloud of opaque black ink; as the octopus jets away, it moves at triple its normal speed).

### Owl, Giant

*Animal (Beast)*

No. Enc.: 0 (1d3)	Hit Dice: 4 (16 hp)
Armor Class: 7	Attacks: claw/claw/bite
Fly: 100' (300')	Damage: 1d8/1d8/1d6

**Notes:** *Nocturnal Hunter* (giant owls have excellent night-vision), *Silent Flyer* (giant owls surprise on 1-5 on 1d6 when they attack from the air).

### Oyster, Giant

*Animal (Vermin)*

No. Enc.: 0 (1d4)	Hit Dice: 10 (40 hp)
Armor Class: 6 or -1	Attacks: 1 "bite"
Swim: 0' (cannot move)	Damage: 4d6

Giant oysters are AC 6 when open and AC -1 when closed. If attacked, a giant oyster snaps its shell shut and will not open again for at least a turn.

### Phororhacos

*Animal (Beast)*

No. Enc.: 0 (1d8)	Hit Dice: 3 (12 hp)
Armor Class: 7	Attacks: 1 bite
Move: 50' (150')	Damage: 1d8

Also called a "sword beak," this is a prehistoric flightless bird with large hind legs and a large curved beak. It runs over plains at great speed and hunts small prey.

### Plesiosaurus

*Animal (Beast)*

No. Enc.: 0 (1d3)	Hit Dice: 16 (64 hp)
Armor Class: 8	Attacks: 1 bite
Swim: 50' (150')	Damage: 4d6

An aquatic dinosaur with flippers for limbs, it grows to be about 40' long and may capsize ships.

### Porcupine, Giant

*Animal (Beast)*

No. Enc.: 0 (1d4)	Hit Dice: 5* (20 hp)
Armor Class: 5	Attacks: 1 bite + 1d8 quills
Move: 30' (90')	Damage: 1d10 + 1d4 each

The giant porcupine is slow, dull-witted, and only fights if threatened. Giant porcupines can actually shoot their quills at attackers.

**Notes:** *Quills* (a giant porcupine can fire a volley of 1d8 quills at one or two targets, even in the same round that it bites; each quill has the normal chance to hit).

### Pteranodon

*Animal (Beast)*

No. Enc.: 0 (1d4)	Hit Dice: 5 (20 hp)
Armor Class: 7	Attacks: 1 beak
Fly: 70' (210')	Damage: 1d12

The medium-sized pterosaur is more aggressive than the pterodactyl, with a wingspan of up to 50'.

**Notes:** *Swoop* (if a pteranodon can dive-bomb onto its target from a height of at least 20', its beak attack gets an extra +4 to hit, and a natural to-hit roll of 1-3 will pick up and carry off a man-sized or smaller creature).

### Pterodactyl

*Animal (Beast)*

No. Enc.: 0 (2d4)	Hit Dice: 1 (4 hp)
Armor Class: 8	Attacks: 1 beak
Fly: 80' (240')	Damage: 1d3

The smallest pterosaurs only attack humans if very hungry.

**Notes:** *Swoop* (if a pterodactyl can dive-bomb its target from a height of at least 20', its beak attack gets an extra +4 to hit).



### Pterosaur, Large

*Animal (Beast)*

No. Enc.: 0 (1d2)	Hit Dice: 10 (40 hp)
Armor Class: 6	Attacks: 1 beak
Move: 60' (180')	Damage: 3d6

**Notes:** *Swoop* (if a large pterosaur can dive-bomb down onto its target from a height of at least 20', its beak attack gets an extra +4 to hit, and a natural to-hit roll of 1-3 will pick up and carry off a horse-sized or smaller creature).

### Rat

*Animal (Beast)*

No. Enc.: 1d10x5 (1d10x2)	Hit Dice: ¼ (1 hp)
Armor Class: 10	Attacks: 1 bite per pack
Move: 20' (60')	Damage: 1d6 + disease
· Swim: 10' (30')	

Normal rats fight in swarms or packs of 5-10 individuals per pack; each pack makes one attack.

**Notes:** *Disease* (anyone bitten by a rat has a 5% chance of being exposed to disease; the victim must save and either face typical dungeon disease – 25% chance of dying 1d6 days later – or be sick in bed and helpless for a month).

### Rat, Giant

*Animal (Beast)*

No. Enc.: 3d6 (3d10)	Hit Dice: ½ (2 hp)
Armor Class: 8	Attacks: 1 bite
Move: 40' (120')	Damage: 1d3 + disease
· Swim: 20' (60')	

These 3'-long "rodents of unusual size" haunt swamps, caves, and dungeon corridors.

**Notes:** *Disease* (there is a 5% chance at any one giant rat carries a disease; anyone bitten by this rat is exposed to the disease; the victim must then roll a saving throw or else suffer one of two effects: a fatal disease with a 25% chance of killing the victim 1d6 days later; or a debilitating disease that leaves the victim sick in bed and helpless for a month).

### Raven, Giant

*Animal (Beast)*

No. Enc.: 0 (2d8)	Hit Dice: 2+2 (10 hp)
Armor Class: 8	Attacks: 1 bite
Fly: 100' (300')	Damage: 1d6

Giant ravens and crows have been known to serve evil wizards and other dark powers; but this is only the case when an evil will uses magic to dominate them. On their own, these birds are no different from any other animal, and not particularly aggressive unless their nests are attacked.

### Rhinoceros

*Animal (Beast)*

No. Enc.: 0 (1d12)	Hit Dice: 6 (24 hp)
Armor Class: 6	Attacks: 1 butt or trample
Move: 40' (120')	Damage: 2d4 or 2d8

**Notes:** *Charge* (if a rhino can run straight at its foe for at least 20', it will get an extra +2 to hit with its butting attack).

### Rhinoceros, Woolly

*Animal (Beast)*

No. Enc.: 0 (1d8)	Hit Dice: 8 (32 hp)
Armor Class: 5	Attacks: 1 butt or trample
Move: 40' (120')	Damage: 2d6 or 2d12

A prehistoric relative of the modern rhinoceros and the ancient titanotherium and baluchitherium.

**Notes:** *Charge* (if a woolly rhino can run straight at its foe for at least 20', it will get an extra +2 to hit with its butting attack).

### Roc

*Animal (Beast)*

No. Enc.: 0 (1d12)	Hit Dice: 6 (24 hp)
Armor Class: 5	Attacks: claw/claw/bite
Move: 20' (60')	Damage: 1d5/1d5/2d6
· Fly: 160' (480')	

The roc is a great bird of legend, similar to a giant eagle – but they can grow *much* larger. They prefer the solitude of high mountaintops and guard their eggs (any given nest has a 50% chance to have 1d6 of them) fiercely.

**Notes:** *Snatch* (rocs do not have a swoop attack, but if they do attack from the air, any to-hit roll of 1-4 will automatically pick up a man-sized or smaller creature).

### Roc, Large

*Animal (Beast)*

No. Enc.: 0 (1d8)	Hit Dice: 12 (48 hp)
Armor Class: 3	Attacks: claw/claw/bite
Move: 20' (60')	Damage: 1d8/1d8/2d10
· Fly: 160' (480')	

**Notes:** *Snatch* (when a large roc attacks from the air, a to-hit roll of 1-4 will automatically pick up any horse-sized or smaller creature).

### Roc, Giant

*Animal (Beast)*

No. Enc.: 0 (1)	Hit Dice: 36
Armor Class: 1	Attacks: claw/claw/bite
Move: 20' (60')	Damage: 3d6/3d6/8d6
· Fly: 160' (480')	

The fearsome giant roc of legend is the single largest non-magical animal in all existence.

**Notes:** *Snatch* (when a giant roc attacks from the air, a natural to-hit roll of 1-4 will automatically pick up any creature *elephant-sized* or smaller).

## Scorpion, Giant

*Animal (Vermin)*

No. Enc.: 1d6 (1d6)	Hit Dice: 4* (12 hp)
Armor Class: 3	Attacks: claw/claw/sting
Move: 50' (150')	Damage: 1d10/1d10/1d4+poison

A giant scorpion is the size of a small horse and will usually attack anything that moves, although it prefers to prey on small animals.

**Notes:** *Stinger* (a scorpion's stinger is poisonous and causes 4d6 poison damage after an onset time of only one minute; a successful saving throw halves the damage).

## Sharks

All sharks (bull, giant, great white, mako, and vamura) possess a characteristic called *Frenzy* (sharks can scent blood within 300'; this causes them to fly into a feeding-frenzy – the shark will attack and have ML 12).

### Shark, Bull

*Animal (Beast)*

No. Enc.: 0 (3d6)	Hit Dice: 2* (8 hp)
Armor Class: 5	Attacks: 1 bite
Swim: 60' (180')	Damage: 2d4

**Notes:** *Ram* (bull sharks can attempt to stun their prey by ramming them; on a hit, the target must save or be stunned for 3 rounds).

### Shark, Giant

*Animal (Beast)*

No. Enc.: 0 (1d3)	Hit Dice: 10* (40 hp) to 15* (60 hp)
Armor Class: 6	Attacks: 1 bite
Swim: 60' (180')	Damage: 4d4, 5d4 or 6d4, by size

Giant sharks are 25' to 50' long. 10–11 HD sharks bite for 4d4 damage and swallow their prey whole on a to-hit roll of 1–2; 12–13 HD sharks deal 5d4 damage and swallow whole on 1–3; and 14–15 HD sharks deal 6d4 damage and swallow whole on 1–4.

**Notes:** *Swallow Whole* (a giant shark can swallow man-sized or smaller creatures whole; swallowed victims will die in one minute if not freed).

### Shark, Great White

*Animal (Beast)*

No. Enc.: 0 (1d4)	Hit Dice: 8 (32 hp)
Armor Class: 5	Attacks: 1 bite
Swim: 60' (180')	Damage: 2d10

### Shark, Mako

*Animal (Beast)*

No. Enc.: 0 (2d6)	Hit Dice: 4 (16 hp)
Armor Class: 5	Attacks: 1 bite
Swim: 60' (180')	Damage: 2d6

### Shark, Vamura

*Animal (Beast)*

No. Enc.: 0 (1d2)	Hit Dice: 6* (24 hp)
Armor Class: 5	Attacks: 1 bite
Swim: 60' (180')	Damage: 1d10

Vamura sharks are 3' long and mottled gray in color. They're very curious and attracted to movement

**Notes:** *Sharkbite* (when a vamura shark bites its victim, it holds on and deals 1d8 damage automatically each round; the victim can fight back at –4 to hit).

## Shrew, Giant

*Animal (Beast)*

No. Enc.: 1d8 (1d4)	Hit Dice: 1* (4 hp)
Armor Class: 5	Attacks: 2 bites
Move: 60' (180')	Damage: 1d6/1d6

A giant shrew looks like a big, brown-furred rat with an elongated snout. Nervous and excitable, this creature is apt to attack if it feels threatened. Giant shrews are good at climbing, leaping, and burrowing

**Notes:** *Echolocation* (like bats, giant shrews can “see” out to 60' by squeaking and reading echoes; they are unaffected by light or darkness but can be blinded by any magical “silence” effect), *Quick* (giant shrews always take the initiative each round), *Ferocious* (any creature 3<sup>rd</sup> level or lower, or with 3 HD or fewer, attacked by a giant shrew must save or flee in fear).

## Skunk

*Animal (Beast)*

No. Enc.: 1d2 (1d4)	Hit Dice: ¾* (3 hp)
Armor Class: 8	Attacks: 1 bite + squirt
Move: 50' (150')	Damage: 1 + special

**Notes:** *Stink Spray* (a skunk's spray is a narrow cone, 15' long out to 5' wide; those caught in the cone must save or be rendered helpless with nausea for 2d6+6 rounds; and even those that make the save are slowed, i.e. limited to 2 Moves per round and unable to take parting shots), *Lingering Stink* (anyone who has been sprayed by a skunk has their chance of surprising opponents reduced by 2-in-6; they are –2 on Stealth and Diplomacy rolls/checks until they can wash; and even then, a –1 penalty applies for 1d4 days).

## Skunk, Giant

*Animal (Beast)*

No. Enc.: 1 (1d3)	Hit Dice: 3* (12 hp)
Armor Class: 7	Attacks: 1 bite + squirt
Move: 40' (120')	Damage: 1d4 + special

**Notes:** Giant skunks have the same characteristics as normal skunks (above), except that their spray is a 50' long cone out to 15' at the widest, and the nausea effect lasts for 2d10+10 rounds.

## Slug, Giant

*Animal (Vermin)*

No. Enc.: 1 (1)	Hit Dice: 9** (36 hp) to 20** (80 hp)
Armor Class: 9	Attacks: 1 bite or 1 spit
Move: 20' (60')	Damage: 1d12 or special
· Burrow: 10' (30')	

**Notes:** *Elastic Body* (giant slugs can squeeze through holes as small as 5' square; they take half damage from all weapon strikes), *Acid Spit* (giant slugs can spit a blob of acid out to a distance of 5' per hit die; the first such attack always misses, since the slug is only using it to range out targets; but subsequent acid blobs roll to hit normally, with a hit causing acid damage to one target; the damage dealt is 3d10 for a slug with 9–11 HD, 4d10 for a slug with 12–14 HD, 5d10 for a slug with 15–17 HD, or 6d10 for a slug with 18–20 HD, with a save allowed for half; and the acid may destroy items).

## Snake – Giant Racer

*Animal (Beast)*

No. Enc.: 1d6 (1d8)	Hit Dice: 2 (8 hp)
Armor Class: 6	Attacks: 1 bite
Move: 40' (120')	Damage: 1d6

The average giant racer snake is about 4' long, but there are larger specimens that grow an extra 2' for each added hit die and inflict 1d8, 1d10, or even 1d12 damage with a bite.

### Snake – Giant Rattler

*Animal (Beast)*

No. Enc.: 1d4 (1d4)	Hit Dice: 4* (16 hp)
Armor Class: 6	Attacks: 2 bites
Move: 40' (120')	Damage: 1d4+poison each

**Notes:** *Venom* (the bite of a giant rattlesnake inflicts 4d6 poison damage, save for half, 1d6 turns later).

### Snake – Pit Viper

*Animal (Beast)*

No. Enc.: 1d8 (1d8)	Hit Dice: 2* (8 hp)
Armor Class: 7	Attacks: 1 bite
Move: 30' (90')	Damage: 1d4 + poison

**Notes:** *Infravision* (pits in the head of the viper sense temperature, allowing it to “see” heat out to 60' away), *Quick* (pit vipers always take the initiative every round), *Venom* (the bite of a pit viper inflicts 2d6 extra poison damage right away, save for half).

### Snake – Rock Python

*Animal (Beast)*

No. Enc.: 1d3 (1d3)	Hit Dice: 5* (20 hp)
Armor Class: 7	Attacks: 1 bite/1 squeeze
Move: 30' (90')	Damage: 1d4/2d4

**Notes:** *Constrict* (when a python hits with its bite, it automatically wraps around the target and squeezes for 2d4 more damage that same round; it will then cause 2d4 damage automatically on each following round until the snake is slain or otherwise made to release its victim).

### Snake, Sea

*Animal (Beast)*

No. Enc.: 0 (1d8)	Hit Dice: 3* (12 hp)
Armor Class: 7	Attacks: 1 bite
Move/Swim: 30' (90')	Damage: 1 + poison

A typical sea snake is 6' long, but larger specimens are common (add 2' of length per extra hit die). Sea snakes are very aggressive and will readily attack humans.

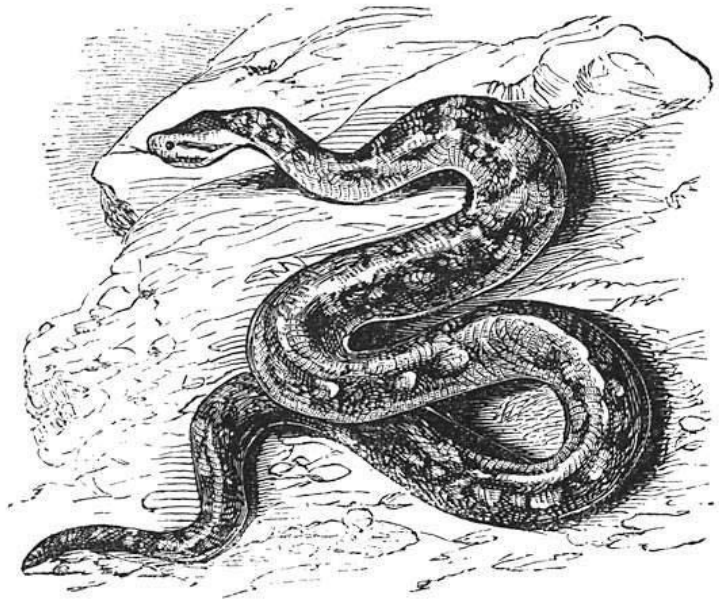
**Notes:** *Venom* (a sea snake's bite is a tiny pinprick which has a 50% chance of going unnoticed; it inflicts a slow-acting poison which will cause 3d6 damage, save for half, 1d4+2 turns later).

### Snake – Spitting Cobra

*Animal (Beast)*

No. Enc.: 1d6 (1d6)	Hit Dice: 1* (4 hp)
Armor Class: 8	Attacks: 1 bite or 1 spit
Move: 30' (90')	Damage: 1d3+poison or blindness

**Notes:** *Spit* (a cobra can spit venom up to 6' away; on a hit, the target must save or be blinded until some poison-curing magic or medicine lifts the effect), *Venom* (the bite of a spitting cobra inflicts an extra 1d6 points of poison damage, suffered 1d10 turns after the bite, save for half).



### Spider, Giant Black Widow

*Animal (Vermin)*

No. Enc.: 1d3 (1d3)	Hit Dice: 3* (12 hp)
Armor Class: 7	Attacks: 1 bite
Move: 20' (60')	Damage: 2d6 + poison
In Web: 40' (120')	

Giant black widows are 6' long and have the distinctive “red hourglass” marking on their belly.

**Notes:** *Webs* (a black widow lair is covered in webs; treat them as a Web of the Spider spell), *Venom* (the bite of a black widow inflicts 3d6 poison damage 1 turn later, save for half).

### Spider, Giant Crab

*Animal (Vermin)*

No. Enc.: 1d4 (1d4)	Hit Dice: 2* (8 hp)
Armor Class: 8	Attacks: 1 bite
Move: 40' (120')	Damage: 1d8 + poison

A giant crab spider is 5' long and has a chameleon-like ability to blend in with its surroundings.

**Notes:** *Camouflage* (a giant crab spider changes its coloring to blend in with its surroundings and surprises enemies on 1-4 on 1d6), *Venom* (the bite of a giant crab spider inflicts a weak poison that deals 2d4 damage after 1d4 turns have passed, save for half).

### Spider, Giant Sand

*Animal (Vermin)*

No. Enc.: 1d4 (1d4)	Hit Dice: 2+1* (9 hp)
Armor Class: 7	Attacks: 1 bite
Move: 40' (120')	Damage: 1d6 + poison

A giant sand spider is 6' long and beige with an orange-and-black blotch on the belly. They live in desert regions.

**Notes:** *Trapdoor* (giant sand spiders burrow into the sand and burst out at their prey, surprising on 1-4 on 1d6), *Venom* (a giant sand spider's poison is a powerful paralytic: the victim must save or be paralyzed for 1d4+4 hours).



### Spider, Giant Tarantella

*Animal (Vermin)*

No. Enc.: 1d3 (1d3)	Hit Dice: 4* (16 hp)
Armor Class: 6	Attacks: 1 bite
Move: 40' (120')	Damage: 1d8 + poison

The giant tarantella *looks* like a 7'-long tarantula, but it's actually a different manner of creature entirely. Its venom causes painful, jerking spasms in the victim that resemble a wild dance—and the dance carries a curse that forces onlookers to join until they drop.

**Notes:** *Dance the Tarantella!* (the poison of a tarantella spider forces the victim to save or dance uncontrollably; a dancing victim is -4 to hit and takes a 4 point penalty to AC; and worse, anyone who sees the dance must also save or join in; the effect lasts for 2d6 turns or until magically dispelled, but victims drop from exhaustion after 5 turns and become helpless).

### Spider, Giant Wolf

*Animal (Vermin)*

No. Enc.: 1d4 (1d12)	Hit Dice: 2 (8 hp)
Armor Class: 9	Attacks: 1 bite
Move: 40' (120')	Damage: 1d6

Giant wolf spiders are the size of dogs and covered in fur. They hunt in packs and are not poisonous.

### Spider, Huge Wood

*Animal (Vermin)*

No. Enc.: 1d4 (4d4)	Hit Dice: 1+3* (7 hp)
Armor Class: 7	Attacks: 1 bite
Move: 40' (120')	Damage: 1d6 + poison

Huge wood spiders are 3' long and striped with green and brown, to help camouflage them in their surroundings.

**Notes:** *Camouflage* (4-in-6 chance to surprise foes in wooded areas), *Venom* (the bite of a huge wood spider causes an extra 1d8 points of poison damage and makes the victim sluggish for 2d4+2 rounds, with a saving throw halving the damage and negating the other effects; sluggish victims are considered slowed, i.e. limited to 2 Moves per round and unable to take parting shots).

### Squid, Giant

*Animal (Beast)*

No. Enc.: 0 (1d4)	Hit Dice: 6* (24 hp)
Armor Class: 8	Attacks: 10 tentacles/1 bite
Swim: 40' (120')	Damage: 1d4 each/1d10

Giant squids are known to attack ships, though they mostly prefer to pick off individual sailors for a quick meal.

**Notes:** *Tentacles* (if a squid hits with any of its tentacles, it holds on and deals 1d4 constriction damage on each following round; 8 of the squid's tentacles can be severed with a blow dealing 6 damage or more, while its two larger arms can take 10 damage).

### Stegosaurus

*Animal (Beast)*

No. Enc.: 0 (1d4)	Hit Dice: 11 (44 hp)
Armor Class: 4	Attacks: 1 tail or trample
Move: 20' (60')	Damage: 2d8 or 2d6

The stegosaurus is an herbivorous dinosaur with a row of plates that runs along its spine. The stegosaurus mainly attacks with its tail, which has four large spikes on the end (the *thagomizer*).

### Termites, Water

The three types of giant water termite (fresh, salt, and swamp) all share the same special ability, *Ink* (when threatened, water termites let out a spray of ink; underwater, the ink is harmless and only obscures vision; but in the air, the termite can roll to hit with the ink spray, and a hit forces the target to save or be paralyzed for 1d4+1 rounds).

### Termite, Fresh Water

*Animal (Vermin)*

No. Enc.: 0 (1d3)	Hit Dice: 2+1 (9 hp)
Armor Class: 7	Attacks: 1 bite or ink
Move: 40' (120')	Damage: 1d4 or special

These 3'-long insects look like normal termites, except that they have a balloon-like sac in their abdomen which can expel water for movement. Water termites only fight if cornered; they prefer to flee, using their ink to cover an escape. They are mainly a threat to boats and ships.

### Termite, Salt Water

*Animal (Vermin)*

No. Enc.: 0 (2d3)	Hit Dice: 4 (16 hp)
Armor Class: 6	Attacks: 1 bite or ink
Move: 60' (180')	Damage: 1d6 or special

The largest breed of water termite (these can be up to 5' in length) lives in the oceans and may infest ships.

### Termite, Swamp Water

*Animal (Vermin)*

No. Enc.: 0 (1d4)	Hit Dice: 1+1 (5 hp)
Armor Class: 5	Attacks: 1 bite or ink
Move: 30' (90')	Damage: 1d3 or special

The smallest kind of water termite is only 1' long.

### Tick, Giant

*Animal (Vermin)*

No. Enc.: 3d4 (3d4)	Hit Dice: 1* (4 hp) to 3* (12 hp)
Armor Class: 4	Attacks: 1 bite
Move: 10' (30')	Damage: 1d4, 1d5, or 1d6

Giant ticks are 1' to 3' long, according to their hit dice.

**Notes:** *Bloodsucker* (when a giant tick hits with its bite, it latches on and sucks blood, dealing automatic damage on each following round until they have drained hp equal to their own maximum hit point total; they will not let go unless burned, drowned, or killed), *Disease* (a bite from a giant tick has a 50% chance of inflicting a horrible wasting disease which will kill in 2d4 days if the victim fails a saving throw).

### Titanother

*Animal (Beast)*

No. Enc.: 0 (1d6)	Hit Dice: 12 (48 hp)
Armor Class: 6	Attacks: 1 butt or trample
Move: 40' (120')	Damage: 2d6 or 3d8

This prehistoric herbivore is a relative of the rhinoceros. It stands 12' tall and has a blunt horn.

**Notes:** *Charge* (if a titanother can rush straight at a foe for at least 20' before attacking, its horn attack gets an extra +4 bonus to hit).

### Toad, Cave

*Animal (Beast)*

No. Enc.: 1d4 (1d4)	Hit Dice: 3+1* (13 hp)
Armor Class: 3	Attacks: 1 bite/1 gaze
Move: 20' (60')	Damage: 1d6/charm

Also called a “rock toad,” a cave toad lives in cold desert or mountainous regions. The size of a small pony and sporting a shell on its back like a turtle, the cave toad’s eyes are multifaceted like a fly’s and have hypnotic properties. The toad’s eyes also glow, shedding light in a 5’ radius, and will continue to shine for 1d3 hours even after the toad is slain – but then they lose their hypnotic powers.

**Notes:** *All Hail Hypno-Toad!* (the target of a cave toad’s gaze attack must save or be paralyzed for 2d4 rounds).

### Toad, Giant (and Giant Poisonous)

*Animal (Beast)*

No. Enc.: 1d4 (1d6)	Hit Dice: 2+2* (10 hp)
Armor Class: 8	Attacks: 1 bite
Move: 30' (90')	Damage: 1d5

A giant toad is the size of a large dog and can change its coloring to blend in with woody or stone surroundings.

**Notes:** *Camouflage* (gets surprise on 1-3 on 1d6), *Tongue* (the toad’s tongue can shoot out to 15’, and a hit on a dwarf-sized or smaller target drags them to the toad’s mouth for automatic bite damage), *Swallow Whole* (a natural 1 on the to-hit roll with the tongue or bite swallows a dwarf-sized or smaller creature whole, causing 1d6 acid damage each round thereafter).

**Giant Poisonous Toad:** This variant is identical in all respects to the ordinary giant toad, except that its HD are 2+2\*\* thanks to a poisonous bite that causes an immediate extra 2d8 damage (save for half).

### Trachodon

*Animal (Beast)*

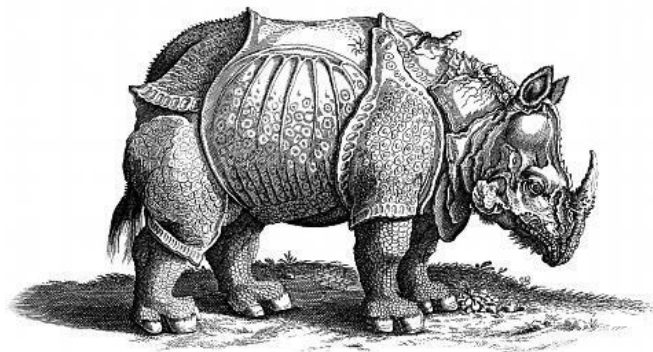
No. Enc.: 0 (1d6)	Hit Dice: 14 (56 hp)
Armor Class: 6	Attacks: 1 tail
Move: 40' (120')	Damage: 2d6

This dinosaur is a duck-billed herbivore.

### Triceratops

*Animal (Beast)*

No. Enc.: 0 (1d6)	Hit Dice: 20*
Armor Class: 5	Attacks: 3 horns
Move: 30' (90')	Damage: 1d8/2d8/2d8



**Notes:** *Charge* (if a triceratops can move at least 20’ directly at its target before attacking, each of its attacks gets an extra +4 bonus to hit that round).

### Turtle, Giant Sea

*Animal (Beast)*

No. Enc.: 0 (1d3)	Hit Dice: 15 (60 hp)
Armor Class: 3 (or 6)	Attacks: 1 bite
Move: 3' (10')	Damage: 4d4
· Swim: 50' (150')	

Giant sea turtles are 50’ long and known to capsize ships.

### Turtle, Giant Snapping

*Animal (Beast)*

No. Enc.: 0 (1d4)	Hit Dice: 10* (40 hp)
Armor Class: 1 (or 6)	Attacks: 1 bite
Move: 10' (30')	Damage: 6d4
· Swim: 40' (120')	

Giant snapping turtles are 40’ in length and dwell in large freshwater lakes or rivers. They attack by extending their 10’-long necks and quickly snapping at prey.

**Notes:** *Oh, Snap!* (4-in-6 chance to surprise enemies).

### Tylosaurus

*Animal (Beast)*

No. Enc.: 0 (1d3)	Hit Dice: 21 (84 hp)
Armor Class: -1	Attacks: 1 bite
Move: 30' (90')	Damage: 7d12
· Swim: 120' (360')	

This huge aquatic dinosaur is an extremely aggressive carnivore that swims very swiftly.

**Notes:** *Crushing Bite* (whenever a tylosaurus hits with its bite, it hangs on persistently for automatic bite damage on each following round; victims can fight back at -4 to hit).

### Tyrannosaurus Rex

*Animal (Beast)*

No. Enc.: 0 (1d2)	Hit Dice: 20* (80 hp)
Armor Class: 4	Attacks: 1 bite
Move: 40' (120')	Damage: 6d6

The “king of the dinosaurs” is the deadliest of predators.

**Notes:** *Swallow Whole* (on any natural attack roll of 1-2, a T. rex can swallow man-sized or smaller creatures whole; swallowed victims take 2d4 acid damage each round).

### Velociraptor

*Animal (Beast)*

No. Enc.: 0 (2d6)	Hit Dice: 3 (12 hp)
Armor Class: 6	Attacks: claw/claw/bite
Move: 50' (150')	Damage: 1d4/1d4/2d4

These dinosaurs are pack-animals. They hunt by surrounding their prey and chasing down stragglers.

### Wasp, Giant

*Animal (Vermin)*

No. Enc.: 1d20 (1d20+20)	Hit Dice: 4* (16 hp)
Armor Class: 5	Attacks: 1 bite/1 sting
Move: 20' (60')	Damage: 2d4/1d4+paralyze
· Fly: 70' (210')	

## CHAPTER SIX: MONSTERS

Giant wasps are highly aggressive and carnivorous, living underground in mud nests. They have a paralytic sting, which they use to capture prey to bring to their nests and feed to larvae.

**Notes:** *Sting* (a victim stung by a giant wasp must save or be permanently paralyzed; victims are dragged back to the nest and fed to young 1d4+1 days later; the paralysis can be cured by all normal means, including the Healing Touch spell, or by any effect that neutralizes poison).

### Weasel, Giant

*Animal (Beast)*

No. Enc.: 1d4 (1d6)	Hit Dice: 4+4 (20 hp)
Armor Class: 8	Attacks: 1 bite + special
Move: 50' (150')	Damage: 2d4

Giant weasels are nearly 10' long and vicious. They live in underground tunnels and hunt by scent.

**Notes:** *Bloodsucker* (on a hit with its bite, a giant weasel latches on and sucks blood, for 2d4 automatic damage each round); *Night Vision* (giant weasels can see in the dark out to 30').

### Whale, Giant

*Animal (Beast)*

No. Enc.: 0 (1d3)	Hit Dice: 36* (144 hp)
Armor Class: 7	Attacks: 1 bite
Move: 60' (180')	Damage: 3d20

This giant monster of the deep is either a prehistoric throwback or even one of the kaiju (see page 134).

**Notes:** *Swallow Whole* (a giant whale can swallow a man-sized or smaller creature whole on a to-hit roll of 1–4, if such a roll is also a hit; swallowed creatures take 3d6 acid damage each round).

### Whale, Killer

*Animal (Beast)*

No. Enc.: 0 (1d6)	Hit Dice: 6 (36 hp)
Armor Class: 7	Attacks: 1 bite
Swim: 80' (240')	Damage: 2d10

**Notes:** *Swallow Whole* (an orca can swallow a creature of dwarf-size or smaller when it rolls a 1 to hit; swallowed creatures take 1d6 damage each round and will suffocate in 10 rounds unless freed).

### Whale – Narwhal

*Animal (Beast)*

No. Enc.: 0 (1d4)	Hit Dice: 12 (48 hp)
Armor Class: 8	Attacks: 1 horn
Move: 60' (180')	Damage: 2d6

**Notes:** *Horn* (legend says that a narwhal's horn has special properties and vibrates in the presence of evil; the ivory is coveted and worth 1,000–6,000 copper pieces when sold).

### Wolf

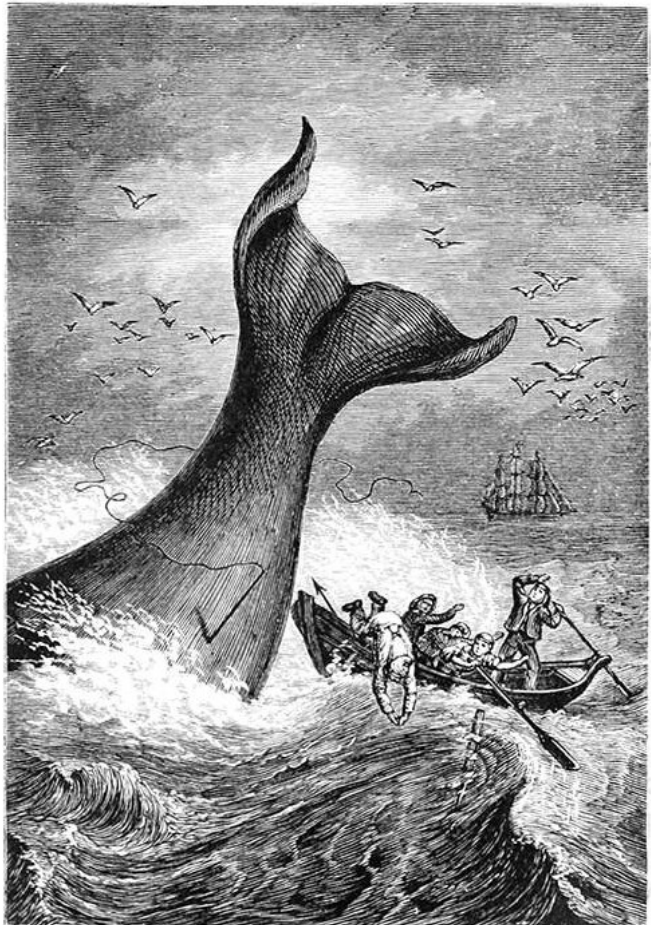
*Animal (Beast)*

No. Enc.: 2d6 (3d6)	Hit Dice: 2+2 (10 hp)
Armor Class: 8	Attacks: 1 bite
Move: 60' (180')	Damage: 1d6

### Wolf, Dire

*Animal (Beast)*

No. Enc.: 1d4 (2d4)	Hit Dice: 4+1 (17 hp)
Armor Class: 7	Attacks: 1 bite
Move: 50' (150')	Damage: 2d4



Dire wolves (also known as *worg wolves*) are much more intelligent and ferocious than normal wolves. It is said that they speak the language of the shadowspawn, and that the smaller breeds of 'spawn—chiefly skavers and mogrels—will often train dire wolves for use as mounts.

### Wolverine

*Animal (Beast)*

No. Enc.: 1 (1d3)	Hit Dice: 3** (12 hp)
Armor Class: 6	Attacks: claw/claw/bite or musk
Move: 40' (120')	Damage: 1d4/1d4/1d5 or special

**Notes:** *Vicious Attack* (wolverines add an extra +4 to hit), *Musk* (a wolverine can spray an irritating musk in a cone 60' long out to 20'; targets must save or be blinded for 1d8 hours).

### Wolverine, Giant

*Animal (Beast)*

No. Enc.: 1 (1d3)	Hit Dice: 4+4** (20 hp)
Armor Class: 6	Attacks: claw/claw/bite or musk
Move: 50' (150')	Damage: 1d5/1d5/2d4 or special

**Notes:** *Vicious Attack* (wolverines add an extra +4 to hit), *Musk* (a wolverine can spray an irritating musk in a cone 60' long out to 20'; targets must save or be blinded for 1d8 hours).

## III • CHIMERÆ, Dragons, and Magical Beasts

PROPERLY SPEAKING, a “chimera” is any fantastical creature that combines the traits of two or more normal beasts; but the term can also apply to magical beasts in general, and not just to those queer, combinatory monsters from classical mythology, with their divine and often lurid origins. Thus, this section describes not just the true chimera and its many Greek cousins, but also true dragons and all their kin, as well as enchanted versions of normal animals.

The one unifying feature of all these disparate entities is their supernatural origin: they are the result of magical or even divine intervention in the world, whether accidental or engineered; and so they represent an abrogation of the natural order. That said, most chimerae have no alignment, and few have a planar affinity.

### CHIMERÆ (BY NAME)

Adamantoise	Hexboar	Naga
Ankheg	Hexcat	Nekrozon
Attercop	Hexfox	Night Mare
Basilisk	Hexrat	Pegasus
Bulette	Hexseal	Phoenix, Greater
Chimera, True	Hexshark	Phoenix, Lesser
Cockatrice	Hextiger	Remorhaz
Coltpixy	Hexwolf	Sea Serpent
Dragon—Firedrake	Hippocampus	Sphinx
Dragon—Murkwym	Hippogriff	Stirge
Gorgon	Hydra	Thraik
Griffon	Hypno-Snake	Toad, Ice
Hell Hawk	Kaiju	Unicorn
Hell Hound	Kalidah	Wolf, Winter
Hexbat	Leucrotta	Wyvern
Hexbear	Manticore	

### CHIMERÆ (BY HIT DICE)

Stirge (1*)	Kalidah (5)	Night Mare (7***)
Hippocampus (2 to 4)	Ankheg (5*)	Remorhaz (7*** to 14****)
Pegasus (2+2)	Hextiger (5*)	Hell Hawk (8*)
Coltpixy (3*)	Cockatrice (5**)	Hypno-Snake (8*)
Thraik (3*)	Ice Toad (5**)	Nekrozon (8*)
Hexrat (3*)	Attercop (5****)	Naga (8**)
Hell Hound (3* to 7*)	Leucrotta (5+1*)	Sea Serpent (8**)
Hippogriff (3+1)	Hexcat (5+2*)	Bulette (9*)
Hexfox (3+2*)	Hexseal (5+2*)	True Chimera (9**)
Hexbat (3+3*)	Hexbear (6*)	Lesser Phoenix (9****)
Unicorn (4*)	Firedrake (6* to 30*)	Sphinx (12*****)
Hexshark (4*)	Murkwym (6* to 30*)	Hydra (15*)
Hexwolf (4*)	Manticore (6+1*)	Greater Phoenix (18*****)
Winter Wolf (4* to 6*)	Basilisk (6+1**)	Adamantoise (30*)
Gorgon (4**)	Griffon (7)	Kaiju (100*****)
Hexboar (4+1*)	Wyvern (7*)	

### Adamantoise

*Dragon*

No. Enc.: 0 (1)	Hit Dice: 30* (120 hp)
Armor Class: -1	Attacks: claw/claw/bite
Move: 10' (30')	Damage: 5d8/5d8/10d6
· Swim 30' (90')	

The adamantoise (ADD-uh-MAN-tiss) or “dragon turtle” is one of the largest examples of dragon-kin. It is not a true dragon, but it is considerably more fearsome and possibly akin to the kaiju (see

below). Covered in spikes, horns, and an enormous, hard shell, the adamantoise floats on the surface of the ocean and may be mistaken for a small island. It is ordinarily extremely docile; but if roused, it fights with a fury unmatched among mortal creatures.

**Notes:** *Breath Weapon* (the adamantoise can breathe out a cloud of boiling hot steam, 50' long out to 40' wide, thrice per day; 10d8 damage, save for half).

### Ankheg

*Magical Beast (Vermin)*

No. Enc.: 1d6 (1d6)	Hit Dice: 5* (20 hp)
Armor Class: 4	Attacks: 1 bite
Move: 40' (120')	Damage: 3d6 + 1d4 acid
· Burrow: 20' (60')	

Ankhegs are large, insect-like monsters which resemble yellowish-brown centipedes, but with only six legs. Their powerful legs and mandibles enable them to burrow under the ground. Ankhegs are at their fiercest when protecting a nest of recently-hatched eggs, which (it just so happens) are greatly desired by healers for their medicinal properties.

**Notes:** *Acid* (an ankheg's bite deals an extra 1d4 points of acid damage; and once per day, the creature can spit a 30' long, 5' wide line of acid that causes 8d4 damage, save for half; but this uses up all the ankheg's acid for a day).

### Attercop

*Magical Beast (Vermin)*

No. Enc.: 1d2 (1d3)	Hit Dice: 5**** (20 hp)
Armor Class: 5	Attacks: 1 bite/1 sting
Move: 40' (120')	Damage: 1d10+poison/1d8+paralysis

Attercops are magical creatures related to giant spiders, but they're far more intelligent. The size of a small horse, they can be distinguished from spiders by their ability to speak and by the stinger under their abdomen. Attercops haunt deep, dark forests and high mountain caves. Legends whisper that they are the spawn of some primordial spider-god that was already sleeping deep within the earth at the moment of creation.

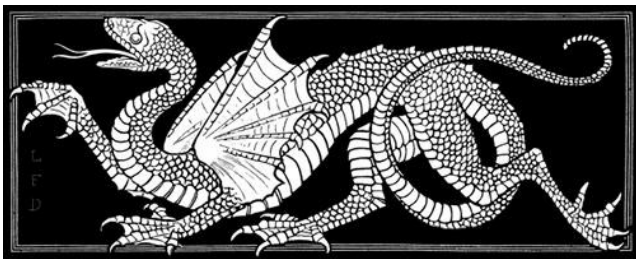
**Notes:** *Venom* (the bite of an attercop is poisonous and causes 5d6 points of damage after 1 minute, with a save allowed for half damage), *Stinger* (those stung by an attercop must save or be paralyzed for 2d4 turns; because the paralysis is caused by a poison, it can be cured by any effect that cures poison or paralysis), *Webs* (an attercop's lair is always covered in webs; these can be treated just like a Web of the Spider spell; additionally, an attercop can produce from its body a mass of webbing that mimics the effects of a Web spell, up to five times per day).

### Basilisk

*Chimera*

No. Enc.: 1d6 (1d6)	Hit Dice: 6+1** (25 hp)
Armor Class: 5	Attacks: 1 bite/1 gaze
Move: 20' (60')	Damage: 1d10+petrification/special

A basilisk resembles a 10'-long lizard with four small legs, a serpentine body, and a crown-like growth of colorful scales on the top of its head (the source of its nickname, the “king of serpents”). It is a slow-moving, slow-witted, and very magical beast that lives in caves or thickets, greatly feared for its petrifying bite and gaze.



**Notes:** *Petrifying Bite* (anyone bitten by a basilisk must save or be turned to stone), *Petrifying Gaze* (any creature that meets a basilisk's gaze must save or else be turned to stone; surprised characters automatically meet the gaze, but still get to roll a save; anyone in mêlée with the creature must either meet its gaze each round, or try to avoid it, rolling to hit at -4 and granting the basilisk a +2 on its attacks—or use a mirror in place of a shield, which drops the character's to-hit penalty to -2 and adds a 1-in-6 chance per round that the basilisk meets its own gaze and must save or be petrified).

### Bulette

*Chimera*

No. Enc.: 1d2 (1d2)	Hit Dice: 9* (36 hp)
Armor Class: -1 (or 7)	Attacks: claw/claw/bite or 4 claws/1 bite
Move: 50' (150')	Damage: 3d6 each (claws)/4d12 bite
· Burrow: 10' (30')	

The bulette (pronounced “boo-LETT” — nd never let anyone tell you differently!), or “land-shark,” is a terrifying and voracious predator, 10' tall and 12' long. It eats anything that moves, preferring to pick off weak and slow prey (although for some reason, it will not eat Fair Folk, including demihumans like elves and goblins — though it has no compunctions about attacking and killing them). The bulette has a dorsal crest that resembles a shark's fin, and it leaves a furrow in the ground behind it wherever it burrows.

**Notes:** *Tremor-Sense* (the bulette can burrow under the ground at MV 10', and while doing so it can sense prey by vibrations on the surface within Near range), *That Last Turn at Albuquerque* (the bulette prefers to fight partially-buried, with two claws and a bite; but if threatened, it will leap out of the earth and attack with all four claws and bite; however, this exposes its soft AC 7 underbelly to attacks).

### Chimera, True

*Chimera*

No. Enc.: 1d2 (1d4)	Hit Dice: 9** (36 hp)
Armor Class: 5	Attacks: 2 claws/3 heads + breath
Move: 40' (120')	Damage: 1d3/1d3/2d4/1d10/3d4 + special
· Fly: 60' (180')	

The true chimera is a grotesque combination of three creatures: lion, goat, and dragon. It has the forebody of a lion, the hindquarters of a goat, the wings and tail of a dragon, and the heads of all three. In combat, the goat-head butts (2d4 damage), the lion-head bites (1d10), and the dragon-head can either bite (3d4) or breathe fire. As a rule, true chimeras are solitary, ill-tempered, highly territorial, and they are prone to terrorizing the countryside, devouring livestock, attacking farmsteads, etc.

**Notes:** *Breath Weapon* (up to three times per day, the chimera's dragon head can breathe fire in a cone 50' long out to 10' wide, 3d6 damage, save for half; 50% chance each round in combat that it will breathe fire instead of bite).

### Cockatrice

*Chimera*

No. Enc.: 1d4 (2d4)	Hit Dice: 5** (20 hp)
Armor Class: 7	Attacks: 1 beak
Move: 30' (90')	Damage: 1d6 + petrification
· Fly: 60' (180')	

A cockatrice is a magical combination of rooster and snake, possibly related to the basilisk. They tend to be found in rocky badlands and rubble-strewn ruins.

**Notes:** *Petrifying Bite/Touch* (any creature bitten or touched by a cockatrice must save or be turned to stone).

### Coltpixy

*Magical Beast (Faerie)*

No. Enc.: 0 (1)	Hit Dice: 3* (12 hp)
Armor Class: 7	Attacks: 2 hooves
Move: 300' (900')	Damage: 2d4/2d4

The coltpixy is an enchanted horse, distantly related to the unicorn. It is a wild and capricious creature which delights in playing tricks, leading normal horses and their mortal riders astray. Some coltpixies choose to serve fae beings as mounts, and they can alter their size to accommodate riders of nearly any height. A coltpixy can bear a load of 120 kg and still move at full speed, or 240 kg at half speed (and, regardless of its size, a coltpixy always moves at the same speed, unhindered by rough terrain like bogs or badlands).

**Notes:** *Alter Size* (a coltpixy can make itself as small as a housecat or as large as the largest horse), *Glamour* (a coltpixy can change its coloring and other superficial features of its appearance), *Invisibility* (a coltpixy can make itself invisible to mortals if it chooses; it becomes visible again for at least a full turn if it attacks), *True Name* (coltpixies have a true name which they will only share with a genuinely trusted friend or master; anyone who learns this name can compel the coltpixy to serve them).

### Dragon, True

In the *Engines & Empires* game, there are only two or perhaps three kinds of true dragons: firedrakes, murkwyrms, and the shenlong. Firedrakes (or “fire-breathing dragons”) are the classic dragons of folklore; their acid-spewing cousins, the murkwyrms, are of the same species, but they have been corrupted by evil magic. Meanwhile, the shenlong (“spirit dragon”) isn't a mortal creature at all, but celestial being — and so that species is glossed under the category of Planar Spirits (see pg. 184).

All true dragons have variable hit dice according to their ages. The “standard” dragons given in the main stat blocks are for adult dragons, whose ages are measured in decades, with younger and older age-categories altering the base stats as follows:

Category (Age)	Hit Dice (hp)	DG	Breath Weapon	Magic
Young (years)	6** (24 hp)	d4	2d8 (60'×20')	Lv 2
Adult (decades)	12** (48 hp)	d8	4d8 (90'×30')	Lv 4
Elder (centuries)	18** (72 hp)	d12	6d8 (120'×40')	Lv 6
Ancient (millennia)	24** (96 hp)	d16	8d8 (150'×50')	Lv 8
Scion (world-ages)	30** (120 hp)	d20	10d8 (180'×60')	Lv 10

DG: This is the damage die used for all of a dragon's attacks. Claw attacks deal one die of damage; bite attacks deal four dice.

*Breath Weapon:* This column gives the damage inflicted and the area of effect for a dragon's breath weapon. The area is a cone, with the first distance indicating its length and the second its width at the furthest point.

*Magic:* True dragons are able to use cantrips, spells, and rituals as a mage of the listed level. Note that while not all dragons speak the languages of men (especially very young dragons, which may appear almost feral to human eyes), all dragons are nevertheless intelligent and magical. They *instinctively* know the language of their own kind and whatever magical abilities they possess.

### Dragon — Firedrake

*Dragon (True Dragon)*

No. Enc.: 1d4 (1d4)	Hit Dice: 12** (48 hp)
Armor Class: 0	Attacks: claw/claw/bite or special
Move: 40' (120')	Damage: 1d8/1d8/4d8
· Fly: 100' (300')	

Firedrakes are the classic “fire-breathing dragon” of legend. Their chief characteristics are arrogance and avarice: firedrakes are driven to amass piles of treasure, which they never spend or enjoy, but simply sit on and guard for as long as they live (which is practically forever). Firedrakes are known to hold themselves in the highest esteem: their pride is a serious weakness, since a firedrake will nearly always pause to listen to flattery, and any sort of social repartee intrigues them endlessly (just because they think they’re so terribly good at it). Firedrakes are evil in the traditional sense: thoroughly wicked, yes, but theirs is a selfish and independent sort of wickedness—you’ll never catch a firedrake willingly bending the proverbial knee to some upstart dark lord or Chaos god.

Young firedrakes have scales that come in a variety of dull, warm colors—matte red, orange, or gold. As they age, their scales turn to a deeper, redder color—blood red, then crimson. Very old dragons have shiny, metallic scales that look like burnished bronze or orichalc.

**Notes:** Firedrakes have many special abilities and details for the referee to keep track of.

- *Fiery Breath* (a firedrake can breathe a cone of fire up to three times per day; victims can save for half damage).
- *Fire Creature* (a firedrake cannot be harmed by fire at all, but it is –2 to save vs. ice-based attacks).
- *Magical* (a firedrake can use magic just like a mage).
- *Terrifying* (anyone standing in the awesome presence of a dragon with more hit dice than they have levels must save or be terrified, –3 on all attack rolls unless they choose to flee; a natural 20 on the save means that they *must* flee).
- *Swoop* (a flying drake can pick up a man-sized or smaller creature if its to-hit roll is low enough; the chance is 1-in-20 for a young dragon, 2-in-20 for an adult dragon, etc.; a victim picked up by the dragon suffers automatic claw or bite damage each round until released—very likely from a great height—and may fight back at –2 to hit).
- *Hover* (a flying drake can hover above an opponent for 1 round; this grants it two extra claw attacks that round; but then it must land immediately after).
- *Crush* (a drake can attempt to crush creatures with its sheer bulk; young drakes can crush one target only, adult drakes a 5’ radius area, elder drakes a 15’ radius, ancient drakes a 25’ radius, etc.; the damage is the same as the drake’s bite attack; no to-hit roll is made, but targets can save to avoid all damage; a victim may choose to take the crush damage and strike at the drake’s underbelly at +4 to hit, rolling damage twice on a hit and keeping the higher roll).
- *Lair* (dragons encountered in their own lair have a 50% chance of being asleep and therefore easy to surprise; but in their own lair, dragons are +2 on all attacks and saves).
- *Arrogant* (firedrakes are highly susceptible to flattery and greatly intrigued by riddles and witty banter; if they can understand the language, honeyed words may give them momentary pause).

- *Greedy* (a firedrake is instinctively aware of every last little coin in its hoard; it *knows* if something has been stolen, and this will rouse it to a mindless fury).

- *True Name* (a firedrake has a true name which can give its foes power over it).

### Dragon — Murkwurm

*Dragon (True Dragon, Shadow)*

No. Enc.: 1d4 (1d4)	Hit Dice: 12** (48 hp)
Armor Class: –1	Attacks: claw/claw/bite or special
Move: 30' (90')	Damage: 1d8/1d8/4d8
· Fly: 90' (270')	

Long ago, the forces of Chaos tried to bring the firedrakes onto their side against the gods of Order; and while most of these prideful beings would serve no masters at all, a few were tempted into rebellion against Creation itself. These dragons, now warped by the darkest of magicks, are totally corrupted and entirely given over to evil. They are in thrall to the Veil of Shadow, their inner fire put out; and all their will to resist has long since turned into hatred for the world and impotent rage at their own weakness.

Left to their own devices, murkwyrms behave very much as firedrakes do, holing up in dark caves, hoarding treasure for reasons unknown—but all murkwyrms also know, and feel in their very bones, that one day the forces of darkness will give *the call*, and they will be compelled to answer—to rise up and fight for evil. In the meanwhile, they stay underground, avoiding the sun (which they hate, for it was once like a kinsman, a spark of eternal fire in the sky to warm their wings and scales; and now it burns them and drives them away), amassing shiny baubles and wyrd artifacts alike, fuming and hating and waiting.

Young murkwyrms tend to be a drab brownish color, often with stripes of yellow or green; as they age, murkwyrms turn darker, greener, blacker—until finally, the oldest wyrms have scales that shine like polished obsidian or jet (and some rare few with a hint of emerald highlights). A murkwurm’s scales are just a bit thicker and heavier than a firedrake’s, making their natural armor tougher—but leaving them just a bit slower as well.

**Notes:** Murkwyrms have many special abilities and details for the referee to keep track of.

- *Acidic Breath* (a firedrake can breathe a foul cone of acidic spume, up to three times per day; victims can save for half damage).
- *Earth Creature* (a firedrake cannot be harmed by acid at all, but it is –2 to save vs. electricity-based attacks).
- *Magical* (a murkwurm can use magic just like a mage).
- *Terrifying* (anyone standing in the awesome presence of a dragon with more hit dice than they have levels must save or be terrified, –3 on all attack rolls unless they choose to flee; a natural 20 on the save means that they *must* flee).
- *Swoop* (a flying wyrms can pick up a man-sized or smaller creature if its to-hit roll is low enough; the chance is 1-in-20 for a young dragon, 2-in-20 for an adult dragon, etc.; a victim picked up by the dragon suffers automatic claw or bite damage each round until released—very likely from a great height—and may fight back at –2 to hit).
- *Hover* (a flying wyrms can hover above an opponent for 1 round; this grants it two extra claw attacks that round; but then it must land immediately after).
- *Crush* (a wyrms can attempt to crush creatures with its sheer bulk; young wyrms can crush one target, adult wyrms a 5’ radius area, elder wyrms a 15’ radius, ancient wyrms a 25’ radius, etc.; the damage is the same as the wyrms’ bite attack; no to-hit roll is made, but targets can save to avoid all damage; and a victim may choose to take the crush damage and strike at the wyrms’ soft



underbelly at +4 to hit, rolling the damage twice on a hit and keeping the higher roll).

- *Lair* (dragons encountered in their own lair have a 50% chance of being asleep and therefore easy to surprise; but in their own lair, dragons are +2 on all attacks and saves).
- *Night Creature* (murkwyrms are weakened by the sun and -2 on attacks and saves in full daylight).
- *Hateful* (murkwyrms hate the world, and everyone and everything in it; this makes it frighteningly easy to talk a wyrm into a mindless, berserk fury).
- *Thrall* (deep down in their cold, black hearts, murkwyrms may resent it; but the fact is, they are creatures of Shadow and potential soldiers in the armies of Chaos; and if any Chaos-aligned being of sufficient power, such as an evil god, an arch-devil, or a dark lord gives them an order, they *must* obey, with any attempt to resist the command requiring a saving throw at a -12 penalty).
- *True Name* (a murkwymr has a true name which can give its foes power over it).

## Gorgon

*Chimera*

No. Enc.: 1d3 (1d4)	Hit Dice: 4** (20 hp)
Armor Class: 9	Attacks: 1 bite, weapon, or tail + gaze
Move: 30' (90')	Damage: 1d6, by weapon, or 2d6 + special

In mythology, there were three gorgons (Medusa, Stheno, and Euryale); in fantasy games and fictional settings broadly, gorgons may likewise be rare and unique creatures, immortal until slain; or they may be a race of female chimeras that use males of humanoid races to propagate their kind. Either is possible, but most *Engines & Empires* settings will assume the latter to be the default.

A gorgon resembles a beautiful human woman, but with a long and powerful serpent's tail in place of her lower body and legs, and a writhing mass of vipers on the top of her head instead of hair. Any creature that meets a gorgon's gaze is immediately turned to stone. As a rule, most gorgons are solitary, bitter, and resentful—which may stem from loneliness and isolation, guilt over having accidentally petrified someone, or ill treatment at the hands of terrified humans driving them away. Nevertheless, by the time most adventurers encounter a gorgon, she will likely be half mad and prone to attack on sight. The oldest gorgons despise humanity with a passion and relish the use of their petrifying powers.

**Notes:** *Petrifying Gaze* (a gorgon can gaze at one target per round, her eyes glowing green and her face contorting into a hideous half-serpent visage; the target must save or be petrified; those who attack the gorgon while not looking at her face are -4 to hit, and she is +2 to hit them; one can also carry a mirror instead of a shield and look at the gorgon through it, reducing the to-hit penalty to -2 and adding a 1-in-6 chance each round that the gorgon may accidentally see herself and have to save or be turned to stone; gorgons do not have total control over their gaze, and if they accidentally look someone in the eye that they do not want to petrify, such as e.g. a potential mate, they may roll a save of their own in addition to the victim's to try and avert their gaze in time); *Poisonous Bite* (gorgons can fight with weapons just as well as humans, favoring bows and arrows; but in mêlée, they often let their snake-hair bite a victim instead, which causes 1d6 damage and inflicts a poison that will cause 4d6 more damage one turn later, save for half); *Constrict* (if a gorgon attacks with her tail, a hit causes 2d6 damage, and the victim is constricted by the coils, automatically taking 2d6 more damage each round); *Magic Resistant* (gorgons are +2 to save vs. all magical attacks).

## Griffon

*Chimera*

No. Enc.: 1 (2d8)	Hit Dice: 7 (28 hp)
Armor Class: 7	Attacks: claw/claw/bite
Move: 40' (120')	Damage: 1d4/1d4/2d8
· Fly: 120' (360')	

A griffon is powerful and dangerous beast with the wings, head, and front claws of a great eagle and the hindquarters of an enormous lion. Their favorite prey is horses, and they can pick up and carry off horse-sized creatures while flying at half speed. Griffons are occasionally tamed and trained as mounts (they can carry 140 kg and still fly at full speed, or 280 kg at half speed).

## Hell Hawk

*Dragon*

No. Enc.: 1 (1d4)	Hit Dice: 8* (32 hp)
Armor Class: 4	Attacks: claw/claw/bite or wail
Move: 50' (150')	Damage: 1d6/1d6/4d6 or special
· Fly: 80' (240')	

Hell hawks are hideous, fell beasts that look like gigantic carrion birds crossed with dragons—they have bald heads, toothy beaks, long necks that stretch out ahead of the body, and sickly gray scales. They are known to serve evil beings (especially spectres and vampires) as flying mounts.

**Notes:** *Wail* (the wailing screech of a hell hawk forces all mortal creatures within 120' to save or become rooted in place with fear for 1d4+1 rounds; and those within 30' are automatically deafened and suffer -2 on all to-hit rolls for 2d6 rounds, no save; the hell hawk can wail as often as once every three rounds, but this cannot affect a target that has already been deafened).



## Hell Hound

*Magical Beast*

No. Enc.: 2d4 (2d4)	Hit Dice: 3**, 5**, or 7** (12, 20, or 28 hp)
Armor Class: 5	Attacks: 1–3 bites or breaths
Move: 40' (120')	Damage: 1d6 each or special

Hell hounds are reddish-brown doglike monsters which inhabit volcanic caves and other fiery lairs. Typically the size of a small horse, they have one to three heads. These creatures are cunning, highly intelligent, and capable of breathing fire practically at will.

**Notes:** *Fire Creature* (hell hounds are impervious to all fire-based attacks, but –2 to save vs. cold), *Fiery Breath* (each round, there is a 33% chance that a hell hound will breathe fire with all of its heads instead of biting; the fire does 2d8 damage per head to one target within mêlée range, who may save for half damage), *See Invisible* (hell hounds have a 75% chance each round to detect invisible creatures within Near range).

## Hexbeasts

Hexbeasts (or, more properly, *hexenbiester*) are evilly enchanted versions of normal animals, even bigger and tougher than dire beasts, and they carry a deadly magical pestilence. All hexbeasts share the following properties:

- Hexbeasts have some measure of mental control over normal creatures of the same type, and they are often surrounded by packs of such animals.
- Hexbeasts can be told apart from normal animals by “witch-light,” an eerie greenish glow or ectoplasmic mist that surrounds them at night, especially when the moon is bright.
- Hexbeasts are semi-corporeal. That is to say, they seem to be solid creatures most of the time, until they are struck with a non-magical weapon; then it passes through them as if they were mist. Only silver or magical weapons, fire or other elemental attacks, and magical spells can harm them.
- The curse of pestilence: anyone bitten by a hexbeast is thereafter cursed and must roll a saving throw each night or die, as if from disease. (“Black bite slays at night,” as the folksy saying goes.) A Cleansing Ritual (or other curse-removing magical effect) that incorporates both belladonna and wolfsbane is required to end the curse. The victim’s nightly saving throw is modified by the current phase of the moon, as follows: new moon, +4; crescent moon, +2; half-moon, no modifier; gibbous moon, –2; full moon, –4.
- Hexbeasts are intelligent, and some of them can even speak with humans. They are always able to communicate with animals of their own type.
- Hexbeasts have an affinity for Shadow and are always evil.

## Hexbat

*Magical Beast (Shadow)*

No. Enc.: 2d6 (1d8)	Hit Dice: 3+3* (15 hp)
Armor Class: 5	Attacks: 1 bite
Move: 20' (60')	Damage: 1d4
· Fly: 60' (180')	

A hexbat can summon 1d4 other hexbats, each of which in turn can summon 1d4 giant bats or giant vampire bats. These normal giant bats each have a 1-in-6 chance of carrying a normal, non-magical disease.

## Hexbear

*Magical Beast (Shadow)*

No. Enc.: 1d4 (1d4)	Hit Dice: 6* (24 hp)
Armor Class: 3	Attacks: claw/claw/bite
Move: 40' (120')	Damage: 2d4/2d4/2d8

A hexbear is a huge, bloodthirsty horror that you never want to meet in a dark forest. As with a normal bear, if a hexbear hits a target with both claws, it will hug for 2d8 more damage. Hexbears can summon any sort of normal bear found in the area.

## Hexboar

*Magical Beast (Shadow)*

No. Enc.: 1d4 (2d4)	Hit Dice: 4+1* (17 hp)
Armor Class: 5	Attacks: 1 tusk slash or 1 bite
Move: 50' (150')	Damage: 2d6 or 1d3

Hexboars fight like berserkers and do not check morale. They can summon normal boars to assist them in combat.

## Hexcat

*Magical Beast (Shadow)*

No. Enc.: 1 (1)	Hit Dice: 5+2* (22 hp)
Armor Class: 5	Attacks: claw/claw/bite + rake/rake
Move: 60' (180')	Damage: 1d4/1d4/1d8 + 1d6/1d6

A hexcat is an enchanted jaguar. Like a normal jaguar, if a hexcat hits with both its front claws, it gets to rake with both of its rear claws for extra damage, with the two extra attacks coming at +4 to hit. A hexcat can summon 1d2 normal jaguars, which arrive 1d4 rounds later. It surprises on 1–3 on 1d6 and gets +1 to hit when attacking from above.

## Hexfox

*Magical Beast (Shadow)*

No. Enc.: 2d6 (1d8)	Hit Dice: 3+2* (14 hp)
Armor Class: 7	Attacks: 1 bite
Move: 60' (180')	Damage: 1d6
· Swim: 30' (90')	

Hexfoxes are cunning, wicked tricksters. They can move easily through thick underbrush that would slow a human’s movement to half, and they have a magic power — the ability to call forth a Greater Illusion (as the spell) up to thrice per day.

## Hexrat

*Magical Beast (Shadow)*

No. Enc.: 1d8 (2d8)	Hit Dice: 3* (12 hp)
Armor Class: 8	Attacks: 1 bite
Move: 40' (120')	Damage: 1d4

Hexrats are sneaky and may surprise enemies on 1–4 on 1d6. They are able to summon packs of giant rats to aid them.

## Hexseal

*Magical Beast (Shadow)*

No. Enc.: 0 (2d10)	Hit Dice: 5+2* (22 hp)
Armor Class: 6	Attacks: 1 bite
Move: 20' (60')	Damage: 2d6
· Swim: 60' (180')	

The stats above describe an ordinary hexseal; groups of 7 or more will have a leader with AC 4, 3 HD, and bite for 2d10 damage.

## Hexshark

*Magical Beast (Shadow)*

No. Enc.: 0 (2d6)	Hit Dice: 4* (16 hp)
Armor Class: 5	Attacks: 1 bite
Swim: 60' (180')	Damage: 2d6

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A hexshark is an enchanted mako shark that is *always* in its feeding-frenzied state; it does not check morale.

### Hextiger

*Magical Beast (Shadow)*

No. Enc.: 1d4 (1d4)	Hit Dice: 5* (20 hp)
Armor Class: 4	Attacks: claw/claw/bite
Move: 50' (150')	Damage: 1d6/1d6/2d6

Hextigers surprise on 1–4 on 1d6 when stalking prey and can summon any sort of great cat found in the area, preferring other tigers.

### Hexwolf

*Magical Beast (Shadow)*

No. Enc.: 1d6 (2d6)	Hit Dice: 4* (16 hp)
Armor Class: 6	Attacks: 1 bite
Move: 60' (180')	Damage: 2d4

Hexwolves are perhaps the commonest sort of *hexenbiest*. They are known to keep company with dire wolves and werewolves, and they may also serve the greater shadowspawn as mounts, much as dire wolves do for the lesser breeds of 'spawn. Any group of 5 or more hexwolves will have a 5+5 HD "pack leader" whose bite causes 2d6 damage.



### Hippocampus

*Chimera*

No. Enc.: 0 (1d20)	Hit Dice: 2 to 4 (8 to 16 hp)
Armor Class: 8	Attacks: 1 head butt
Swim: 70' (210')	Damage: 1d8
· Mounted: 60' (180')	

The hippocampus ("sea horse") is a strange combination of horse and fish (or cetacean). Although not as intelligent as dolphins, they are a favorite steed of merpeople. (Elite merfolk knights, known as waveriders, only employ hippocampi as mounts.) Sea horses' front halves resemble horses with finned forelegs and a fin-like crest in place of a mane; the hind-quarters are like those of a large dolphin or small whale, but finned and scaled like a fish. The beast is about 10' long from nose to tail.

### Hippogriff

*Chimera*

No. Enc.: 0 (2d8)	Hit Dice: 3+1 (13 hp)
Armor Class: 6	Attacks: claw/claw/bite
Move: 60' (180')	Damage: 1d6/1d6/1d10
· Fly: 120' (360')	

A hippogriff is a belligerent and carnivorous beast with the head, front claws, and wings of an eagle and the hindquarters of a horse. Hippogriffs detest both griffons and pegasi and will attack either on sight. They dwell in mountainous, rocky areas, swooping down onto plains to prey on herd animals. A hippogriff is exceptionally difficult to tame and train as a mount; if ridden, the beast can carry 120 kg at full speed or 240 kg at half speed.

### Hydra

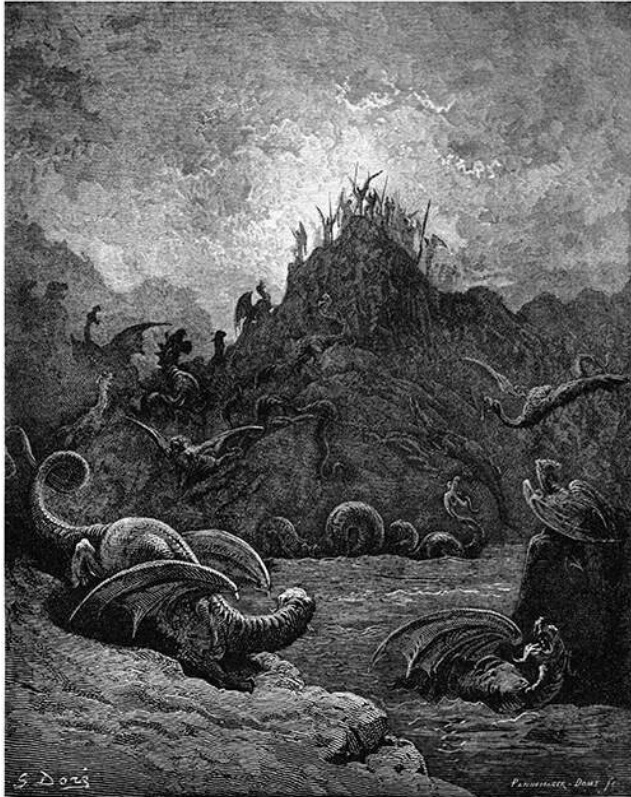
*Dragon*

No. Enc.: 1 (1)	Hit Dice: 15* (60 hp)
Armor Class: 6	Attacks: 9 bites (more or less)
Move/Swim: 40' (120')	Damage: 1d10 each

A hydra is an extremely dangerous creature, akin to true dragons, with a dragon-like (but wingless) body and nine serpentine heads. Whenever one of its heads is cut off or otherwise destroyed, two more soon grow to replace it—which can mean serious trouble for unwary players who forget their Greek mythology.

**Notes:** *Two Heads Are Better* (a hydra starts out with 9 heads and gets 1 bite attack for every head that it has; for every 6 points of damage it takes, one head is destroyed—severed, crushed, or blasted, it doesn't matter; the crushed head or bloody stump will remain dead for only 1 round; then, over the next 3 rounds, the hydra will regenerate 3 hit points per round as the stump writhes and grows, or the crushed head is shed like a lizard's tail; on the fourth round, the hydra will have gained 12 hit points in this manner, surpassing its original total, and it now has two extra heads where there was only one before; a hydra can grow up to ten extra heads in this manner, as it maxes out at 120 hit points, the highest possible roll on its 15 hit dice; if, however, the damage that destroys a head is caused by fire, or the destroyed head is burned on a round when it's still dead, this prevents any regeneration).

**Sea Hydras and Sky Hydras:** The common hydra described above dwells in bogs or marshes; but there are also hydras adapted to the ocean (these are identical to normal hydras, but they swim at a Move Speed of 50'); and winged hydras, which are exceptionally dangerous (HD 15\*\*) due to their ability to fly at a speed of 60' and swoop by a target, attacking with 3 heads at a time from the air (and picking up a man-sized target on a to-hit roll of 1–3).



## Hypno-Snake

*Magical Beast*

No. Enc.: 1 (1)	Hit Dice: 8* (32 hp)
Armor Class: 5	Attacks: 1 bite or gaze/1 tail
Move: 30' (90')	Damage: 1d8 or sleep/1d10

A hypno-snake is a magical serpent that tries to hypnotize prey with its gaze before devouring it. The creature is 20' long and covered in garish, rainbow-striped scales; its eyes are whirling spirals of shimmering colors, and it sways in hypnotic fashion to mesmerize its prey. In combat, it lashes out with its barbed tail and tries to either bite or gaze.

**Notes:** *Hypnotic Gaze* (any creature that meets the gaze of the hypno-snake must save or fall asleep; much like a basilisk or gorgon, surprised victims or those in mêlée with the creature automatically meet the gaze each round, unless they choose to consciously look away, making them -4 to hit and the snake +2 to hit them; use of a mirror reduces the to-hit penalty to -2 and imparts a 1-in-6 chance that the snake may see itself and have to save or fall asleep).

## Kaiju

*Special*

No. Enc.: 0 (1)	Hit Dice: 100***** (400 hp)
Armor Class: -10	Attacks: lesser/lesser/greater or special
Move: 80' (240')	Damage: 10d10/10d10/10d20 or special

Also known as “Ruinous Powers” or “Weapons of Gaia,” the kaiju are gigantic monsters that normally sleep deep within the earth or remain in a dormant state while sealed away in some alternate dimension. Should one ever rise up to wreak general havoc, it would be an apocalyptic event that ends a very life-age of the earth.

Kaiju are always unique and effectively immortal. It should be stressed that player characters *cannot* stand up to them in direct battle; if they are to be defeated, it must be by some roundabout and entirely plot-driven means.

Examples of kaiju from fantasy or mythology include:

- Bahamut (or Behemoth), the king of all dragons.
- Jormungandr, the world-serpent.
- The Kraken, a horrific sea-beast resembling a giant squid.
- The Leviathan, a sea-serpent so large that the coils of his body stretch out for literal miles.
- Primordials, titanic elementals that predate the gods.
- Simurgh, lord of all birds, larger even than the giant rocs.
- The Tarrasque, a devouring terror resembling a giant adamantite that burrows through the earth.
- Tiamat, a goddess of storms and destruction who manifests as a many-headed dragon.

Examples of kaiju from science fiction and horror generally fall into one of two categories: either Great Old Ones (like Cthulhu) or true kaiju – movie monsters like Godzilla, Gamera, Rodan, Mothra, and so forth. There may also be “mecha-kaiju” – giant constructs created by a mad technologist (ranging from a giant mechanical spider that spits fireballs to a giant transforming robot that assembles itself from smaller vehicles).

In any event, wherever kaiju do battle, the landscape – be it filled with cities, forests, or mountains – is sure to be swept aside as if it were nothing and altered irrevocably.

**Notes:** *Special Abilities* (if a kaiju ever actually appears in a campaign, this will be a central event, probably a grand finale – and so referees should take care to select special abilities appropriate to the monster; common examples include a breath weapon that deals damage equal to the kaiju’s current hit points, save for half; and true, godlike immortality which necessitates the use of the Mortality ritual before the monster can be truly slain; but the specific set of abilities should be unique to the individual kaiju).

## Kalidah

*Chimera*

No. Enc.: 1d4 (1d4)	Hit Dice: 5 (20 hp)
Armor Class: 6	Attacks: claw/claw/bite + rend
Move: 40' (120')	Damage: 1d8/1d8/1d8 + 2d8

A kalidah is a horrid predator that dwells in the deepest, darkest forests. It has the body of a huge grizzly bear, with the head of a tiger and claws like daggers. Kalidahs are nasty and ill-tempered, but they’re also intelligent enough to speak – it’s just that they’d much rather eat you than chat. Lions – the kings of the forest – are their natural enemies.

**Notes:** *Rend* (if a kalidah hits a target with both of its claws, it automatically rends the target for an extra 2d8 points of damage).



## Leucrotta

*Chimera*

No. Enc.: 1d2 (1d4)	Hit Dice: 5+1* (21 hp)
Armor Class: 5	Attacks: 1 bite
Move: 60' (180')	Damage: 3d6

The leucrotta is a disgusting predator, the size of a small horse; its forequarters are those of a lion and its hindquarters those of a stag, except for its leonine tail; and its head resembles an odd combination of horse and crocodile, with a wide gaping mouth that opens ear-to-ear, filled with bony ridges instead of teeth. The stench of rot

## CHAPTER SIX: MONSTERS

follows the beast wherever it goes. It is cunning and capable of imitating a wide range of human voices—man, woman, or child (including flawless mimicry of individuals that it has heard)—with its favorite tactic being to imitate the screams of a frightened girl.

### Manticore

#### Chimera

No. Enc.: 1d2 (1d4)	Hit Dice: 6+1* (25 hp)
Armor Class: 5	Attacks: claw/claw/bite or 6 spikes
Move: 40' (120')	Damage: 1d4/1d4/2d4 or 1d6 each
· Fly: 60' (180')	

A manticore has the body of a huge lion, great bat-like wings, a tail riddled with spikes, and the face of a man with wicked fangs. It usually lives in mountain-ranges, but it stays on the edges of civilization—its favorite food is human. Manticores and sphinxes may be related.

**Notes:** *Spikes* (manticores can shoot their tail spikes, up to six at a time, with a base missile range of 60'; they have 24 spikes and regrow them at a rate of two per day).

### Naga

#### Chimera

No. Enc.: 1 (1)	Hit Dice: 8** (32 hp)
Armor Class: 5	Attacks: 1 tail or 1 bite
Move: 40' (120')	Damage: 3d8 or 1d4

Nagas are solitary monsters shaped like huge, coiling serpents with the faces of beautiful women. They have no arms, but they are naturally psychic and adept with magic, preferring to use charms and illusions to lure hapless victims ambushes. Nagas usually dwell in deserts or isolated ruins, but occasionally (due to either a magical compulsion or deep-seated sense of duty that goes beyond mortal understanding) they serve as guardians for out-of-the-way temples, tombs, or vaults.

**Notes:** *Magic-User* (nagas are able to use magic as an 8<sup>th</sup> level mage, and any charm or illusion that they cast comes with a -2 penalty to the saving throw), *Constrict* (if a naga hits with her tail, she automatically constricts for 3d8 crushing damage each round thereafter), *Snakebite* (a naga's bite inflicts a slow-acting venom that inflicts 8d6 damage over the course of eight rounds, starting on the round immediately following the bite, with a saving throw permitted to halve the damage).

### Nekrozon

#### Chimera

No. Enc.: 1d2 (1d4)	Hit Dice: 8* (32 hp)
Armor Class: 3	Attacks: 1 horn or breath
Move: 40' (120')	Damage: 2d6 or petrification

This creature is also known as a *catoblepas*. It is a large, bull-like monster with a long neck and a body covered in thick scales that seem to be made of iron. It lives on prairies or in hills.

**Notes:** *Petrifying Breath* (a nekrozon can breathe a petrifying vapor in a cone 60' long, 10' wide, thrice per day; victims must save or be petrified; the nekrozon itself is immune to petrification).

### Night Mare

#### Magical Beast

No. Enc.: 1 (1)	Hit Dice: 7*** (28 hp)
Armor Class: -3	Attacks: bite/horn/horn or breath
Move: 50' (150')	Damage: 1d12/2d6/2d6 or special
· Fly: 120' (360')	

A night mare (or “hell steed”) is a skeletal, horse-like creature with glowing red eyes and black leathery skin stretched tightly over a bony frame. In the wake of a night mare's path, plants wither and a stench of death attracts foul, creeping insects. A night mare does not have wings; its ability to fly is supernatural.

**Notes:** *Aura of Fear* (any creature with 3 or fewer levels or hit dice that comes within 30' of a night mare becomes paralyzed with fear unless it makes a save; the save may be repeated each round, and once made, the victim is no longer affected), *Noxious Breath* (a night mare can breathe out a cloud of vapor, 20' × 20' square, which forces victims to save or suffer a -2 penalty on all attacks and saves, -1 on skills, and a 2 point penalty to Armor Class, for a turn), *Invisibility* (a night mare can become invisible, along with its rider, as per the spell, up to three times per day).

### Pegasus

#### Chimera

No. Enc.: 0 (1d12)	Hit Dice: 2+2 (10 hp)
Armor Class: 7	Attacks: 2 hooves
Move: 80' (240')	Damage: 1d6/1d6
· Fly: 160' (480')	

The pegasus, or winged horse, is among the least ill-tempered of all chimerae. Pegasi are widely believed to be a special creation of the gods of Order, a divine gift intended to aid heroes. And indeed, that is what pegasi do—they are all wild, impossible to tame, and a bit “bird-brained,” but they instinctively know a good and worthy soul when they meet one, and they will only serve a true hero as a skyborne steed. A pegasus can carry 120 kg and still move or fly at full speed; or 240 kg at half speed.

### Phoenix, Lesser

#### Magical Beast

No. Enc.: 0 (1d2)	Hit Dice: 9***** (36 hp)
Armor Class: 3	Attacks: claw/claw/bite
Move: 30' (90')	Damage: 1d6/1d6/2d6
· Fly: 120' (360')	

### Phoenix, Greater

#### Magical Beast

No. Enc.: 0 (1d2)	Hit Dice: 18***** (72 hp)
Armor Class: -1	Attacks: claw/claw/bite
Move: 50' (150')	Damage: 2d6/2d6/4d6
· Fly: 150' (450')	

The phoenix, or fire-bird, appears as a great eagle wreathed in (or perhaps even composed of) flames. It is famous for its ability to be consumed by its own magical fire, only to be reborn from the ashes. Phoenix fire is something wholly different even from the usual sort of magical fire (like that of a Fire Ball, which is basically hell-fire); phoenix fire is pure, heavenly ether undergoing combustion. No known magic or technology can defend against it. Still, adventurers continue to hunt phoenixes for their feathers—the legendary “phoenix down”—which can be used by alchemists to brew a potion that revives the dead. Only one feather (worth 100 gp) can be recovered from the ashes of a slain lesser phoenix; a greater phoenix will leave three. It takes three such feathers to make the potion.

**Notes:** *Phoenix Fire* (a phoenix is surrounded at all times by an aura of heavenly fire, 10' radius and 3d6 damage per round for a lesser phoenix, 20' radius and 6d6 damage per round for a greater phoenix; no magical or technological protection from fire can mitigate this damage, and there is no save), *Immunities* (phoenixes are immune to fire, to all spells and effects that charm or paralyze, and even to weapons with an enchantment of +2 or weaker), *Rise from*

the Ashes (when a phoenix is slain, it explodes in a 20' radius fireball that causes 5d10 damage for a lesser phoenix or 10d10 damage for a greater; again, no defenses can lessen the damage, but a save for half is allowed; 1–3 feathers can be recovered from the ashes, but 1 round later the ashes catch fire and the phoenix rises from them, fully healed, only to flee immediately; there is no known way, except perhaps a Mortality ritual, to permanently kill a phoenix).

### Remorhaz

*Dragon*

No. Enc.: 1 (1)	Hit Dice: 7*** to 14*** (28 to 56 hp)
Armor Class: 1 (head 3, belly 5)	Attacks: 1 bite
Move: 40' (120')	Damage: 6d6

Also known as a “frost worm,” the remorhaz is a gigantic, many-legged lizard-like creature that dwells in arctic regions. Its body (20' to 40' long) is covered in bluish-white, plate-like scales; and its bulging eyes glow red with heat. It lies in wait beneath snow or ice, waiting to ambush prey.

**Notes:** *Inner Heat* (in combat, a remorhaz heats up to infernal temperatures that will destroy any non-magical item touching its hide and will cause 10d10 damage to any creature touching them, no save); *Swallow Whole* (a remorhaz can swallow a man-sized creature whole if its to-hit roll is low enough—a roll of 1 for 7–8 HD, 1–2 for 9–10 HD, etc.—and any creature swallowed is immediately destroyed, as the furnace-like conditions inside the remorhaz cause 100 points of damage each round).

### Sea Serpent

*Dragon*

No. Enc.: 0 (1d4)	Hit Dice: 8** (32 hp)
Armor Class: 2	Attacks: 1 bite or spit
Swim/Fly: 60' (180')	Damage: 3d8 or poison

A sea serpent is an aquatic dragon with a long, snaky body, blue or green scales, and great fins that allow them to glide through the air like flying fish. The statistics given above are for an adult sea serpent; they can be double or even triple the usual size, with larger ones capable of coiling around ships to sink them. Sea serpents are intelligent, capable of speech, and not always hostile.

**Note:** *Glide* (a sea serpent's wing-like fins let it fly for 6 rounds at a time), *Poison Spit* (a sea serpent's bite is not poisonous, but it can spit a globe of poison, 10' diameter, three times per day; those struck by the poison take 8d6 damage, with a save allowed for half; the poison loses its effectiveness one round later), *Magical* (adult sea serpents can use magic as a 3<sup>rd</sup> level mage; bigger sea serpents can cast at 5<sup>th</sup> or 7<sup>th</sup> level).

### Sphinx

*Chimera*

No. Enc.: 1d2 (1d4)	Hit Dice: 12***** (48 hp)
Armor Class: 1	Attacks: claw/claw/bite
Move: 60' (180')	Damage: 3d6/3d6/2d8
· Fly: 120' (360')	

A sphinx is a large chimera with the body of a giant lion, the wings of an eagle, and the face of a lovely woman. They live in isolated places, deserts and hilltops, sometimes guarding tombs. (As with nagas, this can be a magical compulsion or otherworldly duty.) Sphinxes are obsessed with puzzles, riddles, and trivia; traditionally, when a hero encounters a sphinx, the sphinx will pose a riddle and let the hero go unmolested if it can be answered correctly.

**Notes:** *Godlike Magic* (sphinxes are powerful sorcerers, able to use magic as 12<sup>th</sup> level mages—even though there is no mage level

above 10<sup>th</sup> for mortals—for the purposes of calculating scaling spell effects and spells castable per day; all saving throws against their magic have a –4 penalty), *Resistance* (sphinxes are +4 to save vs. magical effects and immune to blows from non-magical weapons), *Roar* (the most feared power of the sphinx is its roar, useable twice per day: enemies within 120' must save at –4 or flee in terror for 1d6 turns; those within 60' must roll a separate save or else be stunned for 1d6 rounds; and anyone caught within 10' takes 6d6 damage and is deafened for 1d10 rounds, no save).

### Stirge

*Chimera*

No. Enc.: 1d10 (3d12)	Hit Dice: 1* (4 hp)
Armor Class: 8	Attacks: 1 bite
Move: 10' (30')	Damage: 1d3
· Fly: 60' (180')	

Stirges are a horrid combination of bat and giant mosquito. They attack by thrusting their long, spiky proboscis into a victim's body and sucking blood. As the creature drains its victim, it swells up like a water-balloon, but it won't stop until its victim is dead.

**Notes:** *Bloodsucker* (when a stirge hits with its bite, it causes 1d3 damage and latches on, sucking blood for 1d3 more damage automatically each round), *Speedy* (if a stirge is not yet engorged with blood, it's thin and small and quick—this gives it a +2 bonus on its first attack as it dives out of the air at a victim).

### Thraik

*Chimera*

No. Enc.: 3d10 (3d10)	Hit Dice: 3* (12 hp)
Armor Class: 6	Attacks: claw/claw/bite
Move: 20' (60')	Damage: 1d4/1d4/1d6
· Fly: 60' (180')	

Thraiks are grotesque winged simians, magically created from ordinary monkeys, but warped until they almost resemble gargoyles or demons. They prefer to hunt at night, in great flocks that haunt high mountaintops—but they have also been known to respond to magical compulsions and serve wicked spellcasters. (There are legends that speak of a bejeweled golden cap that allows its wearer to summon a flock of dozens of thraiks, thrice in each wearer's lifetime before the thraiks will no longer respond to the magic.)

**Notes:** *Night Creature* (thraiks dislike bright light; sunlight or any type of continual magical light renders them –2 on to-hit rolls and morale), *Silent Swoop* (thraiks enjoy a 4-in-6 chance to surprise opponents when attacking from the air, and they can pick up a man-sized creature on a to-hit roll of 1–3).

### Toad, Ice

*Magical Beast*

No. Enc.: 1d4 (1d4)	Hit Dice: 5** (20 hp)
Armor Class: 5	Attacks: 1 bite or blast
Move: 30' (90')	Damage: 3d4 or 3d6

An ice toad is a giant, enchanted toad, 8' long, dwelling in cold climes or deep dungeons.

**Notes:** *Tongue* (an ice toad has a 20' long sticky tongue; if it hits, it yanks the target to its mouth for automatic bite damage), *Swallow Whole* (on a to-hit roll of 1–4, an ice toad can swallow a man-sized or smaller creature whole, which will cause 1d6 acid damage each round thereafter), *Ice Creature* (ice toads are immune to cold, but –2 to save vs. fire), *Icy Blast* (every other round, an ice toad can emit a burst of cold in a 10' radius centered on itself; creatures in the area take 3d6 cold damage, no save).



### Unicorn

*Chimera (Faerie)*

No. Enc.: 1d2 (1d8)	Hit Dice: 4* (16 hp)
Armor Class: 3	Attacks: hoof/hoof/horn
Move: 80' (240')	Damage: 1d8/1d8/1d8

A unicorn looks like a slender, beautiful white horse with a single, spiraled horn growing from its forehead. Unicorns are shy but very wild. They are untamed creatures of Faerie, like their distant kin, the coltpixies. Only a pure-hearted and chaste maiden of human, demihuman, or fae stock can talk to or ride a unicorn. Unicorns dwell in deep forests. Their horns contain powerful magic and are sought after as an ingredient by evil alchemists and mages.

**Notes:** *Teleport* (a unicorn can magically teleport itself and a rider, up to 360' in any direction, once per day), *Eager Steed* (a unicorn is +2 to Morale if it has a rider).

### Wolf, Winter

*Magical Beast (Shadow)*

No. Enc.: 1d8 (1d8)	Hit Dice: 4* to 6* (16, 20, or 24 hp)
Armor Class: 5	Attacks: 1 bite or breath
Move: 50' (150')	Damage: 1d10 or special

Winter wolves are huge magical wolves created by dark magic. As big as a horse, they have white fur and icy blue eyes. They are intelligent, evil, and delight in causing pain and misery.

**Notes:** *Ice Creature* (winter wolves are immune to cold, but -2 to save versus fire-based attacks; and all fire damage they take is increased by 1 point per damage die), *Icy Breath* (every 3 rounds, a winter wolf can breathe a jet of frost that strikes one target within 15'; the damage is 1d4 per hit die of the wolf, save for half).

### Wyvern

*Dragon*

No. Enc.: 1d2 (1d6)	Hit Dice: 7* (28 hp)
Armor Class: 4	Attacks: 1 bite/1 sting
Move: 30' (90')	Damage: 2d8/1d6+poison
· Fly: 80' (240')	

A wyvern is a black, brown, or rust-red scaled beast that looks like a two-legged dragon (it has no arms or forelegs separate from its wings), with a long stinger-tipped tail resembling that of a giant scorpion. Wyverns usually live in mountains or forests but may be found anywhere. Voracious carnivores, they have been known to attack livestock and villages.

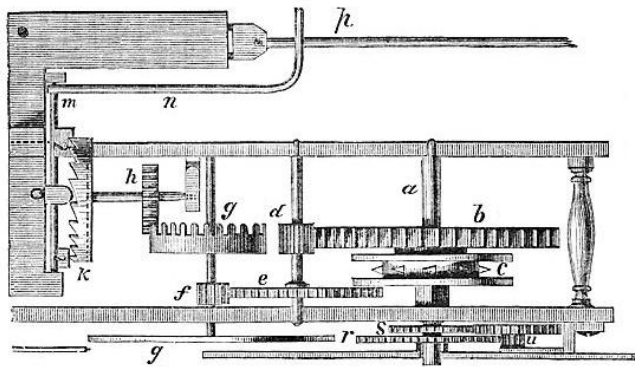
**Notes:** *Stinger* (a wyvern's tail inflicts a fast-acting poison that will cause 7d6 points of damage after only one minute has passed; a saving throw is allowed at that time to halve the damage).

## IV • CONSTRUCTS and Automata

CONSTRUCTS are monsters which have been manufactured—crafted from inert matter and given life (or a reasonable semblance of it) through magic or advanced science. They generally fall into categories divided along this very line: golems and other magically animated constructs, versus robots and other mechanical automata. Of course, the lines are somewhat blurred by the existence of flesh golems, moreaus, and Dr. Frankenstein-esque “promethean creations,” all of which are made from animated dead flesh and therefore share certain characteristics with the undead. But whereas the undead are animated by negative energies from the plane of Shadow, magical constructs are usually given life by imbuing them with a planar spirit of some type, such as an earth elemental or a demon; and scientifically created constructs make no use of spirits or magical energy at all, being entirely natural (in the philosophical sense, not the moral sense) in their operations and functioning.

Because they (usually) have no biological processes, constructs have no need to eat, drink, sleep, or breathe. A great many mechanical automata either consume fuel or require periodic winding-up; but most constructs cannot, e.g., benefit from the effects of a magical potion, nor can they be healed by either natural or magical means. A craftsman or mechanic of the appropriate type can *repair* a construct, and this is similar to non-magical surgery: for each hour spent on repairs (up to 4 hours per day, and spending 1 silver piece per hour of work on raw materials), the construct recovers 1d4 hp—up to a maximum of 4d4 hp each day—but if a 6 is rolled on the requisite Craft check, 1d4 damage is inflicted instead.

Although the elemental spirits that power some golems are by their very nature aligned with Balance, and it could be said in some sense that automata have an affinity for Order, in actual fact constructs generally do not have alignments.



### Animated Object

*Construct*

No. Enc.: 1d6 (1d6)	Hit Dice: 3 (12 hp)
Armor Class: 8	Attacks: 1 bash
Move/Hover: 30' (90')	Damage: 1d8

Animated objects are ordinary objects which have been imbued with a crude semblance of life by a 3<sup>rd</sup> level magical ritual. Common examples of animated objects include broomsticks, books, and swords. Animated objects are not terribly intelligent, but they do display a certain kind of simple-minded loyalty to the mage who creates them—like a very stupid pet.

### CONSTRUCTS (BY NAME)

Animated Object	Golem, Iron	Living Statue, Silver
Auto-Mech	Golem, Mud	Living Statue, Steel
Cauldrone, Grunt	Golem, Obsidian	Lumbering Doll
Cauldrone, Spark	Golem, Silver	Made Man—Straw Man
Cauldrone, Stretch	Golem, Stone	Made Man—Tin Man
Cauldrone, Trance	Golem, Wood	Made Man—Wicker Man
Clockwork Man	Homunculus	Moreau, Canine
Gargoyle	Juggernaut, Stone	Moreau, Feline
Giant Robot	Juggernaut, Wood	Moreau, Ursine
Golem, Amber	Kay-9000	Neumannite
Golem, Bone	Living Statue, Crystal	Promethean
Golem, Bronze	Living Statue, Iron	Replicant
Golem, Clay	Living Statue, Jade	Terra-Cotta Warrior
Golem, Crystal	Living Statue, Ooze	War Mech
Golem, Flesh	Living Statue, Rock	Windup Toy Animal/Soldier

### CONSTRUCTS (BY HIT DICE)

Neumannite (1/4*)	Grunt Cauldrone (3+2)	Replicant (6+2*)
Windup Toy (1/2 or 1)	Clockwork Man (4)	Mud Golem (8*)
Silver Statue (1+1*)	Tin Man (4)	Lumbering Doll (8**)
Homunculus (2)	Iron Statue (4*)	Flesh Golem (9**)
Kay-9000 (2)	Stretch Cauldrone (4*)	Amber Golem (10**)
Straw Man (2)	Gargoyle (4**)	War Mech (11** to 16**)
Trance Cauldrone (2*)	Feline Moreau (4+1)	Clay Golem (12***)
Wood Golem (2+2)	Rock Statue (5*)	Silver Golem (12***)
Animated Object (3)	Promethean (5*)	Stone Golem (14*)
Crystal Statue (3)	Spark Cauldrone (5*)	Crystal Golem (16***)
Wicker Man (3)	Ooze Statue (5**)	Iron Golem (18**)
Auto-Mech (3*)	Steel Statue (5**)	Giant Robot (20**)
Terra-Cotta Warrior (3*)	Ursine Moreau (5+2)	Bronze Golem (20**)
Canine Moreau (3+1)	Bone Golem (6*)	Wood Juggernaut (25**)
Jade Statue (3+1**)	Obsidian Golem (6*)	Stone Juggernaut (30**)

### Auto-Mech

*Automaton*

No. Enc.: 1d4 (1)	Hit Dice: 3* (12 hp)
Armor Class: 5	Attacks: 1 blade, shock, or torch
Move: 40' (120')	Damage: 1d6

An auto-mech is a small automaton, 3' tall and cylindrical in shape, with two “legs” attached to either side of a barrel-like body. Three sets of tread-covered rollers, placed underneath each leg and the main body, allow the mech to move at a decent clip, provided the terrain is reasonably smooth. Auto-mechs are programmed to conduct repairs on large machines (especially vehicles: their main purpose is to keep the engines of airships in good working order) and render general assistance to techs and mechanics. A tech with the 6<sup>th</sup> level invention Advanced Automaton can create auto-mechs.

Auto-mechs are incapable of speech, communicating instead with clanks, clicks, whirrs, and other mechanical noises. Humans cannot understand these noises directly, but other automata understand them perfectly. Nevertheless, humans who grow attached to a particular auto-mech tend to insist that they display certain personality traits—loyalty, cleverness, bravery, “spunk.” That said, since auto-mechs are built for repairs and not for fighting, they tend not to rush into combat; but if cornered, they attack with a small blade, cutting torch, shocking electrode, or whatever devices their maker has incorporated into them.



**Notes:** *Gadgets* (an auto-mech's body has 8 kg of inventory space for gadgets and inventions; a typical auto-mech is outfitted with ordinary repair tools suitable for use in a tech's workshop or an airship hangar and several technological gadgets), *Coal-Fueled* (an auto-mech burns about a pound of coal for each day that it is active).

### Cauldrone, Grunt

*Construct*

No. Enc.: 2d6 (0)	Hit Dice: 3+2 (14 hp)
Armor Class: 8 or by armor	Attacks: 1 slam or weapon
Move: 40' (120')	Damage: 1d8 or by weapon

A cauldron is a kind of magical construct created by a high-level wizard using a precise and extremely obscure series of rituals and alchemical processes. The result is a thing (not really a living being at all) that looks like a perfectly formed human being but does not need to eat or breathe or sleep and is unfailingly loyal to its creator. A cauldron has no will of its own unless something has gone wrong during the process of its making. It does not age, but if destroyed it will dissolve in a burst of flame and chemical smoke.

The basic sort of cauldron is known as a "grunt" — it has no special abilities and exists only to fight.

### Cauldrone, Spark

*Construct*

No. Enc.: 1d3 (0)	Hit Dice: 5* (20 hp)
Armor Class: 4	Attacks: 1 weapon or lightning
Move: 40' (120')	Damage: by weapon or 3d6

A spark cauldron looks just like a grunt cauldron, but it has the ability to store and discharge static electricity.

**Notes:** *Lightning* (thrice per day, a spark cauldron can discharge a lightning bolt, 60' long and 5' wide, which will cause 3d6 damage to all creatures caught within the area, save for half).

### Cauldrone, Stretch

*Construct*

No. Enc.: 1d4 (0)	Hit Dice: 4* (16 hp)
Armor Class: 6	Attacks: 1 special
Move: 40' (120')	Damage: 1d10

These rubbery cauldrons also appear indistinguishable from the common grunt variety, but they are able to stretch out their limbs like rubber.

**Notes:** *Stretch Strongarm* (once per round, a stretch cauldron can reach one of its limbs out to 20'; on a hit, it will wrap the limb around its victim and secrete an acid that deals 1d10 damage each round until the victim is freed).

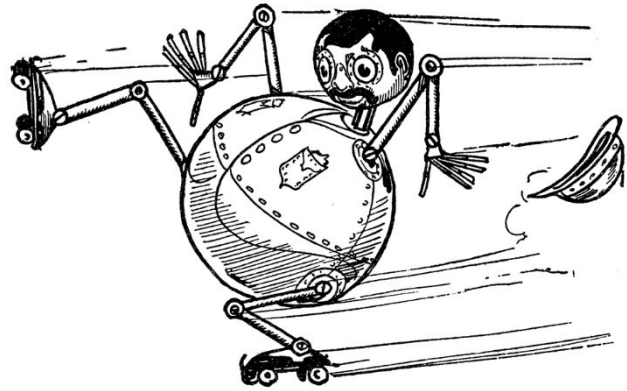
### Cauldrone, Trance

*Construct*

No. Enc.: 1 (0)	Hit Dice: 2* (8 hp)
Armor Class: 8	Attacks: Special
Move: 40' (120')	Damage: Charm

The trance cauldron is the weakest type physically, but it may very well be the most dangerous.

**Notes:** *False Friend* (a trance cauldron has the ability to cast the False Friend spell at will; once an individual has successfully made a saving throw vs. the charm, they will be immune all to further charm effects from that particular cauldron).



### Clockwork Man

*Automaton*

No. Enc.: 1d6 (1)	Hit Dice: 4 (16 hp)
Armor Class: 6 or 4	Attacks: slam/slam
Move: 30' (90')	Damage: 1d6/1d6 or by weapon/by weapon

A clockwork man is an automaton made in the general shape of a human being. Some are programmed to act as mechanical servants (butlers, porters, domestics, and even diplomats or interpreters) — these robots invariably develop a certain fussy, prissy personality. Others are built to be artificial soldiers or assassins, and clockwork men of this type tend to be pragmatic and courageous. Either type uses the above stats, but a clockwork servant can be programmed with up to 9 extra skill ranks or languages; whereas a clockwork soldier has AC 4, is proficient in the use of all weapons, and may attack twice per round with any weapon that it wields. Clockwork men have a basic degree of free will, but they are usually unfailingly loyal to their creator or owner out of a strict sense of duty.

**Notes:** *Automaton* (like all automata, a clockwork man is not a living thing and is therefore immune to poison, disease, gas-based attacks, and any sort of mind-affecting magic or charm; clockwork men cannot eat or drink and have no need to breathe — which is not to say that they can function underwater!), *Clockwork* (a clockwork man must be wound up at the start of every day in order to function; this takes about half an hour, one turn to wind up each of a clockwork man's three basic internal systems: thought, speech, and action).

### Gargoyle

*Construct*

No. Enc.: 1d6 (2d4)	Hit Dice: 4** (16 hp)
Armor Class: 6	Attacks: claw/claw/bite/horn
Move: 30' (90')	Damage: 1d3/1d3/1d6/1d4
• Fly: 50' (150')	

Gargoyles are magically-created constructs that look like the stone grotesques which sometimes make up part of the architecture of old Gothic cathedrals. Some gargoyles are created intentionally by a wizard, to act as servants or guardians; others are in fact those very same grotesque statues, spontaneously come to live via mysterious (and possibly divine) means. Gargoyles are cunning and very patient: they often pretend to be statues in order to surprise their enemies. They can stand guard for years on end.

**Notes:** *Immunities* (gargoyles can only be damaged by magical weapons; they are unaffected by any magic or device that causes sleep or charm).

## Giant Robot

### Automaton

No. Enc.: 1	Hit Dice: 20** (80 hp)
Armor Class: -1	Attacks: slam/slam
Move: 60' (180')	Damage: 6d10/6d10

A classic minion of choice for the mad scientist hell-bent on world domination, the giant robot is a rampaging mechanical terror the size of a small building. (Note that there are no tech schematics for building one of these; a player character tech building a giant robot is the scientific equivalent of a player character mage calling forth a storm of meteors from space.)

**Notes:** *Rampage World-Tour* (a giant robot can usually demolish a building with just a few punches; it can also pick up chunks of buildings or vehicles and hurl them up to 100' away for 5d6 damage on a hit), *Onboard Weapons* (a giant robot comes equipped with missile-launchers and a beam cannon, each usable 5 times per day; a missile bursts as a fire ball, 20' radius and 8d8 damage, while a beam is very much like a lightning bolt, 5' wide and 80' long, again for 8d8 damage, save for half in either case), *Advanced Technology* (if a giant robot can be defeated, 2d3 random technological inventions of any level can be scavenged from the remains).

## Golems

The “golem” category comprises a number of constructs which are crafted by a mage in possession of a Manual of Golem Creation. Inert matter, such as clay or stone, is fashioned into the general shape of a human being; and then various rituals are performed on the construct, culminating in the carving of the true name of a mighty deity into the forehead of the form (this Name of Power vanishes from mortal sight almost instantly) and then inking this same name onto a scroll and placing it within the golem’s mouth. This process brings to the creature a semblance of life and gives it wits enough to obey its master. It is believed that a golem is animated by the bound spirit of an earth elemental, or by an angelic servant of the deity invoked.

**Notes:** *Immunities* (all golems are immune to blows from non-magical weapons and from any spell or device that induces sleep, charm, or paralysis; golems do not eat, drink, tire, or breathe, and are immune to gas attacks).



## Golem, Amber

### Construct

No. Enc.: 1 (1)	Hit Dice: 10* (40 hp)
Armor Class: 7	Attacks: claw/claw/bite
Move: 60' (180')	Damage: 2d6/2d6/2d10

Amber golems are formed in the shape of giant cats. They can see invisible creatures within 60' and are usually created to serve as guardians set to watch over a specific location.

## Golem, Bone

### Construct

No. Enc.: 1 (1)	Hit Dice: 6* (24 hp)
Armor Class: 3	Attacks: 4 weapons
Move: 40' (120')	Damage: by weapon

A bone golem resembles a 6' tall, four-armed skeleton. It can wield four one-handed weapons or two two-handed weapons, though in either case it may attack no more than two targets in a round. Bone golems are immune to fire, electricity, and cold based attacks.

## Golem, Bronze

### Construct

No. Enc.: 1 (1)	Hit Dice: 20** (80 hp)
Armor Class: 1	Attacks: 1 fist + special
Move: 80' (240')	Damage: 3d10 + special

A bronze golem is a 16' tall metal colossus shaped to look like an ancient warrior. Its skin is solid bronze, but it has blood of molten metal, so that anyone struck by a bronze golem takes an extra 1d10 damage from the heat within, and anyone striking the golem with an edged weapon must save or take 2d6 damage from a spurt of molten “blood.” A bronze golem is immune to fire.

## Golem, Clay

### Construct

No. Enc.: 1 (1)	Hit Dice: 11*** (44 hp)
Armor Class: 8	Attacks: 1 fist
Move: 20' (60')	Damage: 3d10

The original golem from folklore is said to have been made from clay. It is humanoid in shape and about 8' tall, with powerful fists that carry a divine curse — any damage they inflict cannot be healed with magic; only natural means (rest or medical science) will work. Elemental attacks (fire, cold, and electricity) cause only half damage to a clay golem. Finally, a clay golem regenerates 3 hp each round, even if it is reduced to 0 hp and apparently destroyed. The golem is only permanently killed if the animating scroll is removed from its mouth and burned.

## Golem, Crystal

### Construct

No. Enc.: 1 (1)	Hit Dice: 16*** (64 hp)
Armor Class: -1	Attacks: 2 fists
Move: 20' (60')	Damage: 2d10/2d10

Crystal golems are 12' tall and shaped like humanoid warriors. They are slow but very dangerous, being immune to fire, cold, and electrical attacks on top of the usual immunities that golems enjoy. Striking a crystal golem with a non-magical weapon causes the weapon to break automatically. Even magical weapons only cause a crystal golem half the normal damage, and on an unmodified to-hit roll of 20, the weapon must roll an item saving throw (using the bearer’s ST modified by the weapon’s “plus”) or else be destroyed.

### Golem, Flesh

*Construct (Flesh)*

No. Enc.: 1 (1)	Hit Dice: 9** (36 hp)
Armor Class: 10	Attacks: 2 fists
Move: 30' (90')	Damage: 2d8/2d8

A flesh golem is a magical construct created from stitched-together parts of human corpses. It is often mistaken for an undead being or a promethean creation, but it is neither. Flesh golems are tremendously strong, able to bash down most doors automatically within a round. A flesh golem is immune to cold and takes half damage from fire. Electrical attacks actually heal a flesh golem of 1 hit point for every 4 points of damage the attack would normally inflict. A flesh golem automatically regenerates 1 hit point per round, excepting any damage caused by fire; and even if defeated, it will eventually regenerate fully if not burned.

### Golem, Iron

*Construct*

No. Enc.: 1 (1)	Hit Dice: 18** (72 hp)
Armor Class: 4	Attacks: 1 fist
Move: 20' (60')	Damage: 4d10

An iron golem looks like a 12' tall suit of thick iron armor. Every third round, an iron golem can exude a gas attack that affects a 10' square area in front of it. All living things caught in the gas take 9d6 poison damage, save for half. An iron golem is immune to cold, takes half damage from electricity, and is actually healed by fire at a rate of 1 hp per 4 points of damage that a fire-based attack would normally inflict. Additionally, iron golems take half damage from any magical weapons weaker than +3.

### Golem, Mud

*Construct*

No. Enc.: 1 (1)	Hit Dice: 8* (32 hp)
Armor Class: 10	Attacks: 1 hug
Move: 30' (90')	Damage: 2d6 + special

A mud golem is 6' tall and vaguely humanoid. It has the ability to walk across mud or quicksand without sinking, or to submerge itself and remain hidden, rising up only when it wishes to. A mud golem attacks by grabbing its victim and attempting to smother them, causing 2d6 damage on a hit and also automatically each round thereafter.

### Golem, Obsidian

*Construct*

No. Enc.: 1 (1)	Hit Dice: 6* (24 hp)
Armor Class: 4	Attacks: 1 fist
Move: 40' (120')	Damage: 2d4

Shaped like sharp-featured humanoids carved from black volcanic glass, obsidian golems have a modicum of intelligence and are able to speak. (The mage that creates an obsidian golem may control it with a password or a riddle.) An obsidian golem reduced to 0 hp in combat shatters into worthless shards.

### Golem, Silver

*Construct*

No. Enc.: 1 (1)	Hit Dice: 12*** (48 hp)
Armor Class: 1	Attacks: 2 fists + 2 fists
Move: 100' (300')	Damage: 1d8/1d8 + 1d8/1d8

Silver golems are made from silver and filled with quicksilver. They are shaped like tall, agile humanoids and are extremely fast. They always win the initiative, and they make two attack routines each round, attacking twice with each of their two fists. No kind of magical or other effect can slow them down, and they are immune to electrical attacks. Any fire-based attack causes a silver golem to "grow" by 1 hit die for every damage die of the attack; cold-based attacks likewise "shrink" them, causing them to lose hit dice. The silver skin left behind after a silver golem is defeated is worth 10 gp, if the mercury can safely be cleaned off of it.

### Golem, Stone

*Construct*

No. Enc.: 1 (1)	Hit Dice: 14* (56 hp)
Armor Class: 6	Attacks: 1 fist
Move: 20' (60')	Damage: 3d8

If the clay golem is the "standard" golem from the traditional folklore, then the stone golem is the default model assumed by modern fantasy fiction. 10' tall and roughly humanoid in shape, a stone golem is powerful and unrelenting (if dull of wit). Stone golems take no damage at all from fire, cold, or normal weapons, and half damage from electricity and magical weapons with a +1 bonus. (+2 and better weapons will damage a stone golem normally.) Any magical effect that transmutes stone to flesh (including magical effects that cure petrification—the 6<sup>th</sup> level ritual Shape of Stone when cast in reverse is but one example) will render a stone golem vulnerable to all normal attacks for 1d6 rounds.

### Golem, Wood

*Construct*

No. Enc.: 1 (1)	Hit Dice: 2+2 (10 hp)
Armor Class: 8	Attacks: 1 fist
Move: 40' (120')	Damage: 1d8

The weakest golems are made from wood. Roughly human in shape, they're crude and stiff and move slowly (like walking dead, they always lose the initiative). Wood golems are very vulnerable to fire, -2 to any saving throw and suffering +1 point of damage per damage die inflicted; but they are unaffected by cold and by all missile-fire (even including firearms and Magic Missiles).

### Homunculus

*Construct*

No. Enc.: 1 (1)	Hit Dice: 2 (8 hp)
Armor Class: 7	Attacks: 1 bite
Move: 20' (60')	Damage: 1d3 + special
· Fly: 60' (180')	

A homunculus is a tiny construct created by a mage to serve as a sort of artificial familiar. It is between 1' and 2' tall, humanoid in shape (but often grotesque in form), and always has batlike wings. A homunculus has no will of its own; it is merely an extension of its creator. Homunculi make effective spies and messengers. An obscure 5<sup>th</sup> level magical ritual is required to create one.

**Notes:** *Virulent Bite* (anyone bitten by a homunculus must save or fall asleep for 5d6 turns), *Telepathic Link* (the creator of a homunculus can feel what his creation feels out to any distance and can even see through its eyes and hear what it hears within a league; however, any attack that destroys the homunculus also deals 2d10 damage to the creator, and if the creator ever dies, the homunculus is instantly killed).

## Juggernaut, Stone

*Construct*

No. Enc.: 0 (1)	Hit Dice: 30** (120 hp)
Armor Class: 1	Attacks: 1 crush
Move: 30' (90')	Damage: 10d10

A juggernaut is a magically animated siege-machine that looks like a building or giant statue on rollers. It has a degree of malevolent intelligence and is surprisingly maneuverable, able to make hair-pin turns, stop on a dime, or change directions in just one round. It attacks relentlessly by trying to crush its foes underneath its 30'-wide wheels.

**Notes:** *Monster Crush* (if a juggernaut attempts to crush a single target, it makes an attack roll and causes damage on a hit, like normal; if it tries to roll over multiple targets, each one gets a saving throw, and the juggernaut only rolls to hit vs. those that failed their save), *Immunities* (a stone juggernaut is immune to blows from all non-magical weapons and to all spells or devices that inflict sleep, charm, paralysis, or poison).

## Juggernaut, Wood

*Construct*

No. Enc.: 0 (1)	Hit Dice: 25** (100 hp)
Armor Class: 7	Attacks: 1 crush
Move: 40' (120')	Damage: 8d10

A wooden juggernaut is weaker than a stone juggernaut, but it also moves faster. It looks like a huge wooden building on great rollers made from huge logs.

**Notes:** *Monster Crush* (if a juggernaut attempts to crush a single target, it makes an attack roll and causes damage on a hit, like normal; if it tries to roll over multiple targets, each one gets a saving throw, and the juggernaut only rolls to hit vs. those that failed their save), *Immunities* (a wooden juggernaut is immune to non-magical missile-fire and to spells or devices that inflict sleep, paralysis, poison, or charm), *Flammable* (a wooden juggernaut automatically fails any saving throw vs. fire).

## Kay-9000

*Automaton*

No. Enc.: 1d6 (1)	Hit Dice: 2 (8 hp)
Armor Class: 6	Attacks: 1 bite
Move: 40' (120')	Damage: 2d4

The Kay-9000 is a top-of-the-line robot dog, known for its loyalty and intelligence (and dry, snarky wit). At all times, it will unflinchingly address its owner as "master" or "mistress," but it can also be something of an obnoxious know-it-all. Formidable in combat, the Kay-9000 attacks with powerful steel jaws and can cause damage or simply latch onto a target's clothing.

**Notes:** *Automaton* (a Kay-9000 is mechanical and thus immune to poison, disease, gas, charm, and any mind-affecting spells), *Steam-Powered* (a Kay-9000 must consume coal to keep its boiler running), *Onboard Gadgets* (a Kay-9000 has 4 kg of internal inventory space for built-in tools, gadgets, or inventions).

## Living Statues

Unlike golems, living statues are not mere mindless tools. They are created for similar reasons — to serve a powerful wizard, often as a guardian for some place the mage would see protected — but the magical means a mage must employ are entirely different and much rarer. The chief difference is that a living statue is truly *alive*, not in the biological sense, but spiritually. The creature isn't just animated by elemental or necromantic magic; it's ensouled and has



a will of its own. For this reason, although living statues do tend to be loyal to their creators, they can develop motives and aims of their own (although these are often inscrutable, since most living statues cannot speak and have no biological needs). Living statues may go on for centuries after their creator has perished, either carrying out the tasks they were made for (much as golems are wont to do) or pursuing unknowable ends of their own.

**Notes:** *Mineral Life* (living statues are unaffected by gas, poison, disease, sleep, charm, and paralysis), *Working Stiff* (when not moving, a living statue is impossible to distinguish from an ordinary, non-living statue; but it can still see and hear everything going on around it).

## Living Statue, Crystal

*Construct*

No. Enc.: 1d6 (1d6)	Hit Dice: 3 (12 hp)
Armor Class: 5	Attacks: 2 fists
Move: 30' (90')	Damage: 1d6/1d6

Crystal statues can take any shape, but they are often made in a vaguely humanoid form. A defeated crystal statue shatters into a pile of worthless quartz.

## Living Statue, Iron

*Construct*

No. Enc.: 1d4 (1d4)	Hit Dice: 4* (16 hp)
Armor Class: 3	Attacks: 2 fists
Move: 10' (30')	Damage: 1d8/1d8

An iron statue looks like a suit of armor. Its body is able to absorb iron or steel: when hit, it takes normal damage, but if the weapon

used is non-magical, the attacker must roll a save or else see their weapon stuck to the iron statue as if it were a powerful magnet. The weapon can only be removed if the statue is killed (and if left inside the statue for more than a day, it will eventually be absorbed completely).

### Living Statue, Jade

*Construct*

No. Enc.: 1d6 (1d6)	Hit Dice: 3+1** (13 hp)
Armor Class: 5	Attacks: 2 fists
Move: 20' (60')	Damage: 1d6/1d6

Jade statues are often shaped like serene monks or fierce warriors. They are dangerous because of their resistance to both magic and weapon damage. Jade statues are +2 to all saving throws vs. magic, they take no damage at all from non-magical weapons, and even +1 magical weapons cause them only half damage. +2 and better weapons can harm them normally.

### Living Statue, Ooze

*Construct (Ooze)*

No. Enc.: 1d3 (1d3)	Hit Dice: 5** (20 hp)
Armor Class: 5	Attacks: 2 fists
Move: 20' (60')	Damage: special

Ooze statues resemble ordinary rock statues, but they are in fact composed of an acidic mineral-mud that that flows and changes shape at the statue's will. Being totally amorphous, an ooze statue usually only holds a humanoid shape out of convenience, for the purpose of pretending to be a statue; but it can take any shape it likes or even merge into a rock wall, floor, or ceiling and conceal itself perfectly. In combat, an ooze statue attacks with two fists that can squirt blobs of acidic mud up to 10' away at up to two separate targets; the mud-blobs remain animate and act according to the will of the ooze statue, sticking to a target or leaping between foes (AC 9, HD ½, MV 10', 2 hp each, 2d4 automatic acid damage each round they remain in contact with their targets; the acid also dissolves metal in 1 round).

### Living Statue, Rock

*Construct*

No. Enc.: 1d3 (1d3)	Hit Dice: 5* (20 hp)
Armor Class: 5	Attacks: 2 fists
Move: 20' (60')	Damage: 2d6/2d6

A rock statue appears to be solid stone, but in fact it is only a rocky crust filled with hot magma. When it attacks, it squirts the magma from its fists up to 10' away (it can hit up to two targets per round for 2d6 damage each in this fashion). When the statue is hit in mêlée, the attacker must save or take 1d6 points of fire damage from a spurt of magma.

### Living Statue, Silver

*Construct*

No. Enc.: 2d6 (2d6)	Hit Dice: 1+1* (5 hp)
Armor Class: 5	Attacks: 1 bite
Move: 40' (120')	Damage: 2d4

Silver statues are tiny (only 1' tall) and fierce, easily mistaken for valuable statuettes. They may be fashioned to look like humanoids or animals. A silver statue is immune to blows from non-magical weapons and to non-magical fire, and even +1 magical weapons cause them only half damage. A slain silver statue is worth 5 silver pieces.



### Living Statue, Steel

*Construct*

No. Enc.: 1d4 (1d4)	Hit Dice: 5** (20 hp)
Armor Class: 2	Attacks: 2 fists
Move: 10' (30')	Damage: 1d8/1d8

A steel statue is similar to an iron statue but more powerful. Non-magical iron or steel weapons that strike the statue cause it no damage, stick to the statue automatically (no save), and are absorbed only one round later — which grants the statue 1d4+1 extra hit points, up to a maximum of 40 hit points. Magical weapons are not affected by this power and cause normal damage to the statue.

### Lumbering Doll

*Automaton*

No. Enc.: 1d4 (1)	Hit Dice: 8** (40 hp)
Armor Class: 8	Attacks: 2 fists
Move: 30' (90')	Damage: 2d10/2d10

Another favorite of mad scientists everywhere, a lumbering doll is a 10'-tall robot, humanoid in shape and not terribly agile. (Whether or not it actually resembles a marionette or doll depends on its creator's sanity and sense of humor.) A lumbering doll is only capable of acting according to its programming, which it follows with absolute loyalty (and literality). When building a lumbering doll, a tech will often choose to add remote control as a means of giving it more complex instructions.

**Notes:** *Automaton* (a lumbering doll is immune to all poisons, diseases, gasses, and spells that only affect living things like sleep, charm, death, and hold effects), *Onboard Weaponry* (a lumbering doll is equipped with a cannon that can fire three bombs per day; each bursts as a five-die Fire Ball and has a range of 150').

### Made Men

Like cauldrones, golems, and living statues, the "made men" are a category of magical constructs which are usually created by a mage to be some kind of servant. A made man is more like a living statue than a golem, in that it has a soul and a will of its own: although not biologically "living" in the sense of having internal biochemical processes, a made man is most definitely alive in any other sense that matters. Made men vary wildly in their personality and intelligence, as well as in their degree of loyalty to their creators. Most peculiarly of all, they are sometimes created entirely unintentional-

ly, either due to a magical accident in a poorly-organized wizard’s laboratory, or from a spontaneous magical occurrence (such as a farmer erecting a scarecrow in a cornfield which has been planted over the long-buried remains of a mighty sorcerer’s tomb).

### Made Man — Straw Man

*Construct*

No. Enc.: 1d6 (1d6)	Hit Dice: 2 (8 hp)
Armor Class: 10	Attacks: 1 weapon
Move: 30' (90')	Damage: by weapon + 2

A straw man is a living construct — an animated scarecrow or other soft-bodied effigy, such as a cotton-stuffed patchwork doll — which has been endowed with a humanlike soul and a razor-sharp wit. Straw men possess surprising intelligence, which will manifest as either a keenly analytical mind, or superb whimsy and creativity. (The latter variety tends to be somewhat adlepted, speaking in rhymes and silly songs, and turning cartwheels wherever they go.) Straw men are *usually* as friendly as they are intelligent, but of course that doesn’t rule out a psychotic scythe-wielding horror...

**Notes:** *Stuffed* (straw men are weak fighters and cause only half damage with weapons; but they also take half damage from non-magical weapons), *Flammable* (a straw man saves vs. fire at -4 and takes double damage from all fire-based attacks).

### Made Man — Tin Man

*Construct*

No. Enc.: 1d3 (1d3)	Hit Dice: 4 (16 hp)
Armor Class: 4	Attacks: 1 weapon
Move: 40' (120')	Damage: by weapon

A tin man is a living construct, humanoid in shape, but with a hollow body crafted from sturdy tin, cleverly jointed and bolted together, but otherwise lacking any complex interior machinery. Tin men are usually crafted on purpose by a mage looking to animate one or more loyal magical bodyguards, but there is one famous legend of a clumsy woodcutter who kept lopping off his limbs with his own axe and having a witch replace them with animated tin one at a time until that was all that was left of him...

Tin men are characterized by a chivalrous personality, with bravery and compassion being their foremost traits. Needless to say, these two natures can often be at loggerheads, but their kind-heartedness usually wins out over boldness.

**Notes:** *Nickel-Plated* (a tin man takes half damage from non-magical weapons and from fire), *Rusty* (if a tin man gets wet and remains wet for a turn or more, he must save or be paralyzed until he can get his joints oiled), *Combat Training* (a tin man can Quick March and Soldier On as a 4<sup>th</sup> level fighter).

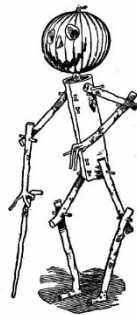
### Made Man — Wicker Man

*Construct*

No. Enc.: 1d4 (1d4)	Hit Dice: 3 (12 hp)
Armor Class: 8	Attacks: 1 weapon
Move: 30' (90')	Damage: by weapon

A wicker man is a kind of living construct, with a human-shaped body made from woven wickerwork or from wooden sticks jointed together with pegs. For some reason, wicker men tend to be dim-witted, impressionable, and fanatically loyal to their creators (to a much greater degree than is the case with straw men and tin men).

**Notes:** *Wooden* (a wicker man saves vs. fire at -2 and takes 1 extra point of damage per die from all fire-based attacks).



### Moreaus

Moreaus are hideous, half-dead constructs made from the stitched-together parts of humans and animals — typically wolves, wildcats, or bears — and animated by a combination of black magic and mad science. Properly speaking, they are constructs; but they are animated via dark witchcraft and have some of the characteristics of undead as well. A moreau is intelligent and is capable of a growling, gurgling speech. They move with a shambling, limping gait due to having been cobbled together from parts that may not perfectly match up. Moreaus have a berserker level of morale (usually ML 12), and they may even turn on their maker.

**Notes:** *Half-Dead* (all types of moreaus are immune to sleep, charm, and hold effects; they are +2 to save vs. cold, but -2 to save vs. fire; and they are partially vulnerable to the Banish Undead spell, which reduces their morale from 12 to 8 if they fail the saving throw; unlike undead, though, moreaus are unaffected by healing magic — in fact, like all constructs, moreaus are neither harmed nor healed by it).

### Moreau, Canine

*Construct (Flesh)*

No. Enc.: 1d8 (2d8)	Hit Dice: 3+1 (13 hp)
Armor Class: 6	Attacks: claw/claw
Move: 20' (60')	Damage: 1d6/1d6

### Moreau, Feline

*Construct (Flesh)*

No. Enc.: 1d6 (2d6)	Hit Dice: 4+1 (17 hp)
Armor Class: 6	Attacks: claw/claw
Move: 20' (60')	Damage: 1d8/1d8

### Moreau, Ursine

*Construct (Flesh)*

No. Enc.: 1d3 (2d3)	Hit Dice: 5+2 (22 hp)
Armor Class: 6	Attacks: claw/claw + hug
Move: 30' (90')	Damage: 1d10/1d10 + 2d10

**Notes:** *Bear Hug* (if an ursine moreau hits a target with both of its claw attacks, it automatically hugs them for an extra 2d10 points of damage).

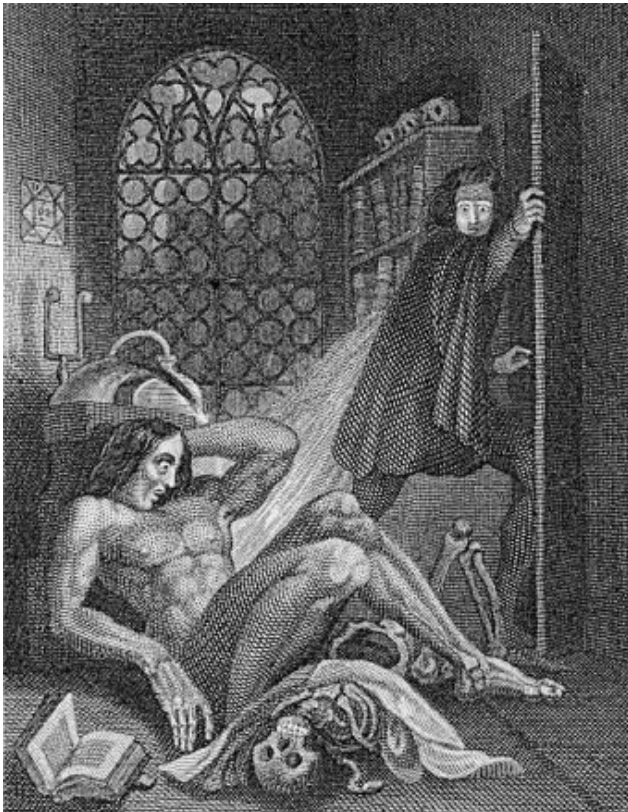
### Neumannite

*Automaton*

No. Enc.: 1d100	Hit Dice: ¼* (1 hp)
Armor Class: 6	Attacks: 1 bite
Move: 40' (120')	Damage: 1d4

Neumannites (pronounced NOY-man-ites) are horrifying mechanical creatures which exist for one purpose only: to consume raw materials and reproduce more of themselves. Possibly invented as part of an experiment in artificial life gone terribly wrong, neumannites are tiny automata, less than 1' across and vaguely bug-shaped. They do nothing but eat (destroying anything metallic that they come into contact with) and build more neumannites. Each machine is an autonomous individual — they aren’t capable of communicating with each other and do not have a “hive mind” — but they do recognize and refused to attack their own.

**Notes:** *Consume Metal* (a single neumannite can convert 5 lbs./2 kg of metal into a perfect copy of itself within 3 rounds), *Uncaring Machines* (neumannites always prioritize eating and reproducing; they only attack if directly threatened), *Spray Acid* (up to 3 times per day, a neumannite can spray a cloud of acid, 10' square, that causes 1d4 damage to everything in the area, save for half), *Immunities* (as mechanical automatons, neumannites have all of the usual



immunities: they are unaffected by sleep, charm, hold, death or life-draining magic, poison, disease, gas, and anything else that requires a living metabolism).

### Promethean

*Construct (Flesh)*

No. Enc.: 1 (1)	Hit Dice: 5* (20 hp)
Armor Class: 8	Attacks: 2 fists
Move: 40' (120')	Damage: 1d10/1d10

A “promethean” is a kind of scientific flesh golem, created by a combination of mad science and occult alchemy. It looks very much like a flesh golem, with human body-parts that have been stitched together and reassembled into a man-like form; but a promethean invariably has electrical components as well, in particular two great metallic bolts sticking out of its neck. They tend to have a deathly, greenish pallor to their skin and a ghoulish appearance: most people are naturally frightened by the very sight of a promethean, regardless of how it behaves.

Recently-created prometheans tend to be simple-minded and inquisitive. They will respond to kindness with kindness and violence with violence. The sight of fire is certain to terrify a young promethean into either unchecked flight or a berserker frenzy. A promethean may or may not be capable of speech, depending on how much exposure it has had to human language since the date of its creation. A promethean which has been in existence for a long while is apt to display a frightening level of intelligence, a ruthless drive to attain its goals, and no small degree of existential angst concerning the nature of its creation and its place in the world. Needless to say, these beings often have a fraught relationship with their creators.

**Notes:** *Half-Alive* (prometheans are neither golems nor undead; they have biological processes and are vulnerable to any magical effect that works on a living 5 HD monster; they can be healed by healing magic, harmed by normal weapons, and so forth), *Monstrous Strength* (a promethean is tremendously strong for its size, able to bash down a normal door in one round; and if it wields a weapon, it deals double the normal damage), *Fire... Bad!* (the sight of fire will force a promethean to check morale or flee; but if it passes the morale check, it goes berserk and will attack everything in sight, friend and foe alike).

### Replicant

*Automaton*

No. Enc.: 1 (1)	Hit Dice: 6+2* (26 hp)
Armor Class: 4	Attacks: 2 fists
Move: 50' (150')	Damage: 1d10/1d10

Also called a “skin-job,” a replicant is a highly sophisticated battle-automaton with an exterior of cloned human flesh. It is the perfect infiltrator: outwardly organic and indistinguishable from a living person; inwardly mechanical and little more than a programmed killing-machine. But a replicant really is something more than a mere machine. Its flesh really is alive, complete with blood vessels and nerve endings. A “skin-job” can feel pain or pleasure (any sensations it feels are transmitted to its clockwork brain via electrical relays), and its organic parts are susceptible to all forms of damage. (A replicant cannot, however, lose more than 20% of its hit points to poison, disease, life drain, gas attacks, or other forms of damage that only affect living organisms.) Of all the various kinds of automata, replicants might be the most likely to evolve a sudden and spontaneous state of humanlike self-awareness. Some replicants may even be programmed to believe that they *are* human, only to go through an existential crisis when the unavoidable truth inevitably reveals itself.

### Terra-Cotta Warrior

*Construct*

No. Enc.: 1d20 (1d20)	Hit Dice: 3* (12 hp)
Armor Class: 7	Attacks: 1 weapon
Move: 30' (90')	Damage: by weapon or 1d6

Terra-cotta warriors are soldier statues made from baked clay and set to guard the tombs of powerful rulers or priests. They are typically enchanted to come to life and attack if and only if the tomb is desecrated, in which case they will pursue grave-robbers relentlessly and without mercy. In a given battalion of terra-cotta warriors, one in four will be mounted on a terra-cotta horse (AC 7, MV 40', HD 4\*, #AT 2, DG 1d8/1d8).

**Notes:** *Clay Body* (terra-cotta warriors take half damage from fire, cold, and electricity, as well as all non-magical weapons; they are immune to sleep, charm, hold, death or life drain magic, and gas attacks), *Martial Arts* (terra-cotta warriors can Quick March as a 3<sup>rd</sup> level fighter and inflict 1d6 damage barehanded if disarmed).

### War Mech

*Automaton*

No. Enc.: 1 (1)	Hit Dice: 11** (44 hp) to 16** (64 hp)
Armor Class: -3	Attacks: 2 limbs + breath
Move: 30' (90')	Damage: 10d6/10d6 + paralysis

A war mech is a sleek, silvery robot, roughly insectoid in shape, standing 20' tall. It is a remnant left behind by an ancient and far more technically advanced civilization. Unlike the clockwork and spring action found inside a modern automaton, the innards of a



war mech are all but incomprehensible. Any tech that tries to open up a war mech will discover a bewildering mess of servos, motors, gyroscopes, silicon chips, wires and circuits, fiber-optics, crystals, and capacitors, but no discernable explanation for how the machine actually works.

Since its creators are now long-gone and all but forgotten, a war mech is typically a lone guardian, still wandering the ruins of a place where its masters once lived, still carrying out whatever orders were programmed into it so very long ago, perhaps repeating a few phrases in a language so ancient that none now remember that it ever existed – and if only someone could somehow speak it, they could simply tell the mech to stand down.

**Notes:** *Paralytic Gas* (each round, a war mech automatically exudes a cloud of paralytic gas in a 10' radius around itself; any living creature caught in this area must save or be paralyzed for 1d4+1 rounds), *Ancient Machine* (war mechs are totally immune to the effects of all magical and technological attacks, except for cold-based attacks, which cause them no damage but do slow them down, and the 9<sup>th</sup> level invention, Sub-Atomic Disintegrator).

**CONSTRUCT CHARACTERS**

In some campaigns, referees may wish to allow player character constructs and automata. If so, such characters begin at 1<sup>st</sup> level with only one hit die, the same as any other PC. Auto-mechs can be techs up to 7<sup>th</sup> level; clockwork men can be rogues or fighters up to 7<sup>th</sup> level; and replicants can be fighter/rogues up to 6<sup>th</sup> level (hp as fighter; XP as mage). Automata take a –25% XP penalty to balance out their many advantages. Made men can reach 7<sup>th</sup> level in one class (straw: scholar; tin: fighter; wicker: mage).

**Windup Toy Animal**

*Automaton*

No. Enc.: 1 (1)	Hit Dice: ½ (2 hp)
Armor Class: 7	Attacks: 1 scratch
Move/Fly/Swim: 50' (150')	Damage: 1d2

These housecat-sized, semi-intelligent automata are built by techs to serve as companions, servants, scouts, and spies. They are nearly always made to resemble birds or large insects, although nearly any small animal might be used as a model. A windup toy animal is chiefly noted for its loyalty to its creator, although it is relatively skittish and cowardly (ML 9) for a machine.

**Notes:** *Onboard Gadget* (a windup toy animal has 1 kg of internal inventory space for an integrated gadget that its creator may choose to install), *Automaton* (as clockwork machines, windup toy animals are immune to poison, disease, death or life-drain magic, gas attacks, or anything else that only affects living things).

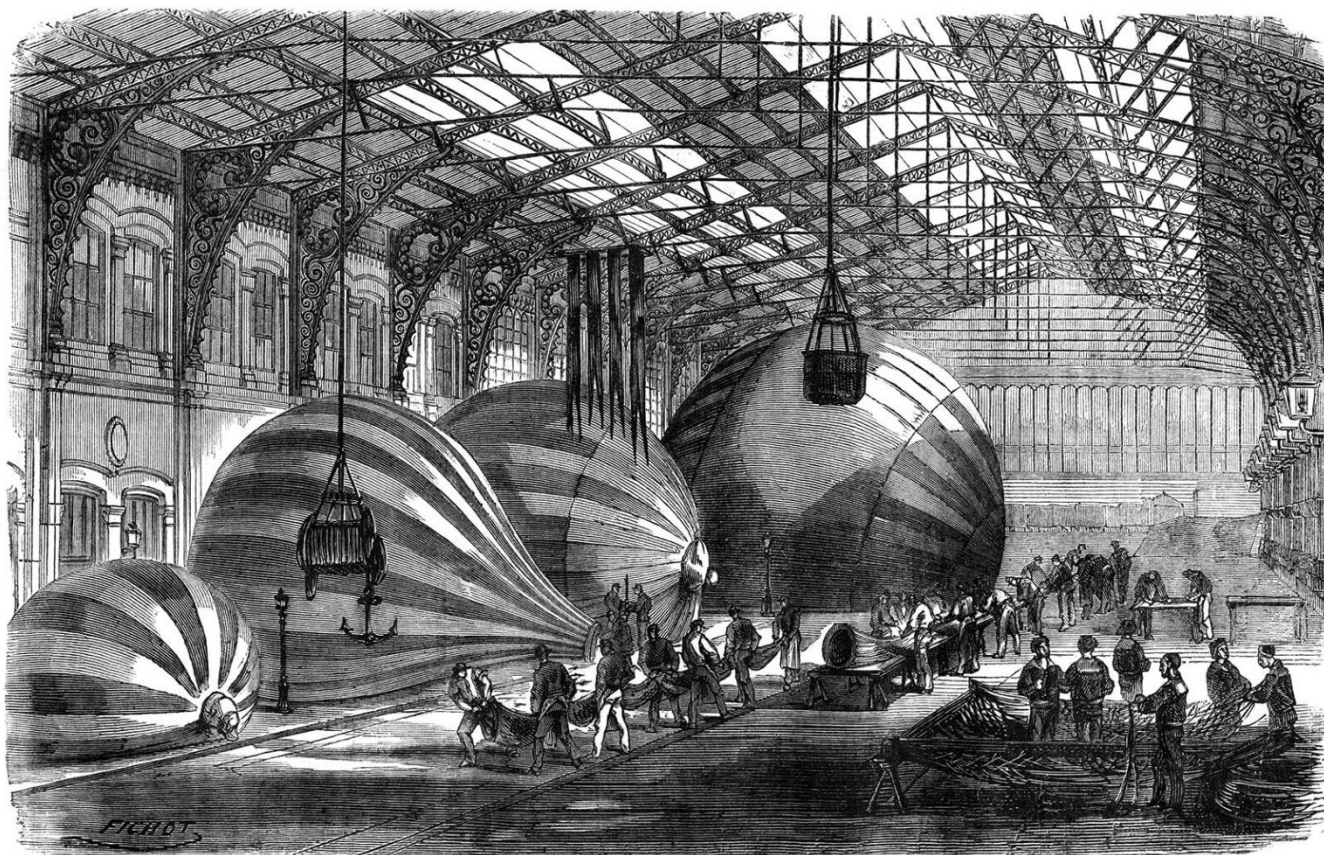
**Windup Toy Soldier**

*Automaton*

No. Enc.: 1 (1)	Hit Dice: 1 (4 hp)
Armor Class: 7	Attacks: 1 slam or weapon
Move: 40' (120')	Damage: 1d4 or by weapon

These dwarf-sized mechanical men are simple fighting automata, made to follow orders and swing a saber or shoot a musket.

**Notes:** *Onboard Gadgets* (a windup toy soldier has 2 kg of internal inventory space for integrated devices that its creator may choose to install), *Automaton* (as clockwork machines, windup toy soldiers are immune to poison, disease, death or life-drain magic, gas attacks, or anything else that only affects living things).



## V • FAES and Nature Spirits



THE ETHERIC PLANES are what divide the physical universe (a realm of Balance: amenable to scientific study, since it obeys an unchanging Natural Law; but still dynamic and active, subject to the unpredictable forces of quantum chance and Chaos theory) from realms beyond. Most of the Etheric Plane is a realm of pure spirit, lacking form or substance; but as one travels through this ephemeral realm, depending on whether one travels “inward” or “outward” (and long, long before one ever begins to approach the far-off shore of the Astral Sea or the empty, subtle curvature of the Surface of Limbo), one finds that the formless ether will eventually “solidify” into one or another of two semi-physical worlds, one of light and one of darkness. These are the realms known to mortals as Faerie and Shadow.

Both Faerie and Shadow are semi-physical “mirror images” of the physical universe, but in Faerie, everything is brighter, fresher, more youthful, and unchanging; while in Shadow, everything is gloomy, decrepit, and eternally falling apart. Important landmarks and major cities may exist in the same place in all three realms, but they’ll be strikingly different and go by different names in each. Make no mistake, though: just because Faerie is a realm of light and static Order, that doesn’t make it “good” — not in the least. To mortal men, Faerie is just as dangerous as Shadow; perhaps all the more so because of the way that it beguiles the senses and seduces the heart. Many a tale is told of a hapless mortal who wandered into Faerie and lost decades of his life to its endless pleasures,

feasting and dancing with the fae-folk, never even noticing the passage of time — only to wander back to Earth and crumble instantly to dust as extreme old age caught up with him.

The Outer Etheric Plane — the Veil of Shadow — acts as a buffer between the physical universe and the Void that exists outside of all existence, an eternal expanse of formless and meaningless Chaos. Whether by the action of a deity or spontaneously, the planes of existence sprang forth from Chaos; and Chaos is always trying to swallow them back up again. To that end, it brings forth demons — beings spawned from Chaos itself for the sole purpose of disorder and destruction — which seek to enter the Material Plane, using the Veil as their conduit into our realm. The Veil of Shadow itself, meanwhile, has its own inhabitants: the spirits of negative life-energy that give rise to the restless undead.

The Realm of Faerie, then, since it is the Inner , could be thought of as the Orderly mirror-opposite to the Chaotic Veil of Shadow. Where Shadow is death and decay, Faerie is light and life eternal. Or, at least, *most* of it is. The glittering palaces of the Seelie Court, the tangled and misty forests that fill the Land of Spring, and the bucolic and perfumed fields of the Land of Summer are ruled by the Sidhe Lords. The sidhe have no love for Chaos and bear mortal men no ill will. (If they deign to think of mortals at all, they desire only sport, larks, and mischief — with no concern for any danger this may pose to mortal lives, naturally.) Once, when Faerie was young, all the Lands were like this; but no more, for Chaos is both resourceful and unrelenting.

In seeking to enter the physical universe, Chaos has sought other paths, other cracks in the fabric of reality; and one such alternate route has taken it through Faerie, corrupting its lands and its inhabitants, changing them, making them more like Shadow. These are the Realms of the Dark Fae, the blighted Lands of Autumn and Winter, ruled by the Lords of the Unseelie Court — the slough, pale and corrupted necromancers who keep company with the dead.

There is yet a third court — the Hidden Court — which exists not in Faerie but on Earth, concealed away in the hearts of only the deepest, darkest forests. The hidden court is ruled by the elder, the High Elves; and the *älfar* (Wood Elves) are their servants. There also exist a number of fae-like beings which are in fact native to the mortal plane; these are not faes, but they are so similar that they are presented in this chapter and classified as “nature spirits.”

Like mortals, faes and nature spirits possess free will. Faes may have a general inclination towards Order and nature spirits towards Balance, but they are ultimately persons with their own goals and drives. They are spirits too, to be sure; but their substance is not the stuff of cosmic ideals, as is the case with demons and angels and elementals. Thus, faes do not properly have an alignment, although they do have a planar affinity — for Faerie alone if they are light faes and for Faerie and Shadow both if dark. Nature spirits have no alignment at all.

With respect to the origins of fae-kind, little is certain. Some sages speculate that they are ethereal spirits given solid form in Faerie, much as the Undead are given partial corporeality in the Veil. Whether or not this is the case, the High Elves are certainly immigrants from Faerie to the mortal realm.

Faes come in many shapes and varieties; they are notoriously difficult to classify. This book does not even pretend to make a comprehensive attempt. Instead, only those faes or nature spirits which are deemed to be the most interesting for the sake of gameplay (and are thus apt to be encountered by a party of player character adventurers) are fully described and given statistics here.

FAES (BY NAME)

Banshee	Fomor/Firbolg	Nymph, Greater
Barghest	Forest Brooder	Nymph, Lesser
Bhut	Gremlin	Pooka
Brownie/Redcap	Grindylow	Skin-Changer
Cait Sith	Hag—Black Annis	Skin-Walker
Clurichaun	Hag—Green Crone	Skin-Wearer
Cu Sith	Hag—Sea Witch	Sprite, Flittering
Dullachan	Kelpie	Sprite, Trooping
Fae Lord	Leshy	Will-o'-the-Wisp
Fetch	Nicor	

FAES (BY HIT DICE)

Sprite, Flittering (1/2*)	Skin-Wearer (3+3*)	Dullachan (7+2*)
Grindylow (1)	Cu Sith (4*)	Leshy (8*)
Sprite, Trooping (1*)	Nymph, Greater (4**)	Hag—Sea Witch (8***)
Gremlin (1**)	Banshee (5*)	Skin-Walker (9*)
Brownie/Redcap (2*)	Barghest (5**)	Fae Lord (9***)
Nymph, Lesser (2*)	Pooka (5**)	Hag—Black Annis (11***)
Will-o'-the-Wisp (2*)	Skin-Changer (5+1*)	Nicor (11***)
Clurichaun (2**)	Hag—Green Crone (6*)	Fomor/Firbolg (13**)
Cait Sith (2+3*)	Kelpie (7*)	Forest Brooder (16****)
Fetch	Bhut (7+2*)	

CONCERNING TERMINOLOGY

There are many different words used to describe faes and fairies. This is a brief glossary of the most important terms and their usage in *Engines & Empires*.

**Changeling:** A half-fae, half-human hybrid. Over many generations of mingling with humans, as the true fae blood dwindles, the descendants of changelings become separate kindreds (i.e. races) of mortal beings known as fairies or Fair Folk.

**Demihuman:** Any mortal being which is similar to a human but which belongs to a different kindred. In this game, “demihuman” is very close in meaning to “fairy” or “Fair Folk,” but slightly broader: all fairies are demihumans, but not all demihumans are necessarily fairies. (Wilders, e.g., are demihumans with no fae blood.)

**Euphemisms:** There are many euphemisms for the fae that people in olden times would use as a matter of caution and prudence. (After all, they might be *listening*, and you don’t want to offend the fae!) The fae would sometimes be referred to simply as “the People” or “the Folk” (which is what the Old Irish word *tuatha* means); sometimes respectfully as “the Good People” or “the Fair Folk”; and sometimes specifically as “the People of the Mounds” (as in such Irish and Scottish phrases as *aes sídhe* and *daoine síth*), after the burial-mounds where the faes were believed to dwell. This ancient conflation between fae spirits, spirits of the dead, and otherworldly beings in general is very common in folklore and is also reflected in the origins of the words for elves, orcs, wights or vættir, sidhe and sluagh, draugr, and others.

**Fae:** A noun of Latin origin (ultimately from *fata*, originally meaning fate or one of the Fates, later coming to mean a witch, wise-woman, or fairy). Used in this game to refer to any being that comes from the Realm of Faerie. Sometimes rendered as “true fae” for the sake of clarity, to distinguish faes from fairies/Fair Folk. Can be either pluralized normally (“faes”) or used collectively (“the fae”).

**Faerie:** The place where faes come from; another plane of existence. Can also be spelled “Faery.” The “-ery” or “-erie” ending in English signifies a place of origin, just like in the words “bakery,” “cannery,” and “hunnery.”

**Fair Folk:** In this game, “Fair Folk” is a synonym for “fairy”—any kindred (that is to say, race or species) of mortal humanoids whose ancestors were changelings or faes. Though “fairy” and “Fair Folk” have the same meaning in the context of this game, it is nevertheless pure coincidence that they sound so similar: “fairy” is a corruption of “Faerie” (meaning that its origin is ultimately Latin), while “Fair Folk” is a euphemism originally employed for superstitious reasons (see euphemisms, above).

**Fairy:** Used in this game to mean a mortal humanoid with fae ancestors, such as a wood elf, a goblin, a dwarf, an ogre, a centaur, a faun, a mermaid, and many others. Synonymous with “Fair Folk” and very nearly synonymous with “demihuman.”

**Fay:** An alternate spelling of “fae,” sharing the same origin and basic meaning in everyday English; but used in this game only to refer to one specific kindred of mortal Fair Folk which are descended from the sidhe. Both “fays” and “the fay” are correct.

**Fey:** An adjective of Germanic origin that means either “doomed to die” or “strange and otherworldly.” Not in any way related to “fae” or “fay.” Should never be used as a noun referring broadly to the fae; to speak of “the fey” is utter nonsense.

**Greenskins:** Goblins and ogres, as distinct from other fairies. Possibly derogatory.

**Kindred:** Used in this game to refer to the several races or species of fairies and other demihumans.

**Seelie:** A word of Old English origin meaning “holy,” “lucky,” or “happy” (the word “silly” is a Modern English cognate). Refers in this game to the Light Fae. In real-world folklore and mythology, the distinction between “seelie” and “unseelie” faes may have been influenced by the older Norse idea of light and dark elves.

**Unseelie:** Literally “unholy, unlucky, or unhappy.” Refers to the Dark Fae.

Banshee

*Fae (Faerie, Shadow, Unseelie)*

No. Enc.: 1 (1)	Hit Dice: 5* (20 hp)
Armor Class: 4	Attacks: Special (wail)
Move: 50' (150')	Damage: 1d4 per round

Of all the Unseelie Faes, the banshee has perhaps the strongest link to the plane of Shadow. A banshee is not undead, but it resembles a ghost in many respects. This wicked fae takes the shape of a pale woman (human or elfin) with red eyes, wrapped in a white deathshroud. Legend says that when her horrid, keening wail drifts over the moors, it means impending death for one of the family whose land she haunts.

**Notes:** *Wail* (a banshee only attacks by wailing; those within 30' take 1d4 damage each round, no save; walls and doors can block the effect), *Immunities* (banshees are unaffected by sleep, charm, or paralysis and by most non-magical weapons, excepting those made of iron), *Vulnerable to Iron* (a banshee can be harmed by a weapon made from wrought or cast iron, enchanted or not; banshees take double damage from such weapons), *True Name* (all banshees have a true name which can give their foes power over them — these are often highly coveted by the particular family a banshee haunts).

Bhut

*Fae (Faerie, Shadow, Unseelie)*

No. Enc.: 2d4 (2d4)	Hit Dice: 7+2** (30 hp)
Armor Class: 5	Attacks: claw/claw/bite
Move: 40' (120')	Damage: 1d4/1d4/1d6+special

Bhuts are fae shapeshifters that prey on humans. During the daytime, they look human; each night, they undergo an involuntary transformation, becoming hideous predators with scaly skin, sharp fangs, clawed hands, yellow eyes, and wild stringy hair. Bhuts are both cunning and social: they operate in groups living on the periphery of human settlements, using trickery to hunt for humans to eat as well as to keep their presence a secret.

**Notes:** *Numbing Bite* (any creature bitten by a bhut must roll a saving throw or else be numbed, -2 on attacks and saves, -1 on skills, and always losing the initiative), *Resistances and Immunities* (Bhuts are immune to sleep, charm, paralysis, gasses, and poisons; roll all saves at +2; and cannot be harmed by non-magical weapons — unless the weapon in question has been Blessed by a spellcaster, in which case even a single blow will slay the bhut), *Aura of Befuddlement* (a bhut cannot be detected as magical, evil, or fae — in fact, a false aura of normal humanity surrounds it at all times; but because of their aura, bhuts do not have and cannot ever be given true names), *Creature of Shadow* (bhuts are skilled with stealth and will surprise enemies on 4-in-6).



### Barghest

*Fae (Faerie, Shadow, Unseelie)*

No. Enc.: 1d6 (1d6)	Hit Dice: 5** (20 hp)
Armor Class: -1	Attacks: 1 bite
Move: 50' (150')	Damage: 2d6 + sleep

The barghest is a spectral hound with black fur and glowing red eyes which is believed to be a harbinger of death. They haunt old roadways (especially crossroads) at night, terrorizing countrysides and attacking travelers.

**Notes:** *Fear Aura* (enemies within 30' must save or be made -3 on all attacks while in the presence of the barghest), *Uncanny Trackers* (barghests never lose track of prey under any circumstances), *Immunities* (a barghest cannot be harmed by fire, cold, or non-magical weapons, excepting those made of iron), *Vulnerable to Iron* (barghests can be harmed by iron weapons, enchanted or not, and take double damage from them), *True Name* (barghests have true names which can give their enemies power over them), *Life Drain* (anyone bitten by a barghest must save or fall asleep for 2d6 rounds or until roused; a mortal slain by a barghest will rise as undead, usually a phantom or a spectre, at the next new moon).

### Brownie (& Redcap)

*Fae (Faerie)*

No. Enc.: 0 (1)	Hit Dice: 2* (8 hp)
Armor Class: 8	Attacks: 1 scratching & biting or 1 weapon
Move: 40' (120')	Damage: 1d6 or by weapon

Brownies are household spirits, known by several names in many different cultures—*tomte*, *nisse*, *domovoi*, etc. Brownies look like

tiny, misshapen little old men, a bit smaller than dwarfs. Once a brownie decides to haunt a house, it will help the family that lives there by doing common household chores, late at night when all are asleep; in return, it expects to be left little gifts from time to time, like cakes or fresh cream. If the brownie is offended (which is easy to do: leave it sour cream or stale cakes, forget to leave it its customary gift at all, give it money, refer to the chores it does as “work”), it will very quickly become agitated and start to haunt the house like a poltergeist, performing all sorts of annoying (but only rarely ever dangerous) mischief. A brownie in this state is known as a *boggart*, *boggle*, or *bogey*. It will pester a family endlessly like this, even following them to a new house, unless they gift it with an article of clothing, in which case it will depart—to haunt the country-side as a redcap.

**Notes:** *Invisibility* (a brownie may become invisible at will and even remain so while fighting; attackers are -4 to hit an invisible target), *True Name* (brownies have true names which can give their foes power over them).

**Redcaps:** Redcaps are mad brownies who have been driven out of a home they once haunted. Now they stalk the open country as psychotic killers, hating everything, longing only to dye the article of clothing they were given as a parting-gift red with the blood of their victims. Redcaps are strong enough to use the same sorts of weapons as dwarfs; they prefer knives. They have all of the characteristics and statistics of normal brownies noted above, plus the following (and note that all kinds of brownies, while vulnerable to normal weapons, do not have any special vulnerability to iron): *Fear Aura* (all those within 30' of a redcap must save or be made -3 to attacks from fear), *Unseelie* (redcaps are afraid of a holy symbol confidently presented and hesitate to approach one; holy water can damage a redcap as if it were undead).

### Cait Sith

*Fae (Faerie)*

No. Enc.: 1d3 (1d6)	Hit Dice: 2+3* (11 hp)
Armor Class: 4	Attacks: claw/claw/bite
Move: 60' (180')	Damage: 1d2/1d2/1d3

The cait sith (pronounced “caught shee”) is a fairy cat, usually appearing as a large black tomcat with a white patch on its chest. Cait sith are neither friendly nor unfriendly to mortals, but they do carry around them an aura of ill luck—the proverbial “black cat crossed your path” kind. Cu sith (fairy dogs) won’t usually harm cait sith, but they will gladly chase them away just for the fun of it. Cait sith are intelligent, and most of them can speak.

**Notes:** *Invisibility* (cait sith can become invisible at will), *True Name* (a cait sith has a true name which can give its foes power over it), *Vulnerable to Iron* (a cait sith takes double damage from weapons of wrought/cast iron), *Unlucky Aura* (mortals in the presence of a cait sith are -2 attacks and saves, -1 on skills; and each round, there is a 1-in-6 chance per character of an unlikely mishap, such as dropping one’s weapon or tripping over one’s own feet).

### Clurichaun

*Fae (Faerie)*

No. Enc.: 0 (1d3)	Hit Dice: 2** (8 hp)
Armor Class: 8	Attacks: 1 shillelagh
Move: 40' (120')	Damage: 1d4

A clurichaun is a little fae, related to brownies and pixies (and also to the dwarf-kindred known as leprechauns). Clurichauns look like funny little men, well-dressed, and always drunk. They are surly and possibly even violent, unless there is a bountiful supply of beer or whisky near at hand. If that is the case, a clurichaun will

invite any mortals around to sit and drink with him, and then proceed to drink *everyone* under the table. Refusing the clurichaun's overtures is sure to provoke great offense, but taking him up on a drink will just as surely result in waking up the next morning in some terribly unfortunate or embarrassing situation. Some legends say that anyone who can actually out-drink a clurichaun will be granted a rich reward — either a magical wish, or a treasure-map leading to a buried pot of gold.

**Notes:** *Invisibility* (clurichauns can become invisible at will and even remain invisible while attacking), *Teleport* (a clurichaun can teleport up to 360' at will), *Wishes* (clurichauns can grant wishes, up to 3 in a year, but they are extremely reluctant to do so), *Lucky* (clurichauns and those they deem friends are +2 on attacks and saves, +1 on skills; anyone who opposes a clurichaun is -2 and -1 on the same rolls), *True Name* (a clurichaun has a true name which can give its foes power over it), *Vulnerable to Iron* (clurichauns take double damage from weapons made of wrought or cast iron).

### Cu Sith

*Fae (Faerie, Seelie)*

No. Enc.: 1d6 (1d6×3)	Hit Dice: 4* (16 hp)
Armor Class: 6	Attacks: 1 bite
Move: 40' (120')	Damage: 1d6

The cu sith (pronounced "coo shee") is a fae hound (and a hated enemy of the barghest — these two breeds of fae dog will attack each other on sight). Cu sith are lithe, brown-furred hunting dogs kept by the sidhe of the Seelie Court. They are among the friendliest of all faes to mortal humans and have been known to lead lost travelers back to safe paths. Though they are as intelligent as humans, they do not usually speak any human languages.

**Notes:** *Blink* (a cu sith seems to move by "winking" out of existence in a series of short-range teleports: after it attacks, it blinks out and reappears 1d4×10' away; and it can flee by simply disappearing), *Uncanny Trackers* (cu sith never lose track of prey), *Vulnerable to Iron* (cu sith take double damage from weapons made of wrought or cast iron).

### Dullachan

*Fae (Faerie, Shadow, Unseelie)*

No. Enc.: 1 (1)	Hit Dice: 7+2** (30 hp)
Armor Class: 3	Attacks: 1 weapon/1 ectoplasm
Move: 50' (150')	Damage: 1d8/paralysis

A dullachan (pronounced DOO-la-han) is a powerful death-fae, a reaper of souls and psychopomp who guides travelers on the paths between Earth and Shadow. A queer-looking creature indeed, a dullachan takes the shape of a headless centaur, covered neck to hoof in black iron armor, so that no flesh (if it even has any) is visible. (Unlike most fae, a dullachan has no aversion to iron.) It carries a scythe or lance in one hand and a lit jack-o-lantern in the other, which it may place on its neck to serve as a head or throw as a terrifying missile. When it so wishes, a dullachan's empty neck-hole can exude wispy tendrils of black ectoplasm, like tentacles made of pure shadow, which give it the ability to manipulate objects (as if by telekinesis or extra limbs) up to 15' away.

**Notes:** *Fear Aura* (any mortal of 5<sup>th</sup> level or less who even sees a dullachan must save or flee in terror), *Pumpkin Toss* (a dullachan may throw its jack-o-lantern head at a target: a hit inflicts 1d8 fire damage, and the target must save or fall asleep, as per the Veil of Sleep spell), *Ectoplasm* (a target hit by a dullachan's ectoplasmic tendril must save or be paralyzed for 2d4 rounds), *Immunities* (dullachans are immune to charm, sleep, paralysis, cold, electricity, acid, poison, and gas-based attacks).

### Fae Lord

*Fae (Eldar—Faerie, Hidden; Sidhe—Faerie, Seelie; Sluagh—Faerie, Shadow, Unseelie)*

No. Enc.: 0 (1)	Hit Dice: 9*** (36 hp)
Armor Class: 7	Attacks: 2 weapon
Move: 40' (120')	Damage: by weapon

The lords of the fae rule the three great branches of fae-kind. The Seelie Court of Spring and Summer is ruled by the sidhe; the Unseelie Court of Autumn and Winter is ruled by the sluagh; and the Hidden Court on Earth is ruled by the eldar, or High Elves. All three races share similar statistics: all three have great power and abilities far beyond your average mortal.

**Eldar:** The eldar believe that they are the eldest of the fae — that the sidhe and the sluagh are their descendants, who traveled from Earth into Faerie long ago. Some eldar also believe that the fire-drakes are their own distant ancestors, and that dragon-blood is the source of all their magic — but whether this is true or not, none now can say. What is certain is that the Wood Elves, the common *älfar*, are mortal descendants of the eldar: they are the result of a comingling of High Elfin and human blood over many generations. The eldar themselves rarely go out into the world, for though they are immortal in a technical sense, in that they do not age or succumb to disease, they can still be slain by violence or accident; and with a potentially eternal life ahead of them, they fear death above all else. So the *älfar* are sent into the world to do the bidding of the eldar, and to be their eyes and ears and sword-arms.

The eldar, meanwhile, stay confined to their fine forest palaces and strongholds, watching the world of men pass them by, but only rarely interacting with it. Elf lords and ladies rule the Hidden Court of the Fae on Earth, with its *älfar*-elves and its many kinds of pixies and other trooping-sprites as their subjects. They spend their days feasting and hunting, frolicking in the forest, and pursuing sundry arts, from smithcraft to music to painting to wizardry. Like all other Hidden Fae, eldar have a Faerie affinity but no alignment.

Eldar possess the following characteristics: *Swordplay* (eldar can Quick March and Soldier On as 9<sup>th</sup> level fighters), *Magecraft* (the eldar can use magic as 9<sup>th</sup> level mages), *Awesome Presence* (eldar are so stately in appearance that a mortal must roll a saving throw just to muster up the will to attack one), *True Name* (eldar of course have true names that can give their foes power over them), *Inner Fire* (eldar have an aura of power which they usually keep hidden within them; when they release it, it manifests as a power unique to each individual — some have foresight, some have telepathy, some can heal or drive away sadness and weariness, and still others have power to banish the undead; whatever the power, it may be used at will).

**Sidhe:** Far more urbane and hedonistic than their Earthly eldar cousins, the sidhe are the Lords of Faerie, a bright and glittering realm of eternal youth and endless delights. They want nothing more than to while away the centuries in balls, masquerades, and other fancy parties, only ever bothering to break up the routine for courtly intrigues, lovers' quarrels, or hunting. But this is not to be, for Faerie is a realm under invasion by Chaos, and the sidhe must be ever-vigilant against demonic incursion. Few sidhe enjoy taking up arms, but as a people they positively adore magic, most especially the fine art of enchanting items. They are superbly skilled at White Magic, and they put it to very good use defending their shining cities and elaborate pleasure-gardens. But remember: all that the sidhe do is done solely to preserve the Spring and Summer Lands of Faerie and their own decadent lifestyles: they care not a whit for mortals or Earth. As the lords of the Seelie Court, they are not actively evil, but they are still exceedingly dangerous and capricious. Sidhe have no cosmic alignment, but they have an affinity for the plane of Faerie itself and the "Seelie" sub-type.

Sidhe possess the following special qualities: *Wizardry* (sidhe cast magic as 9<sup>th</sup> level mages, though they are -1 on casting rolls involving “spirit-channeling” cantrips and rituals), *Glamour* (sidhe possess the power of glamour: they can alter their own appearance at will, even to mimic another individual near-perfectly; and they can summon up illusions of all sorts at will, including Conjure Sound, Glamour, Mage Light, Greater Illusion, Obscurement, Invisibility, Mighty Glamour, and Masterful Illusion – although in the lattermost cases, it takes a sidhe 4 full rounds of casting to call forth Invisibility or a Mighty Glamour and 8 full rounds to create a Masterful Illusion – but no casting roll or mana expenditure is required), *Awesome Beauty* (sidhe are so arresting in appearance to mortal eyes that a mortal must roll a saving throw before he can attack one), *True Name* (the sidhe have true names which, if known, can give their foes power over them), *Vulnerable to Iron* (sidhe take double damage from weapons made of wrought or cast iron).

**Sluagh:** The sluagh (pronounced “SLOO-ah”) are the Lords of the Dark Fae, the Unseelie Court that rules over the dismal Lands of Autumn and Winter – those parts of Faerie which have been twisted and blighted by encroaching Shadow. The sluagh are on friendly terms with the undead inhabitants of the Veil, and they have a cordial relationship with the demons of Chaos. The sluagh are master sorcerers, adept at bending the undead to their will; and ancient pacts with demon-lords once provided the Dark Fae with their earliest taste of magic, an addiction from which no sluagh has yet recovered. For all their great power, though, the Dark Lords are disunited and solitary, unlikely to ever band together to pursue a common ambition. Sluagh have a planar affinity for both Faerie and Shadow, as well as the “Unseelie” sub-type, but they have no true alignment.

Sluagh possess the following characteristics: *Sorcery* (sluagh are able to cast magic as 9<sup>th</sup> level mages, but they are -1 on casting rolls involving ether-weaving cantrips and rituals), *Ancient Pacts* (sluagh can use summoning-type magic at will, including the spell Faerie’s Call and the rituals Steed of the Sorcerer, Unseen Servant, and Summoning; no casting rolls or mana are required to perform these magics, although Summoning takes the sluagh 2 full rounds and has a flat 5% chance of mistakenly summoning something unintended), *Living Shadow* (the sluagh have been warped by the plane of Shadow, which gives them the power to become like shadows themselves – not to become featureless and opaque in appearance, mind, but to become as *thin* as a shadow, existing in only two dimensions – thereby enabling a sluagh to pass through any crack, no matter how small or thin, or to hide practically anywhere, at will), *Terrifying Presence* (the look of a sluagh is so unsettling that a mortal creature must roll a saving throw in order to attack one), *True Name* (sluagh have true names which can give their foes power over them), *Vulnerabilities* (sluagh take double damage from weapons made from wrought or cast iron, and they can be damaged by holy water as if they were undead).

### Fetch

*Fae (Faerie)*

No. Enc.: 1 (1)	Hit Dice: 3 (12 hp)
Armor Class: 7	Attacks: 1 weapon
Move: 40' (120')	Damage: by weapon

A fetch is a fae “double” (or *doppelgänger*) which has assumed the appearance of a mortal in order to replace them. In reality, a fetch is little more than a wooden log which has been placed under an enchantment by a powerful fae or other magic-user, given sentience and just enough wit to convincingly play its assigned role. The fetch itself, with what little will it has, wants only to live on in place of its victim, having fully assumed their identity; but a fetch



is also totally obedient to its creator and has no choice but to do whatever its maker has bidden. The fetch’s own desires are basically a moot issue, though, because a fetch has a limited “shelf-life” – it must roll a saving throw each week or begin to sicken and die, after which it becomes bedridden and must save each night or be dead by the following sunrise. A fetch who is allowed to die in this manner immediately changes back into an inert piece of wood.

A fetch who has been assigned to assume someone’s identity and then ruin their reputation by acting awful at every opportunity is very likely the source of the “evil twin” or *doppelgänger* legend. It is also widely held that some evil faes like to steal human children, replacing a newborn infant with a fetch that dies quickly and leaves the family grief-stricken. (If this is true, it’s not difficult to see how the fetch became conflated with the changeling, which is the half-fae offspring of a fae and a mortal and is said to be rather grotesque and gremlin-like at birth. If a mortal woman were to have an affair with a fae and produce a changeling, blaming the appearance of the ill-favored child on its having been replaced with a fetch would certainly prove a convenient excuse.)

**Notes:** *Mimicry* (a fetch can be created to resemble a particular person exactly; it can mimic their mannerisms flawlessly but does not have their memories), *True Name* (a fetch has a true name in the language of the tree spirits; knowing this name can force a fetch to reveal itself or otherwise do one’s bidding), *Vulnerabilities* (fetches cannot abide the touch of iron, and they fear the sight of fire or salt; while salt will not harm a fetch, fire and weapons made of wrought or cast iron cause them double damage).

### Fomor & Firbolg

*Fae (Fomor–Faerie, Unseelie; Firbolg–Faerie, Seelie)*

No. Enc.: 1d4 (4d4)	Hit Dice: 13** (52 hp)
Armor Class: 3	Attacks: 1 fist or huge weapon
Move: 40' (120')	Damage: 4d8

The fomor and the firbolg are ancient fae, giant-like beings who ruled the Lands of Faerie before the sidhe and the sluagh came to power. (Indeed, their own legends lend some credence to the idea that the sidhe and the sluagh are offshoots of elf-kind who invaded the Inner Ether from Earth long ago.) Both races stand twice the height of a man or more, with the firbolg who dwell in the Spring



and Summer Lands resembling perfectly strong and beautiful giant humans, and the fomor of Autumn and Winter being deformed and grotesque. Both races are immensely strong and rather skilled at magic, with the firbolg favoring illusions and shape-changes and the fomorians preferring to conjure the dead or the elements. Even though they once ruled mighty kingdoms of fae, their civilizations are all but forgotten now; those few firbolg who remain either live solitary lives in some forgotten corner of Faerie, or they serve at the pleasure of the Seelie Court; and likewise the last living fomor are either pitiful slaves to the Unseelie Court or lone wretches eking out a sad existence in some dark and shadow-blighted pit.

**Notes:** *Magical Nature* (fomor and firbolg can use magic as 7<sup>th</sup> level mages, and they add a +3 bonus on all saves vs. magic), *True Name* (fomor and firbolg have true names which can give their foes power over them), *Vulnerable to Iron* (fomor and firbolg take double damage from weapons made of wrought or cast iron), *Change Size* (these giant fae usually stand about 12' tall, but they can shrink down to as small as 1' if they choose).

### Forest Brooder

*Nature Spirit*

No. Enc.: 0 (1d3)	Hit Dice: 16**** (64 hp)
Armor Class: 1	Attacks: 4 darts or 1 club + special
Move: 60' (180')	Damage: 1d8 (x4) or 4d6 + special

Also known as a *gacarrac*, the forest brooder is an ancient tree-spirit and distant kin to the leshy. It is 18' tall and resembles a broad-trunked, ancient tree covered in dark red bark and swathed in rotting mosses and lichens — but with a humanoid form, bipedal and with two great grasping tree-branch arms, and an almost comically wide humanoid face set low on the “trunk.” A forest brooder is rotten to the core, seething with hatred for all humanoid life. It will attack humans, dwarfs, goblins, ogres, or shadowspawn on sight, for it regards them all as murderers of trees — and it hates elves most of all, seeing them as exploiters and enslavers. It prefers to torture elves before killing them. It will even spurn the company of leshies, deeming them cowards and traitors, too tolerant of the depredations of mortals.

**Notes:** *Ancient Anger* (a forest haunted by a gacarrac feels “off” to those who enter it, filled with anger and hatred; most mortals will be unsettled for reasons they can’t explain, but any elf will immediately know that something is very wrong, as will a mage who attempts to Sense Magic or use his Second Sight), *Control Plants* (a forest brooder can cause plants to entangle intruders or for paths to become overgrown and impassable at will, anywhere in its forest; and within 90', it can animate up to 4 trees or 8 bushes at once into spite-saplings or bush-blight; see below), *Teleport* (a forest brooder can teleport anywhere within its forest, without chance of mishap, at will), *Immunities* (forest brooders cannot be harmed by wooden weapons, electricity, or the attacks of animals or plants), *True Name* (a gacarrac has a true name which can give foes power over it), *Regeneration* (while in its forest, a gacarrac regenerates 3 hit points each round), *Darts and Club* (a gacarrac attacks by shooting 4 darts of wood from its hand, range 50'/100'/150', or by swinging a huge enchanted club which both causes damage and forces the target to save or become entangled in vines for an hour or until cut free).

**Spite-Sapling:** AC 3, HD 2, MV 20', #AT 2, DG 2d12/2d12.

**Bush-Blight:** AC 6, HD 1, MV 40', #AT 1, DG 1d8.

### Gremlin

*Fae (Faerie)*

No. Enc.: 1d6 (1d6)	Hit Dice: 1** (4 hp)
Armor Class: 8	Attacks: claw/claw/bite
Move: 40' (120')	Damage: 1+special/1+special/1d3

Gremlins are tiny fae, 2' tall, with sickly gray-green skin, big round saucer-like eyes, and long pointy ears. They are not so much evil as full of mischief, surrounded by an aura of Chaos and misfortune that causes Murphy’s Law to become literally true whenever gremlins are near. While gremlins have no particular hatred for mortal humanoids, they do despise technology for inexplicable reasons. A gremlin’s chaotic aura always targets technological items — most especially inventions, gadgets, and vehicles — before anything else. Gremlins are often found trying to disassemble large and complex machines, especially factories in mid-operation or, worse yet, ships in mid-voyage or airships in mid-flight.

**Notes:** *Chaotic Aura* (anything that *can* go wrong within Near range of a gremlin *will* go wrong, starting first with technological breakdowns; anyone who attacks a gremlin and misses must then roll to hit themselves; and anyone casting a spell or activating an item that targets a gremlin must first save or accidentally target themselves instead), *Monkey Grease* (a gremlin’s claws secrete an oily lubricant; anyone struck by a gremlin’s claw must thereafter roll Athletics checks each round to hang onto items they carry, until the grease can be washed off), *Vulnerable to Iron* (a gremlin takes double damage from weapons made of wrought or cast iron).

### Grindylow

*Fae (Faerie, Shadow, Unseelie)*

No. Enc.: 2d4 (2d10)	Hit Dice: 1 (4 hp)
Armor Class: 7	Attacks: 1 claw or weapon
Move/Swim: 40' (120')	Damage: 1d4 or by weapon

Grindylows are nasty fae, no bigger than a dwarf or a human child, with green skin, froglike faces, and stringy seaweed hair. They delight in grabbing mortals with their spindly, grasping arms — in spite of their size, they’re as strong as full-grown men — and dragging them down into their lake or river to be drowned. Grindylows may be encountered in the company of other wicked water-fae, including kelpies, nicors, and nixies.

**Notes:** *True Name* (grindylows have true names which can give their foes power over them), *Vulnerable to Iron* (a grindylow takes double damage from a weapon made of wrought or cast iron).

### Hag — Black Annis

*Fae (Faerie, Shadow, Unseelie)*

No. Enc.: 1 (1d3)	Hit Dice: 11*** (44 hp)
Armor Class: 1	Attacks: claw/claw/bite
Move: 50' (150')	Damage: 1d6+pois./1d6+pois./2d4+disease

A hag is an evil fae that looks like an ugly old witch but is in fact a supernatural being. (In any fantasy setting where “witches” are not merely humans who have learned magic, but rather a separate species entirely, hags are the monsters to use for representing this phenomenon in-game.) The mightiest of the hags is known as “Black Annis” (or “Black Agnes”), a human-sounding nickname bestowed on her for the same reason that fearful peasants might call a devil “Old Nick” or an eldar “Robin Goodfellow.”

The black annis has stringy black hair and warty purple skin. She has a strong affinity for the dark energies that fill the plane of Shadow and can therefore command the less willful varieties of undead to do her bidding. Like all hags, the black annis delights in evil for its own sake, spreading disorder and misery wherever mortal men dwell, glutting herself on the flesh of children, cursing naïve young lovers, turning corpses into walking dead, etc.

**Notes:** *Magic-User* (black annis hags can use magic as 10<sup>th</sup> level mages), *Steel & Rot* (the black annis is as strong as a human with Athletics rank 4 and has skin, claws, and teeth like steel; her claws secrete a poison that will inflict 6d6 damage 1d3 turns later, with a





save then allowed at -4 to halve the damage; and her bite carries disease like that of rats and other foul dungeon-dwellers), *True Name* ("Black Agnes" has a true name that can give her foes power over her), *Vulnerable to Iron* (the black annis takes double damage from weapons made of wrought/cast iron), *Zombie Mistress* (black annis hags keep company with all kinds of foul monsters, oozes and chimeras and worse; but they are especially fond of the undead and can create obedient walking dead from corpses pretty much at will; they can also command other undead to obey them, with phantoms and lesser undead forced to obey with no save, and mummies and stronger receiving a save to resist if they wish to).

### Hag – Green Crone

*Fae (Faerie, Shadow, Unseelie)*

No. Enc.: 1 (1d3)	Hit Dice: 6* (24 hp)
Armor Class: 8	Attacks: claw/claw + 1d6 ghostly daggers
Move: 40' (120')	Damage: 1d6/1d6 + 1d4 each

The weakest and most wretched of the hags, a green crone is an extremely clever and wicked fae who dwells in desolate forests or bogs. She appears as a wrinkled and withered green-skinned witch who is often found in the company of vicious but otherwise quite ordinary animals (wolves and crows and such).

**Notes:** *Keen Senses* (green crones are only surprised on a roll of 1), *Magic-User* (green crones use magic as 6<sup>th</sup> level mages), *Animal Control* (a green crone can keep up to 1d6 normal animals under her control at all times, regardless of their hit dice, no save), *Hide Appearance* (the green crone likes to appear as a young, beautiful woman; this illusion can be maintained without concentration on the part of the hag), *Daggers of Sorcery* (once every hour, the crone can conjure 1d6 ghostly daggers that hover in the air and fight by themselves; they have 1 hp, AC 3, and deal 1d4 damage just like normal daggers, following their targets relentlessly; if a dagger is hit, it explodes in a puff of evil smoke that forces all targets except the crone within 10' to save or be weakened and dizzied, -2 on attacks and saves for 6 rounds), *True Name* (a green crone has a true name that can give her foes power over her), *Vulnerable to Iron* (the green crone takes double damage from iron weapons).

### Hag – Sea Witch

*Fae (Faerie, Shadow, Unseelie)*

No. Enc.: 1 (1d3)	Hit Dice: 8*** (32 hp)
Armor Class: 5	Attacks: 1 dagger/1 touch + foulness
Move: 40' (120')	Damage: 1d6/2d6 life absorb + special
· Swim: 50' (150')	

A sea witch is a foul creature, a wicked water-fae with a hideous frog-like face, a bloated body, and lower half in the shape of some disturbing sea-creature (a water-snake, a giant lobster, a mollusk). Sea witches have the most repulsive habits imaginable and hatred in their hearts to match. They dwell in ocean shallows but are able to breathe air and come onto land for a few hours each day. Their only joy comes from tormenting mortals who wander haplessly into their territory, be they merfolk coming from the deeper oceans or strapping sailors from the land.

**Notes:** *Magic-User* (a sea witch uses magic as an 8<sup>th</sup> level mage), *Hide Appearance* (sea witches can disguise themselves as beautiful women, mermaids, or scyllas; but they hate beauty don't like doing this), *Aura of Foulness* (any who come within 10' of a sea witch who is not in disguise must save at -6 or flee in utter disgust for 1d20+5 rounds), *Life Drain* (in combat, a sea witch attacks with both a huge dagger and a life-sucking touch that causes 2d6 damage while healing the sea witch by the same amount), *True Name* (a sea witch has a true name that can give her foes power over her), *Immunities* (sea witches can only be harmed by magical, silver, or iron weapons; iron weapons cause them double damage).

### Kelpie

*Fae (Faerie)*

No. Enc.: 0 (1)	Hit Dice: 7* (28 hp)
Armor Class: 7	Attacks: hoof/hoof/bite
Move/Swim: 60' (180')	Damage: 1d6/1d6/1d8

A kelpie is a dangerous water-spirit that resembles an ordinary horse, but one so beautiful and seemingly-tame that mortals they encounter will often want to mount them and claim them as steeds. (Kelpies can also project an illusion that makes them appear as a beautiful human, but this is only an illusion, not actual shapeshifting.) Kelpies haunt the banks of the rivers or lakes in which they dwell; a mortal who approaches a kelpie will soon find themselves seized and dragged underwater to be drowned.

**Notes:** *Hide Appearance* (a kelpie can choose to appear as a man or woman of surpassing beauty; when so glamourous, it is capable of human speech), *True Name* (a kelpie is a water-spirit: it has a true name which can give its foes power over it), *Vulnerable to Iron* (kelpies take double damage from wrought or cast iron weapons).

### Leshy

*Nature Spirit*

No. Enc.: 0 (1d8)	Hit Dice: 8* (32 hp)
Armor Class: 3	Attacks: 2 branches
Move: 20' (60')	Damage: 2d6/2d6

The leshies are the shepherds of the forest: cautious, deliberative, and extremely ancient, the so-called "tree-herders" are themselves quite tree-like in appearance. They can stand up to 20 feet in height, with branch-like arms, rootlike legs, and bodies that look like great tree-trunks with faces. Leshies can speak the languages of mortals and the language of trees and tree-spirits, which is their very own tongue—a slow and difficult language that requires a great many words just to express even the simplest of ideas. The leshies are only concerned with protecting their forests, the trees

above all else, and this can sometimes put them at odds with mankind. They distrust anyone who carries an axe or a lit flame; but they are at least wise enough to hate shadowspawn and other creatures of darkness more than they distrust humans and Fair Folk.

According to the leshies, they are the oldest living things in creation: they have tales of their ancestors having witnessed the first coming of the elves, the awakening of the stone giants, and the hatching of the very first firedrake. But then again, the stone giants tell stories where *they* planted the first saplings that would one day become leshies, once the elves sang them to life at the dawn of a previous life-age of the Earth.

**Notes:** *Treelike* (a leshy looks very much like a tree; if it wants to, it can appear to be indistinguishable from one by merely standing still; and in a forest, it has a 4-in-6 chance to surprise enemies), *Bark Skin* (leshies take half damage from blunt weapons, but they save vs. fire at -2), *Animate Trees* (a given leshy can animate up to 2 trees at a time; these animated trees are known as *wroth-trees*, which fight just like leshies, with all of the same statistics, except that their base movement is only 10'; wroth-trees are not terribly

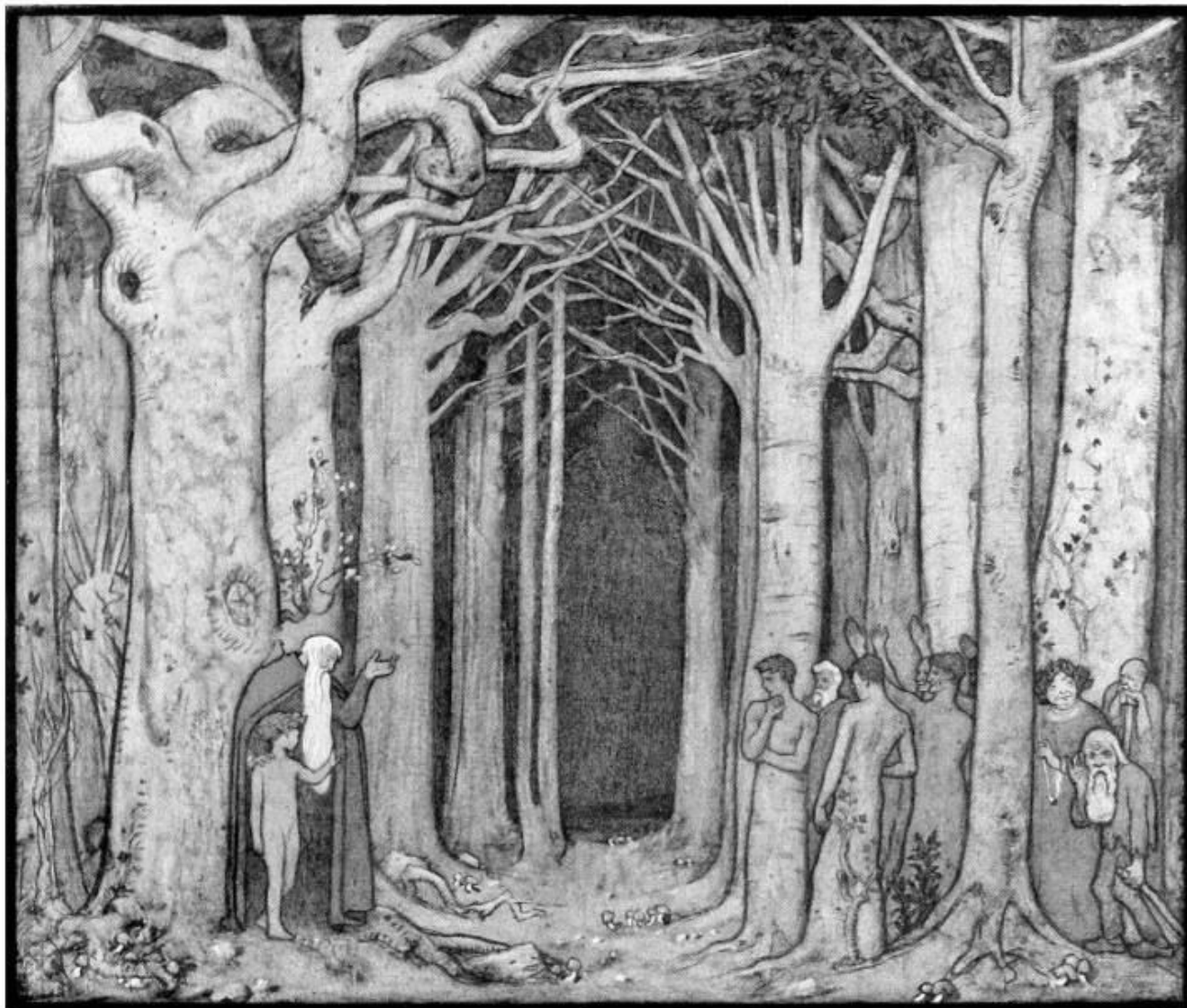
intelligent and can only act as the animating leshy directs; it takes a leshy 1 full round to animate a wroth-tree and 1 full round to return a roused wroth-tree to its original state as a dormant tree).

### Nicor

*Fae (Faerie, Shadow, Unseelie)*

No. Enc.: 0 (1)	Hit Dice: 11*** (44 hp)
Armor Class: 5	Attacks: claw/claw/bite
Move: 40' (120')	Damage: 2d6/2d6/2d10, all poisonous
· Swim: 120' (360')	

Variously known as a *nücken*, *nøkk*, or *nuckalavee*, a nicor is a powerful evil spirit related to the kelpie. Some sages consider nicors to be demons, but they are in fact powerful unseelie fae: they come from Faerie, not Chaos or the Veil. Unlike the kelpie, the nicor has true shape-shifting ability: it can take the form of a giant humanoid, a great horse, or a sea-dragon, but it is always hideous and terrifying in appearance, wreathed in smoke and darkness, and with transparent skin so that its muscles and veins are visible. Nicors hate



## CHAPTER SIX: MONSTERS

living mortals and attack them on sight, fearlessly and without the cunning of their kelpie cousins. Nicors are friendly to the undead and are always able to communicate with them; and the undead will never willingly attack a nicor.

**Notes:** *Immunities* (nicors are immune to fire, poison, and damage from non-magical weapons, unless those weapons are made of silver or iron; iron weapons cause them double damage), *Regeneration* (nicors regenerate 3 hp per round), *Fear Aura* (a nicor radiates fear in a 50' radius; any creature in the area must save each round or else flee for 2d6 rounds), *Death Aura* (a nicor's very presence automatically slays small insects, plant-life, and any creature with 2 hp or less within Near rage), *Poisonous* (a nicor's physical attacks are all poisonous, each inflicting 4d6 damage slowly over the 4 rounds following a hit, save for half), *Cold Breath* (once every 3 rounds, a nicor can breathe a cone of cold, 60' long out to 10' wide, 6d6 damage, save for half), *True Name* (a nicor has a true name that can give its foes power over it), *Taboo* (nicors come from the ocean; they cannot cross a body of running freshwater).

### Nymph, Greater

*Nature Spirit*

No. Enc.: 0 (1d3)	Hit Dice: 4** (16 hp)
Armor Class: 4	Attacks: 1 weapon/2 hooves
Move: 60' (180')	Damage: by weapon/1d6/1d6

Greater nymphs are the chieftains of nymph-kind, centaur-like in form, with an upper body shaped like that of a beautiful woman or man, and the lower body of some four-legged or fish-tailed beast. They have little love for mortals and concern themselves mainly with protecting the nymphs who live in their territory.

**Notes:** *Magic* (greater nymphs are able to cast magic as 4<sup>th</sup> level mages), *True Name* (being nature spirits, nymphs have true names which can give their foes power over them), *Territorial* (all greater nymphs are bound to a particular region, such as a certain forest or sea, and they will not willingly leave it).

**Hamadryads:** Greater forest nymphs are called hamadryads; they have the upper bodies of women (but with antlers growing atop their heads) and the four-legged lower bodies of either deer or (rarely) goats. In addition to the basic abilities of a greater nymph, a hamadryad can use the False Friend spell at will.

**Sileni:** The sileni is the male counterpart to a hamadryad; it looks very much like a centaur, but with the lower body of a goat or a donkey, and ram's horns growing on its head. Sileni are the lords of satyr-kind and love drunken revelry above all else. They are skilled with the panpipes and while playing music on them can cast Veil of Sleep at will; or they can produce a Confusion charm with the same duration and area of effect as Veil of Sleep, only the effects are identical to those of a tech's Psychotropic Compound or Neuro-Discombobulator.

**Oceanids/Tritons:** The greater sea nymphs are called oceanids if female and tritons if male. They have the upper bodies of beautiful humans and the lower bodies of hippocampi, i.e. the forelegs of horses and hindquarters shaped like that of a great fish or cetacean. Oceanids and tritons have a special power to calm or call forth a squall at sea, merely by blowing on a conch-horn; it takes about a turn for the effects to manifest either way. Oceanids and tritons have a swim speed of 60' (180'); on land, they have MV 30' (90').

### Nymph, Lesser

*Nature Spirit*

No. Enc.: 0 (1d6)	Hit Dice: 2* (8 hp)
Armor Class: 6	Attacks: 1 weapon
Move: 40' (120')	Damage: by weapon

Lesser nymphs are the common variety, more humanoid in shape than the greater nymphs. Lesser nymphs are nearly always female – in fact, satyrs are the only male species of lesser nymph-kind. Nymphs are nature-spirits, bound to a particular terrain (such as forest, sea, mountains, or freshwater); they can leave their homeland for a time, but the longer they stay away, the more depressed and listless they become. More than a few months' time away from their territory is sure to prove fatal. Nymphs are generally on friendly terms with fae of the Hidden Court, eldar and pixies and such, even though they are not truly fae-kind themselves. Trysts with mortals are quite common, with the offspring having an equal chance of being born either mortal or nymph-kind.

**Notes:** *True Name* (nymphs have true names which might give their foes power over them), *Territorial* (nymphs are place-spirits, bound to dwell within a particular home terrain, such as forest or ocean or mountains; they will not leave their homeland without a very good reason, and staying away for longer than 1d6 months can cause a nymph to waste away from depression).

**Dryads and Satyrs:** These are forest nymphs. Like their mortal cousins the fauns, dryads and satyrs look like elfin-featured humans with small goat-horns growing out the tops of their heads, goats' legs in place of human legs, and fur from the waist down. Dryads and satyrs look distinctly more goatlike than fauns, with their facial features being something of a mix between human and animal. Dryads (females) have the ability to cast the False Friend spell at will, while satyrs (the only kind of male lesser nymph) can cast Veil of Sleep simply by playing on a set of panpipes.



**Naiads and Oreads:** Naiads and oreads are the only two races of nymph-kind which look exactly like human women (and they are, of course, always female). Naiads are river-nymphs: they inhabit rivers, lakes, and other freshwater bodies. They can breathe water or air without difficulty and have a swim speed of 40' (120'). Just like dryads, naiads can cast False Friend at will. Oreads are mountain nymphs: they have the ability to fly with a speed of 40' (120'), just by walking on the wind. They also have the power to produce Fool's Gold — that is, to make ordinary stones that they touch appear to be precious metals or gems via an illusion — at will. (If an oread's purpose is to seduce a goblin, Fool's Gold will be far more effective than False Friend ever could be.)

**Nereids:** Nereids are ocean-nymphs. They look just like mermaids or scyllas, woman-like above the waist and either fish-like or octopus-like below. Just like their mortal cousins, the merrows, nereids have a swim speed of 60' (180') and a land speed of 20' (60'), which they achieve by awkwardly balancing on their tails and slithering. Nereids are able to cast the False Friend spell at will.

**Rusalkas, Loreleis, and Veelas:** Some nymphs have the remarkable ability to project their False Friend spell out to affect all mortals within Near range. These nymphs are otherwise indistinguishable from normal females of their race; they are born to ordinary nymphs and raised among them, only discovering their powers by chance when they reach adulthood. A rusalka is a nereid whose power to charm is unlocked by singing. A lorelei is a naiad with the very same charming song. A veela is a dryad with this talent; she casts her mass-charm by dancing.

### Pooka

*Fae (Faerie)*

No. Enc.: 1 (1)	Hit Dice: 5** (20 hp)
Armor Class: 3	Attacks: 1 weapon
Move: 40' (120')	Damage: by weapon

A pooka is a trickster-fae which ordinarily takes the form of a wizened little dwarf but which can assume the shape of practically any living creature, real or imagined. The pooka is a shapeshifter and a mischief-maker, able to appear visible to some beings and invisible to others, and it loves to play tricks, lead travelers astray, or move and hide household objects like the worst combination of boggart and poltergeist. That said, pookas aren't always malicious; they just have a certain idea of "fun" that most mortals find annoying.

**Notes:** *Shapeshifter* (a pooka can assume just about any form — dwarf, dragon, six-foot-tall pink rabbit, whatever it likes — but this does not change its hit points, attack forms, or other stats), *Selective Invisibility* (a pooka can be invisible to some mortals and visible to others, as it chooses), *True Name* (a pooka has a true name that can give its foes power over it), *Vulnerable to Iron* (a pooka takes double damage from wrought or cast iron weapons).

### Skin-Changer

*Nature Spirit*

No. Enc.: 1d4 (1d6)	Hit Dice: 5+1** (21 hp)
Armor Class: 7 or 10	Attacks: 1 bite or 1 weapon
Move: 60' (180') or 40' (120')	Damage: 2d4 or by weapon

Skin-changers are the first entry in a class of monsters which might be termed *therianthropes* — beings with both a human and an animal form. Such entities are spirits, not mortals; like other spirits bound to a physical form, they do not age or suffer from disease, although they can be slain by violence or accident (in which case their soul will reincarnate). Being shapeshifters, therianthropes can transform into one particular sort of animal; but their ability to transform will nearly always carry with it one or more special conditions.

Skin-changers are nature-spirits and usually on friendly terms with elves and the Hidden Court; but they prefer to dwell on the periphery of human societies — especially primitive tribes, where they may even pass themselves off as shamans or medicine men. At any rate, they are always warriors and protectors of their chosen people. They hate creatures of Shadow, particularly despising the undead, shadowspawn, and skin-walkers.

Skin-changers are usually (but not always) male; in their human shape, they look like tall, mighty men (or sometimes ogres), dark and hairy. A skin-changer has the power to transform into a ferocious beast of some kind, usually a great bear or wolf. (A bear-totem skin-changer is known as a *bearsarkr* or a *beorning*; while a wolf-totem is called a *garwulf* or a *bisclavret*). In their animal form, blows from normal weapons glance off their hides like nothing. Note that in the stat block above, when two values are listed, the first is for the animal form and the second is for the human form.

**Notes:** *Animal Form* (a skin-changer can assume the form of a great beast, such as a bear or a giant wolf, by removing its clothes and hiding them somewhere; if its clothing is lost or stolen, it becomes trapped in animal form, still intelligent but unable to speak like a human), *Thick Hide* (in its animal form, a skin-changer can attack with its claws and bite; cannot be harmed by any non-magical weapons, including silver and iron; and regenerates 3 hp per round), *True Name* (a skin-changer is a spirit and has a true name which can give its foes power over it), *Summon Kith* (once per day, a skin-changer can summon 1d6 normal animals of its totem kind to assist it; they arrive 1d4 turns later).

### Skin-Walker

*Fae (Faerie, Shadow, Unseelie)*

No. Enc.: 1d3 (1d4)	Hit Dice: 9* (36 hp)
Armor Class: 4 or 10	Attacks: 1 gore or 1 weapon
Move: 60' (180') or 40' (120')	Damage: 2d6 or by weapon

A skin-walker is an evil spirit with both a human and an animal form. In human shape, a skin-walker is an evil witch or wizard who uses magic to spread misery; in animal shape, it is larger and more ferocious than a normal animal of its type. Unlike the more benign skin-changers and skin-wearers, skin-walkers do not need a talisman to shape-shift: instead, their taboo is tied to night and day. They can shift freely between forms as often as they want at night but remain stuck in one form or the other during the day.

Two common varieties of skin-walker are the devil swine, who appears as either a grossly fat human man or a huge boar; and the glaistig (or deer woman) whose human form is that of a seductive temptress, except for one feature she cannot conceal (such as a tail or hooves). These creatures live on the edges of human societies, quietly murdering and eating a series of hapless victims and slowly enriching themselves with plunder. Note that in the stat block above, wherever two numbers are listed, the first is for the animal shape and the second is for the human shape.

**Notes:** *Animal Form* (a skin-walker can freely change between its human and animal forms at night, but it is stuck in one shape during the day), *Vulnerabilities* (in their animal forms, skin-walkers can only be harmed by magical, silver, or iron weapons; iron weapons always cause them double damage), *True Name* (a skin-walker has a true name which can give its foes power over it), *Charmer* (skin-walkers can cast False Friend thrice per day).

### Skin-Wearer

*Fae (Faerie, Seelie)*

No. Enc.: 1 (1d4)	Hit Dice: 3+3* (15 hp)
Armor Class: 6 or 10	Attacks: 1 bite or 1 weapon
Move: 60' (180') or 40' (120')	Damage: 1d6 or by weapon

Skin-wearers are in many ways the opposite of skin-changers: they are nearly always female, and they take on an animal shape by wearing an animal skin which, if it is lost or stolen, traps them in human form. The two most common varieties of skin-wearer are the selkie (seal-maiden) and the swanmay (swan-maiden). The kitsune (fox-maiden) is a well-known but less common variety. Skin-wearers are among the friendlier faes: they have little reason to harm humans, and indeed tales of love between a skin-wearer and a mortal are commonplace. Note that in the stat-block above, if there are two numbers listed for a given entry, the first number is for the animal form and the second is for the human form; in the case of movement, selkies only use their better speed when swimming and swanmays when flying.

**Notes:** *Animal Form* (a skin-wearer can assume the shape of an animal by donning its seal-skin or swan-feather cloak; if this totem is lost, they become trapped in human form), *True Name* (all skin-wearers have a true name which can give their foes power over them), *Vulnerabilities* (in their animal forms, skin-wearers can only be harmed by magical, silver, or iron weapons; in human or animal form, wrought or cast iron weapons cause them double damage).

### Sprite, Flittering

*Fae (Faerie; can be Hidden, Seelie, or Unseelie)*

No. Enc.: 3d6 (5d8)	Hit Dice: 1/2* (2 hp)
Armor Class: 6	Attacks: 1 weapon
Move: 40' (120')	Damage: by weapon × 1/2
· Fly/Swim/"Flit": 60' (180')	

Sprites are the fabled "little people" of fae-kind. Smaller even than dwarfs, they are invariably curious, mischievous, and shy. Sprites come in many different shapes and a range of sizes: the two broad archetypes listed here are meant as examples, not as an exhaustive classification.

"Flittering" sprites are the smaller sort of sprite, perhaps 1' tall at the most, capable of moving through their native element with ease. Pixies are air-sprites: a pixy looks like a tiny elf with dragonfly wings. Their cousins, the nixies, are water-faes that look like tiny merfolk. The pechs, or earth-sprites, are gnome-like in appearance, with large eyes and rock-colored skin. Pechs (which are also called "tommyknockers") are able to "flit" through solid earth as easily as a pixy flies through the air or a nixy swims in water.

**Notes:** *Magic* (flittering sprites are able to remain invisible for as long as they choose, even while fighting; they can use magic as 1<sup>st</sup> level mages, with a preference for spells like False Friend, Veil of Sleep, or anything else that confuses, misleads, befuddles, jinxes, or curses), *True Name* (flittering sprites have true names that can give enemies power over them), *Vulnerable to Iron* (flittering sprites take double damage from weapons of wrought or cast iron).

### Sprite, Trooping

*Fae (Faerie; can be Hidden, Seelie, or Unseelie)*

No. Enc.: 1d6 (5d8+20)	Hit Dice: 1* (4 hp)
Armor Class: 6	Attacks: 1 weapon
Move: 40' (120')	Damage: by weapon

The "trooping" sprites are the larger class of little people, 2' tall and usually lacking wings or other strange means of movement. As their title implies, they march in a motley band along the forest floor or out from the faerie-mounds to do the business of their fae court (and there can be sprites that serve the Seelie, Unseelie, or Hidden Courts). Three fairly well-known types of trooping-fairies include the spriggans, which are tree-sprites, gnarled and twisted in frame, with bark-like skin; they are the guardians of trees and protectors of forests. Next are their close kin, the knooks, which



look similarly wizened, but hairy and sometimes hooved. Knooks are friends to wild beasts and protectors of animals everywhere. The ryls are the third type of trooping sprite: these are flower-faes, delicate and elfin in shape, with long sweeping ears and full blossoms atop their heads instead of hair. Ryls, according to legend, both nurture and protect the flowers of the world, and paint their colors on with every sunrise.

**Notes:** *Magic* (trooping sprites are able to use magic as 2<sup>nd</sup> level mages), *True Name* (trooping sprites have true names that can give enemies power over them), *Vulnerable to Iron* (all trooping sprites take double damage from wrought or cast iron weapons).

### Will-o'-the-Wisp

*Fae (Faerie)*

No. Enc.: 1d6 (3d6)	Hit Dice: 2* (8 hp)
Armor Class: 6	Attacks: 1 touch
Move: 60' (180')	Damage: 1d8 fire

Will-o'-the-wisps are tricky swamp-fae that look like bobbing orbs of glowing light or flickering flame. They are clever, playful, and they like nothing more than luring travelers into dangerous bogs.

**Notes:** *Lure* (a group of six or more wisps can magically force a traveler to save or else be compelled to follow the wisps.)

## VI • HUMANOIDS and Giants

**H**UMANOIDS ARE almost self-explanatory: humans and all of their close relatives, whether they are human-shaped or only semi-human in appearance, are grouped here. Giants are included as well, since they are fundamentally the same as other humanoids and only distinguished by their great size.

Humanoids are all free-willed beings and generally do not have an alignment, although a great many demihuman kindreds are the result of many generations of mingled human and fae bloodlines. These sorts of demihumans are known generally as Fair Folk or fairies, and they all have the “Faerie” sub-type to denote their affinity for their fae ancestors’ home plane. Likewise, those species which carry the taint of Chaos in their blood have the sub-type “Shadow.”

The sole unifying trait for humanoids is that they are all mortal beings with finite lifespans and few, if any, magical powers. In fact, most humanoids can only use magic by becoming mages or occult scholars. The lack of significant special abilities means that most humanoid races are playable as characters. Players and referees can refer to the notes given at the beginning of Chapter Five for how to run player characters of a demihuman kindred.

### HUMANOIDS (BY NAME)

Arachne	Goblin	Sasquatch
Caveman	Harpy	Scylla
Centaur	Hobgoblin	Shadowspawn
Cyclops	Human	Silurian
Draug	Jotun, Stone	Siren
Dwarf	Lamia	Titan, Cloud
Elf	Merrow	Troll
Ettin	Minotaur	Troll Mage (Risi)
Faun	Moleman	Werewolf
Fay	Morlock	Wilder
Gigas, Hill	Ogre	Yeti
Gigas, Two-Headed	Pegataur	

### HUMANOIDS (BY HIT DICE)

Shadowspawn (1/2 to 3+1)	Scylla (1+1)	Pegataur (5*)
Human (1/2 to 8)	Harpy (1+2)	Sasquatch (5*)
Dwarf (3/4)	Caveman (2)	Troll Mage (5+2****)
Hobgoblin (1)	Centaur (2)	Minotaur (6)
Merrow (1)	Lamia (2)	Ettin (6+3)
Moleman (1)	Wilder (2)	Werewolf (7* to 9*)
Morlock (1)	Silurian (2*)	Gigas, Hill (8+2)
Elf	Arachne (3*)	Gigas, Two-Headed (10)
Fay (1*)	Draug (3**)	Cyclops (13*)
Goblin (1*)	Siren (3** to 6**)	Jotun, Stone (15)
Faun (1+1)	Troll (4+1)	Titan, Cloud (20****)
Ogre (1+1)	Yeti (4+4**)	

### Arachne

*Humanoid (Faerie)*

No. Enc.: 1d3 (1d6)	Hit Dice: 3* (12 hp)
Armor Class: 8	Attacks: 1 claw or bite or weapon
Move: 40' (120')	Damage: 1d4 or 1+poison or by weapon

Arachnes are a race of centaur-like demihumans with lower bodies shaped like huge spiders and upper bodies that resemble fays or sidhe. It is widely held that the arachnes are in fact a magical combination of tarantula and fay, created long ago by some extremely

powerful transformation magic. They are a reclusive and introverted species, rarely leaving the caves and forests that they call home. Since their appearance can be startling to humans, they are overly cautious about being seen; but they are not particularly hostile or aggressive. Most arachnes simply wish to left alone; but they are friendly to other demihumans, especially fays.

**Notes:** *Webs* (thrice per day, an arachne can shoot a mass of webbing; the effect is similar to a Web of the Spider spell), *Venom* (an arachne’s bite causes little damage, but it delivers a poison which renders the target dulled and sluggish—the target must save or be slowed, i.e. limited to 2 Moves per round and unable to take parting shots), *Wall-Crawler* (an arachne can climb sheer walls and ceilings with ease).

### Caveman

*Humanoid (Human)*

No. Enc.: 1d10 (4d10)	Hit Dice: 2 (8 hp)
Armor Class: 9	Attacks: 1 weapon
Move: 40' (120')	Damage: by weapon

In this context, “cavemen” are not simply primitive human beings, but rather a robust cousin-species now thought to be extinct—that is to say, Neanderthals rather than Cro-Magnon men. Such cavemen may still continue to exist in “lost world” areas, and they may even have a more developed language and culture than any present-day archaeological evidence would suggest. A caveman leader (there will be at least one in a given tribe or band) is exceptionally powerful and has 6 HD. Cavemen tend to be on unfriendly terms with all humans, demihumans (especially ogres, which they seem to loathe instinctively), and shadowspawn. As a people, they are inflexible, tradition-bound, and above all else, extremely reluctant to trust outsiders.

**Notes:** *Robust* (cavemen fight with only primitive weapons of stone, but they add an extra +1 bonus to hit thanks to their great strength); *Human* (cavemen are fundamentally human; there can be caveman characters who belong to any of the fighter, rogue, or mage classes—they are never scholars or techs—and they can advance up to 10<sup>th</sup> level in those classes, just like normal humans).

### Centaur

*Humanoid (Faerie)*

No. Enc.: 0 (2d10)	Hit Dice: 2 (8 hp)
Armor Class: 6	Attacks: 1 kick or weapon
Move: 50' (150')	Damage: 1d6 or by weapon

Centaur is one of the more recognizable demihuman kindreds: the head, arms, and torso of a human being joined to the otherwise headless body and four legs of a horse. Centaurs in *Engines & Empires* are rather different from their standard portrayal (wild and boorish drunkards living a primitive lifestyle in some deep, dark forest). Instead, *E&E*’s centaurs are civilized and chivalrous; they aspire to knighthood above all else. While centaurs do not usually have nations or civilizations of their own, their communities can be found within practically any human city, with most individuals choosing to serve as knights and cavaliers. *E&E* centaurs are also smaller than their typical fantasy counterparts: their upper bodies are more elfin than human (pointy ears and all), and their lower bodies are only pony-sized, making them fit to carry a dwarf on their back, perhaps; but larger riders are not usually possible.



**Notes:** *Lance Charge* (a centaur wielding a lance adds +2 to hit if they move at least 20' directly towards a target before attacking).

**Wild Centaurs:** If a referee does wish to include a more traditionally monstrous sort of centaur, the stats are similar to those above, except that wild centaurs have 3 or 4 hit dice, depending on whether they are the size of riding or draft horses. 3 HD centaurs deal 1d8 damage with their kick, while 4 HD centaurs deal 1d10. Neither kind of monstrous centaur can lance-charge, but they can both kick *and* attack with a weapon in the same round. Wild centaurs move at a speed of 60' (180').

Wild centaurs, of course, hate humans and other civilized races enough to attack them on sight and are often drunk on the strong wine that they prefer. However, a rare few wild centaurs have a talent for divination that civilized centaurs lack and can Augury (as the ritual) once per week, just by studying the stars.

## Cyclops

*Giant*

No. Enc.: 1 (1d4)	Hit Dice: 13* (52 hp)
Armor Class: 6	Attacks: 1 club
Move: 30' (90')	Damage: 3d10

The cyclops (the proper plural is "cyclopes") is a belligerent, man-eating giant known for its great size (20' tall) and the single eye which sits in the middle of its forehead. Cyclopes mostly live in very small groups or alone, sometimes in caves, herding sheep and growing giant wine-grapes in nearby fields. They are known for being both thoughtlessly bold and extremely stupid and gullible.

**Notes:** *Poor Depth Perception* (cyclopes roll to hit at -2), *Throw Rocks* (a cyclops can hurl a boulder with a 70' / 140' / 210' range, for 3d6 damage on a hit), *The Evil Eye* (1 cyclops in 20 is able to cast a magical curse, the details of which are left up to the referee).

## Draug

*Humanoid (Shadow)*

No. Enc.: 1d6 (1d10)	Hit Dice: 3** (12 hp)
Armor Class: 5	Attacks: 2 claws or 1 weapon
Move: 40' (120')	Damage: 1d3/1d3 + paralyze or by weapon

The Norse name for this species is *draugr*; in the Old English, they would be called *orcneas*. Draugs are the Dark Fae counterparts of elves and fays, mortal descendants – or perhaps creations – of the Dark Fae-Lords, the sluagh. Tales tell of the half-undead origins of the draugish race, of their having been raised up from the mucks and slimes of cursed patches of earth, woven with the darkest of old magicks, and in which the corpses of elves or Light Faes had been buried and left to rot.

Draugs have a ghoulish or vampiric appearance to them, like pale elves with sharp features, their pasty white skin pulled tightly over bony, slender frames. They shun the sunlight just as shadow-spawn, trolls, and vampires do, because it paralyzes them for as long as it touches any part of their skin. It is said that the draugs dwell in mysterious underground kingdoms, carrying on strange and cultic traditions; those draugs encountered on the surface-world are lone assassins, mercenaries, or wanderers. Because they are far more intelligent than shadowspawn, draugs will be valued as officers and strategists in a Chaos god's dark army.

**Notes:** *Enemy of Light* (draugs are paralyzed by sunlight, so that a draug caught in daylight is frozen in place until sundown; even a tiny or reflected sunbeam will paralyze a draug for as long as the light touches its skin), *Ghoulish Touch* (a draug's claws secrete a paralytic venom, so that anyone struck must save or be paralyzed for 1d4+1 rounds, or until the condition can be lifted by some effect that cures paralysis or neutralizes poison).

## Dwarf

*Humanoid (Faerie)*

No. Enc.: 3d6 (5d8)	Hit Dice: 3/4 (3 hp)
Armor Class: 8 (or 6)	Attacks: 1 weapon
Move: 30' (90')	Damage: by weapon (small)

Dwarfs are little people, fairy-blooded demihumans who typically stand about 3' tall (4' is exceptional for a dwarf). Keep in mind that *Engines & Empires* dwarfs are not the *dvergar* Norse myth (see goblins, pg. 174); rather, they are inspired by English folk tales and by such fantasy races as hobbits and halflings, gnomes, leprechauns, kender, nelwyn, warrows, and any other fantastical race that might be termed "wee folk" (which even includes dwarves as described by Terry Brooks and C.S. Lewis, as opposed to J.R.R. Tolkien).

Of all the fairy races, dwarfs (or "dwerrows," as they prefer to call themselves) might just be the most closely related to humans. They have little interest in magic; those few dwarfs who do study wizardry tend to develop a knack for spells that make plants grow. They are a pastoral people, close to the land: they love their farms and orchards, forests and fields. Dwarfs aspire to lead simple lives filled with simple pleasures, like good food and strong ale and a pipe of tobacco at the end of a good day's work. They like to be left alone, away from the noisy goings-on of Big Folk like men and elves, free to carry on as they have for generations uncoun- ted. This does not mean that dwarfs are cowardly: far from it. They are fierce when threatened; their border-guards are the finest marksmen in the world, surpassing even the elves in that respect; and young dwarfs are particularly taken with stories of high adventure (inevitably leading a few of them to wander off the farmstead and try to make their way in the world as adventurers or burglars or wandering scholars).

**Notes:** *Small & Subtle* (dwarfs cannot wield Heavy or Great weapons, and they must wield Medium or Large weapons in two hands; but large monsters, usually meaning anything with 4 HD or more, are -2 to hit dwarfs), *Hardy* (dwarfs get a +2 bonus on all saving throws), *The Arrow That Misses* (a dwarfish proverb says, "the arrow that misses might as well have been thrown away"; dwarfs train at archery from a young age and are +1 to hit with missile weapons), *Forest Folk* (dwarfs are stealthy when outdoors, 90% undetectable when motionless in woods or underbrush).

## Elf

*Humanoid (Faerie)*

No. Enc.: 1d4 (2d12)	Hit Dice: 1* (4 hp)
Armor Class: 6	Attacks: 1 weapon
Move: 40' (120')	Damage: by weapon

The elves described here the *älfar*, the Wood Elves. They are a fairy kindred: a mortal race descended from the commingled blood of eldar (High Elves) and mortal men. In other words, *Engines & Empires* elves are what other settings might call "half-elves" when half-elves are treated as a race unto themselves.

Älfar can live for up to three centuries. They are considered a strange people, full of contradictions. Their longer lifespans should make them wise and cautious, and yet they are bold and daring, seeking adventure for its own sake as sailors and explorers and swashbucklers. The eldar, whom the *älfar* serve, are themselves too cautious with their immortal lives to ever dare leaving their hidden forest strongholds; but the *älfar* go out into the wide world on their behalf, carrying out missions for the Elf Lords, hunting treasures (especially magical treasures, which are endlessly fascinating to elves), or merely seeking danger purely for the thrill of it. Elves are *bons vivants* in the extreme: lovers, carousers, and dilettantes of every profession.



ON THE GERONTOLOGY OF ELVES

One of the defining traits of humanoids, as opposed to spirits, is their mortality—their finite lifespans. Spirits (including faes and nature spirits, demons, and other planar beings) are immortal, which does not mean that they are physically invulnerable; it simply means that their physical bodies do not age or suffer from natural disease. A spirit's physical body can be destroyed by violence or accident, but the spirit's soul or essence simply reincarnates a century or two later, memories and personality completely intact.

Mortals, meanwhile, are sure to age and die no matter what else might happen to them. What happens *after* death is a matter of great speculation, but it is at least widely agreed that the Veil of Shadow is the first destination for the restless dead, those doomed to haunt the living as ghosts. And as for the souls of mortals with no unfinished business, who can say?

Regarding the lifespans of humanoids, most species only live about as long as humans do, or maybe (due to a magical nature) a wee bit longer—but rarely more than a century. This is true of arachnes, centaurs, dwarfs, fauns, harpies, lamias, merrows, minotaurs, ogres, scyllas, shadowspawn, and wilders, and also of the near-human races of cavemen, molemen, and morlocks. Even those races which would seem to be closely related to elves and fays (like centaurs and arachnes) have a significantly diminished lifespan in comparison, often as a side-effect of the hereditary enchantment that makes them part-animal.

The elves, fays, draugs, and goblins, being more direct descendants of the fae races, and sirens and werewolves due to being magically cursed, have a lifespan approximately triple that of most mortals, i.e. from 250 to about 300 years. Giants (including ettins and trolls) are even longer-lived, with natural lifespans that range from 300 years for trolls and gigantes, to 500 years for cyclopes and ettins, to a thousand years and more for the greatest of giant-kind, the jotuns and titans.

**Notes:** *Magical Dabbler* (when elves are encountered as monsters, they cast magic as a mage equal to their hit dice – 1<sup>st</sup> level in the case of the basic 1 HD elf noted in the stat-block above), *Forest Folk* (like dwarfs, elves are a woodland people; when encountered in woods, their gray-green cloaks make them 90% invisible while they remain motionless).

**Ettin**

*Giant*

No. Enc.: 1d8 (1d8)	Hit Dice: 6+3* (27 hp)
Armor Class: 1	Attacks: 2 fists or 1 club
Move: 40' (120')	Damage: 1d10/1d10 or 3d8

Ettins are the greater trolls, or the lesser stone giants, depending on how you look at it. In the Elder Days, when gods walked the earth and vied with Chaos, they were opposed by the *jötunn*, the giants of stone; but the stone giants fared poorly in the ancient wars, and today they are almost as rare as dragons. But they left behind some descendants: a diminished race, still as solid as the living rock of the earth, but shrunken and benighted compared to the jotuns. In fact, ettins are little more than simple-minded hulks, 10' tall (only a third the height of a jotun!), and prone to aggression because they are too dull-witted to know any better. But they are not creatures of Shadow like the trolls are, and sunlight does not affect them.

Ettins are very strong, equally dangerous with either their bare rock-like fists or with the huge iron clubs that they wield whenever they happened to be press-ganged into a Chaotic army. Their very hide is tougher than plate armor, making ettins a veritable terror

on the battlefield. Ettins are not normally intelligent enough to speak; the vast majority of ettins are only able to communicate with simple grunts, growls, and gestures.

**Notes:** *Rocky Hide* (ettins take half damage from fire and cold, but electricity and acid can damage them normally).

**Faun**

*Humanoid (Faerie)*

No. Enc.: 1d6 (5d8)	Hit Dice: 1+1 (5 hp)
Armor Class: 6	Attacks: 1 weapon
Move: 40' (120')	Damage: by weapon

Fauns are the mortal cousins of satyrs and dryads; and they look very much like them, with furry goat-legs below the waist, goat-like ears, and tiny horns atop their heads. Their facial features are elfin and youthful and decidedly fae-like. Personality-wise, most fauns are extremely extroverted, even flamboyant. This outward friendliness does, however, conceal an extremely close and family-oriented culture. Fauns have a clannish, nomadic society: they live in roving bands made up of a few families, who move from place to place, settling on the edges of human cities for a time, and then moving on again when they feel that they must.

**Notes:** *Nimble Climber* (fauns can leap and climb like mountain-goats, negotiating even near-vertical slopes with relative ease).

**Fay**

*Humanoid (Faerie)*

No. Enc.: 1d8 (2d20)	Hit Dice: 1* (4 hp)
Armor Class: 4	Attacks: 1 weapon
Move: 40' (120')	Damage: by weapon

Humans tend to regard fays as a strange, rare sub-race of elves; but fays are apt to take such a comparison as a grave insult. After all, they are the mortal children of the sidhe, the very Lords of Faerie. This does tend to give fays a somewhat conceited outlook on life: are they not, then, each and every one of them, a prince or a princess living in a foreign land for a few centuries? And sure enough, it is every fay's ambition to live like royalty. Where the elves crave excitement and adventure, fays are hedonists, seeking pleasure to an extreme that would make any Epicurean blush. Urbane, charming, and beautiful, these Fair Folk usually dwell within the largest human cities, moving among the upper ranks of society. Fays who cannot themselves afford to live lives of leisure are often hangers-on and sycophants, insinuating themselves into the lives of the rich and powerful. On occasion, of course, a fay lady or gentleman may fall down on his or her luck and be compelled to seek a fortune on the highways of adventure – but most fays are loath to do this. They simply *despise* sleeping outdoors.

**Notes:** *Magical Dabbler* (fays are able to use magic as mages of a level equal to their hit dice; common 1 HD fays count as 1<sup>st</sup> level mages), *Glamour* (fays are able to alter their appearance in minor ways using an inherent knack for illusion magic, changing their eye and hair color, or subtly shifting their facial features; the magic counts as a cantrip, except that the duration is indefinite).

**Gigas, Hill**

*Giant*

No. Enc.: 1d4 (1d4)	Hit Dice: 8+2 (34 hp)
Armor Class: 5	Attacks: 1 club
Move: 40' (120')	Damage: 2d8

The common hill gigas (plural: gigantes) is a huge humanoid that stands between 12' and 15' tall. They are the commonest race of true giants, ill-tempered brutes that resemble nothing so much as



Goblins are a race of smaller fairy-folk, standing between 4' and 5' in height, with skin tones ranging from ruddy, earthen shades to pale green or olive. Their facial features are comical and exaggerated, with large noses and sharply pointed ears. Both male and female goblins like to wear their hair in elaborate braids, and males often keep full, tufted beards long enough to tuck into their belts.

Goblins prefer to dwell underneath great mountains, in elaborate subterranean complexes that combine palaces, halls, and vaults with vast metalworks, smithies, and deep mines. Goblin society is both clan-based and plutocratic, with rulership of a mountain-holt falling to the clan elder of the demonstrably wealthiest clan. This also makes goblin society somewhat Machiavellian and difficult to navigate, full of politics and intrigues and legal battles, and not-infrequent assassinations. Those goblins who do not concern themselves with politics will surely find other ways to help their family amass wealth: as miners, smiths, artisans, or engineers. Goblins are a clever species with a great love of technology, and a great many of the inventions now spreading across the face of the world were originally theirs. That said, goblins are still a fairy breed, and they do not shun magic – rather, they use it to augment the wondrous fruits of their forges and smithies.

**Notes:** *Minds of Metal and Wheels* (goblins are gifted tinkers and can use technology as a tech with a level equal to their hit dice; the common 1 HD goblin counts as a 1<sup>st</sup> level tech), *Underground Eyes* (goblins cannot see in perfect darkness, but their eyes adjust very quickly to dim light; they are never blinded by the sudden appearance or loss of a bright light-source), *Tunnel Sense* (goblins are used to tunnels; they can detect subtle slopes and intuit their depth under the ground; further, any path that a goblin has ever trod, they can always retrace from memory, making it very difficult for a goblin to become lost in a maze).

really tall cavemen. They are brigands and bullies, too lazy to do much for themselves, but glad to plunder whatever they can.

**Notes:** *Throw Rocks* (a hill gigas can throw boulders with missile ranges of 30' / 60' / 90' for 3d6 damage on a hit).

## Gigas, Two-Headed

*Giant*

No. Enc.: 1d2 (1d4)	Hit Dice: 10 (40 hp)
Armor Class: 4	Attacks: left club/right club
Move: 40' (120')	Damage: 2d8/3d6

The two-headed gigas is exactly what it sounds like: a giant with two heads, each with its own independent thoughts and personality. They're bigger, tougher, and even a little smarter than ordinary gigantes; but two heads are *not* always better than one, given how easily a two-headed gigas can distract itself with arguments between its heads. When a two-headed gigas fights, each arm wields a club; the right arm does more damage because it's dominant.

**Notes:** *Extra Set of Eyes* (two-headed gigantes are only ever surprised when a 1 is rolled on the surprise die).

## Goblin

*Humanoid (Faerie)*

No. Enc.: 1d6 (5d8)	Hit Dice: 1* (4 hp)
Armor Class: 5	Attacks: 1 weapon
Move: 20' (60')	Damage: by weapon

## Harpy

*Humanoid (Faerie)*

No. Enc.: 1d4 (3d10)	Hit Dice: 1+2 (6 hp)
Armor Class: 7	Attacks: 2 claws or 1 weapon
Move: 40' (120')	Damage: 1d3/1d3 or by weapon
· Fly: 50' (150')	

Harpies are half human and half bird in appearance, with feathers starting at the waistline and bird-like legs below, and the wings of great ospreys or eagles on their backs. The birdfolk (as harpies are sometimes called) are a friendly race of demihumans, but cautious and contemplative, with an aloofness about them that others can easily mistake for arrogance. Their facial features are sharp and elf-like, and their wings give them a vaguely angelic appearance. They make their isolated homes within tall cliffs or among high mountaintops, where they delve rooms and halls a short way into the solid rock. Harpies ardently desire the solitude that these high-up eyries afford them, for they love peace and freedom and open skies; but they are also a warrior people, and they will defend their homes with startling ferocity.

**Notes:** *Dive Bomb* (if a harpy wielding a lance, pike, or spear can dive at least 20' down from above while flying and attacking, the attack roll gets a +4 bonus to hit; but the harpy must end his movement in mêlée with the target after making the attack).

## Hobgoblin

*Humanoid (Shadow)*

No. Enc.: 1d8 (5d8)	Hit Dice: 1 (4 hp)
Armor Class: 6	Attacks: 1 weapon
Move: 20' (60')	Damage: by weapon (small)

Hobgoblins are deep-dwelling, mutant goblins who have delved too deeply underground or become lost and gone mad from isolation. Something about the Deep-Under affects these mad goblins in a peculiar way, changing them (perhaps via some kind of magical or Chaotic radiation) so that their skin becomes like rock and their minds become warped and twisted. They wander the tunnels of the Deep-Under, scavenging fungi and small slimy things, dreaming up mad inventions and infernal machines—and goodness only knows what might be whispering those thoughts into their heads.

**Notes:** *Small & Subtle* (hobgoblins are stunted compared to normal goblins, dwarf-sized; this means that they can only wield the smaller sorts of weapons, like dwarfs; but their AC is 2 points better vs. attacks from large monsters), *Deep Dweller* (hobgoblins can see in perfect darkness out to 60' with infravision and reasonably well out to 120'; but artificial light of any sort makes them -1 on attack rolls, and sunlight blinds them).

**Gnomes:** Gnomes are a rare offshoot of the hobgoblin species. They have returned to the surface world and adapted to living in sunlight once again. Evolution has stripped them of both their infravision and their sunlight sensitivity, but it has not restored their sanity. Gnomes are whimsical tinkers and mad scientists, prone to speaking as rapidly as they think, which is to say, excessively fast. They conform to the same stats as hobgoblins, but they have the "Faerie" sub-type like other demihuman kindreds rather than the "Shadow" sub-type like hobgoblins.

## Humans

Stats for humans come in a broad variety, ranging from the lowly "normal human NPC" for townsfolk and other noncombatants, to bandits, guardsmen, pirates, nobles, and others.

### Humanoids

Type	No. Enc.	AC	MV	HD (hp)	AT	DG
Normal	1d4 (3d20)	10	40' (120')	½ (2)	1	By weapon
Scoundrel	1d8 (4d10)	8	40' (120')	¾ (3)	1	By weapon
Soldier	1d10 (6d10)	6	30' (90')	1 (4)	1	By weapon
Veteran	1d6 (3d10)	4	30' (90')	1+1 (5)	1	By weapon
Noble	1d2 (2d6)	2	20' (60')	3 to 8	1	By weapon

**Normal Humans:** This entry describes common people, like townsfolk and tradesmen and farmers. They are, for the most part, noncombatants, people who do not seek adventure and mainly concern themselves with making a living. A child or an invalid might have 1 hit point; most people will have 2 or 3; a very tough individual, like a blacksmith or the town bully, will have 4 hp.

**Scoundrels:** This category encompasses brigands, highwaymen, street-thieves, pirates and buccaneers, bandits and raiders, and also well-traveled peddlers, traders, minstrels, wanderers, scholars, and so forth—basically, 0<sup>th</sup> level rogues.

Groups of scoundrels (e.g. thieves' guilds, bandit camps, fleets of pirate ships) tend to be organized hierarchically. For every 30 men in a band, there will be a leader (bandit chief, pirate captain) of at least 4<sup>th</sup> level in a PC class. For every 3 leaders, there will also be an 8<sup>th</sup> level boss (bandit king, pirate commodore).

**Soldiers:** These are able-bodied fighting men: infantry soldiers, men-at-arms, tribal warriors, etc. 0<sup>th</sup> level fighters, in other words. Soldiers are even more strictly hierarchical than scoundrels: every 20 soldiers has a 2<sup>nd</sup> level lieutenant leading them; every 40 soldiers also has a 4<sup>th</sup> level captain; every 50 soldiers will have a 5<sup>th</sup> level major over them; and every 4 majors will be led by a 7<sup>th</sup> level colonel, with every 4 colonels being led by a 9<sup>th</sup> level general. All of these officers are, of course, human fighters.

**Veterans:** This category represents elite soldiers with special status or training: dragoons, hussars, Janissaries, Viking berserkers,

tribal spirit-warriors, etc. Veterans are usually attached to groups of normal soldiers.

**Nobles:** These are upper-class humans with combat training. This includes gentlemen, country squires, knights, earls or barons, counts, dukes, and royals, any of whom might have taken up arms and learned to be a great swordsman without actually belonging to the fighter class. Traveling nobles are nearly always accompanied by a large retinue of guards and servants, most of whom will be 2<sup>nd</sup> to 7<sup>th</sup> level humans with a PC class.

## Jotun, Stone

### Giant

No. Enc.: 1d4 (1d20)	Hit Dice: 15 (60 hp)
Armor Class: 1	Attacks: 1 weapon
Move: 50' (150')	Damage: 5d10

The stone jotuns are among the oldest races in the world—some say that they were the *first* race, even older than the dragons. There are so few jotuns left in the world today that they are considered all but extinct; those that remain are believed to be storehouses of ancient wisdom, or secret knowledge handed down from the very gods themselves. Consequentially, the search for a living jotun hiding the world somewhere is something of a "holy grail" quest for scholars and sages. But the truth of the matter is, no one can really know what the stone giants are like, or if they would be friendly if they were found. The odds are, any jotuns still living in some out-of-the-way mountain range are apt to feel besieged on all sides and unlikely to trust anyone at all.

**Notes:** *Throw Rocks* (stone giants can hurl boulders with missile ranges of 100' / 200' / 300' for 4d6 damage on a hit).

## Lamia

### Humanoid (Faerie)

No. Enc.: 1d4 (2d10)	Hit Dice: 2 (8 hp)
Armor Class: 7	Attacks: 1 tail or bite or weapon
Move/Swim/Climb: 40' (120')	Damage: 1d3+spec. or 1+pois. or by weapon

Lamias are a fairy kindred closely related to merrows and scyllas. They are similar to merfolk in appearance, except that their lower halves are those of great constrictor-snakes. Lamias are said to live in remote forest or mountain regions, where they study martial arts in order to perfect themselves as warrior-monks. A human fighter seeking to learn kung-fu could do worse than to seek out a lamia *sifu*.

**Notes:** *Constrict* (if a lamia hits with his tail-slap, he automatically grabs ahold of his target and squeezes, dealing 1d3 damage each round until the target can make a saving throw and wriggle free); *Venom* (a lamia's bite carries with it a weak poison that deals 1d6 points of damage one turn later, save for half).

## Merrow

### Humanoid (Faerie)

No. Enc.: 0 (1d20)	Hit Dice: 1 (4 hp)
Armor Class: 7	Attacks: 1 weapon
Move: 20' (60') or 40' (120')	Damage: by weapon
· Swim: 60' (180')	

The merrows are the merfolk (sometimes simply called "the mer"), a fairy people who appear like humans or elves from the waist up, but with long serpentine fishtails below. With few exceptions, merrows have hair in some shade of sea-green and eyes to match; and their tails, covered in fins and scales (despite the fact that they are a mammalian species), come in a variety of colors, ranging from the common silver or green to wildly exotic tropical hues.

As demihumans go, merrows are among the most similar to humans in terms of their societies, personalities, and tendency to vary broadly from culture to culture worldwide. Little can truly be called “universal” of merrows, except for a few key details: merrows are highly charismatic, both attractive and outgoing; they love music, especially singing; but, compared to humans, they tend to be more than a little vain, flighty, and hot-tempered.

Merrows live under the sea in shallow areas near coasts. They usually trade with nearby human settlements, exchanging the fish that they hunt or herd (or the odd sunken treasure) for things they cannot make, like metal tools and weapons. Their leaders can have up to 4 HD. Merrows are able to breathe both water and air with equal ease: they are truly amphibious and can live on land for any length of time, as long as they can drink twice as much water as a human must. They move about on land by balancing upright on their sea-serpent-like tails and slithering—an awkward method of locomotion that some merrows take to better than others. Most merrows know how to perform a simple magical ritual for creating a *cohuleen druith*, an enchanted necklace or cap or cloak (or, for the stylish mermaid on the go, seashell brassiere) that improves a the merrow’s balance and buoyancy while on dry land and protects their fins and scales from mundane damage. A merrow in possession of such a charm moves at a Speed of 40’; without one, the best a merrow can manage while “tail-walking” is 20’.

Merrows generally get along well with scyllas and with sea-dwelling nymphs, the nereids and oceanids and tritons. They regard rusalkas as blessed high priestess, oracles, and protectors of their oceanic territories.



## Minotaur

*Humanoid (Monstrous)*

No. Enc.: 1d6 (1d8)	Hit Dice: 6 (24hp)
Armor Class: 7	Attacks: 1 gore/1 bite or 1 weapon
Move: 40' (120')	Damage: 1d8/1d8 or 3d6

A minotaur is a large humanoid (about 8’ tall) with the head, hide, and stubbornness of a bull. A rare few minotaurs are civilized, but most are savage and will gladly eat human flesh. They fight with huge axes or mauls, and they usually live in tunnels or labyrinths.

**Notes:** *Bull Rush* (if a minotaur moves at least 20’ directly at his target before attacking with a gore/bite routine, the gore attack gets an extra +2 bonus to hit), *Labyrinth-Dweller* (minotaurs cannot become lost in mazes).

## Moleman

*Humanoid (Human)*

No. Enc.: 1d8 (1d8)	Hit Dice: 1 (4 hp)
Armor Class: 10	Attacks: 1 weapon
Move: 40' (120')	Damage: by weapon

Molemen are albino humans dwelling in “lost civilizations” deep beneath the earth. They tend to have queer customs and are likely hostile to explorers. (For the ur-example, look to the 1956 B-movie *The Mole People*—or better yet, the *MST3K* episode that mocks it—about a race of underground-dwelling albino Sumerians.)

**Notes:** *Deep Dweller* (molemen can see in the dark out to a distance of 90’; but bright artificial light-sources make them –1 on attack rolls, and full sunlight blinds and terrifies them), *Human* (the molemen are a human sub-species; they can belong to any one character class and advance it up to 10<sup>th</sup> level).

## Morlock

*Humanoid (Shadow)*

No. Enc.: 1d12 (5d10)	Hit Dice: 1 (4 hp)
Armor Class: 9	Attacks: 1 weapon
Move: 40' (120')	Damage: by weapon

Morlocks are an even more degenerated version of molemen. They are albino, savage, and carnivorous, even eating the flesh of other humanoids. They only venture onto the surface at night, to hunt; they use only crude tools and scavenged weapons.

**Notes:** *Deep Dweller* (morlocks can see in the dark out to 120’; if caught in sunlight, they roll attacks at –2 to hit).

## Ogre

*Humanoid (Faerie)*

No. Enc.: 2d4 (10d6)	Hit Dice: 1+1 (5 hp)
Armor Class: 8	Attacks: 1 weapon
Move: 40' (120')	Damage: by weapon

Ogres are barbarian humanoids, a bit taller and stronger than men, with green skin, lower canines that stick out like tusks, upturned noses, and bony ridges on their foreheads. In their own tongue, they are called the *ûrkō*—“ogre” is a corrupted pronunciation of this word. Ogres are distantly related to goblins, and the two races are sometimes callously grouped together as “Greenskins” by humans and demihumans of a certain ilk who cannot imagine calling them “Fair Folk.”

Ogres have a tribal and nomadic society built around following the game that they hunt across the tundras and steppes. Each tribe is named for a totem animal-spirit (bear tribe, wolf tribe, etc.) and is divided into clans led by a patriarchal clan-chief and a shaman. History is replete with instances of ogre tribes coming together to

form a war-horde and attack human civilization; but the history books (written by humans, of course) tend to exaggerate their scope and intent. Ogre raids are of the ordinary sort, i.e. motivated by resources or territory or politics, a far cry from the depredations of a 'spawn army under the sway of a Demon Lord.

Of course, times change, and in this day and age, there may be more ogres living in the slums of industrial, coal-choked cities than on the steppes. These city-ogres have a rough time of it, barely able to get work in the factories, never mind anything better. Most are relegated to menial work: dock-hands, bouncers, or hired muscle—for a noble or a gentleman in need of bodyguards if they're lucky; and for a criminal syndicate if they aren't.

### Pegataur

*Humanoid (Faerie)*

No. Enc.: 0 (2d10)	Hit Dice: 5* (20 hp)
Armor Class: 6	Attacks: 2 claws/1 weapon
Move: 50' (150')	Damage: 1d6/1d6/by weapon
· Fly: 100' (300')	

A pegataur is a winged centaur, a formidable and magical being. ("Pegataur" is merely the too-clever-by-half name others give this kindred; they are actually a hybrid of centaurs and harpies, completely unrelated to pegasi, and they call themselves *burāq*.) Their hind legs end in hooves like those of a centaur, but their forelegs have bird-like talons (like those of a harpy, but bigger), which they can use to attack from the air while also swinging a weapon at the same time. Pegataurs are a reclusive and aloof race, but they have been known to hire themselves out as mercenary air-troops when the price is right and the cause is deemed worthy.

**Notes:** *Dive Bomb* (if a pegataur can dive down from the air onto an enemy from a height of at least 20' while wielding a lance, pike, or spear, the to-hit roll gets a +4 bonus, but the pegataur must land and end their movement in mêlée with the target that round), *Lance Charge* (a pegataur on the ground gets +2 to hit with a lance, just like a centaur, if they move 20' directly at their target before they attack), *Snatch* (if a pegataur hits his target with both claws while swooping out of the air, a man-sized or smaller target must save or else be picked up in the pegataur's talons), *Magical Dabbler* (pegataurs use magic as mages with 4 fewer levels than they have hit dice, e.g. a 5 HD pegataur is also a 1<sup>st</sup> level mage).

### Sasquatch

*Humanoid (Monstrous)*

No. Enc.: 0 (1d10)	Hit Dice: 5* (20 hp)
Armor Class: 7	Attacks: 2 fists or 1 boulder
Move: 50' (150')	Damage: 2d4/2d4 or 2d8

Sasquatches, also known as bigfoots, are shy, apelike hominids that dwell in forests or mountains. They are omnivorous and usually only aggressive if threatened or if their lairs are invaded. While not particularly intelligent, sasquatches are good at going unseen.

**Notes:** *Stealthy* (sasquatches have a 4 in 6 chance to surprise an opponent when outdoors), *Big Hug* (if a sasquatch hits a foe with both fists, it automatically squeezes for an extra 4d6 damage), *Hurl Boulder* (sasquatches can throw rocks with a 20'/40'/60' missile range for 2d8 damage on a hit).

### Scylla

*Humanoid (Faerie)*

No. Enc.: 1d6 (4d6)	Hit Dice: 1+1 (5 hp)
Armor Class: 6	Attacks: 1 weapon or tentacles
Move: 30' (90')	Damage: by weapon or 1d3+special
· Swim: 50' (150')	

Scyllas are the deep-ocean cousins of merfolk. Where the merrows look like elves above the waist (albeit with sea-green hair and gills in their necks) with the tails of sea-serpents below, scyllas look like fays above waist—pale white skin, solid black eyes tinted purple or pink, the same black hair and long pointed ears—and large octopuses below. Scyllas prefer the darker, colder waters just over the edge of the continental shelf; it is extremely rare for a scylla to ever venture up to the surface for any reason, never mind dry land. The truth is, little is known about them: they keep to themselves, even interacting with merrows only rarely.

**Notes:** *Tentacle Crush* (if a scylla hits with his tentacles, he can try to hang on and continue to crush the target for 1d3 automatic damage each round, until the target can roll a save and get free), *Ink and Jet* (just like a normal octopus, a scylla can release a cloud of opaque ink that spreads out to 20' across and, also in that same round, swim rapidly away at triple speed for the one round; this can be done once per day), *Denizen of the Deep* (scyllas are -1 on to-hit rolls in bright light, including sunlight).

### Shadowspawn

*Humanoids (Shadow)*

Type	No. Enc.	AC	MV	HD (hp)	AT	DG
Skaver	4d4 (6d10)	8	30' (90')	½ (2)	1	By weapon†
Mogrel	2d8 (6d10)	7	30' (90')	¾ (3)	1	By weapon
Gruuch	2d4 (6d10)	7	40' (120')	1 (4)	1	By weapon
Flynd	1d6 (4d6)	7	30' (90')	1+1 (5)	1	By weapon
Durlock	1d6 (3d6)	6	30' (90')	2 (8)	1	By weapon
Khshlaaa	2d4 (6d6)	6	20' (60')*	2+1 (9)	1	By weapon‡
Sahuagin	4d4 (4d10)	6	40' (120')*	2+2 (10)	1	By weapon
Buggane	2d8 (5d4)	6	30' (90')	3+1 (13)	1	By weapon‡

\* Movement rates listed above are base land speeds. Khshlaaa and sahuagin also have a swim speed which is twice their land speed, i.e. 40' (120') for Khshlaaa and 80' (160') for sahuagin.

† Skavers can only wield smaller weapons useable by dwarfs.

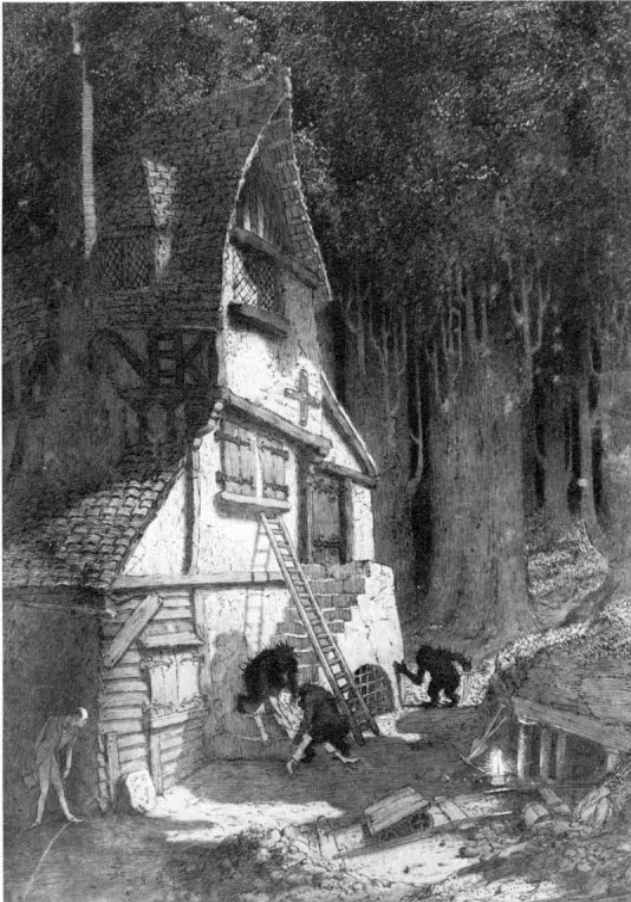
‡ Because of their immense strength, khshlaa receive an extra +1 bonus to hit when fighting with weapons and bugganes receive an extra +2 to hit.

Shadowspawn (also variously called chaospawn, darkspawn, foulspawn, hellspawn, and simply 'spawn for short) are an entire genus of degenerate and corrupted humanoids, created ages ago by Chaotic powers. Whenever a Dark Lord or a Duke of Hell summons forth a horde of inhuman minions to serve as his army of wanton and gratuitous destruction, the beastly shadowspawn are the monstrous soldiers which fill the ranks of that army.

It is difficult to speak of any one species of shadowspawn, since, being creations of Chaos, there is tremendous variation among them, even within a single species or breed. No two individual 'spawn are exactly alike in appearance; rather, they are always a motley blend of sundry vicious animals, patched together into a more or less humanoid shape.

Shadowspawn have little more than animal intelligence and hardly any willpower of their own. When a Dark Lord or other malevolent entity exists in the world to drive them ahead with his evil will, the 'spawn are a formidable fighting force, demonstrating enough intelligence to form ranks, follow orders, and speak in the language of Shadow; but if that dark power is then cast down, the 'spawn will inevitably scatter off into little tribes in the dark, out-of-the-way corners and deep places of the world. Then they have no language, no culture, and no ambition to do anything more than survive (usually by petty raiding and pillaging) until the next time evil calls them forth.

**Notes:** *Dark Will* (as part of an army, or in the presence of a tribal chieftain, shadowspawn have morale 8; if their army disbands or their chieftain is slain, they become more of a disorganized rabble and have morale 6), *No Love of Light* (the 'spawn



despite the sun – its light makes them nauseous and weak in the knees – and so, when they are forced to fight in broad daylight, most shadowspawn are -1 on their attack rolls), *Friend of Shadow* (shadowspawn have exceptionally well-developed infravision, even in comparison to other monsters; they can see out to 90' in perfect darkness).

**Skavers:** Skavers are small, clever, and vicious. They look like dwarf-sized humanoids with spindly limbs, ratlike faces and tails, and scaly skin of rust-red. They like setting traps and ambushes. A skaver lair is apt to have 10–60 normal individuals, plus a 2 HD chief and 1d6 1+1 HD bodyguards. Note that skavers can only wield small weapons, the same as dwarfs.

**Mogrels:** These 'spawn stand around 4' tall, with matted fur and faces that remind one of wild dogs and other pack-animals. They love wolves: there is a 20% chance that when mogrels are met outdoors, 1 in 4 is mounted on a dire wolf. In a lair, the mogrels will be led by a 3 HD boss who gets an extra +1 bonus to hit from abnormal strength and who has 2d6 2 HD bodyguards.

**Gruuchs:** The bloated and swine-faced gruuchs make up the bulk of a beastman army; poorly trained and equipped, they are the downtrodden battle-fodder of the shadowspawn. When met in battle, a gruuch unit is usually led by a 2 HD officer who gets an extra +1 bonus on to-hit rolls. In a lair, gruuchs are led by a chieftain with 4 HD and an extra +2 bonus to hit; and for every 20 individuals in the tribe, there is a 1 in 6 chance that a troll will be present (with a 1 in 10 chance that the troll will be an ettin instead).

**Flynds:** The trained soldiers of the shadowspawn stand as tall as a full-grown man and usually have the features of wild cats or

other night predators – yellow eyes, fangs, and feline ears. Being the regular troops of a Chaos army, they are morale 10 in the presence of a chief or a leader, morale 8 otherwise. Flynds can also be trained to fight in sunlight at no penalty (but only as part of an organized army). A lair of flynds will have a chief with 5 HD who gets an extra +2 to hit on attack rolls; plus 1d4 bodyguards with 4 HD each. There is a 1 in 4 chance that a war-chief will have a draug among his bodyguards.

**Durlocks:** Imagine standing on a field of battle and seeing a tall creature bearing down on you, armored; like a huge man, but with the head of a goat, horned and bearded; devilry in its eyes, blood staining its teeth. Durlocks are the vile shock-troops of the armies of Chaos. Like flynds, they are +2 to morale in the presence of a leader (10 with a chieftain or officer present, 8 without), and they can ignore the penalty for fighting in sunlight when they are part of an organized army. For every 20 durlocks encountered, one will be a knight-captain with 3 HD.

**Khshlaaa:** Whereas most 'spawn are vaguely mammalian in appearance, the khshlaaa are decidedly reptilian. These "lizard-men" are stealthy hunters and killers, the scouts and assassins of the forces of Chaos. Khshlaaa are semi-aquatic, moving at a speed of 40' (120') when swimming and having a strong preference for ambush from water or swampland, where they have a very easy time concealing themselves (4 in 6 chance to surprise). Because of their great strength, all khshlaaa get an extra +1 on to-hit rolls when attacking with weapons.

**Sahuagin:** The sahuagin are a fully aquatic sub-species of 'spawn which combines the humanoid form with the features of sharks, lobsters, and other sea-life in grotesque fashion. These creatures have a swim speed of 80' (160') and like to keep company with sharks. A given band of sahuagin will always be led by a 4 HD elder, and for every 10 individuals in the group, one is a 3 HD bodyguard.

**Bugganes:** The bugganes are the mightiest of all the shadowspawn. Huge, hairy, and vaguely bearlike in form, these hulking horrors are always surrounded by an aura of unnatural darkness which makes them difficult to see; they are not particularly guileful or stealthy, but they always enjoy a 3 in 6 chance to surprise foes whenever they are encountered. Because of their vast strength, bugganes get an extra +2 on attack rolls when wielding weapons.

**Shadow Speech:** The names for the various shadowspawn breeds given here are the Common Speech names bestowed upon them by humans and their fairy allies down through the centuries. In the Shadow Speech, each breed refers to itself by a name unique to that foul language: skavers (*rutch*), mogrels (*snaga*), gruuchs (*hlokka*), flynds (*shatra*), durlocks (*uglúk*), sahuagin (*sekolahi*), and bugganes (*grishnákhi*). The lizardmen are the exception: they do in fact call themselves the *khshlaaa* in their own hissing reptile-speech.

## Silurian

*Humanoid (Monstrous)*

No. Enc.: 1d8 (5d8)	Hit Dice: 2* (8 hp)
Armor Class: 6	Attacks: claw/claw/bite
Move: 40' (120')	Damage: 1d4/1d4/1d4

Silurians (who have their own name for themselves in their hissing, gurgling proto-language) are a race of reptilian humanoids which have existed for millions of years; their four-legged ancestors were contemporaries of the dinosaurs. This draws a sharp distinction between silurians and lizardmen, the latter being shadowspawn and creatures of Chaos, while the silurians are as naturally evolved as humans. Silurians are also distinguished by the distinctive "comb" or "frill" on their heads and by the oil they secrete which is nauseating to most mammalian species.



**Notes:** *Chameleon Blending* (within caves, silurians surprise foes on a roll of 1–4 on 1d6), *Stench* (anyone within Near range of a silurian must save or be sickened, –2 on attacks for as long as they remain in the silurian’s presence).

**Siren**

*Humanoid (Cursed, Monstrous, Shadow)*

No. Enc.: 1d6 (2d4)	Hit Dice: 3** (12 hp) to 6** (24 hp)
Armor Class: 8	Attacks: 1 weapon + song, or 1 kiss
Move: 20' (60')	Damage: by weapon + charm, or soul-drain
· Climb, Fly, or Swim: 50' (150')	

Sirens are fairy-women who have fallen into corruption, having been twisted into another creature entirely by the dark witchcraft that they themselves practice. They are temptresses and seductresses who form covens for the purpose of luring others into their deadly embrace—devouring the males that they ensnare and transforming the females into sirens like themselves.

Only a female arachne, harpy, lamia, merrow, or scylla can become a siren. Siren covens (which are always made up of a single kindred—always entirely composed of harpy sirens or of mermaid sirens, for example) tempt potential recruits by teaching them to work simple beautifying magicks that appear to make the caster more attractive; and it works, for a time. But eventually, the magicks become twisted, and the former fairy soon finds that her humanlike upper-half has become more grotesque, uglier and more like the animal that forms the lower part of her body. She develops an insatiable craving to eat the flesh and drink the blood of male humanoids. And she acquires two terrible powers: the ability to charm others with her siren-song, and the ability to drain away their very soul with a simple kiss.

Sirens retain the general shape of their base species and keep its modes of locomotion—arachne sirens can climb, harpy sirens can fly, lamia sirens can climb and swim, and mermaid and scylla sirens can swim and breathe underwater. Sirens are hideous to look at in their natural forms, but they are capable of glamouring themselves to appear beautiful and alluring to both potential coven inductees and to victims they intend to eat.

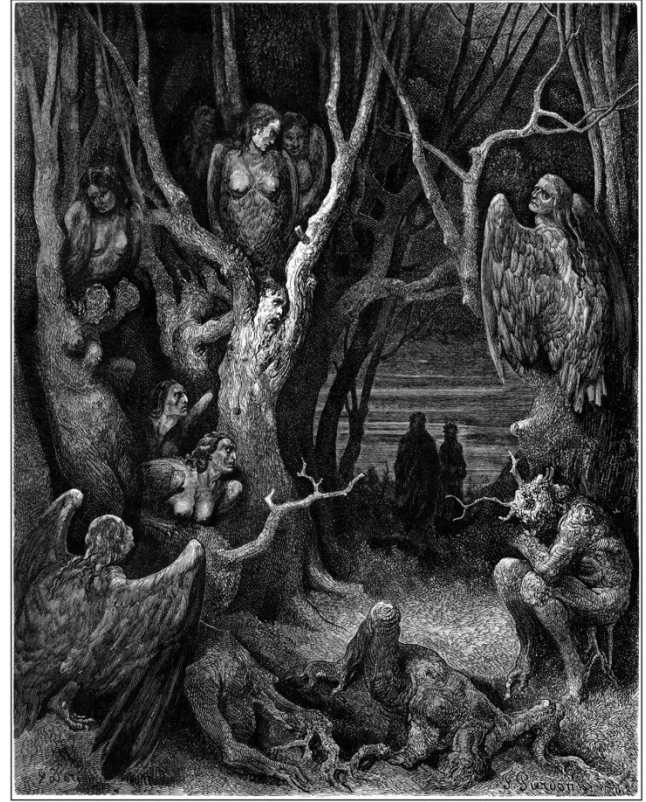
**Notes:** *Siren Song* (just like a rusalka or lorelei, cf. pg. 169, anyone within Near range who hears a siren sing must save or be affected as if by False Friend spell); *Glamour* (a siren can disguise her hideous appearance with an illusion of beauty, but only so long as she is not singing; use of the siren song instantly dispels the glamour); *Witchcraft* (sirens can cast magic as mages of a level equal to their hit dice, but their rituals are always dark and depraved, often requiring a blood sacrifice); *Just a Little Kiss* (if a siren can get close to a charmed victim, they prefer to kiss them rather than attack with weapons; any male kissed three times by a siren must save or die, his soul devoured and his flesh soon to follow; while a female of the appropriate kindred—arachne, harpy, lamia, merrow, or scylla—must save or be mentally dominated and inducted into the coven, to be slowly transformed into another siren).

**Titan, Cloud**

*Giant (Planar)*

No. Enc.: 1 (1d3)	Hit Dice: 20**** (80 hp)
Armor Class: 2	Attacks: 1 weapon
Move: 70' (210')	Damage: 9d6

Cloud titans are the greatest of all the giants, 50' tall and perfectly formed, like the most beautiful humans imaginable. These mighty beings straddle the line between mortality and divinity: in fact, it is the cloud titans who inspired early civilizations of humans to worship “sky gods” like the Olympian deities of myth. Titans dwell in



airborne castles in the clouds, these days caring little for the affairs of humble ground-dwellers and interacting with the world as little as they can. The truth is, for all their power, they fear what mortals on the ground may one day become, especially if their technology advances beyond steam-powered airships—and though they might live for a thousand years and more, titans are not true immortals.

That said, titans are not truly hostile to humans. They have decided to hide themselves away in heavens of their own making and not to interfere, precisely because they have a certain affection for men (whose civilizations they credit themselves with founding).

**Notes:** *Power of the Gods* (titans count as 20<sup>th</sup> level mages for the purpose of calculating how much mana they have and determining the scaling effects of their spells and rituals), *Hurl Thunderbolts* (a titan can conjure a ball of lightning and throw it with missile ranges of 150' / 300' / 450'; a hit causes 10d8 damage, save for half).

**Troll**

*Giant (Shadow)*

No. Enc.: 1d6 (2d6)	Hit Dice: 4+1 (17 hp)
Armor Class: 4	Attacks: 1 club
Move: 30' (90')	Damage: 1d12

Trolls are one of the earliest creations of Chaos, a corrupted and degenerate kind of ettin (pg. 173), filled with hatred for other living things and cursed for all time to dwell only in darkness. Trolls are huge, lumbering brutes with dull wits and thick, elephant-like hide that weapons have some difficulty piercing. They avoid sunlight at all costs, since even a moment’s exposure will instantly and quite permanently petrify a troll. They do like to hoard treasure, though: a troll’s cave nearly always has a few interesting items and 1d6 × 100 cp per troll, piled up in large sacks.





Trolls stand between 8' and 10' tall. They are closely related to the shadowspawn and very often allied with them – the two races can frequently be found in each other's lairs.

**Notes:** *Petrified by Sunlight* (a troll caught in natural sunlight is immediately and permanently turned to stone; magical or artificial sunlight will not do this, but it may frighten a troll for a moment).

### Troll Mage (Risi)

*Giant (Shadow)*

No. Enc.: 1d4 (1d8)	Hit Dice: 5+2*** (22 hp)
Armor Class: 5	Attacks: 1 weapon
Move: 40' (120')	Damage: 1d12

Risi are the troll magicians, also sometimes called *oni* in far eastern lands. They are larger and tougher than normal trolls, with huge noses and prominent ram-like horns on their heads. They are much smarter than ordinary trolls, and they invariably turn their cleverness to mischief and villainy.

**Notes:** *Petrified by Sunlight* (a risi caught in natural sunlight is immediately and permanently turned to stone), *Magician* (risi are able to use magic as 6<sup>th</sup> level mages; they also have a few natural magical abilities useable at will, namely the ability to turn invisible, fly, and change their shape into any creature from the size of a rat up their own 12' height), *Regeneration* (risi regenerate 3 hit points per round, excepting damage dealt by fire or acid).

### Werewolf

*Humanoid (Cursed, Monstrous, Shadow)*

No. Enc.: 1d4 (1d4)	Hit Dice: 7* (24 hp) to 9* (36 hp)
Armor Class: 4	Attacks: claw/claw/bite
Move: 50' (150')	Damage: 1d4/1d4/2d4

Werewolves are lycanthropes, humans cursed to take the form of a mindless and vicious wolfman when the moon is full. At all other times, a werewolf appears to be an ordinary human being and remains in control of himself. He is, however, still immune to blows from normal weapons and is thus very difficult to kill even while

in human form. The common 7 HD werewolf has no ability to control his transformation, shifting *only* on nights when the moon is full. An 8 HD werewolf (called a *rougarou*) has no control over the transformation either, but will lose himself and become a wolfman even when the moon is not full if attacked or otherwise threatened with harm. A 9 HD werewolf (called a *varcolac* or wolf-lord) has full control over his transformation and can shift at will. Typically, the more powerful the werewolf, the more of their humanity they have lost to the beast within: a varcolac is irredeemably evil and delights in spreading the curse of lycanthropy. Note that the stats given above are for a werewolf in his transformed state: in human form, a werewolf has an Armor Class and weapon damage according to his equipment.

**Notes:** *Lycanthropy* (anyone struck by a werewolf three or more times in the same combat contracts lycanthropy themselves and will transform into a werewolf at the next full moon; curing lycanthropy is very difficult, requiring a Cleansing Ritual that incorporates both wolfsbane and belladonna to be cast by a mage or scholar of a level higher than the hit dice of the lycanthrope who infected the victim), *Immunities* (in both human and wolfman form, werewolves are immune to blows from non-magical weapons, but they can be harmed normally by silver or magical weapons and by magical attacks), *Wolf's Bane* (werewolves are repelled by wolfsbane and must roll a saving throw or flee when they see it), *Howl For the Pack* (a werewolf that howls at the full moon summons other wolves to join it on the hunt: 7 HD werewolves can summon 3d6 normal wolves, 8 HD rougarous can summon 2d4 dire wolves, and 9 HD varcolacs can summon 2d6 hexwolves; the animals arrive slowly over the course of 1d4 turns after being called).

### Wilder

*Humanoid (Monstrous)*

No. Enc.: 2d6 (5d8)	Hit Dice: 2 (8 hp)
Armor Class: 7	Attacks: 1 weapon
Move: 40' (120')	Damage: 1d8

The wilder (pronounce it like German: VILL-der) are a species of anthropomorphic wolflike humanoids with a rather poor reputation – they have been conflated down through the ages with werewolves and skin-changers. In fact, wilder can be quite friendly to humans, provided they are approached as allies and treated with respect. There is nothing cursed or supernatural about them; they are simply "wolfmen," probably created by some wizard's magic long ago, with no taint of Chaos in their blood. The wilder have a nomadic, hunting-based society consisting of tribal "packs," each led by a chieftain that the wilder accord the title of "baron."

### Yeti

*Humanoid (Monstrous)*

No. Enc.: 1d6 (1d8)	Hit Dice: 4+4** (20 hp)
Armor Class: 7	Attacks: claw/claw or gaze
Move: 50' (150')	Damage: 2d4/2d4 or fear

The yeti, also known as the abominable snowman, is an arctic relative of the sasquatch. Yetis live at extreme latitudes or up on the snowy caps of high mountains. They stand 9' tall, with razor-sharp claws and teeth. Their ravenous appetites make yetis aggressive hunters.

**Notes:** *Bear Hug* (a yeti that hits with both its fists automatically hugs its target for an extra 2d8 damage), *Snow Beast* (yetis have a 4 in 6 chance to surprise foes in snowy conditions; they are immune to cold-based attacks, but take 150% normal damage from fire- or heat-based attacks), *Icy Gaze* (a target within 30' who meets a yeti's gaze must save or be paralyzed with fear for 3 rounds).

## VII • PLANAR and Elemental Spirits

THE *ENGINES & EMPIRES* game (regardless of the specific setting used) presumes a concentric planar cosmology, layered like an onion, with the Empyrean Center of All Being at the core, the silver stillness of the Astral Sea surrounding it, and the Inner Etheric Plane (which contains the Realm of Faerie) around that. Next comes the Prime Material Plane, which includes the physical universe (or possibly multiverse). Outside of our home plane is the Outer Ether, of which the Veil of Shadow is a part; then comes the vacuous Surface of Limbo, and finally the infinite Void of Chaos.

Reality sprang from the Void. It might have been spontaneous — as random as anything else that happens in Chaos, where all things that possibly *can* happen both *do* and *do not* happen all at once — or it could have been the will of Higher Powers. The truth may be unknowable. But one thing is certain: the Void hungers. It wants nothing more than to swallow reality back up again, to return all the planes back to the nothingness whence they came. To that end, it spawns demons — beings of pure Chaos that seek only to destroy, to oppose Order, and to upset the fragile Balance that allows the Prime Material Plane its continued existence.

The physical universe relies on the Balance. At all times, it sits perched on a knife's edge, precarious, utterly reliant on both the Order that anchors the Center of reality and the Chaos that would just as soon erase it. Even something as simple as the plain fact of a hydrogen atom's existence requires both: the Order of fundamental constants and immutable natural laws on the one hand, and the Chaos of random quantum phenomena on the other.

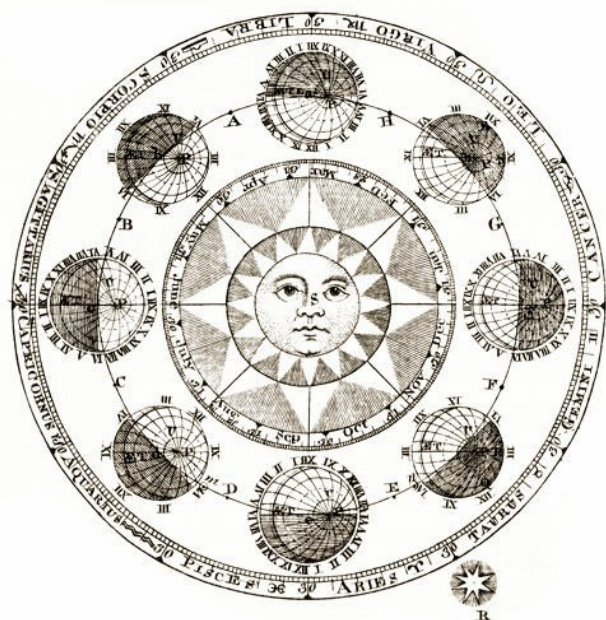
In a strange way, quantum physics and thermodynamics might actually provide the best explanation for what demons are. More than mere agents of entropy, they are intelligent minds sprung spontaneously into being, out in the Void where such unlikely infinities are possible — what speculative science and science fiction would term “Boltzmann brains.” But they are minds only, lacking any physicality unless and until they can pass from Chaos, through

Limbo, into the Veil of Shadow — where the Chaotic energies of the demon can combine with ambient ectoplasm or Shadow-matter to give the entity corporeal form. (A similar process acting on restless souls departed from Earth gives rise to the undead.)

What, then, is the nature of gods and angels? If demons arise from the random spontaneity of Chaos, whence come the spirits of Order? No mage, scholar, or scientist has ever successfully passed beyond the Inner Ether of Faerie and successfully navigated the Astral Sea to reach the Empyrean, so very little can be said about the Powers that Be with any certainty. But the Wise have speculated that Orderly beings must be in all ways the opposite of demons — that they *must* owe their existence to natural laws and strict processes and the enlightened beauty of mathematics. This suggests that gods and angels may very well have arisen by natural, even biological processes — like the very process of evolution that affects all life as we know it. The gods of Order could be transcendent beings who once, millions or billions or trillions of years ago, were mere and limited life-forms; but now, having advanced beyond all mortal comprehension, they build reality outward from the Center of Being, contending with Chaos, ever seeking to strengthen the bulwark that protects their own continued existence from the all-encroaching Void.

This raises the troubling possibility that our physical universe is nothing more than a buffer zone — an expendable layer of defense that happens to sit at the tipping-point between Chaos and Order. If the universe is nothing more than the midfield marker in an eternal struggle between two opposing sides, what happens when the playing field inevitably shifts in one direction or the other? But then, nobody ever said that the spirits of Order had to be good or benevolent or have the best interests of mortals at heart. The angels and the gods could easily enough turn out to be *dævas* and demiurges with their own selfish aims after all.

Finally, there are some spirits whose home plane is the Prime Material: the Balance itself brings them into being. These are the elementals, spirits that animate the substances of classical alchemy, earth and fire and wind and water. Their intelligence ranges from practically nil, to wisdom on par with any angel or demon. The more intelligent elementals are known collectively as “genies.”



### Angel — Cherub

*Spirit (Order, Planar)*

No. Enc.: 1 (1)	Hit Dice: 15*** (60 hp)
Armor Class: -1	Attacks: 2 flaming sword
Move: 40' (120')	Damage: 3d10/3d10
· Fly: 120' (360')	

A cherub (pl. cherubim) is a powerful spirit of Order with a physical form that resembles a huge, majestic human surrounded by a golden aura of divine power. When the Powers of Order require direct intervention in the affairs mortals, cherubim are the spirits that carry that action out, be it a simple message, a prophetic display of the power of the gods, or a bloody vengeance.

**Notes:** *Invulnerable* (cherubim can only be harmed by magical attacks or by +2 and better weapons, and they regenerate 3 hp per round), *True Name* (a cherub is a spirit; it has a true name that can give its foes power over it), *Heavenly Fire* (a cherub can shift from a solid form to an ethereal state which makes it both invisible and incorporeal, or back again, at will, with one round of concentration; or it can become a roaring column of holy flame which causes 2d8 damage each round to any creature within 15' of the cherub).

## CHAPTER SIX: MONSTERS

### PLANAR SPIRITS (BY NAME)

Angel—Cherub	Elemental, Para-	Quetzalcoatl
Angel—Dæva	Fundamental	Rakshasa
Angel—Seraph	Genie—Djinn	Shadow
Demon, Arch-	Genie—Ifrit	Shedu
Demon—Devil	Genie—Marid	Spectral Guardian
Demon—Fiend	Gründel	Spider, Planar
Demon—Imp	Hag, Night	Star Child
Dragon, Shenlong	Malefica	Spirit Eater
Elemental	Nagpa	Wendigo

### Angel—Dæva

*Spirit (Order, Planar)*

No. Enc.: 1d2 (1d2)	Hit Dice: 8** (32 hp)
Armor Class: 1	Attacks: 1 holy sword
Move: 40' (120')	Damage: 2d8
· Fly: 120' (360')	

Dævas could be considered “fallen” or rebellious angels; but this is because they are so slavishly devoted to the ideal of Order that they countenance no injustice, however petty or ambiguous. Thus, they are spirits of pure, karmic justice—angels of vengeance. They can peer into the soul of a mortal and know every sin ever committed by that individual, however slight; and for reasons unknown, even the most minor of sins will compel a dæva to violent action. These beings are friend to no-one, and higher orders of angels must often go to great lengths to restrain them.

**Notes:** *Invulnerable* (dævas can only be harmed by magic or by magical weapons, and they regenerate 1 hp per round), *True Name* (a dæva has a true name which can give its foes power over it), *The Spirit of Truth* (dævas can see through all shapeshifting and illusion and automatically know the alignment, sub-type, and species of anyone they see, as well as all past actions and present tendencies towards “evil” or “good” as the dæva understands those concepts, i.e. very strictly; however, the dæva itself is also incapable of telling lies—which makes it unlikely to willingly answer questions).

### Angel—Seraph

*Spirit (Order, Planar)*

No. Enc.: 1 (1)	Hit Dice: 22***** (88 hp)
Armor Class: -5	Attacks: 1 flaming sword
Move: 40' (120')	Damage: 4d8 or special
· Fly: 120' (360')	

The seraphim are the highest ranks of angels, with powers that approach that of the gods themselves. Seraphs are very good and wise and extremely Orderly: they wish only to preserve humanity and all good things in the world, but they are extremely reluctant to interfere in the affairs of mortals for fear of causing more problems than they might solve. They have the power to suspend the free will of even the most hard-hearted villain, but this so strongly violates their own sense of ethics that they will only ever personally manifest in the mortal world at the uttermost end of need. On the rare occasion that a seraph does appear in physical form, it resembles a stately, impossibly beautiful human with white eagle’s wings: the classic depiction of an “archangel.”

**Notes:** *Power of the Gods* (seraphim can use magic as mages of 20<sup>th</sup> level for the purpose of calculating scaling effects and spells per day), *True Name* (seraphim have true names which can give their foes power over them), *Invulnerable* (seraphim can only be harmed by +3 or better weapons and by magic; they are immune to fire and regenerate 5 hp per round), *Bolt of Pure Law* (once per day, a seraph can all forth a beam of light, 5' wide and 80' long; beings

### PLANAR SPIRITS (BY HIT DICE)

Fundamental (1+1)	Angel—Dæva (8**)	Wendigo (10**)
Shadow (2+2*)	Star Child (8**)	Shenlong Dragon (10****)
Demon—Imp (5**)	Genie—Djinn (9*)	Genie—Ifrit (10+1*)
Planar Spider (5**)	Quetzalcoatl (9**)	Genie—Marid (11+2*)
Gründel (6**)	Nagpa (9**)	Shedu (12**)
Rakshasa (7****)	Demon—Fiend (9***)	Angel—Cherub (15****)
Elemental (8/12/16)	Malefica (9+2****)	Demon—Devil (17****)
Para-Elemental (8*)	Spectral Guardian (10*)	Angel—Seraph (22*****)
Night Hag (8*)	Spirit Eater (10*)	Arch-Demon (25*****)

caught in this beam forget any and all evil thoughts and become genuinely good and selfless creatures for 2d6 turns, with no saving throw allowed).



### Demon, Arch-

*Spirit (Chaos, Planar)*

No. Enc.: 1 (1)	Hit Dice: 25***** (100 hp)
Armor Class: -5	Attacks: claw/claw/tail or rod or breath
Move: 30' (90')	Damage: 2d8/2d8/2d4+poison or death
· Fly: 90' (270')	

An arch-demon is Chaos personified, a prince of the Void. Every arch-demon is unique; the statistics given here are merely one example of the sort of “root of all evil” that might plague a campaign setting. Keep in mind that an arch-demon is not meant to be some kind of “final boss” for the player characters to face down at the end of a campaign. Even 10<sup>th</sup> level characters would not stand a chance in a direct confrontation with such a being. Rather, an arch-demon is, for all intents and purposes, the equivalent of a god of evil and can therefore only ever be defeated by indirect and extraordinary means.

The typical arch-demon is as hideous and terrifying in appearance as any mortal could possibly imagine: thrice the height of a man, with goat-like legs and face, ram’s horns, a barbed and ser-

pentine tail, and great bat-like wings. It is always surrounded by servile devils and lesser orders of demon-kind and undead, and it rarely leaves the safety of its fortress (probably on the plane of Shadow; or, if it is leading some kind of invasion into the mortal realm, in some utterly devastated and inhospitable wasteland). The weapon that an arch-demon carries, a rod made from pure, solidified entropy, cannot so much as be touched by any mortal without obliterating them completely.

**Notes:** *Poison* (a creature struck by an arch-demon's tail must save or immediately suffer 50 points of damage from the poison, with a saving throw allowed to reduce the damage to 25), *Invulnerable* (an arch-demon can only be harmed by magic or by weapons of +3 and better; it also regenerates 6 hit points per round; and it is immune to fire, poison, sleep, and charm effects), *True Name* (even the arch-demon has a true name, which can give its foes a great power over it), *Demon Breath* (five times per day, the arch-demon can breathe a cone of necrotic energy 100' distant out to 30' wide; all creatures caught in the area must save or die), *Rod of Pure Chaos* (a mortal struck with a blow from the arch-demon's rod is slain with no saving throw allowed), *Sorcery* (the arch-demon is able to use magic as a 20<sup>th</sup> level mage for the purpose of calculating scaling effects and spells per day), *Summoning* (with 2 rounds of concentration, the arch-demon can Summon any demon to its side, as per the 2<sup>nd</sup> level ritual, at will).

### Demon — Devil

*Spirit (Chaos, Planar)*

No. Enc.: 1 (1)	Hit Dice: 17**** (68 hp)
Armor Class: -2	Attacks: 1 flame sword/1 flame whip or 2 fists
Move: 30' (90')	Damage: 3d12/3d6 + entangle or 2d10/2d10
· Fly: 90' (270')	

Devils are the warlords of demon-kind, wreathed in the hellfire of the inferno and made from the very stuff of Shadow itself. A devil stands 10' tall, with gaunt limbs, bat-like wings, and horns adorning a goat- or horse-like face. Devils wade eagerly into battle carrying a sword and a whip, both made of hellfire; and an aura of hot, choking smoke swirls around them at all times. These beings normally only dwell within the Veil of Shadow, where their very presence twists their surroundings from a dark, decrepit netherworld into a blistering, torturous inferno.

**Notes:** *Invulnerable* (a devil can only be harmed by magic or by +2 and better weapons; it is immune to poison, charm, and sleep; it regenerates 2 hit points per round; and damage from fire actually heals it instead), *Infernal Fire* (a devil can shift from a solid form to an invisible and intangible ethereal state at will, with one round of concentration; it can also transform into a whirlwind of hot, acrid, black smoke which causes any creature within 20' of the devil to take 4d10 fire damage every round, save for half), *Fire Ball* (thrice per day, a devil can throw a 9-die Fire Ball, as the ritual, with only three rounds of casting), *True Name* (a devil has a true name which can give its foes power over it).

### Demon — Fiend

*Spirit (Chaos, Planar)*

No. Enc.: 1d4 (1d2)	Hit Dice: 9*** (36 hp)
Armor Class: 1	Attacks: 1 weapon or 2 claws
Move: 40' (120')	Damage: by weapon or 1d8/1d8 + disease
· Fly: 60' (180')	

A fiend is a demon that takes a humanlike form in order to tempt mortals into evil. Demons of lust, gluttony, greed, hatred, and so forth fall into this category. Such creatures vary wildly in appearance and demeanor, as befits each individual's sin of preference. A

succubus or incubus will appear as an attractive but wanton lover; a demon of gluttony or greed will take the form of a corpulent and ostentatiously wealthy noble or merchant; a fiend of anger will appear as a black-armored warrior; etc. Fiends prefer to use subtlety and trickery to achieve their aims, but they are formidable fighters as well.

**Notes:** *Invulnerable* (fiends can only be harmed by magic or by +1 and better weapons; they regenerate 1 hit point per round; and they are immune to fire, poison, sleep, and charm), *True Name* (a fiend has a true name which can give its foes power over it), *Hide Appearance* (a fiend usually appears in human form; in this shape, its nature is concealed from all who do not possess the Sight, but it cannot use its claws to fight or its wings to fly), *Diseased Touch* (any mortal struck by a fiend's claws must save or contract a wasting disease with a 25% chance of killing the victim after 1d6 days have passed), *Magic* (fiends are able to use magic as 6<sup>th</sup> level mages).

### Demon — Imp

*Spirit (Chaos, Planar)*

No. Enc.: 1d4 (1d4)	Hit Dice: 5** (20 hp)
Armor Class: 5	Attacks: claw/claw/bite
Move: 30' (90')	Damage: 1d4/1d4/2d4+special
· Fly: 60' (180')	

Imps are the lowest order of demon-kind. They look something like goblins or gremlins, standing between 3' and 5' tall, with bat-like wings, small horns on their heads, and pointed tails. Imps are cowardly creatures that prefer to avoid fighting if possible. They serve as spies for mightier demons and are only so bold as to try and sway a mortal to do evil if the victim seems helpless and alone (which, incidentally, is precisely how your average imp sees an impressionable young mage looking for a familiar...). That said, for a low-level adventuring party, a lone imp can still pose quite a real challenge.

**Notes:** *Invulnerable* (an imp can only be harmed by magic, or by silver or enchanted weapons; being a demon, an imp is immune to fire, charm, sleep, and poison), *True Name* (imps have true names which can give their foes power over them), *Disappear in a Puff of Smoke* (imps can become invisible at will with one round of concentration; and they can teleport to any other location within the same plane of existence, thrice a day), *Poisonous* (an imp's bite and claws are both is poisonous: anyone bitten will suffer 3d6 poison damage one turn later, save for half; while its claws secrete a paralytic poison similar to that of a ghoul, such that anyone struck must save or be paralyzed for 2d4 rounds or until receiving some treatment that cures either poison or paralysis).



## Dragon, Shenlong

*Spirit (Order, True Dragon)*

No. Enc.: 1d4 (1d4)	Hit Dice: 10*** (40 hp)
Armor Class: 1	Attacks: claw/claw/bite or breath
Move: 40' (120')	Damage: 1d10/1d10/4d10
· Fly: 160' (480')	

The shenlong, or “spirit dragon,” is an immortal relative of the true dragons (pp. 130–132). It resembles a long, coiled serpent covered in scales of green or gold, with a crest of ridges running down its back, and a head with a beastlike snout, antlers like those of a deer, and beard-like tendrils hanging from its chin. The shenlong is far more magical than mortal dragons, able to change its shape at will, and it often takes human form to go among mortals in disguise. A shenlong is always very good and Orderly and wishes to do good deeds and eradicate evil wherever it can. Unlike other dragons, the shenlong does not have wings—it flies by psychic levitation.

There are three ranks of celestial dragons. (Being immortal, the dragons’ ranks are inherent to their nature, not based on age.) The more powerful ranks of shenlong have more hit dice, deal damage with larger damage dice, and cast magic at a higher mage level. A shenlong’s breath weapon is a narrow beam of superheated plasma (the damage counts as both fire and electricity at the same time).

Category (Rank)	Hit Dice (hp)	DG	Breath Weapon	Magic
Lesser	10*** (40 hp)	d10	6d6 (5'×80')	Lv 10
Intermediate	20*** (80 hp)	d20	12d6 (10'×120')	Lv 15
Greater	30*** (120 hp)	d30	18d6 (15'×160')	Lv 20

**Notes:** *Breath Weapon* (a shenlong can breathe a beam of plasma thrice per day; targets can save for half damage), *Magic* (shenlongs use magic as mages of the listed level; if the level is above 10<sup>th</sup>, the extra levels count for the purpose of scaling effects and spells cast per day), *Shape Change* (a shenlong can transform into a human or any kind of animal at will), *True Name* (a shenlong has a true name that can give its foes power over it), *Immunities* (shenlongs are immune to fire, electricity, and poison).

## Elemental

*Spirit (Balance, Elemental)*

No. Enc.: 1 (1)	Hit Dice: 8, 12, or 16 (32, 48, or 64 hp)
Armor Class: 3, 1, or –1	Attacks: 1 + special
Move: varies by element	Damage: 1d8, 2d8, or 3d8; or see below

Elementals are spirits whose physical forms are composed entirely of one of the classical elements: earth, air, fire, or water. Air, water, and fire elementals look like swirling vortices or whirlwinds made from that element; while earth elementals have faceless but vaguely humanoid shapes made from solid rock.

**Air Elementals** fly at a speed of 120' (360') and take double damage from fire-based attacks. They deal an extra 1d8 points of damage per attack to flying creatures.

**Earth Elementals** walk at speed of 20' (60') and can move freely through solid rock; they take double damage from acid-based attacks. An earth elemental deals an extra 1d8 damage to a target that it hits if that target is standing on the ground.

**Fire Elementals** move along the ground at a speed of 40' (120'). They take double damage from cold-based attacks, but they deal an extra 1d8 damage per attack to ice-type creatures.

**Water Elementals** move through water at a speed of 60' (180'); they can also move onto land like a wave at a speed of 20' (60'), although they cannot be more than 60' away from a body of water. Lighting-based attacks cause double damage to water elementals; anyone in water suffers an extra 1d8 damage from a hit dealt by a

water elemental.

**All Elementals:** *True Name* (all elementals are spirits, with true names that can give their enemies power over them), *Invulnerable* (elementals can only be harmed by magic and magical weapons).

## Elemental, Para-

*Spirit (Balance, Elemental)*

No. Enc.: 1d5 (1d5)	Hit Dice: 8* (32 hp)
Armor Class: 3	Attacks: varies
Move: 40' (120')	Damage: varies

Para-elementals are living beings with a strong affinity for one of the classical elements. There are six types of para-elementals, each of which falls into one of three categories—*asags*, *salamanders*, or *wyrds*. Each category has a drastically different shape.

**Asags** are earth para-elementals. They have the ability to move through solid rock as easily as a human moves through air. They have a roughly humanoid shape, but they appear to be made from stone or metal. *Stone asags* attack 3 times per round with crystalline spikes for 1d12 damage each; *metal asags* have iron-like claws and jaws and cause 1d6/1d6/4d6 damage with their attacks. *Asags* are –2 on saving throws vs. acid and take 1 extra point of damage per die from such attacks, but they are immune to fire.

**Salamanders** look like great lizards made from fire or ice. Both kinds attack with a claw/claw/bite routine for 1d6/1d6/2d6 damage, and they are surrounded by an elemental aura that causes 1d8 points of fire or cold damage automatically to all creatures standing within 20'. *Flame salamanders* are –2 on saves vs. cold and take 1 extra point of damage per die from such attacks; they are immune to fire. *Frost salamanders* immune to cold, but –2 to save vs. fire and suffering 1 extra point of damage per die from it.

**Wyrds** are para-elementals of water or wind. They look a bit like featureless, transparent snakes composed entirely of their element. They are able to swim or fly through their own element at a speed of 80' (160'). A *wyrd* attacks with an arm-like “fist” of water or air that causes 2d8 damage on a hit; and if it hits, it can choose to coil around the target and cause 1d10 damage automatically each round thereafter. *Water wyrds* are immune to cold, but they are –2 to saves vs. lightning-based attacks, and these deal 1 extra point of damage per die to them. *Wind wyrds* are immune to acid, but they are –2 to saves vs. fire and take 1 extra point of damage per damage die from such attacks.

**All Para-Elementals:** *Invulnerable* (para-elementals can only be harmed by magic, magical weapons, or weapons made of wrought iron; but iron weapons are only able to cause them half damage), *True Name* (para-elementals have true names which can give their foes power over them), *Ambusher* (para-elementals are attuned to their element; when in surroundings mostly composed of it, they cannot be surprised, and they have a 4 in 6 chance to surprise any opponents).

## Fundamental

*Spirit (Balance, Elemental)*

No. Enc.: 1d10 (2d10)	Hit Dice: 1+1 (5 hp)
Armor Class: varies	Attacks: 1 swoop
Move: varies	Damage: 1d6

Fundamentals are the weakest class of elemental. They resemble blobs of smoke, dirt, flame, or water held aloft by bat-like wings. They attack by diving out of the air and slamming into opponents. Fundamentals are barely of animal intelligence and attack without fear or any sense of self-preservation.

**Air fundamentals** are AC 7 and fly at MV 80' (240').

**Fire fundamentals** are AC 6 and MV 60' (180').



**Water fundamentals** are AC 5 and MV 40' (120').

**Earth fundamentals** are AC 4 and MV 30' (90').

**Notes:** *Invulnerable* (fundamentals can only be harmed by magic, magical weapons, and wrought iron weapons), *Mindless* (fundamentals are immune to sleep and charm).

### Genie — Djinn

*Spirit (Balance, Elemental)*

No. Enc.: 1 (1)	Hit Dice: 9* (36 hp)
Armor Class: 6	Attacks: 1 fist or whirlwind
Move: 30' (90')	Damage: 2d8 or 2d6
· Fly: 80' (240')	

Djinn are air-spirits of a highly magical nature that look like tall, imposing men or women. They are basically good-natured, but they can be proud and highly unpredictable (especially when their freedom is threatened). Djinn are occasionally enslaved by powerful wizards and bound to some enchanted object or another (a ring, a lamp, a bottle) which gives its possessor the power to control the djinn or to demand wishes from it.

**Notes:** *Invulnerable* (djinn can only be harmed by magic or by magical weapons), *True Name* (djinn have true names which can give their foes power over them; a djinn can only be bound into a magical device if its true name is known), *Genie Magic* (djinn do not cast spells like mages, but they have several powers useable at will — namely, they can become invisible or gaseous, and they can conjure both real and illusory objects and creatures, with the real things that they create being either permanent or temporary as the djinni chooses), *Whirlwind* (a djinni may transform into a whirlwind 15' across that causes 2d6 damage to all creatures in its path, with no saving throw; the transformation takes 5 rounds).

### Genie — Ifrit

*Spirit (Balance, Elemental)*

No. Enc.: 1 (1)	Hit Dice: 10+1* (41 hp)
Armor Class: 5	Attacks: 1 fist
Move: 30' (90')	Damage: 2d8
· Fly: 80' (240')	

An ifrit is a genie of smoke and flame. Like djinn, ifrits are occasionally captured by powerful wizards and bound to an object that imprisons the ifrit. The ifrit may try to bargain for its freedom with offers of wishes or boons, but it will invariably twist the desires of anyone foolish enough to release it. Ifrits resemble giant men or women with bronze-red skin, sharp teeth, and horns on their heads. Their very presence makes the air around them hot and smoky. Ifrits are sometimes confused with demons, because they are fire-spirits who often act in ways that mortals would consider evil; but they are chiefly concerned with their own freedom. They only spread misery among mortals because they find it funny — not to do evil for its own sake. It is believed that the ifrits are responsible for legends told in the far north about “fire giants” with godlike magical powers (which means that an ifrit is as likely to be met in a region with a Norse-based culture as an Arabian one).

**Notes:** *Invulnerable* (ifrits can only be harmed by magic or by magical weapons), *True Name* (ifrits have true names which can give their foes power over them; knowing an ifrit's true name is necessary for binding it into an object), *Genie Magic* (ifrits have the same magical powers as djinn — they can turn invisible or into smoke, and they can conjure creatures or objects which are illusory, physical but temporary, or physical and permanent), *Shape of Flame* (by concentrating for 3 rounds, an ifrit can assume the form of a humanoid being made of fire; in this shape, its attacks cause an extra 1d8 points of damage).



### Genie — Marid

*Spirit (Balance, Elemental)*

No. Enc.: 1 (1)	Hit Dice: 11+2* (46 hp)
Armor Class: 4	Attacks: 1 fist or ice-ray
Move: 40' (120')	Damage: 4d6 or special

Marids are sometimes called “frost djinn” or “ice ifrits.” They are larger and stronger than other genies, but less magical. Marids look like enormous men and women, 20' tall, with skin like pale blue ice. (Tales of these beings have spread to lands far and wide; some cultures know them as “frost giants.”) Unlike other genies, marids only have the power to conjure ice — but they use this talent to shape intricate palaces in the frozen north, where they dwell. They chiefly want to be left alone, uninvolved in the affairs of mortals; nevertheless, powerful wizards sometimes try to capture and enslave them, as with other genies.

**Notes:** *Invulnerable* (marids can only be harmed by magic or by magical weapons), *True Name* (marids have true names which can give their foes power over them), *Conjure Ice* (marids can conjure solid objects out of ice at will, including walls of ice up to 10' thick and icy boulders which they can throw for 3d6 damage, missile ranges 60'/120'/180'; a marid can also fire a Freeze Ray, as the 4<sup>th</sup> level tech invention, at will, at a target within 80').

### Gründel

*Spirit (Chaos, Planar)*

No. Enc.: 1 (1)	Hit Dice: 6** (24 hp)
Armor Class: 4	Attacks: claw/claw/bite + special
Move: 50' (150')	Damage: 1d8/1d8/1d4 + poison

A gründel is an evil spirit from the plane of Shadow, either a rare kind of demon or a close relative of demon-kind. Its chief aim is to



corrupt the young and innocent: it preys upon children, and in so doing turns them into gründels like itself. A gründel appears as a tall, thin humanoid with sickly green skin, a wide frog-like mouth, and beady red eyes. It skulks in the shadows, coming out chiefly at night, when it steals into the bedrooms of its victims unseen.

**Notes:** *Poisonous Bite* (a creature bitten by a gründel must save at -4 or else fall asleep for 1d4 turns), *Master of Illusion* (a gründel can conjure realistic illusions that impose a -4 penalty on saves to disbelieve), *Petty Magic* (gründels can cast Alter Self or Invisibility at will with only 2 rounds of concentration, or Wizard's Flight in 4 rounds), *True Name* (a gründel has a true name that can give its foes power over it), *Contagious Evil* (a gründel's *modus operandi* is to befriend a child who has been caught doing something wrong and is sulking while being punished; the gründel will offer to whisk the child away for a time and then tempt the child to engage in wicked behavior; and each time the child succumbs, they must roll a save or else become a bit more like the gründel; until, after three such failed saving throws, the child becomes an evil spirit permanently).

### Hag, Night

*Spirit (Chaos, Planar)*

No. Enc.: 1 (1)	Hit Dice: 8* (55 hp)
Armor Class: 9	Attacks: 1 claw
Move: 30' (90')	Damage: 2d6

A night hag is a demonic creature closely related to the black annis (pg. 153). But while the annis and other normal hags are fae beings,

a night hag has given itself wholly over to the Veil of Shadow and has become a spirit of Chaos. Night hags are weaker fighters than fae hags, but they have far more power at their disposal for spreading misery among mortals – and since hags despise goodness and peace, they consider this a more than equitable trade. Night hags are able to forge for themselves a magical amulet that contains the power of nightmares and, by means of this device, to inflict night-terrors on whole populations.

**Notes:** *Magic-User* (night hags can use magic as mages of 8<sup>th</sup> the level), *Invulnerabilities* (night hags can only be harmed by magic or by magical weapons and weapons made of silver or wrought iron), *True Name* (a night hag has a true name which can give its enemies power over it), *Etherealness* (a night hag can become ethereal with 1 round of concentration, enabling the hag to go invisible and pass through walls), *Periapt of Nightmares* (a night hag can forge an evil and magical amulet that lets the hag replicate the effects of the 9<sup>th</sup> level ritual Nightmare once per night with no material components or casting time).

### Malefica

*Spirit (Chaos, Planar)*

No. Enc.: 1 (1d2)	Hit Dice: 9+2*** (38 hp)
Armor Class: 4	Attacks: claw/claw/bite
Move: 30' (90')	Damage: 1d10/1d10/1d6+poison

Also sometimes known as a “dread” or a “fearcaster,” the malefica is a kind of evil spirit that sustains itself on fears and nightmares. It is 9' tall, with reptilian skin and eyes; wicked, rending claws; and those who have survived an encounter with a malefica report that it has a distinctive spell, like a nest of vipers mixed with filth and squalor. Maleficas come from some horrible and nightmarish corner of Shadow, but on Earth they haunt deep caves and tunnels.

**Notes:** *Poison* (a creature bitten by a malefica is poisoned and takes 9d6 damage a mere 2d10 rounds later, with a save allowed at that point for half damage), *Aura of Terror* (any creature within 360' of a malefica, regardless of any solid material interposed between them, feels uneasy, is -4 to morale, and must save every hour or flee from the place in fear; any creature that comes into the direct presence of the malefica – Near range with line-of-sight, or 60' even with walls in the way – is automatically terrified and must save at once, with success meaning that the character flees as fast and as far as they can for 3 turns, and failure meaning that the character falls to the ground, paralyzed with fear, for as long as the malefica remains in the area), *See Invisible* (a malefica can see invisible things within Near range), *Knock-Knock* (doors always open automatically for a malefica, even if locked or enchanted), *True Name* (a malefica has a true name which can give its foes power over it), *Supernatural Toughness* (a malefica adds +2 to all of its own saving throws).

### Nagpa

*Spirit (Chaos, Planar)*

No. Enc.: 1 (1)	Hit Dice: 9** (36 hp)
Armor Class: 4	Attacks: 1 bite
Move: 40' (120')	Damage: 1d8 absorb

Nagpas are foul and loathsome creatures that look like humanoid vultures with dry, withered skin pulled so tightly over their bony frames that open gaps in its skin (which do not bleed) allow the skeleton to be seen in places. They are highly intelligent, magical, and evil; but they rarely ever leave their homes, which are remote and well-protected fortresses on the plane of Shadow or in regions of the Earth which have been tainted with Chaos. Legends say that nagpas sustain their unholy existence by consuming the life-force of mortals.



**Notes:** *Life Drain* (the bite of a nagpa heals the nagpa of an amount of damage equal to that inflicted), *Magic-User* (nagpas are able to use magic as 9<sup>th</sup> level mages), *True Name* (a nagpa has a true name which can give its foes power over it), *Invulnerable* (nagpas can only be harmed by magical weapons or magic).

### Quetzalcoatl

*Spirit (Order, Planar)*

No. Enc.: 1d2 (1d4)	Hit Dice: 9** (36 hp)
Armor Class: 5	Attacks: bite/tail
Fly: 60' (180')	Damage: 1d3+poison/2d4+constrict

These huge, winged and feathered serpents dwell in warm, jungle climates. They are often guardians of ancient tombs, especially of places where evil beings or artifacts have been sealed away by the Powers of Order. Quetzalcoatl is known to have the gift of prophecy: villains may seek them out for what they guard, but heroes may do the same in search of wisdom or foreknowledge.

**Notes:** *See the Future* (quetzalcoatl can Augury, as the ritual, at will), *Magic* (quetzalcoatl cast magic as 5<sup>th</sup> level mages), *Poison* (the bite of a quetzalcoatl carries a fast-acting poison which will deal 9d6 damage, save for half, immediately), *Constrict* (a target hit by a quetzalcoatl's tail is automatically grabbed and squeezed for 2d4 points of damage each round), *True Name* (quetzalcoatl has true names which can give their foes power over them).

### Rakshasa

*Spirit (Chaos, Planar)*

No. Enc.: 1d4 (1d4)	Hit Dice: 7**** (28 hp)
Armor Class: -3	Attacks: claw/claw/bite
Move: 50' (150')	Damage: 1d3/1d3/1d6

A rakshasa is a demonic spirit which looks like a human but with the head and claws of a tiger (or lion or panther). Rakshasas enjoy feasting on the flesh of mortals and use their great power of illusion to project a humanoid appearance which enables them to get close to an unsuspecting victim.

**Notes:** *Magic-User* (rakshasas are able to use magic as mages of 4<sup>th</sup> level), *Hide Appearance* (rakshasas are able to assume an illusory human shape which is nearly always very attractive), *True Name* (a rakshasa has a true name which can give its foes power over it), *Invulnerable* (a rakshasa is very difficult to kill: it can only be harmed by weapons of +3 or better, or weapons which have been Blessed by a spellcaster; and it is 75% resistant to all magic).

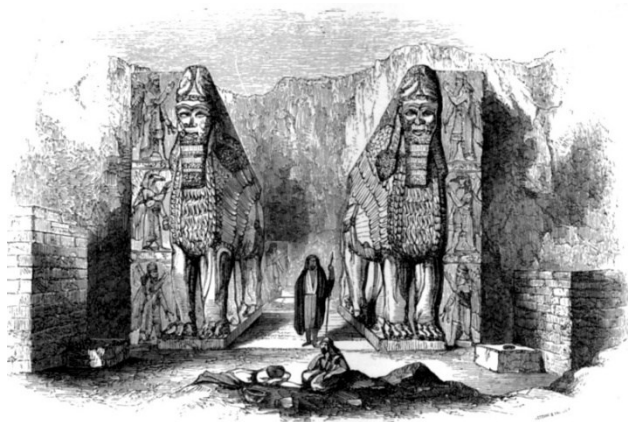
### Shadow

*Spirit (Chaos, Planar)*

No. Enc.: 1d8 (1d12)	Hit Dice: 2+2* (10 hp)
Armor Class: 8	Attacks: 1 touch
Move: 30' (90')	Damage: 1d4 + stun

Shadows are incorporeal beings from (as one may guess) the plane of Shadow. They look just like human-shaped animated shadows. Though they seem very much like ghosts, shadows are not undead. They hate all life and want only to kill. On Earth, shadows haunt dungeons, forests, or ruins. When seen with Arcane Sight, a shadow resembles a horrid mass of eldritch tendrils and empty eyes.

**Notes:** *Incorporeal* (shadows can only be harmed by magic or by magical weapons; they can pass through walls and other solid barriers; and they are very difficult to see, surprising foes on 1-5 on a surprise roll), *Alien Minds* (shadows cannot be affected by sleep or charm), *Chilling Touch* (anyone hit by a shadow must save or be stunned for a number of rounds equal to the damage dealt; a creature slain by a shadow becomes a shadow immediately).



### Shedu

*Spirit (Order, Planar)*

No. Enc.: 0 (1d2)	Hit Dice: 12** (48 hp)
Armor Class: 4	Attacks: 2 hooves
Move: 40' (120')	Damage: 2d6/2d6
Fly: 60' (180')	

Shedus are benevolent celestial beings which sometimes serve as assistants to angels. They appear as winged bulls with human-like heads; they are also sometimes known as *alads* or *lamassus*. Shedus either serve as guardians of goodly places and protectors of Order, or they seek out evil to fight of their own volition.

**Notes:** *Invulnerable* (shedus can only be harmed by magic or by magical weapons), *True Name* (a shedu has a true name which can give its foes power over it), *Magic-User* (shedus can cast magic as 7<sup>th</sup> level mages), *Holy Utterance* (shedus can Banish Undead at will), *Roar into the Night* (a shedu can open a Dawn Gate, as the 10<sup>th</sup> level ritual, at will by roaring).

### Spectral Guardian

*Spirit (Planar)*

No. Enc.: 1 (1d4)	Hit Dice: 10* (40 hp)
Armor Class: 3	Attacks: 2 fists
Move: 40' (120')	Damage: 2d6/2d6

Some powerful sorcerers are protected by invisible spirits with a fierce loyalty to their masters. Each spectral guardian is a unique creation, shaped by the magic of the sorcerer who fashions it; thus, the spectral guardian presented here is merely one possible example of such a creation.

**Notes:** *Incorporeal* (spectral guardians can only be harmed by magic or by magical weapons, which damage them normally; or by iron or silver weapons, which cause them half damage), *True Name* (a spectral guardian has a true name which can give its foes power over it), *Unnatural Senses* (the spectral guardian is a perfect watchdog and grants its master a +1 bonus on any skill rolls or checks made to notice hidden or ambushing enemies).

### Spider, Planar

*Spirit (Order, Planar)*

No. Enc.: 2d6 (3d6)	Hit Dice: 5** (20 hp)
Armor Class: 7	Attacks: 1 bite
Move: 60' (180')	Damage: 2d6 + poison

Planar spiders are intelligent beings from some mysterious inter-planar dimension. They look like giant spiders, but they are in fact spirits of rigid and unyielding Order. Planar spiders exist to weave

the strands of the great Web of Fate that governs the destiny of all beings, mortal and divinity alike. They only ever leave their home demi-plane when the sense that Fate has been interfered with and action must be taken to correct it. The appearance of planar spiders can be prompted by a wizard or a tech attempting to muck around with the very laws of probability itself; by a hero having escaped his predestined fate by dying and then being resurrected from the dead; and other such anomalous events. The common planar spider has 5 HD, but they can grow to be up to 12 HD in size.

**Notes:** *Open the Way* (the webs of planar spiders are not made of earthly matter; a planar spider can spend 10 rounds to weave its webbing into a temporary Dawn Gate, allowing it access to all the planes of existence practically at will), *Phase Shift* (when a planar spider fights, it starts to “blink” between physical world and the Etheric Plane; this renders ineffective 50% of all spells or attacks directed at it), *Outside of Time* (planar spiders can see the threads of time itself; they always win the initiative), *Poison* (a planar spider’s bite is poisonous and causes 1d6 damage per hit die of the spider; the poison damage occurs 1 turn after the victim was bitten, with a save allowed to halve the damage), *True Name* (planar spiders have true names which can give their foes power over them).

### Spirit Eater

*Spirit (Chaos, Planar)*

No. Enc.: 1 (1)	Hit Dice: 10* (40 hp)
Armor Class: 1	Attacks: 2 claws
Move: 60' (180')	Damage: 1d10+special each

A spirit eater is a demonic assassin conjured forth from Shadow by an evil mage in need of a killer. Once bidden to slay a certain victim, the spirit eater will pursue its quarry relentlessly, using all of its malevolent intelligence. It looks like a roiling cloud of darkness 5' across, with no face and two ghostly claws.

**Notes:** *Invulnerable* (a spirit eater can only be harmed by magic or by magical weapons), *Soul Steal* (any creature that suffers three or more hits from a spirit eater during the course of a single combat encounter must save or die after the third and every subsequent blow; and anyone killed by a spirit eater, whether from damage or a failed save, is obliterated from existence, their soul consumed, and they cannot be resurrected by any means), *Fickle Ally* (if the spirit eater is defeated but not destroyed, or its intended victim is killed by someone else, the spirit eater will turn on its summoner in a mad, mindless fury), *True Name* (a spirit eater has a true name that can give its foes power over it).

### Star Child

*Spirit (Planar)*

No. Enc.: 1 (1)	Hit Dice: 8*** (32 hp)
Armor Class: 4	Attacks: 1 touch
Move: 40' (120')	Damage: 4d4 or paralysis

A star child is a wraith-like being conjured from some far-off world or alternate plane of existence. Sorcerers occasionally use them as ghostly assassins sent to attack enemies they would rather not confront in person. A star child looks like a faint gray glimmer, 4' tall and not quite humanoid, almost indistinguishable from an ordinary shadow. Star children are very difficult to see, and they prefer ambush their enemies, first by paralyzing them, then by chilling their souls with a touch as cold as the emptiness of outer space.

**Notes:** *Semi-Corporeal* (a star child is 90% invisible wherever it can find shadows to hide among; it surprises its opponents on 1–5 on 1d6), *Invulnerable* (a star child can only be harmed by magic or by magical weapons, which will inflict normal damage; or by silver

or wrought iron weapons, which cause it only half damage), *Touch of Emptiness* (the touch of a star child either causes 4d4 points of cold damage or it forces the target to save or be paralyzed for 4d4 turns), *True Name* (a star child has a true name which can give its foes power over it).

### Wendigo

*Spirit (Chaos, Planar)*

No. Enc.: 0 (1)	Hit Dice: 10** (40 hp)
Armor Class: 1	Attacks: claw/claw/bite
Move: 50' (150')	Damage: 1d6/1d6/2d4

The wendigo is a spirit of hunger and cannibalism that haunts the forests, mountains, and tundras. It looks like a tall, wiry humanlike shape with gaunt limbs covered in fur and encrusted with blood, and huge teeth dripping with fresh gore. A wendigo is driven by an insatiable hunger for the flesh of human beings; its talons and teeth are razor-sharp, and it has the power to change its shape and take on a human disguise. More terrifying yet, wendigos are possessing demons: villainous mortals (especially humans who have engaged in cannibalism) are vulnerable to being possessed by a wendigo, which will then use its human host to engage in all kinds of depravity and wickedness.

**Notes:** *Invulnerable* (a wendigo can only be harmed by magic or by magical weapons, which will damage it normally; or by silver weapons, which cause only half damage to a wendigo), *Shape Shift* (a wendigo can assume a human form), *Possession* (a wendigo can inhabit the body of an evil human: the target may attempt a saving throw to resist the possession, unless they have ever tasted human flesh), *True Name* (a wendigo has a true name that can give its foes power over it).



## VIII • PLANTS, Fungi, and Oozes

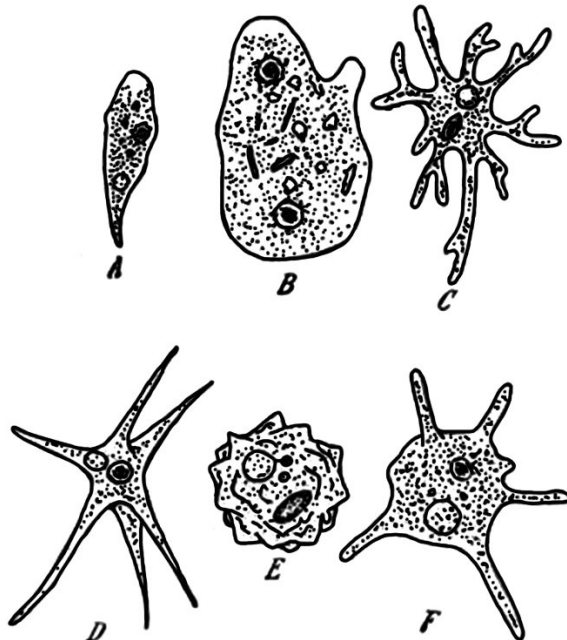
AS WITH the earlier section on animals, the monsters described in this short section are fairly straightforward: plant monsters are a staple of fantasy generally, and dungeon fantasy in particular can hardly do without all of its various species of slimes and molds and oozes. Generally speaking, the creatures described here are un-intelligent, barely mobile, and mostly non-supernatural in origin or by nature (so naturally, they have no alignment). Monsters like these are mostly intended as trap-like hazards: dangerous patches of yellow mold or green slime on the walls or ceilings of dungeons; gelatinous cubes slowly roving the corridors and cleaning up coins and corpses; a haunted forest infested with killer trees, impossible to tell apart from the normal, harmless ones; or a “garden of evil” with archer bushes and vampire roses among the ordinary plants.

### PLANTS & OOZES (BY NAME)

Amber Lotus	Green Slime	Shambling Mound
Amoeba, Giant	Killer Tree	Shrieker Cap
Archer Bush	Lava Ooze	Siren Flower
Black Pudding	Ochre Jelly	Strangle-Vine
Blue Mildew	Orange Lichen	Terrestrial Effluvium
Gelatinous Cube	Purple Puffball	Vampire Rose
Grab Grass	Red Blob	Whip-Weed
Gray Ooze	Serpent-Weed, Giant	Yellow Mold

### PLANTS & OOZES (BY HIT DICE)

Amber Lotus (1/2)	Shrieker Cap (3)	Killer Tree (6)
Orange Lichen (3/4*)	Gray Ooze (3*)	Lava Ooze (9)
Grab Grass (1)	Purple Puffball (3*)	Serpent-Weed, Giant (9)
Red Blob (1*)	Whip-Weed (3+22*)	Giant Amoeba (10)
Blue Mildew (1+2*)	Gelatinous Cube (4*)	Black Pudding (10*)
Archer Bush (2)	Vampire Rose (4*)	Shambling Mound (10**)
Yellow Mold (2*)	Siren Flower (5)	Strangle-Vine (12*)
Green Slime (2**)	Ochre Jelly (5*)	Terrestrial Effluvium (32*)



### Amber Lotus

Plant

No. Enc.: 0 (3d6)	Hit Dice: 1/2 (2 hp)
Armor Class: 10	Attacks: 1 spray
Move: nil	Damage: special

The amber lotus is a dangerous flower that looks like a large golden water lily, deceptively harmless; but the pollen it sprays can put large animals to sleep. Amber lotuses are often found growing near carnivorous plant-life, like vampire roses or killer trees, symbiotically helping them to incapacitate victims and then benefitting from the fertilization that the remains add to the soil.

**Notes:** *Pollen* (when a creature comes within 10' of an amber lotus flower, it sprays pollen in a cloud 40' across; all creatures in the area must save or fall asleep for 4d4 turns; after 3d4 rounds, the flower can spray a fresh burst of pollen again).

### Amoeba, Giant

Ooze

No. Enc.: 1 (1)	Hit Dice: 10 (40 hp)
Armor Class: 10	Attacks: 1 acidic pseudopod
Move: 10' (30')	Damage: 2d6

A giant amoeba is a 30' wide, single-celled organism. It is almost completely transparent, except for its 1' gray nucleus. Thus, if it is hidden or disguised, it is practically invisible and will attack with surprise. There can be larger giant amoebas with up to 15 HD.

### Archer Bush

Plant

No. Enc.: 0 (1d20)	Hit Dice: 2 (8 hp)
Armor Class: 8	Attacks: 1 thorn spray
Move: 1' (3')	Damage: 1d4

Archer bushes are sickly, stunted-looking little thorn-bushes with gray-green leaves and tangled roots. They are found in forests or mountains. They are carnivorous, and they attack prey by shooting sprays of thorns. They can uproot themselves and crawl over to their prey to feed, devouring flesh with a thorn-lined “mouth” at the base of the trunk, just above the tangled mass of roots.

**Notes:** *Thorns* (thrice per day, an archer bush can spray thorns as a missile attack with a 20' range).

### Black Pudding

Ooze

No. Enc.: 1 (0)	Hit Dice: 10* (40 hp)
Armor Class: 7	Attacks: 1 slam
Move: 20' (60')	Damage: 3d8 acid

A black pudding is a blob of black ooze some 15' in diameter that will attack and devour any creature it comes across. It can move on walls and ceilings, and it will eat through wood or metal (but not stone) in 1 turn. It can also pass through very small openings, although this also takes 1 turn.

**Notes:** *Split Pudding* (a black pudding can only take damage from fire; all other weapon or magical attacks merely cause smaller puddings with 2 HD and 1d8 damage per hit to split off from the main body; but note that a magical Flaming Sword, or a weapon augmented with a Chemical Dispenser and burning oil, can cause it full normal damage).

**Blue Mildew**

*Fungus*

No. Enc.: 1d10 (1d6)	Hit Dice: 1+2* (6 hp)
Armor Class: can always be hit	Attacks: spores
Move: nil	Damage: special

Patches of blue mildew are found in underground areas where the air is cool and humid, or water is plentiful. Each patch covers a 5' area, with the mildew itself forming crusty lumps of a turquoise color; it is harmless unless disturbed, in which case it will exude a cloud of spores with a hallucinogenic effect.

**Notes:** *Spores* (if blue mildew is touched, there is a 75% chance that it will cough up a 10' diameter cloud of spores; creatures in the area must save or be affected as if by a tech's Hallucinogenic preparation, see pg. 84, but with a much longer duration of 1d6 turns), *Vulnerabilities* (blue mildew is immune to fire, lightning, and all weapon attacks; but it can be harmed by cold or acid).

**Gelatinous Cube**

*Ooze*

No. Enc.: 1 (0)	Hit Dice: 4* (16 hp)
Armor Class: 9	Attacks: 1 slam
Move: 20' (60')	Damage: 2d4 + paralysis

A gelatinous cube looks like a 10' × 10' × 10' cube of transparent jelly, very difficult to see. It moves slowly through the corridors of a dungeon, sweeping up all the material in its path, digesting any organic matter, but leaving the things it can't digest (metallic and rocky items, including coins, gems, and weapons) suspended inside its cytoskeleton. The cube will mindlessly attack any living creatures that it comes across, trying to engulf them.

**Notes:** *Transparent* (a gelatinous cube surprises on 1-4 on 1d6), *Paralysis* (a creature hit by a gelatinous cube takes 2d4 acid damage and must save or be paralyzed for a number of rounds equal to the damage dealt; the cube will keep attacking paralyzed targets until they die, with each further attack on a paralyzed target hitting automatically and extending the duration of the paralysis), *Vulnerabilities* (gelatinous cubes are immune to cold and lightning, but they can be harmed by fire and weapons).

**Grab Grass**

*Plant*

No. Enc.: n/a	Hit Dice: 1 (4 hp)
Armor Class: 10	Attacks: 1 grab
Move: nil	Damage: special

Grab grass looks like ordinary tall grass (3'-5'); each 5' × 5' patch of grab grass has 1 HD. The grass is animated and tries to cling onto and hold any creature that moves through it.

**Notes:** *Grabby* (grab grass automatically grabs onto any creature that moves through it; an Athletics roll made a -2 penalty is then required to break free; or an entangled character can attack the grass, but at a -4 penalty to hit).

**Gray Ooze**

*Ooze*

No. Enc.: 1d4 (1d4)	Hit Dice: 3* (12 hp)
Armor Class: 9	Attacks: 1 pseudopod
Move: 3' (10')	Damage: 2d8 + special

Gray ooze is very difficult to spot – it looks just like wet stone, often taking the appearance of either an 8' puddle or a 4' lump of wet rock. The ooze secretes an acid that will destroy metal but not stone and which damages flesh on contact.

**Notes:** *Corrosive* (gray ooze can dissolve normal weapons and armor in 1 round and magical items in 1 turn), *Sticky Acid* (when gray ooze hits, it causes 2d8 points of acid damage and sticks to the victim, causing 2d8 more damage each round and also destroying non-magical armor in 1 round), *Vulnerabilities* (a gray ooze can be harmed by weapons or by lightning; it is immune to fire and cold).

**Green Slime**

*Ooze*

No. Enc.: 1 (0)	Hit Dice: 2** (8 hp)
Armor Class: can always be hit	Attacks: 1 drop
Move: 1' (3')	Damage: special

Green slime is an unintelligent dungeon-horror that often clings to walls or ceilings, dropping down when it senses the vibrations of creatures moving beneath it. Once it touches flesh, it starts eating the flesh and turning it into more green slime – and it can do this fast enough to completely dissolve a person in under two minutes.

**Notes:** *Corrosive* (green slime dissolves cloth or leather instantly, wood or metal in 6 rounds, but cannot dissolve stone), *Vulnerabilities* (green slime can only be harmed by fire or cold; sunlight or any effect that cures disease destroys it instantly), *Dissolve* (if green slime touches flesh, it sticks and cannot be scraped off, although it can be burned off, with half the damage going to the slime and half to the victim; after 6 rounds of contact, a victim starts losing whole body parts to the slime, and is totally dissolved 1d4 rounds later).

**Killer Tree**

*Plant*

No. Enc.: 0 (2d6)	Hit Dice: 6 (24 hp)
Armor Class: 6	Attacks: 4 limbs/1 mouth
Move: nil	Damage: 0 each/3d6

Killer trees look just like normal trees (whatever species happens to be common to the area). They attack by whipping their branches and biting with a salivating, mouth-like maw. Killer trees hunger for meat and attack thoughtlessly – they are not intelligent.

**Notes:** *Tree Limbs* (a killer tree's limbs can reach out to 20'; a hit causes no damage but drags the victim up to the tree's mouth for 3d6 automatic damage each round until the tree is slain or the limb is severed, which requires dealing it 5 points of damage).

**Lava Ooze**

*Ooze (Elemental)*

No. Enc.: 1d3 (2d4)	Hit Dice: 9 (36 hp)
Armor Class: 6	Attacks: 3 pseudopods
Move: 30' (90')	Damage: 4d6+special each

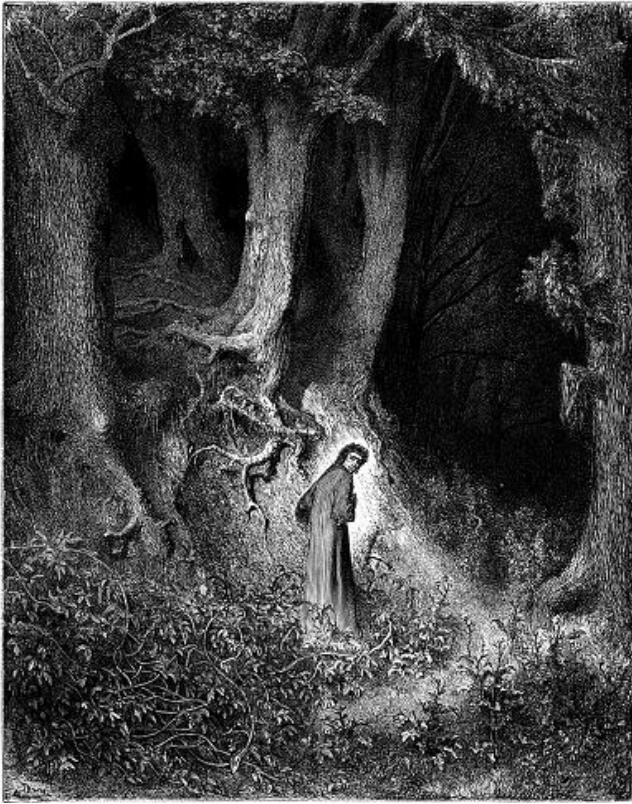
This monster looks like a puddle of molten rock, about 10' in diameter. It lives near volcanoes, magma pits, and other hot places. It can sense vibrations within 60' and pass through small cracks and openings. Lava ooze attacks living creatures mindlessly.

**Notes:** *Pseudopods* (a lava ooze can attack with up to 3 pseudopods with 15' reach, each hit causing 4d6 bludgeoning damage and leaving a coating of lava which will burn for 3d6 more damage on 1d4 subsequent rounds; further hits do not increase the heat damage, but they extend its duration cumulatively), *Vulnerabilities* (lava ooze is immune to fire but takes double damage from cold).

**Ochre Jelly**

*Ooze*

No. Enc.: 1 (0)	Hit Dice: 5* (20 hp)
Armor Class: 9	Attacks: 1 pseudopod
Move: 10' (30')	Damage: 2d6



An ochre jelly is a giant amoeba-like creature, brownish-yellow in color, which can seep through small cracks and mindlessly chases after prey. Attacks from weapons or lightning cause an ochre jelly to split into smaller jellies. The jelly cannot eat through stone or metal but dissolves wood, leather, or cloth in 1 round.

**Notes:** *Split Jelly* (an ochre jelly can only take damage from fire or cold; hits from other sources cause smaller, 2 HD jellies to break off from the main body, which cause only 1d6 damage per hit).

### Orange Lichen

*Fungus*

No. Enc.: 1d20 (0)	Hit Dice: 3/4* (3 hp)
Armor Class: can always be hit	Attacks: immolation
Move: nil	Damage: 1d8 + special

Orange lichen is a thick, spongy mass that grows on the walls of relatively dry dungeons or caverns. It is bioluminescent, shedding soft orange light that looks like torchlight from a distance. A glob of orange lichen, if placed within a glass flask or jar, will shed light equal to that of a torch for 1d8 hours. The substance is oily to the touch but does not *seem* to be flammable...

**Notes:** *Immolation* (every hour the lichen is separated from its parent mass, there is a 1-in-6 chance that it will catch fire and become sticky, like napalm—melting through glass in 1 round, igniting gunpowder instantly, and causing a bearer 1d8 damage per round until dropped and the flames put out.)

### Purple Puffball

*Fungus*

No. Enc.: 1d4 (1d4)	Hit Dice: 3* (12 hp)
Armor Class: 8	Attacks: 1 to 4 tentacles
Move: 3' (10')	Damage: special

A purple puffball is a horrid fungus that looks like a 5' tall, violet puffball-mushroom covered in sickly gray spots. The puffball has 1d4 tentacles, which flail about and try to touch targets that come within their reach (which is 1d4 feet for each tentacle). Each limb secretes a deadly, diseased slime which can kill in seconds.

**Notes:** *Rot Disease* (a creature hit by a purple puffball's tentacle must save or contract a rotting disease that kills within 1d4 rounds, unless some disease-curing effect is administered first).

### Red Blob

*Ooze*

No. Enc.: 1 (0)	Hit Dice: 1* (4 hp) or special (see below)
Armor Class: 7	Attacks: 1 slam
Move: 10' (30')	Damage: 1d4 or special (see below) + drain

A red blob is an ooze that resembles a pool of pinkish-red slime. It can squeeze into tiny spaces, from which it can ambush prey. The blob gets its red color from the blood that it leeches from its victims when it feeds. Feeding also makes the blob grow larger and more dangerous, according to this table:

HP	HD	DG	HP	HD	DG	HP	HD	DG
1-8	1*	1d4	17-24	3*	1d8	33-40	5*	1d12
9-16	2*	1d6	25-32	4*	1d10	41-48	6*	1d16

**Notes:** *Blood Sucker* (a hit from a red blob does one die of damage; the blob then latches on and drains another die roll of hp each round until it is slain or the character can roll Athletics at -1 and break free; a hit with a weapon can also force the blob to release its victim, if the referee rolls the damage dealt or less on 1d20; any hit points drained by the blob are added to its own total, up to a maximum of 48 hp, which also increases its effective hit dice as noted above), *Regeneration* (the blob regenerates 1 hp per round, even if it is seemingly killed; fire and acid damage are not regenerated).

### Serpent-Weed, Giant

*Plant*

No. Enc.: 0 (1)	Hit Dice: 9 (36 hp) per stalk
Armor Class: 7	Attacks: 1 bite per stalk
Move: nil	Damage: 2d6 each

The giant serpent-weed is a carnivorous plant found in swamps or ponds. Most of the plant stays underwater, rooted in place, but it has 1d6 tall, scaly stalks that look rather like snakes at a distance. Each stalk is topped with a digestive sac and toothy mouth. When the serpent-weed detects vibrations on the surface, its stalks burst up and attack anything within 20' of the base of the plant. If all the stalks are killed, the plant can no longer attack, but the body lives and will regrow killed stalks in 6 months if not dragged out of the water and burned.

### Shambling Mound

*Plant*

No. Enc.: 1d2 (1d4)	Hit Dice: 10** (40 hp)
Armor Class: 1	Attacks: 2 fists
Move: 20' (60')	Damage: 2d8/2d8 + engulf

A shambling mound is a great mass of slimy, moving plant-matter that stalks through bogs in search of prey. It is roughly humanoid in shape, with arms and legs.

**Notes:** *Weird Biology* (a shambling mound is immune to fire; electricity heals it), *Engulf* (if a shambling mound hits a man-sized or smaller target with both of its fists on the same round, it draws them into its slimy body; the victim cannot fight back and will suffocate in 2d4 rounds unless freed, likely by slaying the mound).

### Shrieker Cap

*Fungus*

No. Enc.: 1d8 (0)	Hit Dice: 3 (12 hp)
Armor Class: 8	Attacks: shrieking
Move: 3' (10')	Damage: special

Shrieker caps look like giant, colorful, spotted mushrooms. They tend to be found in moist caverns, and they are able to move about slowly. Shrieker caps react to light (within 60') or movement (within 30') by letting out a piercing scream that lasts for 1d3 rounds. They use the noise to stun small prey (birds, bats), which they feed on through a small mouth at the base of their stalk.

**Notes:** *Shriek* (if a shrieker cap shrieks, the referee can roll 1d6, with 1–4 meaning that wandering monsters arrive in 2d6 rounds.)

### Siren Flower

*Fungus*

No. Enc.: 1d2 (1d6)	Hit Dice: 5 (20 hp)
Armor Class: 10	Attacks: special
Move: nil	Damage: special

The siren flower is a large carnivorous fungus which has evolved a disguise – it looks like a giant plant, namely a fragrant and colorful flower with petals large enough to engulf a full-grown man. It attracts prey with its scent and a dim bioluminescent glow (barely more than candlelight). If a creature touches the center of the siren flower, the petals close tightly and begin to slowly digest the prey.

**Notes:** *Crush & Burn* (a creature engulfed within a siren flower takes 1d4 damage every round from the crushing petals, and 1d10 damage every turn from its slow digestive processes; an engulfed creature can still fight the flower at –4 to hit, and reducing the flower to 0 hp forces it to release its victim), *Tenacious Weed* (if a siren flower is reduced to 0 hp, it is not dead and will regrow within 1d2 weeks; its main root must be dug up and burned to kill it).

### Strangle-Vine

*Plant*

No. Enc.: 0 (1d4)	Hit Dice: 12* (48 hp)
Armor Class: 10	Attacks: special
Move: nil	Damage: special

Strangle-vines look like ordinary creeping vines that dangle from tree-branches. (An aquatic variant, “strangle-weed,” looks like seaweed.) They grab creatures moving past them and try to strangle them to death (eventually digesting prey through their leaves).

**Notes:** *Entangle* (a creature moving within 10' of strangle-vines must save or be caught; the victims suffer 1d4 damage each round from the crushing and may try to struggle free or to cut their way loose by attacking the vines at –4 to hit; if they struggle, Athletics is rolled, with success indicating that the character breaks out and failure indicating that the vines tighten and cause 2d4 damage that round; other characters trying to cut their allies free have a 1 in 4 chance of hitting their ally instead, while fire and similar means will cause half damage to the vines and half to the victim).

### Terrestrial Effluvium

*Ooze*

No. Enc.: 1 (0)	Hit Dice: 32* (128 hp)
Armor Class: 10	Attacks: 1 slam
Move: 10' (30')	Damage: 1d6 acid + special

Also known as “the Black Blood of the Earth,” terrestrial effluvium is a positively colossal organism, practically an underground lake made entirely of thick, black, oily slime. The creature exists only

very far down in the deepest places of the Earth, sometimes seeping up through cracks in tunnels or caves. A given “seep” of the effluvium can be up to 30' across and attacks with a pseudopod.

**Notes:** *Acid* (a creature struck by the effluvium’s pseudopod takes 1d6 acid damage from the hit, and 1d6 more damage each round until the acid is washed off with at least a pint of water), *Weaknesses* (the effluvium is destroyed by direct sunlight; and any sonic-based attacks will cause it double damage).

### Vampire Rose

*Plant*

No. Enc.: 0 (1d8)	Hit Dice: 4* (16 hp)
Armor Class: 8	Attacks: 1 thorn
Move: 10' (30')	Damage: 1d8 + blood drain

These plants look just like normal rose-bushes with white flowers. They are able to uproot themselves and move about as they search for prey. Vampire roses attack by whipping thorny vines at their victims, which lash around a limb and start to suck blood. (As the roses drain their victims, their flowers slowly turn from white to pink to red.) The thorns also pump an anesthetic into the victim to make them less prone to struggling.

**Notes:** *Vampiric Thorns* (a hit from a vampire rose causes 1d8 damage, and the vine automatically wraps around the victim and continues to drain blood for 1d8 automatic damage on each following round; further, the victim must save or else be anesthetized into losing all willpower and allowing the plant to drain them).

### Whip-Weed

*Plant*

No. Enc.: 1d3 (1d3)	Hit Dice: 3+22* (34 hp)
Armor Class: stalks 5, base 3	Attacks: 2 stalks
Move: 1' (3')	Damage: 1d8/1d8 + special

This strange plant has a gourd-like base 3' across and two 15' long whip-like stalks. The base of the plant has 8 hp and is AC 5, while the stalks have 13 hp each and an AC of 3. A whip-weed can uproot itself to move about very slowly, and it attacks anything nearby that moves with its acid-secreting stalks.

**Notes:** *Acid Whip* (when a whip-weed hits a target with one of its stalks, the target takes 1d8 points of acid damage and must also roll a save or else be entangled; entangled characters cannot fight back or cast spells and take 1d8 more acid damage each round, but they may re-roll the save again each round to break free), *Piecemeal Creature* (the whip-weed’s stalks have 13 hp each; if they should be destroyed, the creature does not die, and the stalks will grow back in 1d4+1 days; the base has only 8 hp, and if this is destroyed, the whole creature does die, but on the last round, each stalk goes into a fury, making three attacks each for 1d6 damage per hit but with no chance to entangle).

### Yellow Mold

*Fungus*

No. Enc.: 1d8 (1d4)	Hit Dice: 2* (8 hp)
Armor Class: can always be hit	Attacks: spores
Move: nil	Damage: 1d6 + special

This deadly fungus looks like a patch of yellow-brown fuzz spread out over a 10' × 10' area. It can eat through wood or leather, but it will not harm metal or stone. It can only be destroyed by fire (with a burning torch causing it 1d4 damage per round).

**Notes:** *Spores* (if yellow mold is touched, even by a torch, there is a 50% chance per touch that it will cough up a 10' × 10' × 10' cloud of spores; anyone caught in the spores takes 1d6 damage and must also save or choke to death within 6 rounds).

## IX • The UNDEAD

THE UNDEAD are often described as the souls of the departed, the restless dead whose unfinished business—or a particularly violent or traumatic death—has somehow bound them to become spirits and haunt the world of the living, instead of departing for the afterlife and their just reward or punishment. Of course, none can say for sure just what the afterlife might entail, or whether or not there is any justice in it; there are as many beliefs about this as there are religions in the world. But those brave individuals who have taken it upon themselves to study the undead empirically—paranormal investigators and parapsychologists—have come to believe that the undead are, strictly speaking, not *really* animated by dead human souls; or at least, not *complete* souls. (And it is no slip to speak only of human souls: for whatever reason, the corpses or spirits of fae-blooded demihumans *never* become undead.)

The theory goes that when a human being dies under unusual circumstances—violent murder, supernatural factors involved, etc.—that person’s mind may leave behind a psychic “impression,” a mere shadow or echo of their genuine soul. (Mages, of course, are far more likely to leave behind such impressions.) The image is always distorted, grossly exaggerated in some way that amplifies a particular sin or evil formerly committed by the deceased. Thus do paranormal researchers theorize that the animus behind an undead creature is a fragment or splinter of the departed soul, namely the portion of it with the strongest affinity for Chaos. At the moment of death, it travels to the plane of Shadow, there to mingle with the ambient Chaotic energies—and an undead being is born. While it yet remains on the other side of the Veil, it is only a disembodied evil spirit; but, on those occasions when a rift opens between Earth and Shadow, those spirits can flood through and haunt this world. Then they are able to take on a variety of forms, either by inhabiting human corpses, or by converting their own energies into a kind of misty, slimy half-substance called ectoplasm, which localizes the undead as a semi-corporeal apparition.

**Notes:** All undead have a strong affinity for the plane of Shadow—their very being is the stuff of the Veil—but they do not truly have an alignment. Undead tend towards Chaos, but they are *not* Chaotic, which is what separates them from demons.

Qualities common to all types of undead are presented here, to prevent repetition in the following monster descriptions:

- Undead have no metabolism or other biological processes. This means that they have no body heat and cannot be detected via, e.g., monsters or devices that see in the dark by viewing the infrared spectrum. Likewise, because undead do not breathe, they cannot be detected by listening at doors—in fact, they rarely make any noise at all.

### UNDEAD (BY CATEGORY & NAME)

**Cadaver Class:** Walking Dead, Ghoul, Skeleton, Mummy, Sah-Hotep

**Ghost Class:** Apparition, Geist, Phantom, Spectre

**Revenant Class:** Vampire, Death Knight, Nosferatu, Lich Lord

**Animus Class:** Grimwraith, Reaper, Legion

### UNDEAD (BY HIT DICE)

Walking Dead—Drybones (½)	Geist (4*)	Sah-Hotep (10**)
Walking Dead—Shambler (¾)	Phantom (5**)	Death Knight (11***)
Walking Dead—Rotter (1)	Mummy (6**)	Nosferatu (12****)
Apparition (1+2)	Spectre (7**)	Reaper (13****)
Ghoul (2*)	Vampire (8**)	Lich Lord (16****)
Skeleton (3+1*)	Grimwraith (9**)	Legion (21*****)

- Undead are immune to poison, and to any effects, magical or otherwise, that inflict paralysis, sleep, or charm.
- Undead are –2 to sav vs. fire and +2 to save vs. cold.
- Undead are relentless. cadavers and most ghosts have ML 12, spectres have ML 11, and revenants and animi have ML 10. The Banish Undead spell is all but required to make the undead flee.
- Holy water damages undead as if it were acid. Healing and life-restoring magicks (even potions) can harm or destroy the undead.

The undead are divided into four basic categories or classes: the **cadaver** class consists of undead made from material remains and animated through magic. The **ghost** class includes semi-corporeal undead which manipulate the physical world via ectoplasm. The **revenant** class includes undead which have mostly become such through their own actions or will (or that of another revenant). The **animus** class consists of evil spirits which are incorporeal and subsist purely on their own hatred for the living.

### Cadavers

This category includes, ranked from weakest to strongest, the walking dead, ghouls, skeletons, mummies, and the sah-hotep.

### Walking Dead

*Undead (Cadaver, Shadow)*

Type	No. Enc.	AC	MV	HD (hp)	AT	DG
Drybones	4d4 (4d10)	10	20' (60')	½ (2)	1	1d6 or by weapon
Shambler	3d4 (4d8)	9	20' (60')	¾ (3)	1	1d8 or by weapon
Rotter	2d4 (4d6)	9	20' (60')	1 (4)	1	1d8* or by weapon

The walking dead (sometimes called zombies, but this term is best avoided to prevent confusion with a living thrall under the effects a voodoo curse or drug) are mindless human corpses which have been animated by dark magic, either intentionally through witchcraft or spontaneously by a location saturated with evil. Evil wizards and mad scientists use walking dead as cheap and obedient labor or as mindlessly loyal soldiers and guards.

Walking dead come in several varieties that largely depend on the condition of a corpse when it’s animated. *Drybones* are creaky and ancient animated skeletons. *Shamblers* are desiccated, leathery old corpses. *Rotters* are fresh corpses, still (for lack of a better term) “juicy.” Clockwork zombies are rotters which have been created via mad science instead of magic (see the Necro-Reanimator invention, pg. 89; clockwork zombies are just like rotters but have AC 8).

**Notes:** *Slow Moving* (all types of walking dead always lose the initiative), *Disease* (a rotter’s claw attack deals 1d8 damage and forces the victim to save or contract standard dungeon disease, which has a 25% chance of fatality following 1d6 days of illness).

### Ghoul

*Undead (Cadaver, Shadow)*

No. Enc.: 2d4 (2d8)	Hit Dice: 2* (8 hp)
Armor Class: 8	Attacks: claw/claw/bite
Move: 40' (120')	Damage: 1d3+special each

Ghouls are hideous beastlike undead that hunger for human flesh (especially brains). They can be created intentionally through dark magic; the blood-drained victims of a vampire may rise as ghouls; and it sometimes happens that corpses left in places saturated with evil magic will transform into ghouls spontaneously. But usually, new ghouls are created when a healthy human is infected with disease from a ghoul’s bite.





Ghouls are only minimally intelligent: they can speak, but they don't usually have much to say. They hunt like rabid pack-animals, loping on all fours like fast-moving gorillas, ravenous and insatiable. Ghouls' claws secrete a paralytic venom which enables them to hold and devour their prey.

**Notes:** *Paralysis* (a creature hit by a ghouls' claw must save or be paralyzed for 2d4 rounds; the paralysis is induced by a poison, so any effect that cures poison or paralysis lifts it), *Disease* (a creature bitten by a ghouls' claw must save or contract a fever with a 4-in-6 chance of killing its victim in 1d4 days if untreated; victims that die from this disease become ghouls within 1d4 hours of death).

### Skeleton

*Undead (Cadaver, Shadow)*

No. Enc.: 1d6 (2d6)	Hit Dice: 3+1* (13 hp)
Armor Class: 7	Attacks: 1 claw, weapon, or gaze
Move: 30' (90')	Damage: 1d10, by weapon, or fear

Skeletons are intelligent undead which are sometimes created by powerful mages to serve as knights or guardians. They are skilled fighters: relentless, totally loyal, and difficult to destroy. Skeletons are able to speak and enjoy ruthlessly taunting their enemies as they fight. One can distinguish a true skeleton from a mindless drybones on sight: skeletons have pinpricks of colorful flame in their eye-sockets, whereas those of a drybones are empty.

**Notes:** *Regeneration* (skeletons regenerate 2 hp per round, even back up from 0 hp, excepting damage done by fire, acid, or holy water), *Bone Toss* (once every three rounds, a skeleton can throw one of its own bones like a boomerang; a hit causes 1d6 damage and forces the target to save or be stunned for 1 round), *Warrior* (skeletons get an extra +1 to hit when attacking with weapons), *Spooky* (a skeleton may gaze at one target instead of attacking; the victim must save or be frightened, fighting at -2 to hit until they flee; anyone who successfully saves against this fear cannot be affected by it again for the rest of that encounter).

### Mummy

*Undead (Cadaver, Shadow)*

No. Enc.: 1d4 (1d12)	Hit Dice: 6** (24 hp)
Armor Class: 4	Attacks: 1 touch or scream
Move: 20' (60')	Damage: 1d12+disease or horror

Mummies are undead guardians of tombs and ruins, corpses that long ago were carefully prepared with bandages and perfumes and

then animated by elaborate priestly rituals. They are relentless in their pursuit of any who violate the tombs they guard, even pursuing them to the ends of the earth to take their lives as vengeance. Mummies are basically intelligent (although most are far too dried out to speak, and wouldn't know any modern languages regardless), but they are magically compelled to act as they do.

**Notes:** *Mummy Rot* (the touch of a mummy causes both normal damage and a cursed disease, mummy rot, with no saving throw; any creature afflicted with this curse becomes immune to magical healing, and all natural and technological forms of healing are reduced to 10% speed or effectiveness; the curse may be lifted by a Cleansing Ritual), *Scream* (at will, a mummy can scream instead of attacking, contorting its face into a hideous grotesque; the scream makes little noise, but all who see it must save or else be rooted in place with horror for as long as the mummy remains within sight), *Toughness* (mummies can only be harmed by fire, magic, or magical weapons, all of which cause only half normal damage).

### Sah-Hotep (Mummy High Priest)

*Undead (Cadaver, Shadow)*

No. Enc.: 1d2 (1d4)	Hit Dice: 10** (40 hp)
Armor Class: 3	Attacks: 1 touch
Move: 30' (90')	Damage: 3d6 + disease

The sah-hotep is a mummified high priest: cunning, ruthless, and powerful. A sah-hotep looks much like a normal mummy, except that it is adorned in priestly vestments and holy symbols and smells faintly of sweet herbs and perfumes. Sah-hotep are fully intelligent and able to speak; each one has its own goals and motivations. Any sah-hotep that has left its tomb is doubtless pursuing some villainous and esoteric aim, perhaps desiring to reconquer the land in the name of its forgotten god, or to summon forth some eldritch horror from beyond the Veil.

**Notes:** *Mummy Rot* (the touch of a sah-hotep deals damage and causes mummy rot, no save; any creature so afflicted becomes immune to healing magic, and normal and scientific healing both become only 10% as fast or effective as normal; only a Full Restoration ritual can cure this rot), *Control Mummies* (normal mummies must obey the commands of a sah-hotep), *Horri-fying* (a sah-hotep constantly emits an aura of horror; any creature that so much as lays eyes on a sah-hotep must save or else be rooted in place for as long as the sah-hotep remains within sight), *Toughness* (a sah-hotep can only be harmed by electricity, magic, or magical weapons, all of which do only half normal damage to the creature; a sah-hotep is +2 to all saves vs. magic), *High Priest* (a sah-hotep casts magic as a 10<sup>th</sup> level mage).

### Ghosts

This category includes apparitions, geists, phantoms, and spectres.

### Apparition

*Undead (Ghost, Shadow)*

No. Enc.: 1d2 (1d2)	Hit Dice: 1+2 (6 hp)
Armor Class: 5	Attacks: 1 touch or scream
Move/Fly: 20' (60')	Damage: 1d2+stun or terror

An apparition is a minor ghost, a psychic impression left behind by someone who died with unfinished business. Some appear as mere vaporous blobs of ectoplasm, mists and slimmers with little to no resemblance to a human form; while others are shades or phantasms that still look much as they did when alive, but transparent.

Apparitions are capable of harming the living, but they may or may not be aggressive. They cannot be killed, but they may be exorcised by some kind of ritual, or by completing their unfinished

business (e.g. giving their remains a proper burial; getting their killer arrested for murder; delivering a final message to a loved one; etc.). Apparitions are bound to the location where they died, and they tend to appear only at certain times of day or night.

**Notes:** *Unkillable* (apparitions can be damaged by magic, or by magical or silver weapons; but reducing an apparition to 0 hp only disperses it for 24 hours), *Slimy Touch* (if provoked, an apparition attacks by touching foes; a hit deals 1d2 damage and forces the target to save or be stunned for 1d2 rounds), *Scream* (an apparition may scream instead of attacking, distorting its face to become demonic or skull-like; all who witness the scream must roll a saving throw or flee from the haunted place in terror and may not willingly return for at least a day; those who save cannot be terrified by that same apparition ever again).

## Geist

*Undead (Ghost, Shadow)*

No. Enc.: 1d6 (1d8)	Hit Dice: 4* (16 hp)
Armor Class: 6	Attacks: 1 touch or gaze
Move/Levitate: 30' (90')	Damage: 1d4+sleep or fear

A geist is an incorporeal evil spirit, bound eternally to the barrow or tomb where its remains are interred; it cannot freely leave that area. A geist is normally invisible and intangible, totally unable to affect the physical world — except that it can animate its own remains. Regardless of those remains' condition, even if there are only ashes or a few chips of bone left, when the geist manifests, it "fills in the gaps" with ectoplasm and takes on the appearance of a whole body — albeit pale white, with the image of its flesh pulled tight over the bones, red pinpricks of light for eyes, and surrounded by an eerie greenish glow. Geists hate the living and want only to drain away their life force, lulling all that come within their reach to join them in the eternal sleep of death.

**Notes:** *Invulnerable* (a geist can only be harmed by magic or by magical or silver weapons; normal weapons pass through a geist's ectoplasmic form as if it were mist), *Sleep of Death* (anyone struck by the touch of a geist must save or fall asleep for 1d4 minutes or until roused), *Burial Shroud* (anyone struck three or more times by a geist falls asleep without a saving throw and has their clothing or armor magically replaced by a plain cloth burial shroud; magical armors, cloaks, etc. may roll an item saving throw to prevent this), *Spooky* (a geist may gaze at one target instead of attacking; the victim must save or be frightened, fighting at -2 to hit until they flee; anyone who successfully saves against this fear cannot be affected by it again for the rest of that encounter), *The Barrow Curse* (anyone killed by a geist rises as a geist themselves after 1d4 days).

## Phantom

*Undead (Ghost, Shadow)*

No. Enc.: 1d4 (1d6)	Hit Dice: 5** (20 hp)
Armor Class: 4	Attacks: 1 touch
Move: 40' (120')	Damage: 1d6 + disease
· Fly: 80' (240')	

A phantom is an undead spirit with no solid physical form; rather, it is semi-corporeal, its body made entirely of ectoplasm. Unlike a geist, a phantom is not bound to any physical remains, so it has some degree of freedom and can roam throughout an entire region (usually haunting the countryside around where it died, or some particular dungeon, castle, or ruin and its environs). A phantom looks like a shadowy image of the person it was in life, but with its distinctive features shrouded in dark mist and partially transparent. A phantom's touch is inimical to life and carries with it a deadly disease that causes the victim to slowly fade into the Shadow.



**Notes:** *Invulnerable* (a phantom can only be harmed by magic or by magical or silver weapons, and silver weapons cause it only half normal damage), *Diseased Touch* (anyone touched by a phantom must save or contract a horrible disease which will kill in 1d6 days if not first cured by a Cleansing Ritual), *Fade Into Shadow* (anyone killed by a phantom, either by its touch or its disease, becomes a phantom themselves after 1 day), *Aura of Fear* (at all times, a phantom constantly exudes an aura of fear; any living thing that comes within Near range of a phantom must save or be shaken by fright, fighting at -2 to hit until they flee; those that make this save are immune to the fear effect for the rest of that encounter).

## Spectre

*Undead (Ghost, Shadow)*

No. Enc.: 1d4 (1d8)	Hit Dice: 7** (28 hp)
Armor Class: 3	Attacks: 1 touch or gaze
Move: 50' (150')	Damage: 1d8+poison or terror
· Fly: 100' (300')	

A spectre is the most advanced variety of ghost: so powerful is its will that it can manifest for itself a fully corporeal body made from solid ectoplasm. Spectres have greater intelligence and autonomy than lesser ghosts: they can travel anywhere, and they are almost totally free-willed (but usually beholden to some compulsion, e.g. seek out their killer and avenge their death; serve an evil master, like a lich lord or a devil; etc.). Spectres are able to shift between corporeal and incorporeal forms immediately, without even needing to concentrate; but they are only able to fly when incorporeal. When in physical form, a spectre must walk on the ground or ride a mount (night mares being their preferred steed; see pg. 148).

**Notes:** *Invulnerable* (when a spectre manifests, its body can only be harmed by magic or by magical weapons), *Ethereal Form* (a spectre can disincorporate at will; while ethereal, it can hear and see, but it cannot attack or be harmed; and it can only fly while ethereal), *Poisonous* (a spectre's poisonous touch inflicts 7d8 poison damage over the seven rounds following the attack, save for half), *Aura of Fear* (at all times, a spectre emits an aura of fear; any living thing that comes within Near range of a spectre must save or be shaken by fright, fighting at -2 to hit until they flee; those that make this save are immune to this fear effect for the rest of that encounter).

## CHAPTER SIX: MONSTERS

*Horrible Shriek* (instead of attacking, a spectre may cry out with an unearthly wail; all living things within Near range who hear this cry must save or be paralyzed for 2d4 rounds), *Regeneration* (a spectre regenerates 4 hp per round; if reduced to 0 hp, it stops regenerating, but it is not truly killed either and might someday reincorporate), *Lord of Phantoms* (phantoms must obey the commands of a spectre; anyone killed by a spectre will themselves rise as a phantom under the spectre's control the following night).

### Revenants

This category includes vampires, death knights, nosferatu, and the strongest single undead monster, the lich lord.

### Vampire

*Undead (Revenant, Shadow)*

No. Enc.: 1d4 (1d6)	Hit Dice: 8** (32 hp)
Armor Class: 3	Attacks: 1 bite or gaze
Move: 40' (120')	Damage: 1d10 blood-suck or charm
· Fly: 60' (180')	

Vampires are earth-bound undead spirits inhabiting the corpses of those who committed unforgivable sins in life. Wicked individuals who fear their fate after death may become vampires by means of unspeakable unholy rituals. Vampires sustain their evil existence by biting the necks of living victims and drinking their blood.

Vampires have the following strengths and weaknesses:

- Vampires have all of the usual qualities of undead (pg. 181).
- *Invulnerability*: Vampires can only be harmed by magic, fire, and magical or silver weapons; all attack-forms except magical fire and magical or silver weapons which have also been Blessed cause them half normal damage.
- *Celerity*: A vampire gets 4 Moves every round instead of 3.
- *Charming Gaze*: A vampire's gaze counts as a False Friend spell, useable at will, with a -2 penalty on the saving throw.
- *Bloodsucker*: The bite of a vampire heals it for as many hp as the damage inflicted and also invigorates the monster, adding to its unholy strength: once a vampire has tasted blood, it gets an extra +2 bonus on its to-hit rolls for the rest of that encounter.
- *Regeneration*: If damaged, vampires regenerate 3 hp per round. A vampire reduced to 0 hp does not die, but instead automatically transforms into a cloud of mist and retreats to its coffin.
- *Shape-Shifting*: A vampire can transform into a hexbat, a hexwolf, or a cloud of mist with 1 round of concentration. While in hexbat or mist form, the vampire can fly at its listed flying speed.
- *Children of the Night*: A vampire can summon various creatures to aid it: 10d10 normal rats or bats, 5d4 giant rats, 3d6 giant bats or normal wolves, or 2d4 dire wolves.
- *Bound to the Earth*: Every vampire must have at least one coffin somewhere which sits atop a layer of dirt from the vampire's homeland. The vampire must spend the daytime resting in this coffin and is only active at night (unless the vampire inhabits a place where there never any daylight, e.g. a dungeon, in which case the vampire's inactive period could be at any time).
- *Create Ghouls*: Anyone killed by a vampire rises again as a ghoul under the vampire's control 3 nights later.
- *Killing a Vampire*: A vampire can be destroyed while it is in its coffin by staking it through the heart, stuffing its mouth with garlic, cutting off its ears, beheading it, and burning it. A vampire immersed in running water for 1 turn is destroyed. If exposed to natural sunlight, a vampire must save every round or disintegrate. Finally, if all of a vampire's coffins are found, burned, and the ashes Blessed, the vampire will start to weaken, losing 2d6 of its maximum hp per day until it falls to 0 hp and dies.

- *Other Weaknesses*: Vampires recoil from holy symbols confidently presented, the smell of garlic, and mirrors (into which they cast no reflection); a vampire must save at -2 to approach any of these things. Vampires avoid sunlight for obvious reasons; they cannot cross a body of running water or a line of salt; they cannot enter a house without having been invited; and they must stop to count any handful of small objects (nails, grains of rice, etc.) cast onto the ground before them.

### Nosferatu (Vampire Lord)

*Undead (Revenant, Shadow)*

No. Enc.: 1 (1d2)	Hit Dice: 12*** (48 hp)
Armor Class: 1	Attacks: 1 bite or gaze
Move: 50' (150')	Damage: 1d16 blood-suck or charm
· Fly: 60' (180')	

The nosferatu is the progenitor of vampire-kind, a mighty sorcerer, and a lord of the undead. This monster can only come into being when a mighty hero, once of great faith and goodness, betrays that faith and willingly embraces evil by partaking in a horrible and depraved ritual to attain "immortality." Unless it disguises itself with magic, a nosferatu has a far more unsettling appearance than an ordinary vampire, with pointed ears, razor-sharp teeth, pale skin, a bald head, and wicked claws. Centuries old, the nosferatu is wise, cunning, and relentlessly selfish and evil.

**Notes:** *Vampirism* (nosferatu have all of the same qualities as vampires, except that their Celerity gives them 5 Moves per round instead of 4, and they regenerate 5 hp per round), *Create Vampires* (anyone bitten three or more times by a nosferatu must roll a saving throw after the third and each subsequent time they are bitten; any failure indicates that the victim contracts anemia and will slowly waste away over the course of 1d10 days, after which they will perish unless cured by a Full Restoration ritual; those that succumb to this disease rise that very night as a vampire, unless the corpse is staked and beheaded, or burned; note that anyone killed in direct combat with a nosferatu still rises as a ghoul, not a vampire), *Dark Magician* (a nosferatu possesses the wisdom of ages: it casts cantrips, spells, and rituals as a 12<sup>th</sup> level mage for the purpose of figuring spells per day and scaling effects).

### Death Knight

*Undead (Revenant, Shadow)*

No. Enc.: 1 (1)	Hit Dice: 11*** (44 hp)
Armor Class: 1	Attacks: 1 weapon
Move: 40' (120')	Damage: 1d12

A death knight is the revenant undead form of a warrior who was thoroughly evil and corrupted in life, clinging after their death to a harrowed existence in this world through sheer, stubborn will. They look skeletal in form (with tiny red lights in the eye-sockets of the skull), carrying a large two-handed weapon and clad in heavy armor which has been blackened (as if burned). Death knights either serve other undead lords (nosferatu or liches) as a champion or an enforcer; or they have the ambition to rule a kingdom of the dead for themselves.

**Notes:** *Resistant to Turning* (a death knight can only be affected by the Banish Undead spell if it rolls a natural 20 on its save), *Aura of Terror* (anyone who comes within Near range of a death knight must save or be compelled to flee and stay away for at least 2d4 turns), *Unholy Strength* (death knights always cause 1d12 damage with a hit, regardless of the weapon they wield; and they enjoy a +2 bonus on all attack rolls and saving throws), *Warlock's Power* (death knights can cast spells as 8<sup>th</sup> level mages, but they do not work rituals or cast cantrips).



### Lich Lord

*Undead (Revenant, Shadow)*

No. Enc.: 0 (1)	Hit Dice: 16**** (64 hp)
Armor Class: 1	Attacks: 1 touch
Move: 30' (90')	Damage: 1d10 + paralysis

A lich lord (or corpse lord) is a revenant wizard who has willingly sought out undeath as a means of staving off his inevitable end for as long as humanly possible. Curiously, while a villainous lich lord is perhaps the single most dangerous threat that a party of heroes can face, the process that a mage uses in order to become a lich preserves most of their soul: their psyche, intellect, and personality remain intact, at least for the first couple of centuries (after which boredom or madness will eventually set in). As a consequence, most lich lords are not cartoonish villains, evil for the sake of evil. Rather, their motivations tend to be selfish: they quest to acquire arcane knowledge, revive a lost love, or protect the legacy of their descendants. (A rare few lich lords, known as “arch-liches,” were priests of Order in life and carry on the good fight in death).

A lich lord is an exceedingly cunning adversary, prepared for any eventuality, and always in possession of many powerful magical items. Lich lords are loath to leave their lairs, which are well-stocked with traps, undead servants, and defenders. Above all, referees should remember that each individual lich lord is unique and must have its own name, personality, style, and motivation.

**Notes:** *Magic* (a lich is an extremely powerful spellcaster, able to use magic as a mage of 16<sup>th</sup> level for the purpose of figuring its spells per day and scaling effects), *Phylactery* (a lich lord hides his soul within a container and may not be killed unless the container is destroyed; if the lich is reduced to 0 hp but the phylactery is not found, the lich’s body will reincorporate in 1d100 days), *Paralysis* (in addition to causing damage, a lich lord’s touch forces a living target to save or be paralyzed for 2d6 rounds), *Terror* (anyone of 5<sup>th</sup>

level or lower who even sees a lich is filled with magical terror and will flee for 2d4 turns, no save), *Invulnerable* (lich lords can only be harmed by magic or by magical weapons; they are immune to cold, electricity, and any sort of mind-reading or shape-changing effect).

**Summoning:** A lich lord has the power to summon undead servants to aid it. The lich lord merely concentrates; the servant will arrive 1d100 rounds later. The lich lord can summon undead as often as desired, but each type of undead will only respond, at most, once per day each (re-roll if the same type comes up twice).

1d20	Undead Summoned	1d20	Undead
1–5	2d6 mummies	16–17	1d2 death knights
6–9	2d4 spectres	18	1 nosferatu
10–12	1d6 vampires	19	1 reaper
13–15	1d3 sah-hotep	20	1 legion

If a legion is summoned, it only has a 1-in-6 chance of answering the lich lord (and if the dice do indicate a legion when the lich does not want to summon one, the lich may choose not to summon it — a legion of the damned is extremely dangerous, even to a lich lord).

### Animi

An animus is a spirit of pure hatred for all living things: the grimwraith, the reaper, and the legion of damned souls are found here.

### Grimwraith

*Undead (Animus, Shadow)*

No. Enc.: 0 (1)	Hit Dice: 9** (36 hp)
Armor Class: 5	Attacks: nil or 1 touch
Move: nil or special	Damage: nil or 1d12 + brain-drain

A grimwraith is the undead spirit of a wicked priest, scholar, or philosopher who has died with unresolved philosophical or theological questions still weighing on his mind, the burden so heavy that he has refused to pass on into the next life. Over the centuries, as the grimwraith ponders evil notions without ever resolving any of his questions, his vile thoughts take physical form as small and ghostly apparitions called “malices,” which look like translucent, wispy clouds with small arms and faces. The malices fly through the air (staying within 100’ of the grimwraith) and seek out living beings to attack. The grimwraith produces 2d4 malices for every century of its deliberations, so if it is very old, it will be surrounded by a great many of them.

The wraith itself appears to be a gray, translucent figure, robed and hooded, forever seated upon a throne in its lair. Ordinarily, nothing can break its concentration, even if it is attacked (but the malices will swarm anyone attacking the seated wraith), and it cannot be turned by a Banish Undead spell. Most characters who try to peer under its hood see only empty blackness, but one with the Sight will see a thin face, paper-white, smiling evilly as it ponders depraved thoughts. If the grimwraith is reduced to 0 hp before the last of its malices are destroyed, it will never fight back — but at the instant of its destruction, it will look up, an expression of ecstasy and enlightenment on its face, and it will utter, “At last — I understand!” as it vanishes.

If, however, all of its malices are destroyed first, the grimwraith will rise and begin to fight with a mindless fury — rapidly teleporting around its chamber and trying to drain away the very thoughts of those who have dared to interrupt its own musings.

**Malices:** Malices have 9 hit dice, just like the grimwraith, but only 1 hp per hit die. Their attacks inflict sleep as a geist. AC 2, MV 50’ flying, HD 9\* (9 hp), #AT 1 touch, DG 1d4+sleep. Malices are undead and may be Banished; but they can only be harmed by magic or magical weapons.

**Notes:** *Invulnerable* (a grimwraith can only be harmed by magic or by magical weapons; it cannot be turned by a Banish Undead spell unless it is roused), *Lost in Thought* (a grimwraith does not move or attack unless all of its malices are slain), *Teleport* (a roused grimwraith can teleport instantly to any location that it can see within Near range, at will), *Absorb Thoughts* (a hit inflicted by a grimwraith both deals damage and forces the victim to save or become feebleminded, with Wits 3 and Knowledge 1, until the effect can be reversed by a Full Restoration ritual).

### Reaper

*Undead (Animus, Shadow)*

No. Enc.: 1 (1)	Hit Dice: 13*** (52 hp)
Armor Class: 1	Attacks: 1 blade
Move/Fly: 40' (120')	Damage: 3d4 + death

A reaper is a spirit of death from the Veil of Shadow. It is semi-corporeal, its translucent body composed of coalesced ectoplasm. It appears as a pale and emaciated figure, draped in a robe and hood, carrying in one hand a lantern that shines with blue-white flame, and in the other a dagger, cleaver, sickle, or scythe. Reapers hate life and living beings — they exist only to kill and destroy.

**Notes:** *Invulnerable* (reapers can only be harmed by magic or by magical weapons; they are immune to cold), *Terror* (any creature of 3<sup>rd</sup> level or lower that sees a reaper must save or flee in terror, and they will never willingly return to where the reaper appeared), *Death Attack* (a creature struck by the reaper's blade must save or die), *Reflect Turning* (should a spellcaster attempt to Banish a reaper, the reaper saves as usual, but on a roll of 6 or lower, the spell is reflected back on the mage, who must save or flee), *Shrouded in Shadow* (reapers surprise enemies on 1–5 on 1d6).

### Legion of the Damned

*Undead (Animus, Shadow)*

No. Enc.: 1 (1)	Hit Dice: 21***** (84 hp)
Armor Class: –2	Attacks: 2 poltergeisting or 1 possession
Fly: 150' (450')	Damage: variable or special

The legion of the damned is not a single entity; rather, as its name implies, it is a massive coagulation of individual spirits, possibly a hundred yards in diameter, all bound together and operating on the same psychokinetic “wavelength.” Like an arch-demon or one of the kaiju, a legion is a once-in-a-generation occurrence, a singular and possibly apocalyptic event.

The legion itself is composed of pure energy and is at all times invisible; only those with the Sight can hope to perceive it all. A mage, once psychically attuned via Second or Arcane Sight, will see the legion as a vast, roiling storm-cloud of ectoplasm floating in the sky overhead. The legion is difficult to attack by any direct means; but, by interacting with the mortal world, it also makes itself vulnerable. The legion is both a poltergeist (it moves objects telekinetically) and a possessor (able to take over inanimate objects, dead bodies, or even live persons and control them). Damage done to the objects or beings that the legion possesses also weakens the legion. But the legion is many, and the many are clever — they will not throw their puppets mindlessly at a band of competent heroes.

The legion's great weakness is that it is stronger at night than during the day. In the daytime, the legion can still animate objects or corpses and fling objects about, but it cannot possess the living. Regardless of the time of day or night, though, even if the legion is damaged to the point where it falls to 0 hp, this will only disperse it for a short while, 1d6 days at the most. The legion cannot be

destroyed; only sealed away. The only certain way to send a legion back to Hell is by reading the appropriate set of passages from a suitably obscure book of occult lore, such as the *Necronomicon ex Mortis*. The legion possesses the following special capabilities:

- *Invincible:* The legion is difficult to harm directly. An attacker must possess the Sight or be otherwise magically enabled to perceive it; they must be able to reach it, which usually means flying up to a height of at least 300' above the ground; and even then, only magical weapons of +3 or better, magical rituals with a power level of 5<sup>th</sup> or higher, or a tech's Radioactive Plasma Reactor are capable of affecting it (with hit point damage or otherwise). The legion itself is immune to cantrips (other than Second Sight), spells, rituals below 5<sup>th</sup> level, gadgets, preparations, and most inventions.
- *Poltergeister:* As often as twice per round, the legion can telekinetically pick up objects and fling them with a ranges of 20' / 40' / 60'. The damage inflicted varies with the size of the object, ranging from 1 point for a small stick to 3d6 points for a large boulder. Furthermore, any creature struck by such a missile must roll a saving throw or else be driven temporarily insane (as if under the effects a tech's Hallucinogenic preparation; see pg. 77). Any character killed by the legion's poltergeisting is permanently killed and cannot be raised from the dead by any means: their sanity and their soul have been consumed by the spectral mass.

- *Possessor:* At any given time, the legion can create up to 21 hit dice worth of “puppets” by turning up to seven normal objects into animated objects (pg. 151) or up to five human corpses into geists (pg. 195) under its direct control. However, all damage dealt to these puppets also applies to the legion's own hit points, so it is usually reluctant to control too many minions at once and thereby make itself vulnerable to dispersal. Furthermore, at nighttime only, the legion can attempt to possess a living human (but not a demi-human). The target may roll two saving throws; if only one save fails, the human is merely knocked out for 1d6+6 turns, but not possessed, and they are immune to further attempts. If both saves fail, however, the victim is possessed and immediately becomes a spectre under the control of the legion — still alive for the time being, but with all the powers, qualities, and abilities of an actual undead spectre. As with the legion's other puppets, any damage dealt to the spectre also damages the legion; and the spectre counts as 7 hit dice against the legion's limit of 21 hit dice of controlled puppets at any one time. This means that at any given moment, a legion can control up to three such spectres.

Animated objects under the control of the legion can talk, levitate, produce eerie music, bleed, change their shape, and do other strange things. Geists and spectres so controlled can seem undead or demonic — pallid skin covered in slime, milky white eyes, bleeding black blood, floating in the air, shrieking and growling — or they can appear as they were in life and seem to be innocent, even unaware of what has happened to them. The legion will use this to be as tricky as possible, or to make the heroes as grossed out and uncomfortable as possible. It *wants* to feel their fear and their anger and their hopelessness before it kills them.

That said, the legion can be driven out of a living body, and the possessed spectre returned to normal, by means of either Banish Undead or an Etheric Disruptor. Either effect allows the character another saving throw to reassert their will, in which case the legion is driven out, and the character falls unconscious for 1d6+6 turns (and they cannot be possessed again). If the legion is not driven out of a possessed victim, however, it may simply choose to slay the victim at any time — and a victim who dies in this manner cannot ever be resurrected, because their soul has been consumed by the damned legion.

## Encounter Tables

Wandering monsters may be encountered either in the dungeon or in the wilderness. The tables found here are used to determine which monsters are met when a random encounter occurs – but they are, of course, examples only. Referees are encouraged construct unique wandering monster tables to fit the wildernesses and dungeons in their campaign.

### WANDERING MONSTERS—WILDERNESS

1d20	Forests	Jungles	Deserts	Grasslands	Settled Countryside
1	Bee, giant killer	Ant, giant	Beetle, giant fire	Ant, giant	Attercop
2	Boar	Cat–panther	Beetle, giant oil	Baboon, rock	Dwarf
3	Cat–panther	Caveman	Camel	Boar	Elf
4	Cockatrice	Cœurl	Cat–lion	Draug	Gargoyle
5	Elf	Elephant	Cu sith	Dwarf	Geist
6	Ettin	Ettin	Genie–djinn	Ettin	Ghoul
7	Firedrake, young	Firedrake, young	Hawk, giant	Firedrake, young	Gigas, hill
8	Geist	Fly, giant robber	Human–soldier	Fly, giant robber	Goblin
9	Ghoul	Genie–ifrit	Lizard–gecko	Gigas, hill	Hextiger
10	Hexwolf	Gorgon	Lizard–tuatara	Hippogriff	Human–normal
11	Human–scoundrel	Gray creeper	Mummy	Human–scoundrel	Human–scoundrel
12	Nymph–dryad	Hexboar	Murkwym, young	Human–soldier	NPC party
13	Roc, small	Human–scoundrel	NPC party	Ogre	Rat, giant
14	Sh.spawn–buggane	Naga	Scorpion, giant	Scorpion, giant	Sh.spawn–gruuch
15	Sh.spawn–gruuch	Rat, giant	Sh.spawn–flynd	Sh.spawn–gruuch	Sh.spawn–mogrel
16	Sh.spawn–flynd	Scorpion, giant	Sh.spawn–mogrel	Spider–black widow	Shenlong, lesser
17	Spider, giant crab	Sh.spawn–buggane	Snake–pit viper	Stirge	Troll
18	Unicorn	Sh.spawn–durlock	Snake–giant rattler	Troll	Vampire
19	Wolf	Sh.spawn–khshlaaa	Spider–tarantella	Weasel, giant	Walking dead
20	Wolf, dire	Snake, rock python	Troll	Wyvern	Wolf

1d20	Mountains/Hills	Rivers/Lakes	Oceans	Swamps	Towns/Cities
1	Ape, white	Bee, giant killer	Adamantoise	Attercop	Centaur
2	Beetle, giant oil	Boar	Crab, giant	Basilisk	Dwarf
3	Cat–sabre-toothed	Cat–panther	Crocodile, giant	Boar	Elf
4	Caveman	Crab, giant	Elf	Ettin	Ghoul
5	Chimera, true	Crocodile	Fly, giant robber	Human–scoundrel	Goblin
6	Cœurl	Elf	Hawk, giant	Ghoul	Gigas, hill
7	Dwarf	Ettin	Human–scoundrel	Gorgon	Human–normal
8	Firedrake, adult	Fish–giant piranha	Hydra, sea	Leech, giant	Human–scoundrel
9	Gigas, hill	Fly, giant robber	Merrow	Lizard–giant draco	NPC (any class)
10	Goblin	Hydra	Murkwym, adult	Murkwym, adult	NPC party
11	Griffon	Leech, giant	Octopus, giant	Sh.spawn–durlock	Ogre
12	Jotun, stone	Merrow	Roc, giant	Sh.spawn–gruuch	Rat, giant
13	Human–scoundrel	Murkwym, adult	Sea serpent	Sh.spawn–khshlaaa	Sh.spawn–durlock
14	Human–soldier	Murkwym, young	Scylla	Sh.spawn–mogrel	Sh.spawn–gruuch
15	Lamia	NPC party	Sh.spawn–sahuagin	Silurian	Sh.spawn–mogrel
16	Morlock	Rat, giant	Shark (any)	Spider–black widow	Skin-changer
17	Murkwym, young	Sh.spawn–khshlaaa	Siren	Sprite–nixy	Spectre
18	Roc, giant	Stirge	Snake, sea	Stirge	Troll
19	Sh.spawn–gruuch	Toad, giant	Squid, giant	Toad, giant	Vampire
20	Troll	Troll	Whale (any)	Troll	Walking dead





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WANDERING MONSTERS—DUNGEONS

1d20	Level 1	Level 2	Level 3	Levels 4–5	Levels 6–7	Levels 8–10
1	Bee, giant killer	Bat, giant	Ant, giant	Attercop	Basilisk	Black pudding
2	Beetle, giant fire	Baboon, rock	Ape, white	Bear, cave	Bear, cave	Chimera, true
3	Centipede, giant	Caveman	Beetle, giant tiger	Cockatrice	Black pudding	Firedrake, adult
4	Dwarf	Cat–cougar	Cat–panther	Cu sith	Cœurl	Firedrake, young
5	Ghoul	Caveman	Crawling creeper	Ettin	Ettin	Gigas, hill
6	Goblin	Elf	Draug	Gray creeper	Gray creeper	Golem, amber
7	Green slime	Ghoul	Fly, giant robber	Gray ooze	Hell hound	Golem, bone
8	Hobgoblin	Gray ooze	Gargoyle	Hell hound	Hydra	Hexbear
9	Lizard–giant gecko	Lizard–giant draco	Geist	Hexboar	Kalidah	Hydra
10	Morlock	Locust, giant cave	Gelatinous cube	Hexwolf	Minotaur	Jotun, stone
11	Rat, giant	Sh.spawn–khshlaaa	Gorgon	Kalidah	Mummy	Manticore
12	Sh.spawn–gruuch	Sh.spawn–durlock	Hexrat	Lizard–tuatara	Murkwym, young	Murkwym, adult
13	Sh.spawn–mogrel	Sh.spawn–flynd	NPC party	Minotaur	Nekrozon	Murkwym, young
14	Sh.spawn–skaver	Silurian	Reptoid	Mummy	NPC party	NPC party
15	Snake–spit. cobra	Skeleton	Ochre jelly	Ochre jelly	Ochre jelly	Purple creeper
16	Spider–giant crab	Snake–pit viper	Shadow	NPC party	Rust monster	Salamander, flame
17	Stirge	Spider–black widow	Sh.spawn–buggane	Phantom	Salamander, flame	Salamander, frost
18	Toad, giant	Sprite–pixy	Siren	Reptoid	Scorpion, giant	Shenlong, lesser
19	Walking dead	Toad, giant	Spider–tarantella	Rust monster	Spectre	Skin-walker
20	Wolf	Yellow mold	Troll	Spectre	Werewolf	Vampire



# CHAPTER SEVEN: MAGICAL ITEM TABLES

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**T**HE RANDOM treasure table on page 102 sometimes indicates the presence of one or more magical items in a randomly generated hoard. This chapter provides tables for randomly selecting the magical contents of these hoards. Most of the time, of course, it is expected that any magical items placed in the game have been put there deliberately by the referee, after careful thought, with each item having its own history, name, purpose, and so forth. But sometimes, one just needs a nameless item to place in a dungeon-room somewhere. After all, the PCs won't always have the means (never mind the inclination) to research the backstory of every single item that they find. Sometimes a *sword +1* is just a *sword +1*.

## **Magic vs. Technology**

Before anything else, the referee must determine whether a special item in question is going to be a magical or technological item. In a dungeon (as explained on page 102), the chance that a given item is technological instead of magical begins at 20% for dungeon level 1 and falls by 2% per level. On the surface-world, the chance to find a technological item in place of a magical item might be significantly higher (25% to 50%), depending on the specific circumstances.

Regardless of their source, found technological items are nothing more than gadgets, inventions, and permanent preparations (pp. 72, 86). If a consumable item (see below) is to be replaced with its technological equivalent, just roll for or select a preparation off the table on page 72. If a permanent item is indicated, a bit more thought is required. Gadgets are far commoner than even 1<sup>st</sup> level inventions, and low-level inventions (being portable) are much likelier to be found at random than immobile, high-level ones.

Alternatively, you can look to other game systems (many of which are basically compatible with *Engines & Empires*) and borrow high-tech items from science fiction or post-apocalyptic settings. This method is best reserved for technological items of unusual origins: alien or ancient civilizations, mad hobgoblins wandering the Deep-Under, etc.

## **Consumable vs. Permanent Items**

Magical items come in two basic types: single-use “consumable” items and multiple-use “permanent” items. Permanent items may still have limited charges, but they can be used several times before they are depleted or destroyed. The random treasure table lists separate chances for a hoard to contain consumable and permanent items, with permanent items being about three times less likely to appear than consumables (i.e. only 25% of magical items that a party finds at random are apt to be permanent items).

Consumable items come in three types: potions, scrolls (which usually store magical rituals), and etherium crystals (which store spells). Permanent items have several categories: armor, weapons, orbs, rings, tomes, staves, wands, and miscellaneous items.

## **Etherium**

Etherium crystals are fist-sized, faceted crystals that come in a variety of colors. An etherium crystal is composed of pure, solidified ether (the energy that fuels magical powers) and is capable of storing one spell, which can be cast at any time by a mage or scholar who simply holds crystal in hand and uses a 3-Move action to concentrate on drawing out the magic. The crystal glows faintly while it still contains a spell, and it goes dark (and becomes forever worthless) or crumbles into dust when used. If the crystal-wielder is hit for damage or forced to roll a saving throw while trying to draw out the spell, the magic is spoiled: the spell does not take effect, but the crystal goes dark anyway.

Etherium crystals are created by a mage or scholar using the 4<sup>th</sup> level ritual Condense Etherium (pg. 60). Only a mage or a scholar can activate the crystal and cast the spell stored within it, and scholars can only draw out spells that appear on the scholar spell-list. The caster does not need to know the spell in question in order to cast it from a crystal (and note that it is not possible to learn a spell permanently *from* such a crystal – etherium stores energy, not

## CHAPTER SEVEN: MAGICAL ITEM TABLES

knowledge). Identifying the exact spell held within an etherium crystal requires the use of the Arcane Experiment ritual, which (if the casting roll succeeds) will reveal precisely which spell is contained within it.

To generate a random etherium crystal, simply use the table of spells on page 46. Roll 1d6 and 1d10 together to generate a random number from 1 to 60, with a result of 59–60 indicating a cursed crystal (the result of a botched attempt at the Condensing ritual) that drains the caster of one daily spell if activated.

### RANDOM MAGICAL ITEM TYPES

d10	Consumable Item	d10	Permanent Item
1–4	Etherium	1	Armor
5–8	Potion	2	Orb
9–10	Scroll	3	Ring
		4	Tome
		5–6	Rod, Staff, or Wand
		7–8	Weapon, Sword
		9	Weapon, Other
		10	Miscellaneous Magic

### POTIONS, SCROLLS, AND RUNES

d%	Potion	d%	Scroll
1–3	Ability	1–5	Cursed
4–5	Animal Control	6–10	Rune vs. Demons
6–8	Attribute Gain	11–15	Rune vs. Elementals
9	Balance	16–20	Rune vs. Faes
10–12	Clairaudience	21–25	Rune vs. Hexbeasts
13–14	Clairvoyance	26–30	Rune vs. Magic
15–16	Climbing	31–35	Rune vs. Undead
17–18	Delusion	36–40	Cantrip
19–22	Diminution	41–55	Ritual (level 1)
23–24	Dragon Control	56–65	Ritual (level 2)
25	E.S.P.	66–72	Ritual (level 3)
26–27	Ether	73–75	Ritual (level 4)
28–30	Elemental Resistance	76–77	Ritual (level 5)
31	Elixir Vitæ	78	Ritual (level 6)
32–35	Flying	79	Ritual (level 7)
36–39	Gaseous Form	80	Ritual (level 8–10; roll 1d6)
41–42	Giant Control	–	· d6: 1–3, level 8
43–44	Growth	–	· d6: 4–5, level 9
45–50	Healing	–	· d6: 6, level 10
51–54	Heroism	81–84	Treasure Map A
55–57	Humanoid Control	85–87	Treasure Map B
58–61	Invisibility	88–89	Treasure Map C
62–64	Invulnerability	90–91	Treasure Map D
65–67	Levitation	92–93	Treasure Map E
68	Longevity	94	Treasure Map F
69–70	Oil of Intangibility	95	Treasure Map G
71–72	Oil of Slipperiness	96	Treasure Map H
73–75	Philter of Love	97	Treasure Map I
76	Phoenix Down	98	Treasure Map J
77–78	Plant Control	99	Treasure Map K
79–80	Poison	100	Treasure Map L
81–82	Polymorph		
83–84	Restoration		
85–87	Speed		
88–89	Spirit Control		
90–92	Sweet Water		
93–94	Treasure Finding		
95–96	Undead Control		
97–100	Water Breathing		

### ARMOR

d%	Armor	d%	Armor
1–4	Bewitched Armor	75–84	Ensorcelled Shield
5–24	Enchanted Armor	85–88	Dwimmered Shield
25–34	Ensorcelled Armor	89–91	Jinxed Armor
35–38	Dwimmered Armor	92–93	Hexed Armor
39–42	Drakescale Armor or Shield	94	Doomed Armor
43–46	Longscale Armor or Shield	95–97	Jinxed Shield
47–50	Wyrmscale Armor or Shield	98–99	Hexed Shield
51–54	Bewitched Shield	100	Doomed Shield
55–74	Enchanted Shield		

### SWORDS AND OTHER WEAPONS

d%	Sword	d%	Other Weapon
1–24	Bewitched	1–8	Ammunition, Bewitched (4d12+4)
25–39	Enchanted	9–14	Ammunition, Enchanted (3d10+3)
40–42	Chaosbane	15–18	Ammunition, Ensorcelled (2d8+2)
43–45	Dragonbane	19–20	Ammunition, Dwimmered (1d6+1)
46–48	Faebane	21	Ammunition, Slaying (1d4)
49–51	Giantbane	22–28	Axe, Bewitched
52–54	Hexbane	29–32	Axe, Enchanted
55–57	Runebane	33–34	Axe, Ensorcelled
58–60	Shadowbane	35–38	Bow, Enchanted
61–62	Dowsing	39–40	Bow, Elfin
63–67	Flame Tongue	41–43	Dagger, Bewitched
68	Life Drinker	44–45	Dagger, Enchanted
69–75	Light Sabre	46	Dagger, Longtooth
76–77	Luck Blade	47–48	Lance, Enchanted
78	Wish Blade	49	Lance, Pearl
79–83	Ensorcelled	50–53	Pistol or Revolver, Enchanted
84–85	Charming	54–55	Pistol or Revolver, Goblin
86	Dark Sabre	56–59	Rifle or Musket, Enchanted
87	Defending	60–61	Rifle or Musket, Goblin
88–90	Shock Foil	62–65	Shotgun or Blunderbuss, Enchanted
91–92	Dwimmered	66–67	Shotgun or Blunderbuss, Goblin
93	Frost Brand	68–72	Sling, Dwarfish
94	Holy Avenger	73–78	Spear, Bewitched
95–97	Jinxed	79–82	Spear, Enchanted
98–99	Hexed	83–84	Spear, Ensorcelled
100	Doomed	85	Spear, Dwimmered
		86–87	Trident, Coral
		88–93	War Hammer, Bewitched
		94–97	War Hammer, Enchanted
		98–99	War Hammer, Ensorcelled
		100	War Hammer, Runic

### ORBES AND RINGS

d%	Orb	d%	Ring
1–5	Absorption	1–4	Command, Animal
6–11	Cancellation	5–9	Command, Humanoid
12–13	Captivation	10–15	Command, Plant
14–16	Commanding	16–25	Delusion
17–24	Cursed	26–27	Genie Summoning
25–28	Force	28–38	Elemental Resistance
29–41	Healing	39–49	Invisibility
42–47	Inspiration	50–70	Protection
48–50	Lordly Might	71–72	Regeneration
51–56	Mana	73–77	Spell Turning
57–60	Resurrection	78–79	Telekinesis
61–66	Ritual Storing	80–85	Water Breathing
67–69	Rulership	86–89	Water Walking
70–85	Seeing	90–95	Weakness
86–93	Striking	96–97	Wishes
94–100	Traveling	98–100	X-Ray Vision

WEAPON & ARMOR SPECIAL MATERIALS

d20	Material	d10	Special Material
1–10	Ordinary (cloth, leather, steel, wood)	1–6	Silversteel
11–14	Primitive (bone, bronze, hide, stone)	7–9	Orichalc
15–17	Unusual (silver, wrought or cast iron)	10	Adamant
18–19	Nonsensical (crystal, gold)		
20	Special		

TOMES, RODS, STAFFS, AND WANDS

d%	Tome	d%	Rod, Staff, or Wand
1–6	Cold	1–2	Rod of Power
7–14	Detection, Enemy	3–12	Rod of Striking
15–21	Detection, Magic	13–14	Rod of Withering
22–28	Detection, Poison	15	Rod of Wizardry
29–36	Detection, Secret Door	16–20	Rod of the Serpent
37–43	Detection, Trap	21–37	Staff, Magic
44–48	Fear	38–47	Staff, Enchanted
49–54	Fire	48–51	Staff, Ensorcelled
55–60	Illusion	52–53	Staff, Dwimpered
61–66	Lightning	54–77	Wand, Magic
67–78	Missiles	78–92	Wand, Enchanted
79–85	Negation	93–97	Wand, Ensorcelled
86–90	Paralysis	98–100	Wand, Dwimpered
91–95	Restoration		
96–100	Shapeshifting		

MISCELLANEOUS MAGIC

d%	Magic Item	d%	Magic Item
1–2	Amulet of Abundant Qi	51–52	Elfin Boots
3–4	Amulet vs. Scrying	53–54	Elfin Cloak
5–6	Apparatus of the Crab	55–56	Eyes of Charming
7–8	Bag of Devouring	57–58	Eyes of the Eagle
9–10	Bag of Holding	59–60	Eyes of Petrification
11–12	Bag of Tricks	61–62	Flying Carpet
13–14	Bardic Instrument	63–64	Gauntlets of Knightly Prowess
15–16	Boat, Folding	65–66	Girdle of the Jöttnar
17–18	Boots of Levitation	67–68	Gloves of Uncanny Chance
19–20	Boots of Speed	69–70	Headband of Sound Judgement
21–22	Boots of Striding	71–72	Helm of Disguise
23–24	Bracers of Armor	73–74	Helm of Languages
25–26	Brooch of Shielding	75–76	Helm of Telepathy
27–28	Broom of Flying	77–78	Helm of Teleportation
29–30	Cabinet of Gastronomy	79–80	Horn of Blasting
31–32	Cap of Water Breathing	81–82	Ifrit Bottle
33–34	Chime of Opening	83–84	Magnet of Friendship
35–36	Cloak of Protection	85–86	Medallion of Thoughts
37–38	Crown of Stately Bearing	87–88	Mirror of Life Trapping
39–40	Cube of Resistance	89–90	Mirror of Opposition
41–42	Decanter of Endless Water	91–92	Necklace of Adaptation
43–44	Displacer Cloak	93–94	Rolling Bones
45–46	Drums of Panic	95–96	Rope of Climbing
47–48	Dust of Appearance	97–98	Scarab of Protection
49–50	Dust of Disappearance	99–100	Vessel of Elemental Command

Potions

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

As a standard rule, potions take effect in the same round as their consumption and last for 1d6+6 turns. This general principle is superseded where the specific potion description indicates otherwise. Potions can generally be consumed in half doses, so that half the potion is consumed and operates for half the duration.

**Ability:** This potion temporarily raises one of a character’s attribute scores to 18 for the duration. Potions of Ability come in four different varieties, one for each attribute score, with the Potion of Valor being far more common than the others: to select a random Potion of Ability, roll 1d6: 1–3, Valor; 4, Fortune; 5, Wits; 6, Presence.



**Animal Control:** Anyone taking this potion gains the ability to relate to, understand, and manipulate the emotions of one particular type of animal. The type of animal is determined randomly, and the number of animals affected depends on the size of the animal. The following general sizes and quantities apply: wolf size or smaller, 5d4; up to human size, 3d4; up to 1,000 lbs., 1d4.

1d20	Animal Type	1d20	Animal Type
1–4	Avian	14–17	Amphibian/reptile
5–7	Fish	18–19	Amphibian/reptile/fish
8–11	Mammal/marsupial	20	All of the above
12–13	Mammal/marsupial/avian		

Note that unless the drinker of this potion has some other means of directly communicating with the animals influenced by the potion, only general emotions or inclinations may be manipulated. All humanoids are unaffected by this potion, and any intelligent creature may make a saving throw to resist its effects.

**Attribute Gain:** This rare and coveted potion permanently increases one of the imbiber’s attribute scores by one point, up to the usual maximum of 18. The four varieties of this potion are equally rare (1d4: 1, Valor; 2, Fortune; 3, Wits; 4, Presence).

Potions of Attribute Gain are so rare because no modern-day mage has rediscovered the means of creating one. Such potions are all very ancient—and further, this potion breaks down over time. When a Potion of Attribute Gain is indicated, the referee has to determine its quality by rolling 1d3: 1—the potion works as described above; 2—the magic has worn off and the potion does nothing; 3—the potion has turned foul and will reduce the attribute by a point instead of raising it (NB—reducing an attribute to 0 can kill a character). The condition of the potion cannot be told from sampling or tasting it, but a successful Arcane Experiment will reveal this information.

**Balance:** This potion imparts a temporary +5 bonus on saving throws made to avoid falling or slipping, and a +3 bonus on any

Athletics rolls or checks made to perform feats of balance (walk a tightrope or similar). The potion is particularly popular among certain species of demihuman (centaurs, merrows), for whom such feats are nearly impossible without a potion like this.

**Clairaudience:** This potion grants the drinker the ability to hear through the ears of any creature within 60'. However, a lead barrier hinders this effect.

**Clairvoyance:** This potion grants the drinker the ability to see through the eyes of any living creature within 60'. However, a lead barrier hinders this effect.

**Climbing:** This potion lasts for 1 turn + 5d5 rounds, during which time the drinker gains a +3 bonus on Athletics checks made to climb vertical (even sheer) surfaces.

**Delusion:** This potion convinces the drinker that the potion is of another type. If more than one person tastes this potion, there is a 90% chance they all will believe the potion to be of the same type. The delusion might, e.g., convince the drinker that they have just imbibed a Potion of Clairaudience, and that there are sounds in the distance that do not truly exist.

**Diminution:** When imbibed, the drinker and everything carried will shrink down to 6 inches tall. The character is so small that if he remains motionless, there is only a 10% chance of being spotted by creatures nearby. If only half of the potion is consumed, it will shrink the imbiber to 50% of his or her original size.

**Dragon Control:** This potion grants to the one who drinks it power equivalent to False Friend over one specific type of dragon. Each potion affects only one type of dragon. The imbiber is able to control a dragon within 60 feet and for a duration of 5d4 rounds. Roll 1d10 to determine the type of dragon controlled by the potion: 1-4, fire Drake; 5-8, murkwym; 9-10, shenlong.

**Elemental Resistance:** This potion comes in several varieties, randomly determined by a roll of 1d8: 1-3, fire; 4-5, electricity; 6-7, cold; 8, acid. The imbiber of the potion is immune to damage from ordinary or non-magical forms of that element (flame from a torch, touching a live wire, frostbite, laboratory acid). Further, this potion reduces damage from magical or high-tech sources (spells and rituals, breath weapons, preparations and inventions) or extreme conditions (molten lava, bubbling acid pits) by 2 points of damage per die and imparts a +2 bonus on any saving throws involved. The effects of this potion normally last for 1 turn; half the potion may be consumed for 5 rounds of protection at half the bonuses (1 point of damage reduction per die and a +1 on saving throws).

**Elixir Vitæ:** This extremely rare potion cannot be created by present-day mages; its secrets have been utterly lost to the ravages of time. When quaffed, it immediately restores the drinker to full and perfect health, curing all hit point and wound damage, wiping away any poisons, diseases, curses, or other afflictions, restoring a mage or scholar to full magic, refreshing the special class abilities of a fighter or a rogue, and filling a tech with inspiration enough to refresh their daily allotment of chemical preparations with only an hour of work in a laboratory midday.

Elixirs are ancient potions: only 50% of any elixirs found are still in safe and potent condition. 25% of them will have worn out and become worthless (no effect if imbibed), and 25% are potentially deadly (the imbiber must save or take 3d10 poison damage). Tasting the potion cannot tell a safe or ineffective elixir from a deadly one, but a successful Arcane Experiment can.

**ESP:** This potion grants to the drinker the ability to perceive (and regardless of language, understand) the thoughts of one living creature within 60' for a duration of 5d8 rounds.

**Ether:** The Potion of Ether has two uses. If consumed by a mage or scholar who has cast at least one spell that day, it restores one expended mana point.

With a half an hour of work using an ordinary chemistry set,

a tech can transform a Potion of Ether into any mundane chemical (like acid or oil) or any chemical preparation known to the tech.

80% of all Potions of Ether are of ordinary strength and work as just described. 15% of such potions are "Dry Ethers" which will restore two spell slots or can be turned into two preparations. 5% are "Turbo Ethers" which can restore three spells or become three preparations.

**Flying:** This potion grants the imbiber the ability to fly, as per the ritual Wizard's Flight.

**Gaseous Form:** The one who quaffs this potion, along with all items on their person, takes on a translucent, gaseous consistency and floats at 30 feet per round. This speed can be different depending on natural wind conditions in the environment or due to the effects of wind-altering spells. While in gaseous form, the person affected can flow below doors and other small spaces that are not sealed airtight. Although magical cold, fire, and lightning do the gaseous form full damage, while in gaseous form the imbiber is otherwise impervious to attacks. This potion must be fully imbibed to have any effect.

**Giant Control:** When imbibed, the drinker is able charm two giants, with an effect similar to a False Friend spell. A saving throw is allowed, and if only one giant is targeted, it receives -4 to the save; but if two giants are targeted, they both receive +2. Each potion of giant control affects only one type of giant. Consult the table below.

1d20	Giant Type	1d20	Giant Type
1-4	Troll	15-16	Cyclops
5-7	Risi	17-19	Stone Jotun
8-11	Hill Gigas	20	Cloud Titan
12-14	Two-Headed Gigas		

**Growth:** The imbiber of this potion doubles in size. Physical prowess also increases, so that all damage dealt with weapons is doubled. The giant-sized character has the ability to hurl boulders like a hill gigas, missile ranges 30'/60'/90', for 3d6 damage.

**Healing:** The imbiber of this potion heals damage equal to 1d6+1 hit points. This potion also cures paralysis, but then it cures no hp. If the imbiber takes only a half dose, the potion will restore 1d3 hp or give a paralyzed victim an extra saving throw to shrug off the paralysis.

80% of healing potions are of the common variety and work as described above. 15% are Potions of Higher Healing (called "Hi-Potions") that restore 2d8+2 hp, and 5% are Potions of Extra Healing (or "Ex-Potions") that restore 3d10+3 hp. In either case, if used to cure paralysis, they also restore hp as the next weaker class of Healing Potion. Hi-Potions and Ex-Potions can also be consumed in two or three doses, respectively, in which case each dose will restore 1d6+1 hp or cure paralysis.

**Heroism:** Only a fighter (including elves, dwarfs, and ogres) may use this potion. The imbiber enjoys several temporary benefits: 8 extra temporary hit points (which are lost first if the fighter takes damage), a +2 bonus on all attack rolls and saving throws, and the fighter temporarily gains two extra uses of Quick March which are lost if not used before the potion wears off. The effects of this potion cannot raise the fighter's effective level above 10<sup>th</sup>.

10% of Heroism potions are actually Potions of Super-Heroism which have a double effect: they grant to the imbiber 16 extra temporary hp, add +4 on the drinker's attacks and saves, and grant four extra uses of Quick March while the potion lasts. However, unlike the ordinary Heroism potion, this potion's effects last only 4d6 rounds.

**Humanoid Control:** Once quaffed, this potion grants drinker the spell-like ability to make False Friends for 5d6 rounds. Many kinds of humanoids, demihumans, and humans can be affected by

a potion like this, with the specific kind of humanoid affected for a given potion determined by rolling on the table below:

1d20	Humanoid Type	1d20	Humanoid Type
1-2	Goblins and Hobgoblins	11-14	Shadowspawn
3-4	Elves and Fays	15-16	Ogres and Wilders
5	Draugs	17	Centaur and Fauns
6-7	Dwarfs*	18	Arachnes and Lamias
8	Cavemen and Morlocks	19	Merrows and Scyllas
9-10	Humans*	20	Harpies and Pegataurs

Thirty-two hit dice or levels of humanoids are affected. Only whole hit dice are considered when calculating how many individuals are affected, and any bonuses are dropped (so that, e.g., 3+1 is treated as 3, 4+2 is treated as 4, etc.). Humans and dwarfs are so closely related that a Potion of Human Control has a 50% chance of working on dwarfs, and vice versa.

**Invisibility:** When this potion is quaffed, the drinker becomes Invisible, as the 4<sup>th</sup> level ritual. This potion can be consumed in six increments, in which case the invisibility granted lasts only 1 turn per dose. Any combat action removes the Invisibility, such that a new dose must be consumed.

**Invulnerability:** An invulnerability potion gives to the drinker +2 on all saving throws and a 2 point bonus to Armor Class.

**Levitation:** When this potion is quaffed, the drinker becomes able to float up or down as he chooses, at a speed of up to 20' per round. The drinker cannot float horizontally, but can push along a ceiling or wall to move laterally (at half walking speed).

**Longevity:** This potion makes the drinker 1d12 years younger. This restored youth is possible not only for natural aging, but also for aging from magical or creature effects. There is some small danger however, as each time a Potion of Longevity is consumed, there is a cumulative 1% probability that all previous age reversals from potions of this type will be negated, raising the character's age to the age he or she would be without the effects of the potions. It is not possible to drink this potion in increments.

**Oil of Intangibility:** This potion is not imbibed. A thin oil, it gets applied to the character and all of his belongings in order to achieve an intangible state for 4+1d4 turns. It takes 3 rounds for the potion to produce an effect, and it can be negated earlier than the duration by applying any mildly acidic liquid. When intangible, a character is invisible and can pass through any objects that are not also intangible or shifted into the Ethereal Plane.

**Oil of Slipperiness:** This oil is applied to the character in the same way as Oil of Intangibility. Any character so coated cannot be restrained, grabbed, wrapped in the grip of constrictor snakes, or affected by any other grasping attacks, including binding ropes, whips, chains, or cuffs, magical or otherwise. Simply put, nothing can get a grip on a character coated in this oil. Further, objects can be coated with the oil, and if a floor is coated, any individual even standing on the floor will have a 95% probability each round of falling due to slipping. The effects of the oil last 8 hours, but the oil can be cleaned off early with liquid containing alcohol, such as whiskey, wine, or stout beer.

**Philter of Love:** The imbiber of this potion becomes charmed (as the False Friend spell) by the next person or creature he or she lays eyes upon. The drinker will become charmed *and* smitten if the person or creature is of the preferred sex and a reasonably similar species. The charm aspect of this potion lasts for 1d4+4 turns, but only a Dispel Magic ritual will make the drinker cease to be enthralled by a member of a preferred sex.

**Phoenix Down:** This potion revives the dead, as per the level 10 ritual Resurrection. The revived individual has only 1 hit point, but they are otherwise hale and able to fight and adventure without requiring bedrest if they can be healed by other means.

**Plant Control:** The imbiber of a Potion of Plant Control is able to control plants or plant-like creatures (including molds and fungi, but not oozes) within 20' × 20' square area, out to a distance of 90 feet. This ability lasts for 5d4 rounds. Plants and plant-like monsters obey commands to the best of their ability. For example, vines can be controlled to wrap around targets, and intelligent plants can be given orders. However, intelligent plant beings receive a saving throw to resist the effect. Similar to other charm-like abilities, one cannot directly control an intelligent plant creature to inflict harm upon itself.

**Poison:** This potion is highly variable in its potency and is usually an odorless poison of variable color. The poison might require ingestion, skin contact, or application to open wounds. Potency will determine the ease with which a saving throw can be made. Extremely potent poisons can require a penalty of -1 to -4, while weaker poisons can provide a bonus of +1 to +4. The poison might take effect immediately, or it can have an onset time of up to 1d10 turns. The victim suffers damage equal to 1d6 per level of the dungeon where the poison was found; or, if not found in a dungeon, 4d6 is typical. A successful saving throw halves the damage.

**Polymorph:** This potion gives the drinker the magical ability to Shapeshift, as the level 8 ritual.

**Restoration:** This potion mimics some of the effects of a Full Restoration ritual. It cures all curses, diseases, and poisons (even powerful curses and magical diseases) and wipes away most status effects (including attribute drain); but it restores no hit points. It cannot cure petrification. This potion may be consumed in two doses, in which case each dose acts as a Cleansing Ritual.

**Speed:** This potion doubles combat and movement ability for 5d4 rounds, permitting the imbiber to take 6 Moves per round. This heightened ability does not come without cost, however, for the strain it puts on the imbiber's body ages him or her by one year permanently if a saving throw is failed. Full-round spellcasting (scrolls and etherium crystals, rituals memorized with Nevca's Mnemonic Nave) cannot be sped up by this potion.

**Sweet Water:** This sweet-tasting liquid can be used to cleanse water (including turning saltwater into fresh water) or otherwise transform poisons, acid, etc. into drinkable liquid. Further, Sweet Water will destroy other potions. For most liquids, this potion will affect up to 100,000 cubic feet. However, only 1,000 cubic feet of acid can be neutralized. The effects of Sweet Water are permanent, and once treated, liquid will resist spoilage or contamination for 5d4 rounds. After this time, it can be contaminated once again.

**Treasure Finding:** For 5d4 rounds, the imbiber of this potion can sense the direction and distance (but not the amount) of the largest treasure within 360 feet.

**Undead Control:** Normally, undead are immune to charm effects. However, when quaffed, this potion grants the drinker the ability to charm 3d6 HD of undead (intelligent or otherwise) as the False Friend spell. The effects of this potion last 5d4 rounds.

**Water Breathing:** The imbiber of this potion gains the ability to breathe when submerged in any liquid that contains dissolved oxygen (rivers, lakes, oceans, etc.). The duration is 1 hour + 1d10 turns per dose. There is a 75% probability that a potion will contain 4 doses, and a 25% probability it will contain 2 doses.

## Scrolls and Runes

Most scrolls are enchanted pieces of inked parchment containing magical writing which, if read aloud, invokes the magic held within the scroll. Scrolls can be used by any character of any class.

**Ritual Scrolls:** Ritual scrolls are created by mages or scholars using a 3<sup>rd</sup> level ritual, Scribe Scroll, to store the effects of a magical ritual (or, rarely, a cantrip, which is effectively a "0<sup>th</sup> level ritual" –

but a cantrip is treated as “level ½” for the sake of determining how much it costs to store the effect in a scroll). The effects of the ritual are unleashed (as if the reader had just completed working the ritual) when the scroll is read aloud, which takes one full round (i.e. 3 Moves) per level of the ritual inscribed on the scroll (or 2 Moves in the case of a scroll bearing a cantrip). The caster level of the effect is equal to that of the mage or scholar who made the scroll; for most found scrolls, this will be equal to the level of the contained ritual (minimum 3<sup>rd</sup>). Note that there is roughly a 1-in-4 chance that any given found scroll will contain an error, which means that when the ritual takes effect, it will have a twist or side-effect, similar to what happens when a casting roll is failed.

The very caster who scribed the scroll can read it and invoke the magic without having to make another casting roll; anyone else (regardless of their character class) must make a Knowledge roll once they have finished reading the scroll. Failing this roll likewise results in some unpredictable twist on the ritual’s effect.

Ritual scrolls are big and bulky and weigh 1 kg for the sake of encumbrance. A cantrip scroll weighs ½ kg.

**Cursed Scrolls:** A cursed scroll inflicts a horrible curse upon the reader. The referee has considerable flexibility in determining the exact effects of the curse. A curse may only be removed with a Cleansing Ritual or similar effect. The referee might also allow the curse to be lifted if the character performs some special quest. A few example curses are provided here:

1d6	Effect
1	The victim loses a random magical or technological item
2	One random attribute score suffers a -4 penalty
3	The victim may not gain any new experience points
4	The victim loses a level of experience
5	The victim is shape-shifted into a small animal
6	The victim is rendered blind, deaf, or mute

**Runes of Protection:** These mystical rune-stones, inscribed with glyphs of warding and safety, can be used by a character of any class with no casting roll or Knowledge roll required. When the stone is held tightly and the glyphs read aloud, the reader is surrounded by a 10-foot radius barrier of protection against the type of creature warded off by the rune. The radius of the barrier is centered on the reader and moves with him. The protection effect stops creatures of the listed type from entering the area, but not from firing missile weapons or throwing spells. The protection will last until either the reader dismisses it, or until anyone within the circle attempts to attack one of the warded creatures in mêlée.

*Rune vs. Demons:* This scroll wards off all Chaos-aligned planar beings for up to 2 turns.

*Rune vs. Elementals:* This scroll protects against all kinds of Balanced-aligned elemental beings for up to 2 turns.

*Rune vs. Faes:* This scroll wards off all fae creatures and nature spirits for up to 4 turns.

*Rune vs. Hexbeasts:* For up to 6 turns, a barrier against hex-beasts and werewolves wards off all such beings. (Note that it has no effect at all on creatures like skin-changers and skin-walkers). If the creatures have 3 or fewer hit dice, 1d10 of their number will be repelled. If they have 4-5 hit dice, 1d8 will be affected. If they have 6 hit dice or more, 1d4 will be repelled.

*Rune vs. Magic:* A barrier is created that blocks all magical powers, effects, and devices. The barrier remains in place for up to 1d4 turns. It cannot be Dispelled by any magical means.

*Rune vs. Undead:* For up to 6 turns, a barrier appears that can repel a certain number of undead, based on their number of hit dice. If they have 3 hit dice or fewer, 2d12 are repelled. If they have 4-5 hit dice, 2d6 will be repelled. If their hit dice are 6 or above, only 1d6 of their number are affected.

**Treasure Maps:** Treasure maps (which, if indicated, must be prepared ahead of time by the referee) lead to treasure, whether in the dungeon where the map is found, or in a location more remote.

Map	Treasure Value	Map	Treasure Value
A	1d4 × 1,000 cp	G	2 magic items
B	5d6 × 1,000 cp	H	3 magic items (no weapons)
C	6d6 × 1,000 cp	I	3 magic items; 1 potion
D	5d6 × 1,000 cp; 5d6 gems	J	3 magic items; 1 potion; 1 scroll
E	1d6 gems; 2d10 jewelry	K	5d6 × 1,000 cp; 1 magic item
F	1 magic item	L	5d6 gems; 2 magic items

Magic items indicated by treasure maps F-L (except where noted as potions or scrolls) are of the permanent variety.

Treasure maps vary considerably in the value of treasure they lead to. Difficulty in attaining the treasure ought to reflect its value. There may be traps, riddles, or other challenges. The map itself may be in an ancient, obscure language that requires the assistance of a sage to read; or it might even be enchanted in such a way that it can only be deciphered magically.

## Armor

As with any other adjustment to Armor Class, magical armors with a positive bonus (e.g. “+1”) improve the AC, reducing it by that amount; while a cursed armor with a negative penalty (“-1”) worsens the AC by increasing it.

Magical armors that characters find at random in the dungeon cannot usually be identified as magical on sight. They must be detected as magical with a Sense Magic cantrip or similar effect



and then identified through the use of an Arcane Experiment or True Identification ritual. Some armors, however, are made from rare or special materials, such as silversteel or dragon-scales. Any armors like this that a group of adventurers might find are certain to be magical!

It is worth remembering that in ancient dungeons, ruins, and tombs, most of the magical armor that characters might discover is likelier to be of an archaic rather than a modern type. Roll on the table below to determine the kind of armor is found:

1d20	Armor Type (Archaic)	1d20	Armor Type (Modern)
1–2	Leather coat (AC 9)	13–14	Buff coat (AC 8)
3–6	Lamellar (AC 7)	15–16	Plated jack (AC 6)
7–10	Mail coat (AC 5)	17–18	Fitted cuirass (AC 4)
11–12	Plate harness (AC 3)	19–20	Suit of plates (AC 2)

Cursed armors are charmed so that they appear as beneficial magical armors, with their true nature only revealed once they are used, at which point they “betray” the wearer, worsening their AC. Cursed armor, once it has been donned, cannot be removed from the character’s body, and a cursed shield likewise cannot be discarded or even go unused in battle, until the cursed victim can undergo a Cleansing Ritual or similar. The owner of a cursed item, once it has revealed its nature, will of course be aware that the item is cursed, but they will be unable to willingly part with it—and if the item is taken from them, e.g., by a fellow party member in an attempt to be rid of it, the item will simply return to the cursed character after a short time by mysterious means.

**Bewitched, Enchanted, Ensorcelled, Dwimmered:** These armors have been improved by magic via the Item Creation rituals (pp. 68–9). Bewitched armor has a magical aura but offers no added protection or other special benefits. It is, in effect, magical *armor* +0, armor which has been prepared for enchanting but which has not yet been enchanted. Enchanted armor is *armor* +1; ensorcelled armor is *armor* +2; and dwimmered armor is *armor* +3.

**Drakescale:** This is armor which has had the reddish-bronze scales of a fire Drake worked into it. Drakescale armors and shields count as *armor* +1, and they also grant to their wearer a +1 bonus on saving throws vs. fire. All damage from fire sustained by the wearer, magical or otherwise, is reduced by 1 point per die. If a character should happen to have both a suit of armor and a shield of drakescale, the save bonuses and damage resistances stack.

**Jinxed, Hexed, Doomed:** These are cursed armors, whether created by intention or through a magical accident or bungled attempt at item-enchanting. Jinxed armor is *armor* –1, hexed armor is *armor* –2, and doomed armor is *armor* –3.

**Longscale:** Longscale armors and shields have had the green-gold scales of a shenlong, a celestial dragon, worked into their construction. Longscale armors and shields count as *armor* +1. Additionally, they impart a +1 bonus on saves vs. lightning, and all damage from lightning is reduced by 1 point per die. The separate bonuses from the armor and the shield stack together if both pieces of equipment are used at the same time.

**Wyrmscale:** Wyrmscale armors and shields have had the jet-black scales of a murkwyrms worked into their construction. They count as *armor* +1 and they also impart a +1 bonus on saves vs. acid. Any damage from acid dealt to the wearer is reduced by 1 point per die. If both armor and a shield of wyrmscale are used, the save bonus and damage reduction vs. acid stacks.

### Common and Special Armor Materials

Most magical armors that adventurers find are going to be made from the ordinary sorts of materials used to make armor: steel for plate armor, cloth for a buff coat, wood or steel for a shield, etc. Sometimes, adventurers will discover armor which is truly ancient

or primitive: bronze breastplates, bone lamellar, hide shields, and the like. Some wizards have also been known to get whimsical and make magical armors from materials that simply shouldn’t make sense—like a breastplate of glass or a shield made from origami-paper that nevertheless holds together and works just fine, thanks to the layers of powerful enchantment laid down upon it. But the most coveted materials for armor are those rare and magical metals with surpassing toughness that also manage to make the armor lighter than the finest steel could ever be.

**Silversteel:** Also sometimes known as elfsteel or truesilver, the elves call this metal *mythril*. Elves and goblins adore working with it and covet it highly. Silversteel is lightweight and impressively durable. Any armor made from silversteel weighs half as much as normal and receives an added +5 bonus on all of its item saving throws.

**Orichalc:** Also sometimes known as goblin-copper and called *tilkal* by the elves, orichalc (pronounced “OR-ee-halk”) is a reddish-bronze colored metal which is even harder than silversteel. Any armor made from orichalc weighs half as much as normal and receives an added +10 bonus on its item saving throws.

**Adamant:** This unfathomably durable metal is only found in meteorites. When worked into plates, it resembles obsidian or black glass, but with tiny flecks of glittering diamond-white suspended within the metal which are only clearly visible when one peers closely into it. Also known as star-metal and named *galvorn* by the elves, adamant is the toughest material known to man. Any armor made from adamant weighs half normal and receives a +20 bonus on its item saving throws.

## Orbs

Orbs are magical devices that usually consist of a stone, crystal, or metallic sphere, sometimes bare, but usually set within a decorated metal framework. Most kinds of orbs can be used by a character of any class, but a few of them can only be used by characters of certain classes. To activate an orb, the bearer must hold it in hand and concentrate on drawing out the specific magic stored within it. Most orbs can be used repeatedly, but a few very powerful orbs are destroyed upon being used once.



**Absorption:** This orb acts like a magnet, drawing the power of spells (but not cantrips, rituals, or unique powers of monsters) into itself. Only the magic of a single-target or ray-type spell directed at the possessor of the orb can be absorbed. The orb then nullifies the spell’s effect and stores its energy until released. A spellcaster wielding this orb can use the power of the mana stored within to cast spells of his own, without having to expend any daily spells. Absorption requires neither action nor concentration on the part of the bearer if the orb is already in hand at the time.

This orb can safely be used to absorb up to one spell per day. If it is used more than once in the same day, each use after the first causes a tiny crack to form in the orb, and each crack carries with it a cumulative 1-in-12 chance that the orb will shatter after absorbing its next spell. Cracks in the orb “heal” at a rate of one for every day that the orb goes without being made to absorb a spell.

The orb can store the energies of up to five spells at one time. A “full” orb cannot absorb any more spells until some of the energy has been expended from it to “make more room”. Casting multiple spells via the orb’s stored energy in rapid succession does not risk destroying it in the same way that absorbing spells does.



**Cancellation:** This item is highly feared by those who possess magical items. With but one touch from this orb, any magical item permanently loses all its power and becomes an ordinary item. If the bearer of this orb is attempting to touch an item possessed by an opponent, a *mêlée* to-hit roll vs. AC 10 is required. (The referee may adjust this value according to the circumstances.) The Orb of Cancellation is destroyed after being used once.

**Captivation:** This orb may be used once per day. When it is held aloft and activated, all monsters and characters within 20' of the bearer that have at least some intelligence must save or become charmed by the bearer (as False Friend) for 1 turn. Even those who make the save are not necessarily aware that an attempt to charm them has occurred, or that magic has been used at all. All charmed beings will seek to please the bearer of the orb, holding him in total respect and awe, and will do anything short of harming themselves or violating their personal morality.

**Commanding:** The bearer of this orb may use it to command animals, humans, or plants in the same manner as a magic Ring of Command. Unlike these rings, however, the Orb of Commanding may only be used once per day without risking its destruction. For every time that it is used in a day after the first, a tiny crack forms in the orb; and every time a crack forms, there is a cumulative 1-in-12 chance that the orb will shatter. Cracks in the orb "heal" themselves at a rate of one for every day the orb goes unused.

**Cursed:** This is a plain crystal sphere that looks like an Orb of Seeing; but it carries a curse that takes effect whenever anyone tries to gaze into the orb and see through it. 50% of Cursed Orbs inflict a curse of blindness (just like a Cursed Scroll), and 50% of these Orbs appear to work as an Orb of Seeing, but they show false images (as a Potion of Delusion).

**Force:** An Orb of Force is a sphere of ivory, set within a frame composed of riveted bands of black adamant. Six of the "rivets" are set with gems of different colors, which may be depressed like buttons. Pressing one of the buttons projects a spherical wall of force out to a 10 foot radius around the bearer, with each button producing a different kind of barrier:

Button	Charge Cost	Max. Speed	Effect
Purple	1	10'	Keeps out gasses, wind, etc.
Green	2	80'	Keeps out nonliving matter
Yellow	3	60'	Keeps out living matter
Blue	4	40'	Keeps out magic
Red	6	30'	Keeps out all things
White	0	n/a	Deactivates

As noted on the table, each kind of barrier has its own cost per turn to maintain, given in charges. The orb has 36 charges, which are renewed at the start of each day. While the orb is activated, the bearer is also limited to the listed maximum speed per turn.

The Orb of Force can be drained more rapidly by certain specific attack forms or magical effects striking the barrier, including:

Attack Form	Extra Charges	Attack Form	Extra Charges
Horn of Blasting	6	Fire Ball	3
Wall of Flame	2	Lava, Meteor	2
Disintegrator Beam	6	Lightning, Plasma	4

These effects cannot be cast into or out from within an active force-wall.

**Healing:** An Orb of Healing is carved from ebony and set into a frame of mahogany and mistletoe. Only a mage or scholar can use this orb. The bearer can cast Healing Touch an unlimited number of times, but it only works on a given target once each day.

**Inspiration:** Legend has it that every Orb of Inspiration has in its core a tiny fragment from the original Philosopher's Stone. It is

of tremendous value to scientists, inventors, and even artists, for it has the remarkable ability to fill its bearer with inspiration and the drive to create. A tech in possession of an Orb of Inspiration is able to prepare one extra chemical preparation per day, while a trained artist in possession of this orb enjoys a constant +1 bonus on Craft rolls or checks made to create new works of art.

**Lordly Might:** This orb appears to be made of jade, set within a frame of orichalc. Similar to the Orb of Force, the Orb of Lordly Might has six gem-like "buttons" set into its frame, distributed more or less equidistantly over the surface. Each gem is a different color and has a different effect when pressed:

Button	Effect
Orange	The orb becomes a Flame Tongue sword
Ivory	The orb becomes a Pearl lance
Gold	The orb becomes an orichalc <i>battle-axe +2</i>
Indigo	The orb becomes a ladder, up to 50' in length, which can anchor itself in stone, support up to 4,000 lbs., and force open doors
Rose	Retracts any of the above weapons/devices
Turquoise	The orb indicates magnetic north and tells the bearer's elevation or depth underground

The Orb of Lordly Might has an enchantment placed upon it such that only a character with Valor 16 or greater can wield it effectively. Any other character will be -4 on all attack rolls made with the Orb's weapon forms. If a character with VAL 16+ possesses the orb, the following three spell-like abilities are also useable once per day each: Commanding Word, Flash of Brilliance, and Petrifying Gaze, all as the spells (caster level 6<sup>th</sup> where applicable).

**Mana:** An Orb of Mana looks like an oversized crystal of solid etherium (generally spherical, but faceted) set into a frame of gold or silver. It is only useful to a mage or scholar, as it bestows upon the bearer sufficient added mana to cast one extra spell per day.

**Resurrection:** Only a mage or scholar can use this orb, which looks like an unadorned sphere of rose quartz. When held aloft over the body of a humanoid not more than 30 minutes dead, its light will restore that person to life after about a minute. The device cannot be used more frequently than once a week, and regardless, each time it is used, there is a chance that it will crumble into dust. This chance depends on the kindred of the target:

Race	Chance to Destroy Orb
Human	1 in 12
Elf, Fay, Goblin, Draug	1 in 8
All others	1 in 10

**Ritual Storing:** An Orb of Ritual Storing functions somewhat like a scroll, except that it is capable of storing multiple rituals, up to twelve total levels' worth (e.g. six 2<sup>nd</sup> level rituals, three 4<sup>th</sup> level rituals, a 10<sup>th</sup> and a 2<sup>nd</sup> level ritual) in any combination; and the orb is not destroyed when the rituals are released from it. The process of charging the orb is similar to the use of Scribe Scroll: the caster works the ritual normally, including a casting roll at the end of it; if this roll succeeds, the ritual stored in the orb will work as intended, but if not, the orb now contains a twisted, potentially perilous version of the ritual. At any later time, the mage may release the ritual from the orb, which (similar to a ritual memorized with Nevca's Mnemonic Nave) takes only one round of concentration.

Any character may release stored rituals from the orb, but unless this is done by the very caster who placed the rituals there originally, the character releasing the magic must succeed at a Knowledge roll to release the ritual without twisting its effects.

When found, the orb may yet have one or two uncast rituals (of any level) still stored within it. When a bearer takes possession of the orb, he automatically understands which rituals are stored

therein, but there is no way to know whether or not they have been cast without error. The caster level of any ritual held in an Orb of Ritual Storing is always set at the level of the ritual itself, e.g. a Fire Ball stored in the orb is always a 6-die Fire Ball, no stronger.

**Rulership:** This orb looks like the *globus cruciger* (the “orb and cross,” see the illustration on pg. 207) traditionally held by a monarch. The bearer can command the obedience and fealty of creatures within 120’ when he activates this device. Creatures totaling 100 + (1d4 × 100) hit dice can be ruled, but creatures with Wits 15 or higher, or 10 or more levels/hit dice, are entitled to a saving throw to negate the effect. Ruled creatures obey the wielder as if he were their absolute sovereign. Still, if the wielder gives a command that is contrary to the nature or the most deeply held beliefs of the creatures commanded, the magic is broken. The orb can be used as frequently as three times per day, with the effects of each use lasting 2 minutes (12 rounds). However, there is a cumulative chance every time this orb is used that it will develop a crack: 5% the first time it is used in a day, 10% the second time, and 15% the third. If the Orb of Rulership is ever used while cracked, there is a chance that it may shatter equal to 10% × the number of cracks. Cracks in the Orb of Rulership heal slowly, at a rate of one per three months.

**Seeing:** An Orb of Seeing is a simple, unadorned crystal ball. A mage or scholar can employ it to see distant places, people, or objects. The user of the orb cannot communicate with or affect (magically or otherwise) those he observes through it.

85% of all Orbs of Seeing show images only. A few such orbs (15%) allow the user to hear as well as see the location that they observe. The remaining 5% of these orbs are rare treasures indeed, as they also allow the watcher to telepathically read the thoughts of any targets they observe.

**Striking:** An Orb of Striking is a curious device. It looks like a polished ball of chrome-plated steel, flawless and reflective, about 8 inches in diameter. When hurled as a missile (its throwing ranges are 60’/120’/180’ thanks to the magic in the orb, and it counts as a +3 weapon when used in this way), it strikes like a cannonball for 3d12 damage on a hit. If hurled at non-living matter, including undead, constructs, doors, gates, or walls, it strikes like a *heavy* cannonball for 4d12 damage. A natural 1 on the attack roll will totally annihilate a non-living target (undead are allowed a saving throw; constructs and objects are not).

A natural 20 on the attack roll, however, indicates that the orb has become damaged. There is a 33% chance that the orb will simply shatter then and there; otherwise, the orb remains intact, but it has developed a crack which will only heal itself very slowly, over the course of an entire year. Each time the orb is cracked, there is a cumulative chance (1-in-3 per crack) that it will be destroyed.

**Traveling:** This remarkable orb must be set within some kind of immobile frame or stand and have remained in place for at least one week in order to function. It allows a mage or scholar (who must be present to activate the orb) and up to five companions to teleport to the location of any other Orb of Traveling within a maximum range of 700 leagues (or a little over 2,000 miles), provided the destination orb has also been “attuned” to its location by having been left in place for at least a week’s time. An Orb of Traveling may send a group of travelers only once every three days, but it may receive them an unlimited number of times in a day.

## Rings

All 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 at a time, one on either hand; if more than two are worn, then none of the rings will function.



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

**Command Humanoid:** This ring grants the wearer the ability to charm (as the False Friend spell). Humanoids totaling 6 HD can be charmed. A saving throw may be attempted with a penalty of -2. The ring wearer may dismiss the effect at any time; or the effect can be ended by a Dispel Magic effect.

**Command Plant:** The ring wearer can control plants within a 10’ × 10’ area, up to 60’ away. This control extends to plant creatures, and even if the plant is not normally mobile, this ring grants the ability to make the plants move. The effect lasts while concentration is maintained, and the wearer can take no other actions.

**Delusion:** This cursed ring convinces the wearer that the ring is of another type. The referee can decide randomly which kind of ring the wearer believes this ring to be, or one might be chosen.

**Genie Summoning:** This powerful ring can be used once per week to summon a genie that will do the ring wearer’s bidding for as long as 24 hours. Most such rings (70%) summon a djinn, while 20% of them summon an ifrit, and 10% a marid.

**Elemental Resistance:** The effects of this ring are similar to a Potion of Elemental Resistance. Rings of Fire Resistance are the most common variety, but other types exist:

1d8	Resistance Type	1d8	Resistance Type
1-3	Fire	6-7	Acid
4-5	Electricity	8	Cold

The wearer of the ring is impervious to all damage from ordinary sources of the listed element type, while any powerful or magical

damage sources are reduced by 1 point per damage die. Any saves vs. the listed element are made at a +2 bonus.

**Invisibility:** Up to once per turn, this ring grants the wearer the ability to become invisible, as per the Invisibility ritual. Attacking or taking other hostile actions still cancels the effect.

**Protection:** These rings protect their wearer from harm. For each “+”, the ring will lower the wearer’s AC by this amount and grant the wearer an equal bonus on all saving throws. For example, if a character with AC 9 puts on a Ring of Protection +2, his AC becomes 7 and all his saves get a +2 bonus. When a Ring of Protection is found, roll on the table to determine which kind.

d%	Ring Type	d%	Ring Type
1–75	+1 to wearer	92–93	+2, 5’ radius
76–80	+1, 5’ radius	94–99	+3 to wearer
81–91	+2 to wearer	100	+3, 5’ radius

Rings with a radius-effect extend their protection with respect to saving throws (but *not* Armor Class) to all allies standing within 5’ of the wearer. If multiple characters wear such Rings, the radii of protection can overlap, but the save bonuses will not stack.

**Regeneration:** This ring grants the wearer the ability to regenerate 1 hp per round. However, the ring is powerless to regenerate damage caused by acid or fire. A Ring of Regeneration cannot restore the dead to life, and it cannot heal any damage inflicted upon a character who was not already wearing the ring when said damage was sustained. The ring *can* restore severed limbs, either by reattaching them (this takes 1 turn), or by regrowing them whole (1 day for a finger, 1 week for a limb, perhaps somewhere in between for an eye).

**Spell Turning:** When wearing this ring, up to 2d6 spells (per day) will not affect the wearer and are instead turned back at the being that cast the spell. Only actual spells are affected, not rituals, cantrips, or the special abilities of monsters.

**Telekinesis:** This ring grants to the wearer the ability to move objects with his mind: up to 200 lbs. of weight may be lifted, within a range of 50’, for as long as the wearer maintains concentration.

**Water Breathing:** The wearer of this ring can breathe in water as if it were air.

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

**Weakness:** This is a cursed ring. Once put on, it can only be removed with the application of a Cleansing Ritual. After 1 minute has passed, the wearer’s Athletics rank drops to 1, his Valor score drops to 3, his hp total and all *mêlée* to-hit rolls are –2, and all *mêlée* damage is halved.

**Wishes:** A variable number of wishes (1d4) are granted to the wearer of this ring. Beware: such rings are treacherous. They will always interpret wishes as literally as possible, as if a malicious intelligence were intentionally trying to twist their intended meaning to ill ends. Wishes with only minor effects, or wishes that duplicate the effects of ordinary spells or rituals, are usually fairly safe to attempt. Wishes that aim to change the world in some drastic way (“I wish that all shadowspawn everywhere would die!”) are utterly impossible and might even annihilate the wisher. In-between wishes are tricky and may have their effects twisted or not, according to the referee’s best judgement, but mostly according to how greedy or far-reaching the wish seems to be. Once all the wishes are used up, the ring becomes nonmagical.

**X-Ray Vision:** Once per turn, the wearer of this ring can see through a stone wall out to 30’ away, or through a wooden wall out to 60’ away. A 10’ × 10’ area can be visually examined each turn, and any traps, secret doors, or hidden recesses will be evident. This activity takes full concentration. Lead, gold, orichalc, and adamant all block x-ray vision.

## Tomes

Magical tomes are enchanted books. Unlike the grimoires of magic that mages and scholars use to record the knowledge of how to cast a spell or a ritual, the magic within a tome has been woven into the very parchment, ink, and binding. The book itself is as magical as the words and symbols written onto its pages. And if a page happens to be torn from the book, it does not retain its magic, nor can it be read like a scroll – it becomes only worthless paper.

Only a mage or scholar can employ a tome; characters of other classes cannot comprehend the arcane sigils and nonsensical formulas recorded therein. Each use of a tome requires 1 full round (3 Moves) as the caster reads the magic words off of a single page. That page will then lift up out of the book, catch fire in midair (or manifest some other obviously supernatural display), and then the magic will take effect. Reading from a tome cannot be disrupted by damaging the caster, as it simply does not require the same level of concentration as reading from a scroll.

Tomes can hold up to 30 “pages” worth of magic. When they are found in a dungeon, they will usually have 1d10 pages remaining if found on dungeon level 1; 2d10 pages if found on levels 2–4; and 3d10 pages if found on deeper levels. Unless otherwise noted, one use of a tome expends one page.

**Cold:** A cone of freezing air, 60’ long, out to 30’ at the widest, emanates from the spent page. Any beings within the area suffer 4d6 damage unless they succeed on a saving throw, which reduces damage to half.

**Detect Enemies:** This tome causes any enemies of the reader that are within 60’, whether invisible or hidden, to be surrounded by a rosy-pink aura.

**Detect Magic:** This tome makes any magic item or enchanted object within 20’ become surrounded by a blue glowing aura that only the caster can see.

**Detect Poison:** This tome will cause any poisoned object, substance, or individual within 20’ to be surrounded by a green glow that only the caster can see.

**Detect Secret Doors:** This tome will reveal the location of any secret doors within 20’ to the caster.

**Detect Traps:** This tome will cause traps within 20’ to be surrounded by a fiery red aura that only the caster can see.

**Fear:** A cone, 60’ long out to 30’ wide, emanates from a spent page as it lifts out of the tome. Any being within the cone will become fearful and flee for 30 rounds (at their full, running MV).

**Fire:** The Tome of Fire can be used to produce a Fire Ball, similar to the ritual, but weaker. It deals 6d6 damage in a 20’ radius, unless victims in the area make a saving throw for half damage.

**Illusion:** The mage who reads this tome can call forth Greater Illusions, as the spell. Like the spell, the illusion lasts as long as the mage is able to maintain concentration.

**Lightning:** The Tome of Lightning can be used to discharge a bolt of lightning, 5’ wide and 60’ long, that causes 5d6 damage to all targets in the path, with a save allowed to halve the damage. A lightning bolt will always extend out to its full length, so it might reflect off a solid wall at the same angle at which it struck.

**Missiles:** This tome conjures two Magic Missiles, as the spell, which may be shot at the same or two different targets.

**Negation:** The reader of this tome may choose a tome, orb, or staff held by an opponent and render it powerless for 1 round. The item is powerless on the same round the Tome of Negation is read from. Therefore, the intent to use this tome must be announced before determining initiative.

**Paralysis:** When a page is read from this tome, a cone 60’ long out to 30’ at the widest emanates from it. Any beings with the cone are paralyzed for 1d10 rounds unless they make a saving throw.

**Restoration:** When a mage or scholar reads from this tome, he may target himself, a single ally up to 20' away, or himself and all allies in a 10' radius. The single-target version of this effect will act like a weaker version of a Full Restoration ritual that cures curses, diseases, poisons, and other status effects (including attribute score drain) but which will not cure any hit point damage. The multiple-target version of the effect acts as a mass Cleansing Ritual.

**Shapeshifting:** The Tome of Shapeshifting allows the reader to change himself or another, as per the 8<sup>th</sup> level ritual Shapeshift. The caster level for this tome (for the purpose of finding both the duration of the effect and the hit dice of the forms which may be assumed) is fixed at 8<sup>th</sup>.

## Rods, Staffs, and Wands

The basic staff or wand is simply a magic stick capable of firing off a bolt of etheric energy, meant to be used as a weapon by a mage unlucky enough to be attacked (or brave and foolish enough to march into battle). Devices like this may only be fired by a mage or a scholar, but they can be used essentially without limit. In the hands of a non-caster, a magical staff or wand is still potentially useful in mêlée combat.

Wizards' rods are of a markedly different character than staffs and wands. More than simple enchanted weapons, most rods can contain several spell-like powers. Rods are limited in the number of times that they can be used in a day, and (much like orbs), overtaxing a rod's power might cause it to break and be destroyed forever. Most rods can only be created by a mighty spellcaster using item creation rituals to ensorcell or even dweomer a wooden staff that he has borne throughout many adventures over the passage of years. As with staffs and wands, the magical functions of a rod can only be brought out by a spellcaster.

**Basic Magic Staff:** The common Magic Staff is carved from a dark, heavy wood and sometimes adorned with mistletoe or holly. It can be wielded in mêlée as a quarter staff, for which purpose it counts as a magical weapon (even though it enjoys no bonus to hit – it counts as merely bewitched in mêlée, a magical *staff* +0). It can therefore strike most creatures which are vulnerable only to blows from magical weapons. The reason that most mages like Magic Staffs, though, is that they are also missile weapons: a Magic Staff can discharge a bolt of energy once per round, which requires a normal missile attack roll to hit. The missile ranges on a Staff are 50'/100'/150', and a hit causes 1d6 points of damage.

Most Magic Staffs fire bolts of elemental energy – fire, cold, electricity, or (rarely) acid. A rare few Staffs are capable of hurling a bolt of pure, non-elemental, kinetic force which is very similar to a Magic Missile (but which still requires a roll to-hit, just like any other Magic Staff).

d%	Staff or Wand Element	d%	Staff or Wand Element
1-25	Fire	76-92	Acid
26-50	Cold	93-100	Kinetic Force
51-75	Electricity		

Most creatures which are immune to blows from magic weapons of a certain power-level (e.g. "can only be damaged by a +2 or better weapon") are still nevertheless vulnerable to a magic bolt fired from a *magic staff* +0, precisely because the attack is magical in nature, just like a spell. Resistances or vulnerabilities to a particular element (such as "1 less point of damage per die from fire" or "double damage from cold") still apply.

**Basic Magic Wand:** A Magic Wand is a smaller, lighter cousin to the Magic Staff. Typically fashioned from the same kind of wood as a staff, a wand is about an inch thick and 1½ to 2 feet long. It

acts just like a Magic Staff in all respects, except that in mêlée it is wielded as a club, and when used to fire a bolt of elemental energy, it is essentially the magical equivalent of a holdout pistol. A wand has missile ranges of 30'/60'/90' and deals 1d4 damage on a hit.

**Enchanted, Ensorcelled, Dwimmered:** These are Magic Staffs and Wands which have been improved by means of the magical item creation rituals. An Enchanted Wand or Staff counts as a *weapon* +1, an Ensorcelled Wand or Staff counts as a *weapon* +2, and a Dwimmered Wand or Staff counts as a *weapon* +3. The weapon's enhancement bonus applies to the wielder's to-hit rolls in both mêlée and missile combat. The magical bolt fired by the item also counts as ammunition of that "plus" (although this rarely matters, since most monsters which can only be damaged by ammunition of a certain "plus" or better are usually nevertheless vulnerable to magic, and even a blast from a +0 Magic Staff or Wand counts as a magical attack with a power level equivalent to a spell for this purpose).

**Rod of Power:** This rod has a number of spell-like powers:

- Cone of Cold, Lightning Bolt, or Fire Ball (as per a Tome of Cold, Lightning, or Fire) for 8d6 damage each.
- Continual Light (as the 3<sup>rd</sup> level ritual).
- Telekinesis as the Ring of Telekinesis, but up to 250 lbs.

Up to three of these powers may be invoked per day, in any combination, without risking damage to the rod. Each additional use of the Rod of Power after the third use that day will cause a crack to form in it, and every time a crack forms, there is a cumulative 1 in 6 chance that the rod will break and be destroyed. Cracks in the rod will "heal" themselves at a rate of one crack for every day the rod's spell-like powers go totally unused. This Rod also counts as a Rod of Striking (see below).

**Rod of Striking:** This rod is a magical weapon (even though it grants no bonus to hit) that counts as a *footman's mace* +0. With a successful missile attack roll, a mage or scholar wielding this rod can lash out with an invisible wave of telekinetic force which will cause 1d6 points of concussive damage to a single target within Near range. Unlike a Magic Staff or Wand, the Rod of Striking can also be discharged as part of a spellcaster's mêlée attack, such that a hit will cause 2d6 damage.

A Rod of Striking will not break by accident, but at any time, its wielder may decide to invoke all of its power for a **smashing strike**. The rod's wielder rolls to hit his target in mêlée; on a miss, nothing happens and the rod remains intact. But on a hit, the rod explodes, the attacking spellcaster suffers 2d6 damage, the target struck takes 6d6 damage (no save), and anyone else standing within 10' of the pair takes 4d6 damage with a save allowed for half.

**Rod of Withering:** This rod functions as a *footman's mace* +1. Up to three times per day, after having rolled to hit in mêlée, the wielder can choose to invoke the rod's power of withering. A target struck by the rod takes 1d10 points of damage (instead of the usual 1d6), ages visibly by a decade, and must save or else have one of their limbs shrivel into a useless, mummified member. A second blow from the rod has all of the same effects, plus the victim must also save or die instantly, reduced to a withered and mummified husk. The effects of a Rod of Withering can be reversed by a Full Restoration ritual. Constructs and the undead are immune.

If the rod's withering power is invoked more than three times a day, each additional use of the rod causes a crack to form within it. Each time a crack appears, there is a cumulative 1 in 6 chance that the rod will be destroyed. Cracks in a Rod of Withering will automatically "heal" themselves at a rate of one per two days.

**Rod of Wizardry:** This rod functions as a *footman's mace* +1. It may also be used to produce the following magical effects:

- Summoning (as the ritual) an 8 hit die elemental.
- Invisibility (as the ritual, caster level 8<sup>th</sup>).

- Intangibility (as Oil of Intangibility, for up to 8 turns).
- Conjure Spider Webs (as the Web of the Spider spell).
- Create a Whirlwind (as a djinn, pg. 173).
- Cone of Paralyzing (as a Tome of Paralysis).

Any of the above powers may be invoked by the Rod's wielder up to three times per day in any combination without risking damage to the rod. Each use of the rod after the third that day causes a tiny crack to form in it, and each time a crack forms, there is a 1-in-10 chance that the rod will explode violently in a burst known as a **final strike**. This causes a huge Fire Ball, 30' radius centered on the rod, to inflict 8d8 damage on all creatures in the area (save for half). The wielder of the Rod may also choose to willingly break it and invoke the final strike on purpose. A broken Rod of Wizardry, of course, cannot be repaired.

**Rod of the Serpent:** Unlike most rods, the Rod of the Serpent can be used without limit. In *mêlée*, it strikes as a *footman's mace* +1. The wielder can also command the rod to grow to become a rock python (pg. 137). The command for the rod to become a snake is uttered as it strikes a victim. The victim must succeed at a saving throw or be held immobile by the constricting snake for 1d4 turns, or until the owner commands the snake to release him. The serpent returns to the owner and returns to rod form after it has constricted around an opponent. If the snake form is slain, it will not return to rod form, and the rod is destroyed. When the snake returns to rod form, any damage it has sustained is automatically healed.

## Swords and Other Weapons

Magical weapons adjust their wielders' attack rolls. A weapon with a positive bonus (marked by a plus, "+") adds the listed bonus on all to-hit rolls, while a cursed sword (denoted with a minus, "-") likewise inflicts a penalty on all to-hit rolls. Magical weapons that grant a bonus are also able to damage creatures which are normally invulnerable to blows from non-magical weapons. (A rare few creatures can only be harmed by very powerful magical weapons with a bonus of +2 or even +3.) Note that weapon damage rolls do not receive an adjustment from magical plusses or minuses.

As with magical armor, magical weapons cannot always be readily identified on sight. A mage or scholar who uses a Sense Magic cantrip on a magical weapon can tell that it is magical, but only an Arcane Experiment or a True Identification ritual will reveal any details beyond that. Some magical weapons, however, are made from special materials and are quite obviously magical. If an adventurer should happen to discover a silversteel sword in an ancient tomb, untarnished by the ravages of time, lightweight and perfectly balanced in the hand, that makes a ringing noise when swung through the air – well, of course such a weapon is at least bewitched, if not enchanted!

Cursed weapons, however, are charmed so that they seem to be beneficial magical weapons – until the moment they are actually wielded in true, mortal combat. Just swinging a cursed sword at nothing, or even sparring with a friend, will not reveal its nature. But if such a weapon is used in battle, the illusion will melt away, and the cursed weapon's penalty will apply to attack rolls. Thereafter, the cursed character will find himself unable to wield another weapon in combat, or even to be rid of the cursed weapon (if taken or thrown away, it will mysteriously return after only a short time) until receiving the effects of a Cleansing Ritual.

### Magic Swords

Magical swords are the most common type of enchanted weapon by far. A great many magical swords have unique magical powers in addition to providing a bonus to hit. The vast majority of magic swords are Medium-sized knightly arming swords.

**Bane Blades:** This is a very broad category which includes a number of different, relatively common magical swords which all have one thing in common: they have been forged with a purpose in mind, namely to fight and to slay one particular type of creature. Whether forged from steel or some rarer metal, bane swords always have visible veins of some glowing and colorful crystalline material (possibly a form of etherium) woven through the blade – they are *obviously* magical and easily identified on sight.

A bane blade ordinarily counts as a *sword* +1. However, when it comes to within 120' of a creature of the type that it was meant to fight against, the blade will begin to glow, shedding a pulsing light (known as "witchlight") in the same color as the crystalline veins in the blade, out to a radius of 30'. When used in battle against the proper type of creature, the sword's to-hit bonus doubles to +2, and all damage is rolled twice, applying the higher of the two damage rolls. The most common varieties of bane sword include:

- *Chaosbane:* Bane vs. demons.
- *Dragonbane:* Bane vs. dragons and chimeras.
- *Faebane:* Bane vs. faes and nature spirits.
- *Giantbane:* Bane vs. giants.
- *Hexbane:* Bane vs. hexbeasts and werewolves.
- *Runebane:* Bane vs. spellcasters and hags.
- *Shadowbane:* Bane vs. undead.

Note that a bane weapon always counts as silver, wrought iron, or any other material that the chosen creature type is vulnerable to.

**Bewitched, Enchanted, Ensorcelled, Dwimmered:** These swords have been magically enhanced by means of the Magical Item Creation rituals (pp. 68–9). A bewitched sword has a magical aura and can damage creatures vulnerable to magical weapons, but it has no bonus to hit. Enchanted swords are +1; ensorcelled swords are +2; and dwimmered swords are +3.

**Charming:** This is a *sword* +1 that also grants its wielder the ability to cast False Friend (as the spell) three times per week.

**Dark Sabre:** This curved scimitar is made from an unknown, matte-black metal. It counts as a *sword* +1, and further, it allows its wielder to thrice per day conjure a 30' radius globe of darkness that lasts for one hour. The darkness effect can either move with the sword or be made stationary, as the wielder chooses.

**Defending:** This burnished, coppery *sword* +2 also improves its wielder's AC by 2 points.

**Dowsing:** This blade is a *sword* +1 that also carries a special magical power. Once per day, the wielder may hold the sword up and name an object, either specific ("The keys that Allister lost last Tuesday!") or general ("A flight of stairs"). For the next 20 minutes, if the sword is held loosely in its wielder's hands, it will point to the nearest object that conforms to the spoken description, giving direction but not distance, provided such an object exists within a 120' radius around the wielder.

**Flame Tongue:** At a command from the wielder, the blade of this *sword* +1 can be wreathed in flames which do not burn the one who holds the sword. In this state, all damage dealt by the sword is fire-type damage; the bonus to hit undead and ice-type monsters becomes +2; and the damage inflicted when such monsters are hit is rolled twice, applying the higher roll. When active, the Flame Tongue also sheds bright light out to 60'.

**Frost Brand:** This powerful weapon is a *long sword* +3 which also has several special powers. When used to attack any fire-based creature, the bonus to hit becomes +6 and the damage inflicted is doubled. If the sword is unsheathed in any location where the temperature is below freezing, it will shed blue-white light out to 30'. The wielder of the Frost Brand is protected from fire as if wearing a Ring of Fire Resistance. Finally, if the blade is touched to a flame, it and all other non-magical fires within 10' are instantly extinguished.

**Holy Avenger:** This holy sword is imbued with the power of Order. A Shadow-aligned creature that picks up the sword will suffer 1d3 points of damage each round until they release it from their grasp, while a Chaos-aligned creature will suffer 1d6 points.

The Holy Avenger is a *bastard sword* +3 which counts as +6 and causes double damage when turned upon demons and the undead. If the wielder is a human fighter, it also bestows a bonus of +6 on any saving throws made to resist the special abilities of demons and the undead that the wielder and all allies within a 10' radius might roll. If wielded by a 5<sup>th</sup> to 9<sup>th</sup> level fighter, this radius of protection extends out to 20'; and for a 10<sup>th</sup> level fighter, the radius becomes 30'.

**Jinxed, Hexed, Doomed:** These are cursed swords, whether created by intention or through a magical accident or bungled attempt at item-enchanting. Jinxed swords are -1, hexed swords are -2, and doomed swords are -3.

**Life Drinker:** This vile, vampiric *sword* +1 drains the life-force out of its victims and feeds it to its wielder. For every 3 full points of damage inflicted by the sword, the wielder heals 1 hit point if damaged (viz. a blow that inflicts 3-5 points of damage restores 1 hit point to the wielder, and a blow that inflicts 6 points of damage restores 2 hp). A victim slain by a Life Drinker has had their life energy sucked out completely and is likely to become an undead apparition, geist, or phantom.

**Light Sabre:** This shining *cavalry sabre* +1 always appears to be brightly polished. It allows the wielder to produce magical light: either light equivalent to that of a torch out to 30' thrice per day (1 hour duration each time), or bright light almost like daylight out to a radius of 120' once per day, again for an hour once invoked.

**Luck Blade:** In addition to acting as a *sword* +1, a Luck Blade grants its wielder a +1 bonus on all saving throws and skill rolls (but not skill checks). Once per day, the wielder of the Blade may re-roll any one failed attack roll, saving throw, or skill roll.

**Shock Foil:** This *rapier* +2 can be commanded by its wielder to become electrified. (The wielder, of course, is unharmed by the dancing arcs of electricity that periodically ripple down the blade.) While in this state, all damage dealt by the Foil is electrical or lightning type damage; and when used to attack avian or aquatic creatures, it becomes +4 to hit, and any damage is rolled twice, keeping only the higher result.

**Wish Blade:** In addition to functioning as a *sword* +1, a Wish Blade contains 1d4 wishes, just like a Ring of Wishes (see pg. 210). Once the wishes have been used, the Blade remains a magical but otherwise ordinary *sword* +1.

### Common and Special Weapon Materials

Magical swords are usually made from fine, high-quality steel. Very ancient swords may be made from bronze; these will usually be short swords, or occasionally arming swords. Blades are also sometimes crafted from silver or (wrought or cast) iron, because these materials can damage certain monsters that are otherwise immune to blows from normal weapons. Beyond that, the whimsy of wizards has been known to result in magical weapons made from materials that aren't normally suited to the purpose, such as brittle crystal or soft and heavy gold. But the most prized materials for making swords and other weapons are rare and exceptional metals with inherent magical properties.

**Silversteel:** A sword or other weapon made from silversteel (which the elves call *mythril*) weighs half normal, counts as a silver weapon, gets a +5 bonus on any item saving throws, and sheds soft blue light whenever it comes within 360' of any humanoid with the Shadow sub-type, such as shadowspawn or draugs.

**Orichalc:** A sword or other weapon made from orichalc (a metal that the elves call *tillal*) weighs half as much as normal, gets



a +10 bonus on any item saving throws, and glows with a fiery red aura when it comes within 360' of any giants or genies.

**Adamant:** A sword or other weapon made from adamant (which the elves call *galvorn*) weighs half as much as normal, gets a +20 bonus on any item saving throws, and glows with eerie golden starlight when it comes within 360' of chupacabras, cthylloids, gray visitors, psilithoids, reptoids, and other such abominations of alien, possibly extraterrestrial origin.

### Other Magic Weapons

Like swords, other weapons might be magical and beneficial, or cursed and detrimental.

**Ammunition:** As described on pp. 35-7, the bonuses to hit for magical missile weapons and magical ammunition do not stack — only the higher bonus applies to the roll — but magical ammunition is still greatly valued, because nonmagical arrows and bullets will not damage monsters which are unaffected by mundane weapons. Magical ammunition is always destroyed once used.

Magical arrows are *far, far* commoner than all other types of magical ammunition:

1d20	Ammunition	1d20	Ammunition
1-8	Arrows	17	Blunderbuss shot
9-11	Crossbow bolts	18	Rifle or pistol cartridges
12-14	Sling bullets	19	Shotgun shells or slugs
15-16	Musket or pistol balls	20	Other

**Ammunition, Slaying:** Usually an arrow, this is a single piece of magical *ammunition* +3 which, similar to a Bane Blade, is tied to a particular type of creature. If it strikes a creature of that type, the creature dies, no saving throw. Against any other target, the arrow or bullet is still magical and +3 to hit.

Arrows of Slaying in particular are frequently adorned with decorations hinting at the kind of creature they are meant to slay. A Bullet of Slaying might be etched with an obscure arcane sigil or rune with much the same meaning. The bullet or arrowhead will invariably have veins of some glowing, crystalline material (like etherium) running through it. To determine the type of creature that the ammunition is keyed to, roll 1d20 (the referee can, of course, modify this list as needed):

1d20	Creature	1d20	Creature	1d20	Creature
1	Avians	8	Genies	15	Reptiles
2	Chimeræ	9	Giants	16	Rogues
3	Dragons	10	Goblins	17	Sea creatures
4	Dwarfs	11	Golems	18	Spiders
5	Elementals	12	Mages	19	Techs
6	Elves	13	Mammals	20	Undead
7	Fighters	14	Ogres		

**Bewitched, Enchanted, Ensorcelled, Dwimmered:** These weapons have been magically enhanced by means of the Magical Item Creation rituals (pp. 68–9). A bewitched weapon has an aura of magic about it and can damage creatures vulnerable to magical weapons, but it has no bonus to hit. Enchanted weapons are +1; ensorcelled weapons are +2; and dwimmered weapons are +3.

**Bow, Elfin:** This *mythril bow* +1 is finely wrought in a wire-wrap, leaf-and-branch motif, and inlaid with emerald filigree. If the string is drawn without nocking an arrow, the Bow will conjure a silvery shaft of light in place of one. This “energy arrow” can then be fired just like a normal arrow, and it will even damage magical creatures on a hit. Note that loosing an Elfin Bow’s light arrows is not a subtle act: they make a high-pitched whistle and leave a trail of blue sparks behind as they sail through the air.

**Dagger, Longtooth:** This dagger appears to be a *dagger* +2, but it is in fact a ‘Spawnbane weapon: when used to attack draugs or shadowspawn, the bonus to hit becomes +4, and on a hit, any damage is rolled twice, applying the higher roll. Further, when wielded by a dwarf (and only a dwarf), the Longtooth inflicts 2d4 points of damage on a hit.

**Firearms, Goblin:** These *orichalc guns* +2 are the finest in all the world. The majority of them (70%) are flintlock pistols, muskets, or blunderbusses, crafted within the last few centuries; some (30%) are relatively modern revolvers, rifles, and shotguns.

**Lance, Pearl:** This white ivory *lance* +2 is suffused with holy magic. Much like a Holy Avenger, it is a bane to demons and the undead, becoming +4 to hit such creatures. On a hit, the damage is rolled twice, keeping the higher roll. Further, in the hands of a centaur (and no other), the Pearl Lance bestows the magical ability to Evade the Dead (as the spell, caster level 4<sup>th</sup>) thrice per day.

**Sling, Dwarfish:** This remarkable sling is made from the scaly hide of a firedrake and inlaid with threads of woven silversteel. It is a *sling* +1 which, when twirled without loading a bullet or stone, will conjure its own ammunition out of pure energy. The energy bullets that it fires can damage monsters which are normally only vulnerable to magical weapons. Note, though, that loosing a conjured sling bullet is not quiet: the bullets glow bright red, roar like tiny meteors, and leave behind a streaking trail of orange sparks.

**Trident, Coral:** This *trident* +1 is a bane to sea creatures. It becomes +2 to hit such targets, and any damage dealt to them is rolled twice, applying the higher roll. The Coral Trident also grants to its wielder the power to command aquatic animals (fish, aquatic reptiles, marine mammals) just like a Ring of Animal Command.

**War Hammer, Runic:** This *orichalc war hammer* +2 is an extremely formidable weapon. It can be hurled as a missile with ranges of 60’ / 120’ / 180’. When thrown, it causes twice the normal damage—or, if the target is a giant of any type (troll, risi, ettin,

gigas, jötun, titan, cyclops), triple damage. At the moment of impact, the Runic Hammer always magically reappears in the hands of the thrower—so it can even be hurled twice in a round when used in conjunction with a fighter’s Quick March ability.

In the hands of a goblin (and only a goblin), the Runic Hammer also has the power (usable thrice per day) to detect specific kinds of metal or stone, including precious metals and gems, just like a Sword of Dowsing (see pg. 212), except that the range on this detection is only 30 feet.

## Miscellaneous Magic

The magical items described on the following pages do not fit into any of the previous categories.

**Amulet of Abundant Qi:** This amulet consists of a blood-red stone set into a large, round medallion. When worn, the wearer’s bare fists count as magical weapons and can damage magical creatures. The majority of these amulets bestow no added to-hit bonus, but a rare few of them do. The referee may determine the bonus by rolling 1d20: 1–10, +0; 11–16, +1; 17–19, +2; 20, +3.

**Amulet vs. Scrying:** This amulet grants the wearer immunity to detection from an Orb of Seeing (or other forms of scrying) and any kind of telepathy or mind-reading.

**Apparatus of the Crab:** This item appears to be a large, sealed iron barrel, but it has a secret catch that opens a hatch in one end. Anyone who crawls inside finds ten levers. The device has the following characteristics: hp 200; MV 30’ forward, 60’ backward; AC 1; #AT 2 pincers, DG 2d6 each. When attacking with the pincers, the to-hit bonus is +5, with techs and only techs applying a Wits bonus if they have one.

Lever	Function	Lever	Function
1	Extend/retract legs and tail	6	Move forward/backward
2	Uncover/cover forward porthole	7	Turn left/right
3	Uncover/cover side portholes	8	Open/close headlight “eyes”
4	Extend/retract pincers, feelers	9	Rise/sink in water (MV 20’)
5	Snap pincers	10	Open/close hatch

Two human-sized characters can fit inside. The device can function in water down to a depth of 900 feet. Its headlight “eyes” shine with Continual Light (as the ritual). It holds enough air for a crew of 2 to survive for 1d4+1 hours (or twice as long for a single occupant). When activated, the apparatus looks something like a giant lobster.

**Bag of Devouring:** This magical bag looks like an ordinary, small sack. After 1d4+6 turns, all items placed in this bag vanish and are permanently lost. The bag must be fully closed for this effect to take place.

**Bag of Holding:** This appears to be a common small sack. The Bag of Holding opens into a non-dimensional space. Its insides are larger than its outside dimensions. It is large enough to fit an object that is 10’ × 5’ × 3’ in size. Regardless of what is put into the bag, or even whether the bag has any contents at all, it always weighs precisely 30 kg; but it can store up to 450 kg (1,000 lbs.) of items.

**Bag of Tricks:** This small sack appears normal and empty; but anyone reaching into the bag feels a small, fuzzy ball. If the ball is removed and tossed up to 20 feet away, it turns into an animal:

1d20	Creature	1d20	Creature	1d20	Creature
1	Badger, giant	8	Critter, small bird	15	Horse, war
2	Bat, ordinary	9	Critter, hedgehog	16	Rat, ordinary
3	Bear, black	10	Cat, lion	17	Rhinoceros
4	Bear, cave	11	Cat, tiger	18	Shrew, giant
5	Boar	12	Herd animal, antelope	19	Toad, giant
6	Camel	13	Herd animal, buffalo	20	Weasel, giant
7	Chäkka-bird, riding	14	Herd animal, goat		



The animal will serve the character who drew it forth from the bag for 1 turn, until slain, or until ordered back into the bag. The warhorse and riding-chákka both appear with harness and saddle and accept the character that drew them from the bag as a rider. Animals produced are always random, and only one may exist at a time. Up to ten animals can be drawn from the bag each week.

**Bardic Instruments:** Unlike Drums of Panic or a Horn of Blasting, Bardic Instruments require some musical skill in order to function. Thus, they may only be used by character who possesses at least 2 ranks in the Entertain skill.

There are six Bardic Instruments. The referee may select one at random by rolling 1d10:

1d10	Bardic Instrument	1d10	Bardic Instrument
1-2	Drum of Concussion	7-8	Flute of Balance
3-4	Fiddle of Piercing	9	Mandolin of Fascination
5-6	Lyre of Slicing	10	Syrinx of Sleep

The first three Bardic Instruments (the Drum of Concussion, the Fiddle of Piercing, and the Lyre of Slicing) are essentially the same as a basic Magic Staff or Wand, except that the wielder need only be a skilled musician, not necessarily a magic-user, to use them. They count as magical missile-weapons with ranges of 40' / 80' / 120'. Merely playing the instrument allows the wielder to conjure a bolt or wave of sonic energy which can hit a single target for 1d6 damage. A normal missile attack roll is required to hit.

The Drum of Concussion produces a wave of force that strikes its target like a bludgeon or blunt instrument. The Fiddle of Piercing seems to conjure ghostly arrows that fly forth from the strings as the bow passes, inflicting piercing damage with a hit. The Lyre of Slicing is a harp which, when strummed, will conjure and fling ghostly knives at the target that whirl through the air and cause slashing damage on a hit. Note that ordinarily, while magical, the weapon-type Bardic Instruments offer no enhancement bonus on attack rolls; but +1 and better versions of such weapons are indeed possible (they're just extremely rare).

The other Bardic Instruments (the Flute of Balance, Mandolin of Fascination, and Syrinx of Sleep) each contain a spell-like power which may be invoked by the Instrument's player thrice per day. These instruments have no attack power; but the Syrinx can cast Veil of Sleep, the Mandolin can cast False Friend, and the Flute (a favorite item of merrow bards traveling on dry land) can duplicate the effects of a Potion of Balance (pp. 203-4) in one target for 2d6 turns, or oneself and all allies within Near range for 2d6 minutes.

**Boat, Folding:** A Folding Boat looks like a small wooden box, 12" × 6" × 6" in size. It can be used to store items like any other box. If a command word is given, however, the box unfolds itself to form a boat 10' long, 4' wide, and 2' deep. A second command word causes it to unfold to a ship 24' long, 8' wide, and 6' deep. Any objects formerly stored in the box now rest inside the boat or ship. In its smaller form, the boat has one pair of oars, an anchor, a mast, and a lateen sail. In its larger form, the ship has a deck, single rowing seats, five sets of oars and a steering oar, an anchor, a deck cabin, and a mast with a square sail. The boat can hold four people comfortably, while the ship carries fifteen with ease. A third word of command causes the boat or ship to fold itself into a box once again. The necessary command words may be present, either visible or invisible, etched into the box. Alternatively, the command words may need to be sought through an NPC or a small quest.

**Boots of Levitation:** On command, these leather boots allow the wearer to levitate as if he had consumed a Potion of Levitation. The duration is indefinite.

**Boots of Speed:** These boots grant to the wearer a MV of 80' (240') for up to 12 hours. The wearer is exhausted after this activity and is required to rest for the following 24 hours.

**Boots of Striding:** So long as these boots are worn, the wearer need not rest if engaged in ordinary movement. Further, he may leap 10' heights and 30' distances with ease.

**Bracers of Armor:** These items appear to be a pair of wrist or arm guards. They grant the wearer an Armor Class as though he were wearing actual armor. Both bracers must be worn for the magic to be effective. If worn at the same time as armor (magical or otherwise), the wearer only benefits from whichever item provides a better AC. Other magical effects that alter AC (like Rings and Cloaks of Protection) still apply normally. Roll d% to determine which kinds of bracers are found:

d%	Bracer Type	d%	Bracer Type
1-5	AC 10 (Bewitched)	71-85	AC 4 (Ensorcelled)
6-45	AC 8 (Enchanted)	86-95	AC 2 (Empowered)
46-70	AC 6 (Enspelled)	96-100	AC 0 (Dwimmered)

Note that AC 10 bracers are not cursed – they can be removed or discarded at will, just like any other set of Bracers of Armor. They merely have a magical aura and haven't yet been infused with a more powerful protective enchantment.

**Brooch of Shielding:** This appears to be a piece of silver or gold jewelry used to fasten a cloak or cape. In addition to this mundane task, it can absorb Magic Missiles so that they cause the wearer no damage. The Brooch can absorb Missiles almost without limit – but each time the Brooch is used, there is small chance (equal to 2% × the number of Missiles all striking the Brooch that round, e.g. if two Missiles strike the wearer at the same time, the chance is 4%) that it will overload and melt into a worthless piece of slag.

**Broom of Flying:** This magical broom of legend can fly with one rider up to 240' per turn. Two riders may be carried, but the maximum speed is reduced to 180' per turn.

**Cabinet of Gastronomy:** This curious object looks like a carved wooden box, 14" tall × 10" wide × 6" deep, that opens like a small cabinet. A paper label pasted on the outside of the box carries an advertisement: "*Dr. J. W. Huckster's Stupendous, One-of-a-Kind, Marvelous, Astounding, and Most Healthful Cabinet of Salubrious Gastronomy! (Snake Oil Sold Separately.)*" Opening the cabinet reveals the following six items:

- ¼ pound of wheat flour in a paper bag, labeled "Power Flour".
- A 4" diameter, 2" tall pie-tin, sealed, labeled "Nimble Pie".
- An ordinary tin soup-can, labelled "Mentil Soup".
- A 6-ounce bottle of steak sauce, labeled "Awesome Sauce."
- A cardboard box containing dry pasta elbows and dehydrated cheese, labeled "Macaroni and Qi".
- A 6" × 6" × 1" brick of dried rice noodles, labelled with a tag that says, "Ramen Sense".

Each item comes with a recipe describing in precise terms exactly how to prepare each food item. These descriptions are ridiculously elaborate and apparently nonsensical. Power Flour must be baked into bread in a hand-built stone oven, using water which has never been touched by sunlight, and the resulting loaf eaten whole in exactly five bites. The Nimble Pie must be opened at the stroke of 12 o' clock midnight under a full moon, and then consumed without the use of a fork, spoon, or other utensil, all while hanging upside down from a horizontal bar or branch by one's knees. The bottle of Awesome Sauce must be chugged, without pausing for breath, in a tavern or pub, while no fewer than 30 spectators look on and cheer – and then the drinker must immediately break the bottle over his own head. The instructions for the remaining dishes are similarly bizarre (referees are encouraged to get creative).

If these instructions are followed to the letter, the individual who eats the item (in its entirety only, or the magical will have no effect) will reap its benefits. The Pour Flower, Nimble Pie, Mentil

Soup, and Awesome Sauce will each permanently increase the eater or drinker's respective Valor, Fortune, Wits, or Presence scores by 1 point. Mac-and-Qi permanently increases the eater's hit point total by 1. Ramen Sense bestows a bonus skill pip.

A single character could potentially benefit from all six items found within the Cabinet if desired. But if the instructions for preparing one of the items found within it are not executed flawlessly, that item will have no effect at all (for good or ill) on the one who eats or drinks it.

**Cap of Water Breathing:** This curious object is a feathered cap, made from red leather and trimmed in gold. Legend says that it was invented by none other than Taliesin the Bard, so that he could study music and spellcraft in the undersea realm of the merfolk. The wearer of the Cap is able to breathe, speak, and hear normally while under water.

**Chime of Opening:** This item is a hollow silversteel tube, about 1' long. When struck, it sends forth magical vibrations that cause locks, lids, doors, valves, and portals to open. The device functions against normal bars, shackles, chains, bolts, and so on. The Chime automatically dispels Bar the Way or a Wizard Lock. It must be pointed at the item or gate to be loosened or opened (which must be visible and its existence known to the user). The chime is then struck, a clear tone rings forth, and in 1 round the target lock is unlocked, the shackle is loosened, the secret door is opened, or the lid of the chest is lifted. Each sounding only opens one form of locking, so if a chest is chained, padlocked, locked, and Wizard Locked, it takes four uses of the Chime to get it open. Any silencing magic negates the power of this device.

The Chime can be used safely up to three times per day. Any further use of the chime in a day carries with it a 50% chance that the chime will crack. Every time the chime cracks, there is a chance (1 in 8 for every crack present in the chime) that it will break and be destroyed. Cracks in the chime heal themselves at a rate of one for every week that it goes totally unused.

**Cloak of Protection:** This magical cloak appears to be an ordinary brown cloth or leather cloak. The cloak functions much like a Ring of Protection, offering a bonus to the wearer's AC and saving throws. These bonuses are cumulative if the cloak is worn with a Ring of Protection. Most Cloaks of Protection (80%) grant only a +1 bonus; 15% of them (81-95 on d%) are +2; and the remaining 5% (96-100 on d%) are +3.

**Crown of Stately Bearing:** This beautiful golden coronet, set with tiny stones of blood-red garnet, bestows upon the wearer a Presence score of 18 for as long as the Crown is worn.

**Cube of Resistance:** This 4" wide metal cube is activated or deactivated by pressing one side. When activated, it creates a force field around a cubic area 10' on a side, centered on the Cube itself. The field projected by the Cube absorbs all attacks from one sort of element, which the referee can determine by rolling 1d10:

1d10	Cube Element	1d10	Cube Element
1-4	Cold	8-9	Electricity
5-7	Acid	10	Fire

If the force field ever sustains 50 points of elemental damage in 1 turn (whether from one or several attacks), the field collapses and can't be reactivated again for at least 1 hour. If the field is ever made to absorb 100 points of damage or more in a single turn, the Cube will be destroyed.

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

- "Stream" pours out 1 gallon per round.
- "Fountain" produces a 5' long stream at 5 gallons per round.

- "Geyser" produces a 20' long, 1' wide stream at 30 gallons per round. This effect causes considerable backpressure, requiring the holder to be on stable ground and braced to avoid being knocked down. The force of the geyser kills small creatures. The command word must be spoken again to stop it.

**Displacer Cloak:** This item appears to be a normal cloak, but when worn by a character, its magical properties distort and warp light waves. All opponents who can see the character suffer a -2 penalty to hit the wearer of the cloak. In addition, the wearer receives a bonus of +2 on saving throws versus any effect that might be considered an "attack" on the character, whether direct-target or area-effect.

**Drums of Panic:** These drums are kettle drums (hemispheres about 1½ feet in diameter on stands). They come in pairs and are unremarkable in appearance. If both of the drums are sounded, all creatures within 240' (with the exception of those within a 10-foot-radius safe zone around the drums) will become fearful and flee for 30 rounds (at full running speed). A saving throw is allowed to negate the effect; or, depending on the circumstances (e.g. a very large crowd), a morale check at -2 might make more sense.

**Dust of Appearance:** This fine powder appears to be a very fine, light metallic dust. A single handful of this substance flung into the air coats all objects within a 10' radius, making them visible even if they are invisible. If the dust is blown through a tube, it covers an area in the shape of a cone 20' long out to 15' wide. The dust likewise negates the effects of Cellular Transparency, mirror-image or displacement effects (like a Cloak of Displacement or the natural ability of a *cœurl*), and Elfin and Chameleon Cloaks. The dust's effect lasts for 2d10 turns. Dust of Appearance is typically stored in small silk packets or hollow bone tubes, and 5d10 of these tubes or packets will be found at a time.

**Dust of Disappearance:** This dust looks just like Dust of Appearance and is typically stored in the same manner. A creature or object touched by it becomes invisible. Normal vision can't see dusted creatures or objects, nor can they be detected by magical means, including Arcane Sight. Dust of Appearance, though, does reveal people and objects made invisible by Dust of Disappearance. The invisibility bestowed by the dust lasts for 2d10 turns, and this special invisibility is not dispelled if the enchanted character makes attacks.

**Elfin Boots:** These fine, gray leather boots are made with the magical craftsmanship of the elves. They bestow upon the wearer a +3 bonus to Stealth rolls or checks made to move silently.

**Elfin Cloak:** This silver-gray cloak is made by the magical and nimble hands of the elves, and it grants the wearer a +3 bonus on Stealth rolls or checks made to hide. Moreover, if the wearer sits perfectly still, they can only be spotted 10% of the time.

**Eyes of Charming:** These are a set of crystal-lensed spectacles. The wearer is able to use False Friend (one target per round) just by meeting a target's gaze. Those failing a save made at a -2 penalty are charmed as per the spell. There are also Monocles of Charming, but these are weaker: the save is made with a bonus of +2.

**Eyes of the Eagle:** These are a set of crystal-lensed spectacles that let the wearer see 100 times farther than normal. Wearing only one lens causes a character to become dizzy and, in effect, stunned for 1 round. Thereafter, the wearer can use the single lens without being stunned so long as he covers his other eye.

**Eyes of Petrification:** A set of crystal-lensed spectacles, they fit over the eyes of the wearer. When a being places the Eyes on, he instantly turns to stone (as if petrified by a gorgon), with no saving throw. Roughly 25% of these eyes are not so cursed and will allow the wearer to use a petrification gaze attack. Both of the lenses must be worn for the magic work, and the victim may save to negate the effect.

Note that no magical eyes may be combined for multiple effects. Wearing two different kinds of lenses will always stun or disorient the wearer for 1 round.

**Flying Carpet:** A flying carpet is enchanted to fly by command, with passengers. If 1 passenger is carried, the carpet may move up to 100' per round. If two or three passengers are carried, this is reduced to 80' or 60' per round, respectively. No more than three human-sized passengers may be carried.

**Gauntlets of Knightly Prowess:** These gauntlets are made from tough leather, with iron studs running across the back of the hands and fingers. They grant the wearer a Valor score of 18 for as long as they are worn. The wearer may punch with these gloves, inflicting 1d4 hit points of damage. Both gauntlets must be worn for the magic to be effective.

**Girdle of the Jöttnar:** This magical belt confers the might of a giant to the wearer. The wearer is granted a base To-Hit Bonus of +8. All damage inflicted with *mêlée* or hurled weapons and bows is doubled. Further, the wearer is able to break down doors without having to make an Athletics roll; and with such a roll, bending iron bars and lifting heavy portcullises becomes possible.

**Gloves of Uncanny Chance:** These fine gloves of white silk grant the wearer a Fortune score of 18 for as long as they are worn.

**Headband of Sound Judgement:** This object is a plain silver-steel circlet, unadorned by gems or engravings. So long as the circlet is worn on the head, the wearer has a Wits score of 18.

**Helm of Disguise:** This ornate helm grants to the wearer the magical ability alter his appearance (as per the 4<sup>th</sup> level ritual *Alter Self*, but with a duration of up to 7 days), once per day. The Helm itself may be hidden by the illusion, rendered invisible (but *not* intangible). If the Helm is removed from a disguised wearer's head, the magic is broken instantly.

**Helm of Languages:** Appearing as a normal helmet, the Helm of Languages grants its wearer the ability to understand the spoken words of any creature, and to read text in any language or any magical writing. (This does not grant non-casters the ability to use any magical objects or powers that they otherwise could not.)

**Helm of Telepathy:** The wearer of this helmet can read the thoughts of beings within 90', at will. If there is more than one possible target of the Helm's power within 90', the wearer must spend a full turn sorting through the cacophony of ambient voices before he can make out the thoughts of the specific individual he wants to read. (The target gets a saving throw to negate the effect.) Furthermore, the wearer can send a telepathic message to anyone whose surface thoughts he is reading (this allows two-way communication to take place). Use of this helm requires full concentration of the wearer, who may not move or take any other actions while using it.

**Helm of Teleportation:** A character wearing this device may teleport to any familiar location within 50 leagues (150 miles), up to three times per day.

**Horn of Blasting:** This horn appears to be a normal trumpet. When the instrument is played, once per turn it can deal 2d6 points of damage to creatures within a cone 100' long out to 20' wide. The horn causes creatures to be deafened for 2d6 rounds (save negates). Other objects may take damage in other ways, at the referee's discretion. For example, a small hut might be completely leveled with a blast from the horn, but a portion of stone wall 10' wide might take three or four horn blasts.

**Ifrit Bottle:** This item is typically fashioned of brass or bronze, with a lead stopper bearing special seals. The Bottle can be opened once per day. When opened, the ifrit imprisoned within the Bottle issues forth instantly and loyally serves the character for up to 101 days (or until the ifrit's death), doing as the owner of the bottle commands. After the 101 days of service, the ifrit disappears, and

the Bottle becomes an ordinary, nonmagical bottle. (NB, there can also be Djinn Lamps and Marid Decanters, but these are very rare.)

**Magnet of Friendship:** This unassuming little horseshoe magnet is covered in rust and appears quite plain, even ugly. But the owner of the magnet is inexplicably likable, and reaction rolls toward that character always come at a +1 bonus. If the character takes out the Magnet and shows to a group of potential enemies, all who lay eyes on it (and are not already friends or allies of the Magnet's owner) make another reaction roll at +4. Take heed, however: any adjusted result of 12 or higher means that the affected beings are not just friendly and helpful, but *infatuated*—and dangerously relentless in their desire to become the Magnet-owner's sole bosom-friend. This is usually more curse than blessing.

**Medallion of Thoughts:** This appears to be a normal pendant disk hung from a neck-chain. Usually fashioned from bronze, copper, or silver, the Medallion allows the wearer to read the thoughts of others. The wearer can read the thoughts of any being within 30' after concentrating for only 1 round. A saving throw is allowed to negate the effect. The wearer may move at full speed but is unable to cast spells or attack while concentrating. There is a 1 in 6 chance that, unknown to the user of the Medallion, his thoughts are heard by all beings within 30' instead of the usual effect. (1 in every 10 of these Medallions has a range of 90' instead of 30'.)

**Mirror of Life Trapping:** This crystal device is usually about 4 feet square and framed in metal or wood. A Mirror of Life Trapping has 20 non-spatial, extradimensional compartments within it. Any human-sized or smaller creature that looks into this device must save or be trapped within the Mirror in one of the cells. When a creature is trapped, it is taken bodily into the Mirror. A victim's equipment (including clothing and anything being carried) follows the creature. When all cells are full, the Mirror does not trap any more beings. Anyone may call forth the reflection of any creature trapped within to its surface and engage the powerless prisoner in conversation. If the Mirror is broken, all victims currently trapped in it are freed.

**Mirror of Opposition:** This item resembles a normal mirror about 4' long and 3' wide. If a creature is reflected in the Mirror's surface, an exact duplicate of that creature comes into being. This opposite immediately attacks the original. The duplicate has all the possessions and powers of its original (including magic). Upon the defeat/destruction of either the duplicate or the original, the duplicate and its items disappear completely.

**Necklace of Adaptation:** This necklace is a heavy chain with a platinum medallion. The Necklace of Adaptation wraps the wearer in a shell of fresh air, making him immune to all harmful vapors and gases. The bubble even enables the wearer to survive in an environment without air (e.g. underwater, outer space) for up to a week.

**Rolling Bones:** A nondescript pair of knucklebone dice, "Dem Bones" (as they are known colloquially) are typically found in the possession of a guild-master of thieves, a pirate captain, or some other high-level roguish scoundrel. They carry a powerful charm that protects the bearer's life: whenever the owner of a set of Rolling Bones falls to 0 hit points, roll 2d6: on a result of lucky 7 or 11, the character is immediately restored back to 1 hit point by a *From the Brink* spell. If, however, Dem Bones turn up 2, 3, or 12, the dice have "crapped out" and are destroyed.

**Rope of Climbing:** The 50-foot-long Rope of Climbing is only ¼" thick, but it is strong enough to support 1,000 pounds. Upon command, the rope snakes forward, upward, downward, or in any other direction desired, at a speed of 10 feet per round. It attaches itself securely wherever its owner directs. It can unfasten itself and return in the same manner. A creature must hold one end of the rope when its magic is invoked.



**Scarab of Protection:** This device is a silver medallion in the shape of a beetle. The scarab's possessor gains immunity to curses and instant-death magicks, regardless of their source. Every time the Scarab absorbs a curse or a killing spell, there is a flat (non-cumulative) 1-in-12 chance that it will crumble to dust and be destroyed.

**Vessel of Elemental Command:** There are four different versions of this magical item, and all are of equal rarity, so the referee may pick one at random with a simple roll of 1d4: 1, Water; 2, Fire; 3, Air; 4, Earth. Each of these devices (the Bowl of Water, the Brazier of Fire, the Censer of Air, and the Stone of Earth) allows the owner (who may be of any character class, not necessarily a spellcaster) to summon a 12 HD elemental of the appropriate type. To summon an elemental, the conjurer must spend a turn meditating over the Vessel (and, in the case of a water or fire elemental, they must be in the presence of at least a small pool or a decent bonfire). Once the elemental has been summoned, the conjurer has to maintain concentration to continue to control the elemental; otherwise it might break free of the Vessel's control and go on a rampage. As long as the conjurer does not lose control accidentally, though, the elemental remains until the conjurer dismisses it, which takes a round of concentration. The Vessel may be used once per day.

### Buying and Selling Magic Items

Magical items should never be bought or sold like mundane commodities. These items are *magical*—rare and priceless. Referees should always take great pains to ensure that magical items never become so commonplace that the player characters are willing to casually trade them away for mere coin.

That said, over the course of a very long campaign, it is inevitable that players will at some point try to sell off an unwanted

magical item, or they will inquire about purchasing one. Either instance can be an occasion for a potential adventure.

#### Buying Magical Items

Magical items should only very rarely appear for sale, even in the largest of cities. The referee can check for the arrival of such items by treating medium-sized towns as “dungeon level 1” and large or capital cities as “dungeon level 2,” and then rolling for the chance of such items to appear using the random treasure table on page 102. Consumable items (potions and scrolls) may be checked for as often as once per month, but permanent items should be checked for only once a year (or perhaps once a season, in a particularly bustling and cosmopolitan trade-city). The price to purchase a magical item on the open market can be twice as much or more as the cost to create it with Alchemy of Permanence.

If it ever starts to seem like the players would rather sit on their laurels and wait for the treasure to come to them, though, it is best to forego these checks altogether until the PCs return to the business of dungeon-delving. After all, *they* are supposed to be the local suppliers of recovered magical antiquities!

#### Selling Magical Items

Player characters should have difficulty selling magical items on the open market. This is bound to attract unwanted attention from unsavory characters—thieves, dark wizards, and the like. Plus, it tends to make the authorities *very* nervous.

Money received for the sale of a magical item can be counted as treasure, but *only* if the item is sold immediately after having removed it from the dungeon, and without ever having wielded or used it in any fashion. In any event, to prevent the rapid unbalancing of a campaign, the selling of magical items only nets the seller 1 XP per *silver piece* (not copper piece) of the selling price.

## Appendix: Collected Tables and Record Sheets

THIS appendix contains several useful tables, which have been collected from throughout the book and presented here for the sake of convenience and speedy lookup. Also to be found here are sundry record sheets: character sheets upon which players can record their characters' statistics and possessions, and a few record sheets to aid referees in tracking time and other details over the course of a game session or a campaign.

PRIMARY ATTRIBUTES BY CLASS

Class	Prime Requisite	Class	Prime Requisites
Fighter	Valor	Elf	Valor, Presence
Rogue	Fortune	Dwarf	Valor, Fortune, Wits
Tech, Scholar	Wits	Goblin	Fortune, Wits
Mage	Presence	Ogre	Valor

ATTRIBUTE SCORES

Score	Modifier	XP Adjustment
3	-2	-20%
4-5	-1	-20%
6-7	-1	±0%
8-13	±0	±0%
14-15	+1	±0%
16-17	+1	+10%
18	+2	+10%

FIGHTER EXPERIENCE LEVELS

Lv	XP	HP	THB	ST	Level Title	Skill Pips
1 <sup>st</sup>	0	8	+1	7	Veteran	4
2 <sup>nd</sup>	2,000	12	+1	7	Swordsman	5
3 <sup>rd</sup>	4,000	16	+1	7	Duelist	5
4 <sup>th</sup>	8,000	20	+3	7	Hero	6
5 <sup>th</sup>	16,000	24	+3	9	Swashbuckler	6
6 <sup>th</sup>	32,000	28	+3	9	Knight	7
7 <sup>th</sup>	64,000	32	+6	9	Champion	7
8 <sup>th</sup>	125,000	36	+6	9	Superhero	8
9 <sup>th</sup>	250,000	40	+6	12	Paladin	8
10 <sup>th</sup>	500,000	44	+8	12	Lord Paladin	9

ROGUE EXPERIENCE LEVELS

Lv	XP	HP	THB	ST	Level Title	Skill Pips
1 <sup>st</sup>	0	6	+1	7	Apprentice	6
2 <sup>nd</sup>	1,500	9	+1	7	Journeyman	7
3 <sup>rd</sup>	3,000	12	+1	7	Tradesman	8
4 <sup>th</sup>	6,000	15	+1	7	Expert	9
5 <sup>th</sup>	12,000	18	+3	9	Specialist	10
6 <sup>th</sup>	25,000	21	+3	9	Agent	11
7 <sup>th</sup>	50,000	24	+3	9	Operative	12
8 <sup>th</sup>	100,000	27	+3	9	Professional	13
9 <sup>th</sup>	200,000	30	+6	12	Maverick	14
10 <sup>th</sup>	400,000	33	+6	12	Ace Maverick	15

MAGE EXPERIENCE LEVELS

Lv	XP	HP	THB	ST	Level Title	Skill Pips
1 <sup>st</sup>	0	4	+1	7	Medium	4
2 <sup>nd</sup>	2,500	6	+1	7	Seer	5
3 <sup>rd</sup>	5,000	8	+1	7	Conjurer	5
4 <sup>th</sup>	10,000	10	+1	7	Wizard	6
5 <sup>th</sup>	20,000	12	+1	9	Enchanter	6
6 <sup>th</sup>	40,000	14	+3	9	Warlock	7
7 <sup>th</sup>	80,000	16	+3	9	Sorcerer	7
8 <sup>th</sup>	150,000	18	+3	9	Archmage	8
9 <sup>th</sup>	300,000	20	+3	12	Magus	8
10 <sup>th</sup>	600,000	22	+3	12	High Magus	9

TECH EXPERIENCE LEVELS

Lv	XP	HP	THB	ST	Level Title	Skill Pips
1 <sup>st</sup>	0	4	+1	7	Tinker	4+1
2 <sup>nd</sup>	1,750	6	+1	7	Wright	5+1
3 <sup>rd</sup>	3,500	8	+1	7	Craftsman	5+2
4 <sup>th</sup>	7,000	10	+1	7	Machinist	6+2
5 <sup>th</sup>	14,000	12	+1	9	Mechanic	6+2
6 <sup>th</sup>	28,000	14	+3	9	Technician	7+2
7 <sup>th</sup>	56,000	16	+3	9	Technologist	7+3
8 <sup>th</sup>	112,000	18	+3	9	Engineer	8+3
9 <sup>th</sup>	225,000	20	+3	12	Inventor	8+3
10 <sup>th</sup>	450,000	22	+3	12	Chief Inventor	9+3

SCHOLAR EXPERIENCE LEVELS

Lv	XP	HP	THB	ST	Level Title	Skill Pips
1 <sup>st</sup>	0	6	+1	7	Collegiate	4+1
2 <sup>nd</sup>	2,250	9	+1	7	Baccalaureate	5+1
3 <sup>rd</sup>	4,500	12	+1	7	Master	5+2
4 <sup>th</sup>	9,000	15	+1	7	Doctor	6+2
5 <sup>th</sup>	18,000	18	+3	9	Fellow	6+2
6 <sup>th</sup>	36,000	21	+3	9	Professor	7+2
7 <sup>th</sup>	72,000	24	+3	9	Emeritus	7+3
8 <sup>th</sup>	140,000	27	+3	9	Philosopher	8+3
9 <sup>th</sup>	280,000	30	+6	12	Sage	8+3
10 <sup>th</sup>	550,000	33	+6	12	Great Sage	9+3

ELF EXPERIENCE LEVELS

Lv	XP	HP	THB	ST	Level Title	Skill Pips
1 <sup>st</sup>	0	6	+1	7	Veteran-Medium	4+1
2 <sup>nd</sup>	4,000	9	+1	7	Swordsman-Seer	5+1
3 <sup>rd</sup>	8,000	12	+1	7	Duelist-Conjurer	5+2
4 <sup>th</sup>	16,000	15	+3	7	Hero-Wizard	6+2
5 <sup>th</sup>	32,000	18	+3	9	Swashbuckler-Enchanter	6+2
6 <sup>th</sup>	64,000	21	+3	9	Knight-Warlock	7+2
7 <sup>th</sup>	125,000	24	+6	9	Elf Lord	7+3

## APPENDIX

### GOBLIN EXPERIENCE LEVELS

Lv	XP	HP	THB	ST	Level Title	Skill Pips
1 <sup>st</sup>	0	6	+1	7	Apprentice-Tinker	6+1
2 <sup>nd</sup>	3,000	9	+1	7	Journeyman-Wright	7+1
3 <sup>rd</sup>	6,000	12	+1	7	Tradesman-Craftsman	8+2
4 <sup>th</sup>	12,000	15	+1	7	Expert-Machinist	9+2
5 <sup>th</sup>	25,000	18	+3	9	Specialist-Mechanic	10+2
6 <sup>th</sup>	50,000	21	+3	9	Agent-Technician	11+2
7 <sup>th</sup>	100,000	24	+3	9	Goblin Lord	12+3

### OGRE EXPERIENCE LEVELS

Lv	XP	HP	THB	ST	Level Title	Skill Pips
1 <sup>st</sup>	0	10	+1	7	Ogre Veteran	4+1
2 <sup>nd</sup>	2,200	14	+1	7	Ogre Swordsman	5+1
3 <sup>rd</sup>	4,400	18	+1	7	Ogre Duelist	5+2
4 <sup>th</sup>	8,800	22	+3	7	Ogre Hero	6+2
5 <sup>th</sup>	17,000	26	+3	9	Ogre Swashbuckler	6+2
6 <sup>th</sup>	35,000	30	+3	9	Ogre Knight	7+2
7 <sup>th</sup>	70,000	34	+6	9	Ogre Champion	7+3
8 <sup>th</sup>	140,000	38	+6	9	Ogre Chieftain	8+3

### DWARF EXPERIENCE LEVELS

Lv	XP	HP	THB	ST	Level Title	Skill Pips
1 <sup>st</sup>	0	6	+1	9	Veteran-Collegiate	6+2
2 <sup>nd</sup>	5,000	9	+1	9	Swordsman-Baccalaureate	7+2
3 <sup>rd</sup>	10,000	12	+1	9	Duelist-Master	8+4
4 <sup>th</sup>	20,000	15	+3	9	Hero-Doctor	9+4
5 <sup>th</sup>	40,000	18	+3	12	Swashbuckler-Fellow	10+4
6 <sup>th</sup>	80,000	21	+3	12	Sheriff-Thane	11+4

### VALUES OF COMMON COINS

	IP	CP	SP	GP
1 iron piece	1	1/10	1/100	1/1,000
1 copper piece	10	1	1/10	1/100
1 silver piece	100	10	1	1/10
1 gold piece	1,000	100	10	1

### VALUES OF UNCOMMON COINS

1 tin piece = 2 iron pieces	1 platinum piece = 2 gold pieces
1 brass piece = 5 iron pieces	1 silversteel piece = 5 gold pieces
1 billion piece = 5 copper pieces	1 orichalc piece = 10 gold pieces
1 electrum piece = 5 silver pieces	1 adamant piece = 20 gold pieces

### THROWN WEAPONS AND AMMUNITION

Weapon	Damage	Range	Cost	Enc.
Arrow	—	—	2 ip	1/20
Blunderbuss Shot	—	—	2 ip	1/50
Dart, Atlatl	—	—	2 cp	1/4
Dart, Weighted ( <i>Plumbata</i> )	1d4	30'/60'/90'	3 ip	1/2
Javelin ( <i>Pilum</i> )	1d6	30'/60'/90'	1 cp	1
Pistol/Musket Ball	—	—	1 ip	1/50
Pistol/Rifle Cartridge	—	—	3 ip	1/50
Quarrel	—	—	2 ip	1/30
Shotgun Shell/Slug, 12-ga.	—	—	5 ip	1/30
Shotgun Shell/Slug, 20-ga.	—	—	4 ip	1/50
Shuriken or Kunai	1d3	20'/40'/60'	1 ip	1/6
Sling Bullet	—	—	1 ip	1/50

### EFFECTS OF ENCUMBRANCE

Empty Columns	Encumbrance Level	Move Speed	Overland Travel	Skill Penalty
4 or 3	Light	40'	8 leagues	-0
2	Moderate	30'	6 leagues	-1
1	Heavy	20'	4 leagues	-2
0	Severe	10'	2 leagues	-4

### ARMOR—MODERN

AC	Armor Type	Cost	Worn (Carried) Encumbrance
8	Buff coat	30 cp	4 (8) kg
6	Plated jack	120 cp	6 (12) kg
4	Fitted cuirass	500 cp	8 (16) kg
2	Suit of plates	2,000 cp	10 (20) kg

### ARMOR—ARCHAIC

AC	Armor Type	Cost	Worn (Carried) Encumbrance
9	Leather coat	20 cp	3 (6) kg
7	Lamellar	50 cp	5 (10) kg
5	Mail coat	350 cp	7 (14) kg
3	Plate harness	1,000 cp	9 (18) kg

### ARMOR—MISCELLANY

AC / Min	Armor Type	Cost	Encumbrance
10	No armor	—	—
(-1 / 3)	Target shield	10 cp	2 kg
(-2 / 2)	Normal shield	20 cp	4 kg
(-3 / 1)	Kite shield	40 cp	6 kg
(-4 / 0)	Tower shield	80 cp	8 kg

### MÉE WEAPONS

Weapon	Size	Damage	Range	Cost	Enc.
(unarmed)	n/a	1d2	—	—	—
Knife	Tiny	1d3	10'/20'/30'	2 cp	1/4
Knuckle-duster	Tiny	1d3	—	3 cp	1/4
Blackjack	Tiny	1d3	—	2 cp	1/2
Bayonet	Light	1d4 (1d6)	—	5 cp	1/2
Dagger	Light	1d4	10'/20'/30'	4 cp	1/2
Whip	Small	1d3	15' reach	5 cp	1
Small Sword	Small	1d5	—	5 cp	1 1/2
Club or Cudgel	Med.	1d4	—	3 cp	2
Rapier	Med.	1d6	—	6 cp	2
Spear or Trident	Med.	1d6	20'/40'/60'	5 cp	2
Bastard Sword	Large	1d7 (1d5)	—	7 cp	2 1/2
Quarter Staff	Large	1d6 (1d4)	—	4 cp	2 1/2
Scythe	Heavy	1d6	—	5 cp	3
Long Staff	Heavy	1d6	10' reach	5 cp	3
Long Sword	Heavy	1d8	—	10 cp	3
Lance or Bardiche	Heavy	1d8	10' reach	12 cp	3
Pike Staff	Great	1d8 (1d4)	15' reach	7 cp	4
Pole Arm	Great	1d10 (1d6)	15' reach	15 cp	4
Great Sword	Great	1d10 (1d6)	10' reach	20 cp	4

Some weapons on the table have parenthetical damage values. A bayonet uses the parenthetical values when affixed to a longarm and wielded as a spear. Bastard swords and quarter staffs use these values when wielded in one hand instead of two. Pike staffs, pole arms, and great swords have greatly reduced damage when used in a confined space, e.g. a dungeon corridor.

## ADVENTURING GEAR &amp; USEFUL ITEMS

Item	Cost	Enc.
Backpack	2 cp	1
Barrel, wood	1 cp	16
Bedroll	1 ip	2
Binoculars, field glasses	75 cp	1
Binoculars, opera glasses	50 cp	1/2
Blanket	5 ip	1
Block and tackle	5 cp	2
Book, blank	15 cp	1
Bottle, large glass	2 cp	—
Box, large iron	30 cp	24
Box, small iron	10 cp	3
Broom or mop	3 cp	2
Candle	1 ip	—
Case, map or scroll	1 cp	1
Cask, wooden	5 ip	6
Chemistry set	500 cp	4
Chest, large wood	1 cp	16
Chest, small wood	5 ip	2
Chess set	10 cp	1/2
Chain (10')	30 cp	1
Compass	50 cp	1/4
Crowbar	2 cp	2
Dice	1 ip	—
Flask	1 ip	—
Flint and steel	2 cp	—
Grappling hook	1 cp	1
Hammer	5 cp	1/2
Hand saw	7 cp	1
Healer's kit, new	30 cp	1
Healer's kit, refill	10 cp	—
Ink, 1 oz. vial	8 cp	—
Ladder, 10'	1 cp	8
Lantern	9 cp	1
Lock	20 cp	—
Manacles	15 cp	1
Mirror, large metal	15 cp	3
Mirror, small silver	25 cp	—
Mirror, small steel	10 cp	—
Paper (sheet)	4 ip	—
Parchment (sheet)	2 ip	—
Pen, quill	1 ip	—
Pen, steel nib	1 cp	—
Pick, miner's	3 cp	4
Playing cards, poker	5 ip	—
Playing cards, tarot	5 cp	—
Pocket watch	250 cp	—
Pole, 10' wood	2 ip	3
Pouch, large	18 ip	—
Pouch, small	5 ip	—
Rope, hemp (50')	1 cp	4
Rope, silk (50')	10 cp	2
Sack, large	2 ip	—
Sack, small	1 ip	—
Saddle	25 cp	10
Saddle-bag	1 ip	—

Item	Cost	Enc.
Screwdriver	4 cp	1/4
Slide rule	20 cp	—
Spade or shovel	2 cp	3
Spike, iron	1 ip	1/6
Spyglass	100 cp	1
Stake, wood	—	1/6
Thermometer	25 cp	—
Thieves' tools	30 cp	1
Tool belt	2 cp	1
Torch	1 ip	1/3
Umbrella or parasol	10 cp	1
Vial, empty	1 cp	—
Walking stick or cane	10 cp	2
Waterskin or wineskin	1 cp	1
Wrench, pipe	13 cp	2

## CLOTHES

Item	Cost	Enc.
Belt	5 ip	—
Boots	25 ip	1
Cap	4 ip	—
Cloak	5 ip	1
Girdle	5 ip	—
Hat	6 ip	—
Robe	7 ip	1
Shirt	3 ip	—
Shoes	15 ip	—
Suit of clothes	10 cp	1
Travelling clothes	8 cp	1
Trousers	5 ip	1

## MUSICAL INSTRUMENTS

Item	Cost	Enc.
Bagpipes	40 cp	2
Bugle	3 cp	1
Drum	6 cp	1
Flute	2 cp	1/2
Fiddle	25 cp	1/2
Guitar	35 cp	1
Harmonica	10 cp	—
Harp, grand	2,000 cp	36
Lyre	30 cp	1
Pianoforte	5,000 cp	300
Syrinx	12 cp	1/4

**NB**—Items on these tables that don't have a listed encumbrance value can be treated as 1/20 when lots of items like these are carried bundled together. It's often a good idea to reserve one cell of inventory space for the sorts of small trinkets and other light items that adventurers inevitably collect. The encumbrance value of most items of clothing and jewelry can be ignored while the items are worn.

## FOOD, DRINK, PROVISIONS, &amp; LODGING

Item	Cost	Enc.
Ale, gallon	5 ip	4
Ale, pint	1 ip	1/6
Beer, gallon	4 ip	4
Beer, pint	1/2 ip	1/6
Bread, per loaf	1/4 ip	1/3
Cheese, brick of	6 ip	2
Eggs, pickled, cask	12 ip	8
Fish, dry salted, barrel	40 cp	24
Inn (1 night), hostelry	5 ip	—
Inn (1 night), travelers'	3 ip	—
Inn (1 night), flophouse	1 ip	—
Meal, good	5 ip	—
Meal, common	3 ip	—
Meal, poor	1 ip	—
Mead, pint	5 ip	1/6
Mead, bottle	12 ip	1/3
Rations (1 day), soft	2 ip	1/3
Rations (1 day), trail	5 ip	1/3
Wine, common pint	5 ip	1/6
Wine, common bottle	12 ip	1/3
Wine, good pint	10 ip	1/6
Wine, good bottle	11 ip	1/3

## Fast Packs

The process of character creation can be sped up considerably by having the players select their equipment from the following kits instead of going through individual item tables. If fast packs are used, each player starts with one selection from each of the two following lists and 3d6 cp.

## Weapons &amp; Armor

- *Pack A*: Buff coat, rapier, dagger, flintlock pistol, powder & ball × 50.
- *Pack B*: Buff coat, longsword, short bow, arrows × 20.

## Adventuring Gear

- *Pack A*: Backpack, large sacks × 4, lantern, oil flasks × 2, flint & steel, iron spikes × 12, hammer, waterskin, soft rations × 7, grappling hook, 50' hemp rope, small steel mirror.
- *Pack B*: Backpack, large sacks × 4, torches × 6, oil flasks × 3, flint & steel, 10' pole, 50' hemp rope, waterskin, soft rations × 7, healer's kit, crowbar, steel nib pen, vial of ink, blank book.
- *Pack C*: Backpack, small sacks × 4, vial of holy water, thieves' tools, chalk, waterskin, soft rations × 7, manacles, lock, scroll/map case.



## APPENDIX

### MISSILE WEAPONS

Weapon	Enc. (kg)	Cost	Range	Damage	Ammo (Type)	Reload
<i>Simple Devices</i>						
Atlatl	1	10 cp	40'/80'/120'	1d6	1 (atlatl dart)	0
Bow, short	1	30 cp	30'/60'/90'	1d6	1 (arrow)	0
Bow, long	2	50 cp	40'/80'/120'	1d6	1 (arrow)	0
Crossbow, light	2	30 cp	30'/60'/90'	1d6	1 (quarrel)	1 move
Crossbow, heavy	3	50 cp	40'/80'/120'	1d8	1 (quarrel)	1 round
Sling	1	2 cp	30'/60'/90'	1d6	1 (sling stone)	0
<i>Simple Firearms</i>						
Gonne	3	20 cp	10'/20'/30'	1d6	1 (powder & ball)	2 rounds
Pistol	1	30 cp	20'/40'/60'	1d8	1 (powder & ball)	1 or 2 rounds
Pistol, double-barrel	1	40 cp	20'/40'/60'	1d8	1 (powder & ball)	2 rounds
Pistol, dragon	1	30 cp	10'/20'/30'	1d6	1 (powder & shot)	1 or 2 rounds
Musketoen	3	60 cp	40'/80'/120'	1d8	1 (powder & ball)	1 or 2 rounds
Blunderbuss	3	50 cp	20'/40'/60'	1d8	1 (powder & shot)	1 or 2 rounds
Musket	4	90 cp	60'/120'/180'	1d10	1 (powder & ball)	1 or 2 rounds
<i>Complex Firearms</i>						
Pistol, pepperbox	½	100 cp	20'/40'/60'	1d6	4 (cartridge)	1 round
Pistol, revolver	1	200 cp	30'/60'/90'	1d8	6 (cartridge)	1 round
Carbine	3	250 cp	50'/100'/150'	1d8	1 or 6 (cartridge)	1 move or 1 round
Shotgun, 12-gauge	4	350 cp	40'/80'/120'	1d8 shell/1d10 slug	2 (shell or slug)	1 round
Shotgun, 20-gauge	3	200 cp	30'/60'/90'	1d6 shell/1d8 slug	2 (shell or slug)	1 round
Rifle	4	300 cp	80'/160'/240'	1d10	1 or 6 (cartridge)	1 move or 1 round
<i>Thrown Objects</i>						
Acid	½	20 cp	10'/20'/30'	1d8	—	—
Grenade	½	10 cp	10'/20'/30'	2d6 (10' radius)	—	—
Holy water	½	10 cp	10'/20'/30'	1d8 to undead	—	—
Oil	½	2 cp	10'/20'/30'	1d8 (2 rounds)	—	—
Powder-horn	½	2 cp	10'/20'/30'	1d6 (5' radius)	—	—
Powder-keg	4	40 cp	5'/10'/15'	4d6 (10' radius)	—	—

### VEHICLE STATISTICS

Vehicle	Cost	Speed (leagues/day)	Cargo (tons)	Min. Crew	Armaments
<i>Watercraft:</i>					
River Barge	40 gp	12 downriver, 6 upriver	5	10	—
Rowboat	8 gp	6 rowing	¾	1	—
Sailboat	20 gp	24 sailing	1	1	—
Ship, galleon	650 gp	24 sailing, 6 rowing	15	100	32 heavy cannon
Ship, schooner	300 gp	30 sailing, 6 rowing	30	40	24 light cannon
Steamboat, paddle	500 gp	12	15	4	—
Steamship, turbine	750 gp	40	40	10	—
<i>Aircraft:</i>					
Aeroplane	120 gp	400	1/20 (50 kg)	1	2 machine guns
Autogyro	140 gp	300	1/20 (50 kg)	1	—
Balloon	10 gp	50	1/20 (50 kg)	1	—
Dirigible, small	300 gp	100	½	2	—
Dirigible, large	500 gp	200	1	4	—
<i>Ground Vehicles:</i>					
Automobile	150 gp	300 (60 leagues/refuel)	1/10 (100 kg)	1	—
Motorbike	80 gp	300 (40 leagues/refuel)	1/20 (50 kg)	1	—
Locomotive, engine	300 gp	300	—	2	—
Locomotive, car	100 gp	—	10 per car	—	—
Tank	600 gp	120 (20 leagues/refuel)	1/5 (200 kg)	1	1 light cannon, 2 guns

## ARTILLERY STATISTICS

Weapon	Cost	Fire Crew	Rate of Fire	Ranges	Damage	Area of Effect
Cannon, light	30 gp	2	1 / 2 rounds	60/120/180 yds	3d12	10' radius
Cannon, heavy	60 gp	3	1 / 3 rounds	120/240/360 yds	4d12	20' radius
Gun, heavy machine	45 gp	2	1 / round	90/180/270 yds	2d10	10' × 40' rectangle
Gun, swivel	10 gp	1	1 / 2 rounds	40/80/120 yds	3d6	5' radius

## CHARACTER SKILLS

Skill	Example Uses
Athletics (ATH)	Climbing, swimming, acrobatics, forcing doors
Civics (CIV)	Bureaucracy, law, politics, gathering intel/rumors
Craft (CRA)	Building, brewing, repairing, dismantling, lockpicking
Diplomacy (DIP)	Negotiating, persuading, bluffing, intimidating
Entertain (ENT)	Acting, playing music, giving speeches, telling jokes
Knowledge (KNO)	History, science, philosophy, literature, mythology
Medicine (MED)	Healing, anatomy, surgery, pharmacy, psychiatry
Outdoors (OUT)	Animal-handling, hunting, herbs, tracking, riding
Perception (PER)	Searching, listening, noticing, reading people
Pilot (PIL)	Driving, flying, sailing, rowing, navigating
Stealth (STE)	Hiding, sneaking, pickpocketing, sleight-of-hand
Trade (TRA)	Business, economics, accounting, haggling, gambling

## HIRING FOLLOWERS: REACTIONS (2D6)

Roll	Result
2	Declines the offer*
3–5	Declines the offer
6–8	Re-negotiate and re-roll
9–11	Accepts offer
12	Accepts offer**

\* On a result of 2, the negotiations have gone so badly that the would-be employee spreads bad rumors about the PCs; future rolls made to hire followers in that location are made at –1.

\*\* On a result of 12, the negotiations go so well that the follower joins the party without demanding the typical hiring bonus of 100 cp × the follower's level, and they are +1 to morale for the duration of their first adventure.

## BASE FOLLOWER MORALE

Follower Type	Morale Score
Henchman	7 + leader's Presence modifier
Sidekick	8 + leader's Presence modifier
Ally	9 + their own Valor modifier

## BASE MERCENARY MORALE

Mercenary Type	ML	Mercenary Type	ML
Commoner Militiamen	6	Mounted Cavalrymen	9
Barbarians or Shadowspawn	7	Elite Dragoons	10
Trained Infantrymen	8	Zealous Fanatics	11

## MERCENARY PAY (IN CP/MONTH)

Troop Type	Human	Elf	Goblin	Ogre	'Spawn
Conscript 1	–	–	–	–	–
Light Infantry	2	4	–	1	½
Heavy Infantry	3	6	5	1½	–
Grenadiers	6	–	15	10	2
Light Cavalry	10	20	15	–	5
Medium Cavalry	15	–	20	–	–
Cuirassiers	20	–	25	–	–

## CHARACTER SAVING THROWS

Character Level	Saving Throw
1 <sup>st</sup> to 4 <sup>th</sup>	7 ± Wits modifier + magical bonuses
5 <sup>th</sup> to 8 <sup>th</sup>	9 ± Wits modifier + magical bonuses
9 <sup>th</sup> or 10 <sup>th</sup>	12 ± Wits modifier + magical bonuses

## ANIMALS AND TRANSPORT

Item	Cost	Item	Cost
Canoe	55 cp	Hawk	30 cp
Cart	100 cp	Horse, draft	40 cp
Chäkka-bird, draft	80 cp	Horse, riding	75 cp
Chäkka-bird, riding	150 cp	Horse, war	250 cp
Chäkka-bird, war	500 cp	Mule	30 cp
Chicken	1 ip	Pigeon, carrier	3 ip
Calf	3 cp	Pig	3 cp
Cow, beef	8 cp	Piglet	18 ip
Cow, milk	4 cp	Pony	30 cp
Dog	3 ip	Raft (per sq. ft.)	1 cp
Dog, guard	25 cp	Stabling (per day)	5 ip
Donkey	8 cp	Sheep	15
Feed (per day)	½ ip	Wagon	200 cp
Goat	15 ip		

## MOVEMENT AND SPEED

Encumbrance	Move	Exploring	Sneaking	Hustling	Dashing
Light	40'	120'/turn	40'/turn	240'/turn	360'/turn
Moderate	30'	90'/turn	30'/turn	180'/turn	270'/turn
Heavy	20'	60'/turn	20'/turn	120'/turn	180'/turn
Severe	10'	30'/turn	10'/turn	60'/turn	90'/turn

## DONNING ARMOR

Armor Type	Donning Time
Buff coat, Leather coat	1 minute (6 rounds)
Plated jack, Lamellar	2 minutes (12 rounds)
Fitted cuirass, Mail coat	3 minutes (18 rounds)
Suit of plates, Plate harness	4 minutes (24 rounds)

## MORALE CHECKS (2d6)

Morale	Meaning
6	Most animals, monsters just looking for a meal
8	Aggressive beasts, troops, intelligent monsters
10	Intelligent undead, evil or magical monsters
12	Mindless undead, oozes, golems

## UPKEEP &amp; EXPENSES

Squalid	3 cp/mo.	Comfortable	5 sp/mo.
Humble	5 cp/mo.	Ostentatious	2 gp/mo.

## APPENDIX

### WILDERNESS TRAVEL

Terrain Type	Overland Travel
Paved, well-kept roads	+25%
Desert, hills, forests	-25%
Swamps, mountains, jungles	-50%

Terrain Type	Chance to Become Lost
Plains	1 in 6 per day
Mountains, hills, forests, sea	2 in 6 per day
Deserts, swamps, jungles	3 in 6 per day

Terrain Type	Encounter Chance
Plains, Roads, Farmland	1
Air, Desert, Forest, River, Hills, Sea	1-2*
Mountains, Swamp, Jungle	1-3

\* Air encounters are with flying monsters only. For sea encounters, a 1 indicates a normal ocean encounter; but a 2 indicates a land encounter that only occurs if the ship puts ashore that day; otherwise there is no encounter.

Roll	Result
2-7	Fair weather
8-9	Gloomy and overcast, mist, or drizzle
10-11	Rain, sleet, or snow
12	Thunderstorm, hailstorm, or blizzard

### OUTDOOR EVASION TABLE

Party Size:				Chance to Evade:
1-4	5-12	13-24	25+	
-	-	-	1-10	10%
-	-	1-6	11-30	25%
-	1-3	7-16	31+	35%
1	4-8	17+	-	50%
2-3	9+	-	-	70%
4+	-	-	-	90%

### CASTING ROLLS

Magic Level	Chance to Cast
Cantrip (base chance to cast)	5-in-6
Ritual is known to caster, below caster's level	5-in-6
Ritual is known to caster, equal to caster's level	4-in-6
Ritual is unknown to caster, below caster's level	2-in-6
Ritual is unknown to caster, equal to caster's level	1-in-6

### BUILDING ROLLS

Invention Level	Build Roll
Less than the tech's level	5-in-6
Equal to the tech's level	4-in-6
One level above the tech	3-in-6
Two levels above the tech	2-in-6
Three levels above the tech	1-in-6
Four or more levels above the tech	no chance (automatic fail)

### EXPERIENCE POINTS FOR MONSTERS DEFEATED

Monster HD	Base XP Value	Pip Bonus	Asterisk Bonus
Under 1	5	1/2	2 1/2
1	10	1	5
2	20	2	10
3	30	3	15
4	50	5	25
5	100	10	50
6	150	15	75
7	200	20	100
8	300	30	150
9	400	40	200
10	500	50	250

The pip bonus is added once if the monster has any number of bonus pips added to its hit dice. The asterisk bonus applies for *each* special ability asterisk a monster has marked in its HD entry. For every hit die above 10, add +100 XP to the base value, +10 XP to the pip bonus, and +50 XP to the asterisk bonus. When calculating total XP values for monsters, round 1/2 an XP up to the nearest whole point.

### ACTIONS AND MOVES

Type of Action	Cost
Move your Move Speed	1 Move
Attack with a weapon	2 Moves
Attack with two weapons	3 Moves
A monster making all of its natural attacks	2 Moves
Draw or sheathe a weapon	1 Move
Drop a weapon or item	0 Moves
Throw an object	2 Moves
Cast a spell or cantrip	2 Moves
Activate most magical or technological items	2 Moves
Use a scroll, an etherium crystal, or a memorized ritual*	3 Moves
Reload a light crossbow	1 Move
Reload a heavy crossbow or musket	3 Moves
Light a fuse (with flame at the ready)	1 Move
Disengage from a mêlée	2 Moves
Make a fighting withdrawal*	3 Moves
Set a pole-weapon vs. a charge	2 Moves
Full parry (i.e. stand on total defense)*	2 Moves

\* Must be declared before initiative is rolled. Scrolls can take several consecutive rounds to read.

### INVENTION BUILD TIMES

Invention Level	Base Cost	Typical Encumbrance	Build Time
1 <sup>st</sup>	1 gp	2 kg	1 week
2 <sup>nd</sup>	4 gp	4 kg	2 weeks
3 <sup>rd</sup>	9 gp	6 kg	4 weeks
4 <sup>th</sup>	16 gp	8 kg	6 weeks
5 <sup>th</sup>	25 gp	10 kg	8 weeks
6 <sup>th</sup>	36 gp	12 kg	12 weeks
7 <sup>th</sup>	49 gp	16 kg	16 weeks
8 <sup>th</sup>	64 gp	20 kg	20 weeks
9 <sup>th</sup>	81 gp	24 kg	28 weeks
10 <sup>th</sup>	100 gp	32 kg	36 weeks

## RANDOM TREASURES

Dungeon Level	Small Coins	Large Coins	Gemstones	Jewelry	Consumable Items	Permanent Items
1	1d6 × 100 ip	50% 1d6 × 10 cp	5% 1d6	3% 1d6	5% 1d2	2% any 1
2–3	1d6 × 200 ip	50% 1d6 × 100 cp	10% 1d6	5% 1d6	10% 1d2	3% any 1
4–5	1d6 × 100 cp	1d6 × 20 sp	20% 1d8	10% 1d8	20% 1d2	7% any 1
6–7	1d6 × 200 cp	1d6 × 50 sp	30% 1d10	15% 1d10	30% 1d2	10% any 1
8–9	1d6 × 50 sp	1d6 × 10 gp	40% 1d10	20% 1d10	40% 1d2	13% any 1
10+	1d6 × 100 sp	1d6 × 20 gp	50% 1d12	25% 1d12	50% 1d2	17% any 1

75% of gems are worth 1d10×10 cp; 25% are worth 1d10×100 cp. A piece of jewelry is worth 3d6 × 100 cp. Percentile values above are the chance that treasure type is present.

## MAGIC USABLE BY SCHOLARS

## Cantrips

1. Aura Reading
2. Blessing
3. Flicker of Flame
4. Hexing
5. Magic Light
6. Sense Magic

## Spells

1. Abjuration
2. Banish Undead
3. Brave the Flames
4. Commanding Word
5. Evade the Dead
6. From the Brink
7. Healing Touch
8. Inspiration
9. Sanctuary of Peace
10. Sense Nature
11. Shroud of Silence
12. Word of Courage

## Rituals, Level One

1. Arcane Experiment
2. Bewitch Item
3. Circle of Protection
4. Good Berry
5. Naming Ceremony
6. Staff of Might
7. Wizard's Mark

## Rituals, Level Two

1. Cleansing Ritual
2. Endure the Elements
3. Feast's Blessing
4. Magic Stones
5. Nevca's Mnemonic Nave

## Rituals, Level Three

1. Bear's Endurance
2. Continual Light
3. Nepenthean Drink
4. Scribe Scroll
5. Wizard Lock

## Rituals, Level Four

1. Condense Etherium
2. Enchant Item
3. Heart of the Ox
4. Wizard's War

## Rituals, Level Five

1. Dispel Magic
2. Ritual of Healing
3. True Identification
4. Witch's Blessing

## Rituals, Level Six

1. Full Restoration
2. Great Curse
3. Wizard's Flight
4. Wizard's Tome

## Rituals, Level Seven

1. Ensorcell Item
2. Scrying
3. Word of Truth

## Rituals, Level Eight

1. Beating Back the Dark
2. Shapeshift

## Rituals, Level Nine

1. Alchemy of Permanence
2. Perfect Health

## Rituals, Level Ten

1. Break Enchantment
2. Dwimmer Craft
3. Mortality

Scholars in possession of a spell grimoire know all of the scholar spells automatically; otherwise, they only know the Banish Undead spell. Scholars cannot teach their spells to mages; but since they must seek out new cantrips and rituals the same way that mages do, scholars and mages *are* able to teach each other White Magic cantrips and rituals. Scholars cannot ever learn any Black Magic.

## MONSTER ATTACKS AND SAVES

Monster HD	AB	SV
Less than 1	±0	5
1	+1	7
2	+2	7
3	+3	7
4	+4	9
5	+5	9
6	+6	9
7	+7	12
8	+8	12
9	+9	12
10–11	+10	14
12–13	+11	14
14–15	+12	14
16–17	+13	16
18–19	+14	16
20–21	+15	16
22 and up	+16	18

## MONSTER REACTIONS (2d6)

Roll	Result
2	Hostile, attacks immediately
3–5	Unfriendly; roll again one round later at –4
6–8	Cautious; roll again one round later
9–11	Indifferent; roll again one round later at +4
12	Friendly, helpful

If the players do nothing, and the monster's reaction continues to indicate caution or indifference, this can only repeat for two rounds. After that, a 2–8 indicates that the monster attacks; and a roll of 9–12 means that the monster wanders off.

## DUNGEON STOCKING TABLE

First Roll (1d6)	Room Contents	Chance of Treasure (1d6)
1–2	Empty	1
3	Trap	1–2
4–5	Monsters	1–3
6	Special/Unique	n/a

LIST OF MAGIC POWERS

**Cantrips**

1. Aura Reading
2. Beast Ken
3. Blessing
4. Conjure Sound
5. Flicker of Flame
6. Glamour
7. Green Thumb
8. Hexing
9. Mage Hand
10. Magic Light
11. Second Sight
12. Sense Magic

**Spells**

1. Abjuration
2. Banish Undead
3. Bar the Way
4. Blight of Loneliness
5. Brave the Flames
6. Burning Hands
7. Call the Swarm
8. Clear Eyes
9. Commanding Word
10. Conjure Darkness
11. Elf Shot
12. Entanglement
13. Evade the Dead
14. Faerie Cloak
15. False Friend
16. Feather Fall
17. Flame Charm
18. Flash of Brilliance
19. Forgetful Mind
20. Friend's Call
21. From the Brink
22. Ghostly Commandment
23. Great Endurance
24. Greater Illusion
25. Healing Touch
26. Howling Gale
27. Hunger and Thirst
28. Inspiration
29. Magic Missile
30. Masked Image
31. Mystical Shield

**Spells (cont'd)**

32. Night Craft
33. Obsurement
34. Opening Touch
35. Pass without Trace
36. Petrifying Gaze
37. Phantom Skill
38. Reanimation
39. Sanctuary of Peace
40. Searing Heat
41. Sense Nature
42. Shared Vision
43. Shroud of Silence
44. Smuggler's Luck
45. Spider Climb
46. Swift Step
47. Terrifying Presence
48. Tinker's Gift
49. True Strike
50. Veil of Sleep
51. Warping Song
52. Web of the Spider
53. Whispering Wind
54. Wild Call
55. Wind Ward
56. Witch Laugh
57. Word of Courage
58. Wrenching Curse

**Rituals, Level One**

1. Arcane Experiment
2. Bewitch Item
3. Bind Familiar
4. Circle of Protection
5. Faerie's Call
6. Fair Weather
7. Gather Mists
8. Good Berry
9. Last Call
10. Mage Armor
11. Naming Ceremony
12. Staff of Might
13. Steed of the Sorcerer
14. Unseelie Feast
15. Unseen Servant
16. Wanderer's Fortune
17. Witch's Watchman
18. Wizard's Mark

**Rituals, Level Two**

1. Aura of Power
2. Call Storm
3. Cleansing Ritual
4. Endure the Elements
5. Feast's Blessing
6. Magic Stones
7. Nevca's Mnemonic Nave
8. Order's Communion
9. Summoning
10. Traveler's Blessing
11. Wizard's Home

**Rituals, Level Three**

1. Bear's Endurance
2. Continual Light
3. Friends
4. Minor Animation
5. Nepenthean Drink
6. Scribe Scroll
7. Skin of the Leshy
8. Strengthen the Bond
9. Veil Weaving
10. Wizard Lock

**Rituals, Level Four**

1. Alter Self
2. Augury
3. Condense Etherium
4. Enchant Item
5. Eternal Walker
6. Heart of the Ox
7. Invisibility
8. Mighty Glamour
9. Shape of the Forest
10. Wizard's War

**Rituals, Level Five**

1. Arcane Sight
2. Dispel Magic
3. Greater Bond
4. Ritual of Healing
5. Storm's Wrath
6. True Identification
7. Witch's Blessing

**Rituals, Level Six**

1. Contagion
2. Fire Ball
3. Full Restoration
4. Great Curse
5. Shape of Stone
6. Wizard's Flight
7. Wizard's Tome

**Rituals, Level Seven**

1. Awaken the Wood
2. Determine True Name
3. Ensorcell Item
4. Master's Bond
5. Scrying
6. Wall of Flame
7. Word of Truth

**Rituals, Level Eight**

1. Beating Back the Dark
2. Masterful Illusion
3. Raise Undead Horde
4. Shapeshift
5. Winter Storm
6. Wooded Guardian

**Rituals, Level Nine**

1. Alchemy of Permanence
2. Change Name
3. Dream
4. Nightmare
5. Perfect Health
6. Spectral Guardian

**Rituals, Level Ten**

1. Break Enchantment
2. Dawn Gate
3. Dwimmer Craft
4. Mortality
5. Resurrection
6. Wall of Stone

## GADGETS, PREPARATIONS AND INVENTIONS

**Gadgets**

1. Auto-Loader
2. Balanced Alloy
3. Camera Obscura
4. Electric Torch
5. Flux Detector
6. Handy Multi-Tool
7. Hypodermic Injector
8. Joy Buzzer
9. Lensed Goggles
10. Mechanical Fountain Pen
11. Muzzle Suppressor
12. Pipeweed Lighter
13. Piston Powered Punch
14. Skeleton Key
15. Sniper Scope
16. Spring Holster

**Preparations**

1. Aerosolized Terror
2. Antitoxin
3. Biohazardous Agent
4. Bottled Lightning
5. Cellular Transparency
6. Corrosive Acid
7. Depressant
8. Dispersible Pheromones
9. Distillate of Ectoplasm
10. Elixir of Fortitude
11. Energy-Boosting Drinks
12. Explosive Rounds
13. Fast-Acting Poison
14. Fragmentation Grenades
15. Flash Bang
16. Hallucinogenic
17. Herbal Healer
18. Incendiary Bomb
19. Knockout Gas
20. Libation of Awareness
21. Liquid Nitrogen
22. Lucky Snake-Oil
23. Marvelous Brain Tonic
24. Medicinal Cocktail
25. Metallurgic Enhancer
26. Monkey Grease
27. Mutagenic Serum
28. Nitroglycerine
29. Potable Poise
30. Psychotropic Compound
31. Revivifying Libation
32. Smoke Bomb
33. Stimulant
34. Stun Grenade
35. Super Adhesive
36. Wondrous Vaccine

**Inventions, Level One**

1. Dynamite
2. Electric Taser
3. Flotation Device
4. Grappling Hook
5. Moving Picture Camera
6. Optic Flash-Bulb
7. Phonograph
8. Pressure Trap
9. Shock Absorbers
10. Smoke Machine
11. Spring-Heeled Jackboots
12. Stainless Steel
13. Tranquilizer Gun
14. Turbine Fan
15. Typewriter
16. Vacuum Pump

**Inventions, Level Two**

1. Chemical Dispenser
2. Claymore Mine
3. Clockwork Tensioner
4. Grenade Launcher
5. Hand Cannon
6. Night-Vision Goggles
7. Printing Press
8. Proximity Trap
9. Sonic Amplifier
10. Two-Way Telegraph
11. Vitalizing Emanations

**Inventions, Level Three**

1. Chain Saw Blade
2. Electric Discharger
3. Elemental Insulation
4. Flame Thrower
5. Hypno-Spiral
6. Magnetic Inverter
7. Mechanical Minion
8. Metallurgic Mythril
9. Rocket-Powered Boots
10. Wireless Telegraphy

**Inventions, Level Four**

1. Alchemical Assembly-Line
2. Artificial Orichalc
3. Bio Blaster
4. Cutting Torch
5. Etheric Disruptor
6. Freeze Ray
7. High-Fidelity Transceiver
8. Holographic Projector
9. Machine Gun

**Inventions, Level Four (cont'd)**

10. Power Drill
11. Rebreather

**Inventions, Level Five**

1. Alchemical Adamant
2. Bio-Current Adjustor
3. Chameleon Cloak
4. Clockwork Companion
5. Lightning Gun
6. Navigator's Orrery
7. Personal Glider
8. Video Transmission

**Inventions, Level Six**

1. Advanced Automaton
2. Inertial Dampeners
3. Laser Beam Emitter
4. Necro-Reanimator
5. Phlogiston Bomb
6. Rejuvenating Chamber
7. Small Steam Engine
8. X-Ray Tube

**Inventions, Level Seven**

1. Analytic Engine
2. Jet Pack
3. Mutagen Ray
4. Neuro-Discombobulator
5. Promethean Creation
6. Radar Array

**Inventions, Level Eight**

1. Compact Combustion Engine
2. Lifelike Replicant
3. Mana Cancellation Field
4. Polymer Plastic
5. Powered Armor
6. Tissue Regenerator

**Inventions, Level Nine**

1. Crystal Lattice
2. Force-Field Generator
3. Lumbering Doll
4. Repulsor Lift Platform
4. Sub-Atomic Disintegrator

**Inventions, Level Ten**

1. Gravitational Manipulator
2. Mobile Exo-Suit
3. Quantum Shift Transporter
4. Radioactive Plasma Reactor

## APPENDIX

### ABOMINATIONS (BY NAME)

Aboleth	Cthylloid	Mimic
Bomb	Darkmantle	Ochu
Bomb, Mother	Decapus	Piercer
Brain Collector	Ear Seeker	Psilithoid
Choker	Eye, Crawling	Reptoid
Chupacabra	Eye, Doom	Roper
Cloaker	Eye, Floating	Rot Grub
Cœurl	Eye, Odd	Rust Devil
Creeper, Crawling	Gray Visitor	Rust Monster
Creeper, Gray	Lurker Above	Slithering Tracker
Creeper, Purple	Malboro	Trapper Beneath

### ABOMINATIONS (BY HIT DICE)

Ear Seeker (1/4)	Decapus (4)	Aboleth (8**)
Rot Grub (1/4)	Chupacabra (4*)	Malboro (8**)
Odd Eye (1/2*)	Reptoid (4*)	Rust Devil (8**)
Piercer (1 to 4)	Rust Monster (5*)	Cthylloid (8+4*)
Bomb (1*)	Slithering Tracker (5*)	Brain Collector (10*)
Psilithoid (1** to 8**)	Cœurl (6*)	Lurker Above (10*)
Darkmantle (1+2*)	Gray Creeper (6*)	Trapper Beneath (12*)
Gray Visitor (2**)	Ochu (6* to 12*)	Roper (12**)
Choker (3*)	Cloaker (6**)	Doom Eye (12****)
Floating Eye (3*)	Mimic (7* to 10*)	Purple Creeper (15*)
Crawl. Creeper (3+1*)	Mother Bomb (7**)	Crawling Eye (15**)

### HUMANOIDS (BY NAME)

Arachne	Goblin	Sasquatch
Caveman	Jotun, Stone	Scylla
Centaur	Harpy	Shadowspawn
Cyclops	Hobgoblin	Silurian
Draug	Human	Siren
Dwarf	Lamia	Titan, Cloud
Elf	Merrow	Troll
Ettin	Minotaur	Troll Mage (Risi)
Faun	Moleman	Werewolf
Fay	Morlock	Wilder
Gigas, Hill	Ogre	Yeti
Gigas, Two-Headed	Pegataur	

### HUMANOIDS (BY HIT DICE)

Shadowspawn (1/2 to 3+1)	Scylla (1+1)	Pegataur (5*)
Human (1/2 to 8)	Harpy (1+2)	Sasquatch (5*)
Dwarf (3/4)	Caveman (2)	Troll Mage (5+2****)
Hobgoblin (1)	Centaur (2)	Minotaur (6)
Merrow (1)	Lamia (2)	Ettin (6+3)
Moleman (1)	Wilder (2)	Werewolf (7* to 9*)
Morlock (1)	Silurian (2*)	Gigas, Hill (8+2)
Elf	Arachne (3*)	Gigas, Two-Headed (10)
Fay (1*)	Draug (3**)	Cyclops (13*)
Goblin (1*)	Siren (3** to 6**)	Jotun, Stone (15)
Faun (1+1)	Troll (4+1)	Titan, Cloud (20****)
Ogre (1+1)	Yeti (4+4**)	

### ANIMALS (BY NAME)

Allosaurus	Boar—Warthog	Elk, Giant	Megatherium	Spider, Giant Black Widow
Ankylosaurus	Brontosaurus	Ferret, Giant	Mule	Spider, Giant Crab
Ant, Giant	Camel	Fish, Giant Bass	Octopus, Giant	Spider, Giant Sand
Antlion, Giant	Cat—Bekkah	Fish—Giant Cat-	Owl, Giant	Spider, Giant Tarantella
Ape, Carnivorous	Cat—Cheetah	Fish—Giant Piranha	Oyster, Giant	Spider, Giant Wolf
Ape—Chimpanzee	Cat—Cougar	Fish, Giant Rock-	Phororhacos	Spider, Huge Wood
Ape—Gorilla	Cat—Jaguar	Fish—Giant Sturgeon	Plesiosaurus	Squid, Giant
Ape, Snow	Cat—Leopard	Fish—Piranha	Porcupine, Giant	Stegosaurus
Ape, White	Cat—Lion	Fly, Giant Robber	Pteranodon	Termite, Fresh Water
Archelon	Cat—Lynx	Frog, Giant	Pterodactyl	Termite, Salt Water
Baboon	Cat—Panther	Frog, Giant Poisonous	Pterosaur, Large	Termite, Swamp Water
Baboon, Rock	Cat—Tiger	Frog, Killer	Rat	Tick, Giant
Badger	Cat, Wild-	Grangeri	Rat, Giant	Titanothere
Badger, Giant	Cat, Sabre-Toothed	Hawk	Raven, Giant	Toad, Cave
Baluchitherium	Centipede, Giant—1'	Hawk, Giant	Rhinoceros	Toad, Giant
Bat	Centipede, Giant—5'	Herd Animals	Rhinoceros, Woolly	Toad, Giant Poisonous
Bat, Giant	Centipede, Giant—20'	Horse, Draft	Roc	Trachodon
Bat, Giant Vampire	Crab, Giant	Horse—Pony	Roc, Large	Triceratops
Bear, Black	Crayfish, Giant	Horse, Riding	Roc, Giant	Turtle, Giant Sea
Bear, Cave	Critters	Horse, War	Scorpion, Giant	Turtle, Giant Snapping
Bear, Grizzly	Crocodile	Hyena	Shark, Bull	Tylosaurus
Bear, Polar	Crocodile, Large	Hyenadon	Shark, Gaint	Tyrannosaurus Rex
Bee, Giant Killer	Crocodile, Giant	Insect Swarm	Shark, Great White	Velociraptor
Beetle, Giant Boring	Dimetrodon	Jackal	Shark, Mako	Wasp, Giant
Beetle, Giant Fire	Dog	Jellyfish—Giant Man-o-War	Shark, Vamora	Weasel, Giant
Beetle, Giant Horned	Dog, War	Jellyfish—Giant Marauder	Shrew, Giant	Whale, Giant
Beetle, Giant Oil	Dog, Wild	Leech, Giant	Skunk	Whale, Killer
Beetle, Giant Stag	Dolphin	Lizard—Giant Draco	Skunk, Giant	Whale—Narwhal
Beetle, Giant Tiger	Eagle	Lizard—Giant Gecko	Slug, Giant	Wolf
Bird, Flightless	Eagle, Giant	Lizard—Giant Chameleon	Snake—Giant Racer	Wolf, Dire
Bird, Flightless—Draft Chäkka	Eel, Electric	Lizard—Giant Tuatara	Snake—Giant Rattler	Wolverine
Bird, Flightless—Riding Chäkka	Eel, Giant Gulper	Locust, Giant Cave	Snake—Pit Viper	Wolverine, Giant
Bird, Flightless—War Chäkka	Eel, Shrieking	Magpie, Giant	Snake—Rock Python	
Boar	Elephant	Manta Ray	Snake, Sea	
Boar, Giant	Elephant, Dire	Manta Ray, Giant	Snake—Spitting Cobra	



## CHIMERAÆ (BY NAME)

Adamantoise	Hexboar	Naga
Ankheg	Hexcat	Nekrozon
Attercop	Hexfox	Night Mare
Basilisk	Hexrat	Pegasus
Bulette	Hexseal	Phoenix, Greater
Chimera, True	Hexshark	Phoenix, Lesser
Cockatrice	Hextiger	Remorhaz
Coltpixy	Hexwolf	Sea Serpent
Dragon—Firedrake	Hippocampus	Sphinx
Dragon—Murkwyrn	Hippogriff	Stirge
Gorgon	Hydra	Thraik
Griffon	Hypno-Snake	Toad, Ice
Hell Hawk	Kaiju	Unicom
Hell Hound	Kalidah	Wolf, Winter
Hexbat	Leucrotta	Wyvern
Hexbear	Manticore	

## PLANTS &amp; OOZES (BY NAME)

Amber Lotus	Green Slime	Shambling Mound
Amœba, Giant	Killer Tree	Shrieker Cap
Archer Bush	Lava Ooze	Siren Flower
Black Pudding	Ochre Jelly	Strangle-Vine
Blue Mildew	Orange Lichen	Terrestrial Effluvium
Gelatinous Cube	Purple Puffball	Vampire Rose
Grab Grass	Red Blob	Whip-Weed
Gray Ooze	Serpent-Weed, Giant	Yellow Mold

## CHIMERAÆ (BY HIT DICE)

Stirge (1*)	Kalidah (5)	Night Mare (7***)
Hippocampus (2 to 4)	Ankheg (5*)	Remorhaz (7*** to 14****)
Pegasus (2+2)	Hextiger (5*)	Hell Hawk (8*)
Coltpixy (3*)	Cockatrice (5**)	Hypno-Snake (8*)
Thraik (3*)	Ice Toad (5**)	Nekrozon (8*)
Hexrat (3*)	Attercop (5***)	Naga (8**)
Hell Hound (3* to 7*)	Leucrotta (5+1*)	Sea Serpent (8**)
Hippogriff (3+1)	Hexcat (5+2*)	Bulette (9*)
Hexfox (3+2*)	Hexseal (5+2*)	True Chimera (9**)
Hexbat (3+3*)	Hexbear (6*)	Lesser Phoenix (9*****)
Unicom (4*)	Firedrake (6* to 30*)	Sphinx (12*****)
Hexshark (4*)	Murkwyrn (6* to 30*)	Hydra (15*)
Hexwolf (4*)	Manticore (6+1*)	Greater Phoenix (18*****)
Winter Wolf (4* to 6*)	Basilisk (6+1**)	Adamantoise (30*)
Gorgon (4**)	Griffon (7)	Kaiju (100*****)
Hexboar (4+1*)	Wyvern (7*)	

## PLANTS &amp; OOZES (BY HIT DICE)

Amber Lotus (½)	Shrieker Cap (3)	Killer Tree (6)
Orange Lichen (¾*)	Gray Ooze (3*)	Lava Ooze (9)
Grab Grass (1)	Purple Puffball (3*)	Serpent-Weed, Giant (9)
Red Blob (1*)	Whip-Weed (3+22*)	Giant Amœba (10)
Blue Mildew (1+2*)	Gelatinous Cube (4*)	Black Pudding (10*)
Archer Bush (2)	Vampire Rose (4*)	Shambling Mound (10**)
Yellow Mold (2*)	Siren Flower (5)	Strangle-Vine (12*)
Green Slime (2**)	Ochre Jelly (5*)	Terrestrial Effluvium (32*)

## ANIMALS (BY HIT DICE)

Bat (¼)	Giant Robber Fly (2)	Cheetah (3*)	Giant Crayfish (4+4)	Giant Catfish (8+3*)
Piranha (¼)	Riding Horse (2)	Dolphin (3*)	Giant Weasel (4+4)	Elephant (9*)
Rat (¼)	Pony (2)	Giant Frog (3*)	Giant Wolverine (4+4**)	Giant Man-o-War Jelly (9**)
Critters (½)	Mule (2)	Giant Skunk (3*)	Carnivorous Ape (5)	Giant Slug (9** to 20**)
Hawk (½)	Giant Racer Snake (2)	Sea Snake (3*)	Grizzly Bear (5)	Baluchitherium (10)
Jackal (½)	Giant Wolf Spider (2)	Giant Black Widow (3*)	Giant Boring Beetle (5)	Giant Oyster (10)
Giant Rat (½)	Giant Vampire Bat (2*)	Wolverine (3**)	Hyenadon (5)	Large Pterosaur (10)
Giant Killer Bee (½*)	Giant Oil Beetle (2*)	Snow Ape (3+1)	Pteranodon (5)	Giant Boar (10*)
1' Giant Centipede (½*)	5' Giant Centipede (2*)	Giant Tiger Beetle (3+1)	Giant Chameleon (5*)	Giant Manta Ray (10*)
Shrieking Eel (¾*)	Electric Eel (2*)	Giant Gecko (3+1)	Giant Porcupine (5*)	Giant Shark (10* to 15*)
Skunk (¾*)	Insect Swarm (2* to 4*)	Cave Toad (3+1*)	Rock Python (5*)	Giant Snapping Turtle (10*)
Flightless Bird (1 to 3)	Bull Shark (2*)	Cougar (3+2)	Giant Rockfish (5+5*)	Giant Sturgeon (10+2*)
Wildcat (1)	Pit Viper (2*)	Warthog (3+3)	Archelon (6)	Megatherium (11)
Eagle (1)	Giant Crab Spider (2*)	Giant Piranha (3+3)	Polar Bear (6)	Stegosaurus (11)
Herd Animals (1 to 4)	Giant Poisonous Frog (2**)	Giant Hawk (3+3)	Lion (6)	Giant Horned Beetle (12)
Pterodactyl (1)	Giant Cave Locust (2**)	White Ape (4)	Tiger (6)	Large Roc (12)
Giant Shrew (1*)	Fresh Water Termite (2+1)	Black Bear (4)	Large Crocodile (6)	Titanotherium (12)
Spitting Cobra (1*)	Giant Sand Spider (2+1*)	Panther (4)	Giant Leech (6)	Narwhal (12)
Giant Tick (1* to 3*)	Lynx (2+2)	Giant Owl (4)	Giant Tuatara (6)	Bekkah Cat (12*)
Baboon (1+1)	War Dog (2+2)	Mako Shark (4)	Rhinoceros (6)	Allosaurus (13)
Wild Dog (1+1)	Giant Raven (2+2)	Salt Water Termite (4)	Roc (6)	Grangeri (13)
Giant Ferret (1+1)	Wolf (2+2)	Giant Ant (4*)	Killer Whale (6)	Trachodon (14)
Giant Magpie (1+1)	Giant Toad (2+2*)	Giant Antlion (4*)	Giant Gulper Eel (6*)	Giant Crocodile (15)
Swamp Water Termite (1+1)	Giant Poison. Toad (2+2**)	20' Giant Centipede (4*)	Vamora Shark (6*)	Giant Sea Turtle (15)
Badger (1+2)	Chimpanzee (3)	Manta Ray (4*)	Giant Squid (6*)	Dire Elephant (15*)
Giant Fire Beetle (1+2)	Giant Badger (3)	Giant Scorpion (4*)	Leopard (6+2)	Plesiosaurus (16)
Huge Wood Spider (1+3*)	Draft Chákka (3)	Giant Rattlesnake (4*)	Ankylosaurus (7)	Triceratops (20*)
Killer Frog (1+4*)	War Chákka (3)	Giant Tarantella (4*)	Cave Bear (7)	Tyrannosaurus Rex (20*)
Rock Baboon (2)	Giant Crab (3)	Giant Wasp (4*)	Giant Stag Beetle (7)	Tylosaurus (21)
Giant Bat (2)	Draft Horse (3)	Giant Marauder Jelly (4**)	Dimetrodon (7)	Brontosaurus (26)
Riding Chákka (2)	War Horse (3)	Gorilla (4+1)	Sabre-Toothed Cat (8)	Giant Roc (36)
Camel (2)	Hyena (3)	Dire Wolf (4+1)	Giant Elk (8)	Giant Whale (36*)
Crocodile (2)	Phororhacos (3)	Jaguar (4+2)	Woolly Rhinoceros (8)	
Dog (2)	Velociraptor (3)	Giant Eagle (4+2)	Great White Shark (8)	
Giant Bass (2)	Boar (3*)	Giant Draco (4+2)	Giant Octopus (8*)	

## APPENDIX

### FAES (BY NAME)

Banshee	Fomor/Firbolg	Nymph, Greater
Barghest	Forest Brooder	Nymph, Lesser
Bhut	Gremlin	Pooka
Brownie/Redcap	Grindylow	Skin-Changer
Cait Sith	Hag—Black Annis	Skin-Walker
Clurichaun	Hag—Green Crone	Skin-Wearer
Cu Sith	Hag—Sea Witch	Sprite, Flittering
Dullachan	Kelpie	Sprite, Trooping
Fae Lord	Leshy	Will-o'-the-Wisp
Fetch	Nicor	

### FAES (BY HIT DICE)

Sprite, Flittering (1/2*)	Skin-Wearer (3+3*)	Dullachan (7+2*)
Grindylow (1)	Cu Sith (4*)	Leshy (8*)
Sprite, Trooping (1*)	Nymph, Greater (4**)	Hag—Sea Witch (8***)
Gremlin (1**)	Banshee (5*)	Skin-Walker (9*)
Brownie/Redcap (2*)	Barghest (5**)	Fae Lord (9***)
Nymph, Lesser (2*)	Pooka (5**)	Hag—Black Annis (11****)
Will-o'-the-Wisp (2*)	Skin-Changer (5+1*)	Nicor (11****)
Clurichaun (2**)	Hag—Green Crone (6*)	Fomor/Firbolg (13**)
Cait Sith (2+3*)	Kelpie (7*)	Forest Brooder (16****)
Fetch	Bhut (7+2*)	

### CONSTRUCTS (BY NAME)

Animated Object	Golem, Iron	Living Statue, Silver
Auto-Mech	Golem, Mud	Living Statue, Steel
Cauldron, Grunt	Golem, Obsidian	Lumbering Doll
Cauldron, Spark	Golem, Silver	Made Man—Straw Man
Cauldron, Stretch	Golem, Stone	Made Man—Tin Man
Cauldron, Trance	Golem, Wood	Made Man—Wicker Man
Clockwork Man	Homunculus	Moreau, Canine
Gargoyle	Juggernaut, Stone	Moreau, Feline
Giant Robot	Juggernaut, Wood	Moreau, Ursine
Golem, Amber	Kay-9000	Neumannite
Golem, Bone	Living Statue, Crystal	Promethean
Golem, Bronze	Living Statue, Iron	Replicant
Golem, Clay	Living Statue, Jade	Terra-Cotta Warrior
Golem, Crystal	Living Statue, Ooze	War Mech
Golem, Flesh	Living Statue, Rock	Widup Toy Animal/Soldier

### UNDEAD (BY CATEGORY & NAME)

<b>Cadaver Class:</b> Walking Dead, Ghoul, Skeleton, Mummy, Sah-Hotep
<b>Ghost Class:</b> Apparition, Geist, Phantom, Spectre
<b>Revenant Class:</b> Vampire, Death Knight, Nosferatu, Lich Lord
<b>Animus Class:</b> Grimwraith, Reaper, Legion

### RANDOM EVENTS (25% Chance per Month)

d12	(1–2 on d6)	(3–4 on d6)	(5–6 on d6)
1	Assassination	Fanatic cult	Rise of new celebrity
2	Bandit raids	Foreign invasion	Royal wedding
3	Border skirmish	Haunting	Planetary conjunction
4	Comet appears	Magical event	Pretender/usurper
5	Cultural discovery	Market glut	Scientific discovery
6	Demonic incursion	Market shortage	Spawn raids
7	Economic boom	Meteor shower	Spy ring uncovered
8	Economic depression	Monster attacks	Terrorist attack
9	Election	Protests/riots	Traitor in the gov't
10	Famous birth	Rebellion	Vampires
11	Famous death	Refugee wave	Visiting dignitary
12	----- Disaster (roll 1d12 and check the Disaster Table) -----		

### PLANAR SPIRITS (BY NAME)

Angel—Cherub	Elemental, Para-	Quetzalcoatl
Angel—Dæva	Fundamental	Rakshasa
Angel—Seraph	Genie—Djinn	Shadow
Demon, Arch-	Genie—Ifrit	Shedu
Demon—Devil	Genie—Marid	Spectral Guardian
Demon—Fiend	Gründel	Spider, Planar
Demon—Imp	Hag, Night	Star Child
Dragon, Shenlong	Malefica	Spirit Eater
Elemental	Nagpa	Wendigo

### PLANAR SPIRITS (BY HIT DICE)

Fundamental (1+1)	Angel—Dæva (8**)	Wendigo (10***)
Shadow (2+2*)	Star Child (8**)	Shenlong Dragon (10****)
Demon—Imp (5**)	Genie—Djinn (9*)	Genie—Ifrit (10+1*)
Planar Spider (5**)	Quetzalcoatl (9**)	Genie—Marid (11+2*)
Gründel (6**)	Nagpa (9**)	Shedu (12**)
Rakshasa (7****)	Demon—Fiend (9***)	Angel—Cherub (15****)
Elemental (8/12/16)	Malefica (9+2****)	Demon—Devil (17****)
Para-Elemental (8*)	Spectral Guardian (10*)	Angel—Seraph (22*****)
Night Hag (8*)	Spirit Eater (10*)	Arch-Demon (25*****)

### CONSTRUCTS (BY HIT DICE)

Neumannite (1/4*)	Grunt Cauldron (3+2)	Replicant (6+2*)
Widup Toy (1/2 or 1)	Clockwork Man (4)	Mud Golem (8*)
Silver Statue (1+1*)	Tin Man (4)	Lumbering Doll (8**)
Homunculus (2)	Iron Statue (4*)	Flesh Golem (9**)
Kay-9000 (2)	Stretch Cauldron (4*)	Amber Golem (10**)
Straw Man (2)	Gargoyle (4**)	War Mech (11** to 16**)
Trance Cauldron (2*)	Feline Moreau (4+1)	Clay Golem (12****)
Wood Golem (2+2)	Rock Statue (5*)	Silver Golem (12****)
Animated Object (3)	Promethean (5*)	Stone Golem (14*)
Crystal Statue (3)	Spark Cauldron (5*)	Crystal Golem (16****)
Wicker Man (3)	Ooze Statue (5**)	Iron Golem (18**)
Auto-Mech (3*)	Steel Statue (5**)	Giant Robot (20**)
Terra-Cotta Warrior (3*)	Ursine Moreau (5+2)	Bronze Golem (20**)
Canine Moreau (3+1)	Bone Golem (6*)	Wood Juggernaut (25**)
Jade Statue (3+1**)	Obsidian Golem (6*)	Stone Juggernaut (30**)

### UNDEAD (BY HIT DICE)

Walking Dead—Drybones (1/2)	Geist (4*)	Sah-Hotep (10**)
Walking Dead—Shambler (3/4)	Phantom (5**)	Death Knight (11****)
Walking Dead—Rotter (1)	Mummy (6**)	Nosferatu (12****)
Apparition (1+2)	Spectre (7**)	Reaper (13****)
Ghoul (2*)	Vampire (8**)	Lich Lord (16****)
Skeleton (3+1*)	Grimwraith (9**)	Legion (21****)

### DOMINIONS

Dominion	Cost	Settled Population
Wilderness	n/a	1d10 × 5 households
Frontier	50 gp	1d10 × 50 households
Civilization	5,000 gp	1d10 × 500 households

### DISASTERS (d12)

1	Earthquake	5	Flood	9	Tsunami
2	Epidemic	6	Hurricane/tornado	10	Volcano
3	Fire, city	7	Kaiju attack	11	War, civil
4	Fire, forest	8	Meteor impact	12	War, other

## STRONGHOLDS

Stronghold	Cost	Stronghold	Cost
Wooden Fort	500 gp	Tower/Citadel	2,500 gp
Manor (country)	1,000 gp	Factory	2,000 gp
Mansion/Palace	2,000 gp	Guild House	1,500 gp
Castle/Fortress	3,000 gp	Manor (city)	1,500 gp



## WANDERING MONSTERS—WILDERNESS

1d20	Forests	Jungles	Deserts	Grasslands	Settled Countryside
1	Bee, giant killer	Ant, giant	Beetle, giant fire	Ant, giant	Attercop
2	Boar	Cat—panther	Beetle, giant oil	Baboon, rock	Dwarf
3	Cat—panther	Caveman	Camel	Boar	Elf
4	Cockatrice	Cœurl	Cat—lion	Draug	Gargoyle
5	Elf	Elephant	Cu sith	Dwarf	Geist
6	Ettin	Ettin	Genie—djinn	Ettin	Ghoul
7	Firedrake, young	Firedrake, young	Hawk, giant	Firedrake, young	Gigas, hill
8	Geist	Fly, giant robber	Human—soldier	Fly, giant robber	Goblin
9	Ghoul	Genie—ifrit	Lizard—gecko	Gigas, hill	Hextiger
10	Hexwolf	Gorgon	Lizard—tuatara	Hippogriff	Human—normal
11	Human—scoundrel	Gray creeper	Mummy	Human—scoundrel	Human—scoundrel
12	Nymph—dryad	Hexboar	Murkwym, young	Human—soldier	NPC party
13	Roc, small	Human—scoundrel	NPC party	Ogre	Rat, giant
14	Sh.spawn—buggane	Naga	Scorpion, giant	Scorpion, giant	Sh.spawn—gruuch
15	Sh.spawn—gruuch	Rat, giant	Sh.spawn—flynd	Sh.spawn—gruuch	Sh.spawn—mogrel
16	Sh.spawn—flynd	Scorpion, giant	Sh.spawn—mogrel	Spider—black widow	Shenlong, lesser
17	Spider, giant crab	Sh.spawn—buggane	Snake—pit viper	Stirge	Troll
18	Unicorn	Sh.spawn—durlock	Snake—giant rattler	Troll	Vampire
19	Wolf	Sh.spawn—khshlaaa	Spider—tarantella	Weasel, giant	Walking dead
20	Wolf, dire	Snake, rock python	Troll	Wyvern	Wolf
1d20	Mountains/Hills	Rivers/Lakes	Oceans	Swamps	Towns/Cities
1	Ape, white	Bee, giant killer	Adamantoise	Attercop	Centaur
2	Beetle, giant oil	Boar	Crab, giant	Basilisk	Dwarf
3	Cat—sabre-toothed	Cat—panther	Crocodile, giant	Boar	Elf
4	Caveman	Crab, giant	Elf	Ettin	Ghoul
5	Chimera, true	Crocodile	Fly, giant robber	Human—scoundrel	Goblin
6	Cœurl	Elf	Hawk, giant	Ghoul	Gigas, hill
7	Dwarf	Ettin	Human—scoundrel	Gorgon	Human—normal
8	Firedrake, adult	Fish—giant piranha	Hydra, sea	Leech, giant	Human—scoundrel
9	Gigas, hill	Fly, giant robber	Merrow	Lizard—giant draco	NPC (any class)
10	Goblin	Hydra	Murkwym, adult	Murkwym, adult	NPC party
11	Griffon	Leech, giant	Octopus, giant	Sh.spawn—durlock	Ogre
12	Jotun, stone	Merrow	Roc, giant	Sh.spawn—gruuch	Rat, giant
13	Human—scoundrel	Murkwym, adult	Sea serpent	Sh.spawn—khshlaaa	Sh.spawn—durlock
14	Human—soldier	Murkwym, young	Scylla	Sh.spawn—mogrel	Sh.spawn—gruuch
15	Lamia	NPC party	Sh.spawn—sahuagin	Silurian	Sh.spawn—mogrel
16	Morlock	Rat, giant	Shark (any)	Spider—black widow	Skin-changer
17	Murkwym, young	Sh.spawn—khshlaaa	Siren	Sprite—nixy	Spectre
18	Roc, giant	Stirge	Snake, sea	Stirge	Troll
19	Sh.spawn—gruuch	Toad, giant	Squid, giant	Toad, giant	Vampire
20	Troll	Troll	Whale (any)	Troll	Walking dead

## WANDERING MONSTERS—DUNGEONS (Checked Every Second Turn)

1d20	Level 1	Level 2	Level 3	Levels 4–5	Levels 6–7	Levels 8–10
1	Bee, giant killer	Bat, giant	Ant, giant	Attercop	Basilisk	Black pudding
2	Beetle, giant fire	Baboon, rock	Ape, white	Bear, cave	Bear, cave	Chimera, true
3	Centipede, giant	Caveman	Beetle, giant tiger	Cockatrice	Black pudding	Firedrake, adult
4	Dwarf	Cat–cougar	Cat–panther	Cu sith	Cœurl	Firedrake, young
5	Ghoul	Caveman	Crawling creeper	Ettin	Ettin	Gigas, hill
6	Goblin	Elf	Draug	Gray creeper	Gray creeper	Golem, amber
7	Green slime	Ghoul	Fly, giant robber	Gray ooze	Hell hound	Golem, bone
8	Hobgoblin	Gray ooze	Gargoyle	Hell hound	Hydra	Hexbear
9	Lizard–giant gecko	Lizard–giant draco	Geist	Hexboar	Kalidah	Hydra
10	Morlock	Locust, giant cave	Gelatinous cube	Hexwolf	Minotaur	Jotun, stone
11	Rat, giant	Sh.spawn–khshlaaa	Gorgon	Kalidah	Mummy	Manticore
12	Sh.spawn–gruuch	Sh.spawn–durlock	Hexrat	Lizard–tuatara	Murkwurm, young	Murkwurm, adult
13	Sh.spawn–mogrel	Sh.spawn–flynd	NPC party	Minotaur	Nekrozon	Murkwurm, young
14	Sh.spawn–skaver	Silurian	Reptoid	Mummy	NPC party	NPC party
15	Snake–spit. cobra	Skeleton	Ochre jelly	Ochre jelly	Ochre jelly	Purple creeper
16	Spider–giant crab	Snake–pit viper	Shadow	NPC party	Rust monster	Salamander, flame
17	Stirge	Spider–black widow	Sh.spawn–buggane	Phantom	Salamander, flame	Salamander, frost
18	Toad, giant	Sprite–pixy	Siren	Reptoid	Scorpion, giant	Shenlong, lesser
19	Walking dead	Toad, giant	Spider–tarantella	Rust monster	Spectre	Skin-walker
20	Wolf	Yellow mold	Troll	Spectre	Werewolf	Vampire

**Random Dungeon Generator**

Here is a handy set of tables meant to help you lay out a randomly-generated dungeon-floor. They work best for the uppermost levels of a dungeon, or any area composed of straight-walled rooms and corridors. Needless to say, as you follow the tables and draw in the rooms and halls on graph paper, you must ignore any results that don't fit the general design, run off the edge of the map, or backtrack over areas you've already drawn (unless you want to add short flights of stairs to allow some of the corridors to pass underneath or above others). When it comes time to stock your dungeon level with monsters, traps, and treasures, refer the rules back in Chapter Five (pp. 99–103).

At any time while using these tables, you can ignore a result that you don't like, or simply allow your muse to guide you: add angled or twisting passageways, rooms of unusual shapes or sizes, and whatever other curious features you can think of. You might also get ambitious and expand upon the tables given here, to include more options and features. But in the end, random dungeon floors will only take you so far. The real fun will be designing your own dungeon from scratch. Even then, this generator can help you design sections or sub-floors within a much larger mega-dungeon of your own devising, for those moments when inspiration fails.

**Table A: Dungeon Entrance (1d6; then go to Table B)**

1. A spiral staircase descending from a city basement.
2. The mouth of a cave in the hills outside of town.
3. A stone doorway in an ancient ruined temple.
4. A gigantic, rusty sewer-pipe.
5. A narrow canyon with a rope to climb down.
6. A secret passage in an old mansion.

**Table B: What Lies Beyond (1d6)**

- 1–3. Corridor proceeds 1d4 × 10'; go to Table C.
- 4–5. Room; go to Table H.
6. False door reveals blank wall (ignore for entryway).

**Table C: Dungeon Corridors (1d6)**

- 1–2. Corridor goes on for 1d6 × 10'; re-roll on Table C.
3. Door; go to Table D.
4. Dead end; go to Table F to check for secret doors.
- 5–6. Side passage; go to Table G.

**Table D: Door Location (1d3; then go to Table E)**

1. Door on left of corridor.
2. Door on right of corridor.
3. Door directly ahead.

**Table E: Door Type (roll 1d10; then go to Table B)**

- 1–2. Unlocked wooden door.
3. Locked wooden door.
4. Stuck wooden door.
- 5–6. Opening or archway.
- 7–8. Unlocked metal door.
9. Locked metal door.
10. Stuck metal door.

**Table F: Secret Doors (1d4; then go to Table B)**

1. Secret door on left wall.
2. Secret door on right wall.
3. Secret door directly ahead.
4. No secret doors.

**Table G: Side Passages (1d4; go to Table B for each)**

1. Passage branches left and goes on ahead; both continue for 1d4 × 10'.
2. Passage branches right and goes on ahead; both continue for 1d4 × 10'.
3. Passage branches left and right, but stops ahead; both continue for 1d4 × 10'.
4. Four-way intersection; all passages proceed 1d4 × 10'.

**Table H: Rooms (1d10; if 2–10, go to Table I)**

- |                                 |                          |
|---------------------------------|--------------------------|
| 1. 10' × 10' square (no exits). | 6. 10' × 30' rectangle.  |
| 2. 20' × 20' square.            | 7. 20' × 30' rectangle.  |
| 3. 30' × 30' square.            | 8. 20' × 40' rectangle.  |
| 4. 40' × 40' square.            | 9. 30' × 40' rectangle.  |
| 5. 10' × 20' rectangle.         | 10. 30' × 50' rectangle. |

**Table I: Room Exits (1d8)**

- 1–3. One exit; go to Table J.
- 4–5. Two exits; go to Table K.
6. Three exits, one on each other wall of the room.
- 7–8. No exits; go to Table F and check for secret doors.

**Table J: Exit Locations 1 (1d4; then go to Table E)**

- 1–2. Opposite the entrance.
3. Right of the entrance.
4. Left of the entrance.

**Table K: Exit Locations 2 (1d4; then go to Table E)**

- 1–2. Right and left of the entrance.
3. Right of and opposite the entrance.
4. Left of and opposite the entrance.









# PERENNIAL (LUNAR) CALENDAR

This calendar simplifies tracking time during long campaigns. The referee can check for major events (1-in-4 chance on full months, 1-in-8 chance on intercalary half-months) at the start of a month and then roll for the day. Moon phases, solstices, and equinoxes are marked.

JAN		FEB		MAR		APR		MAY		JUN		SOL	
1	Sun ● <sup>v3</sup>	1	Sun ●	1	Sun ●	1	Sun ●	1	Sun ●	1	Sun ●	1	Sun ●
2	Mon	2	Mon	2	Mon	2	Mon	2	Mon	2	Mon	2	Mon
3	Tue	3	Tue	3	Tue	3	Tue	3	Tue	3	Tue	3	Tue
4	Wed	4	Wed	4	Wed	4	Wed	4	Wed	4	Wed	4	Wed
5	Thu	5	Thu	5	Thu	5	Thu	5	Thu	5	Thu	5	Thu
6	Fri	6	Fri	6	Fri	6	Fri	6	Fri	6	Fri	6	Fri
7	Sat	7	Sat	7	Sat	7	Sat	7	Sat	7	Sat	7	Sat
8	Sun ☉	8	Sun ☉	8	Sun ☉	8	Sun ☉ <sup>φ</sup>	8	Sun ☉	8	Sun ☉	8	Sun ☉
9	Mon	9	Mon	9	Mon	9	Mon	9	Mon	9	Mon	9	Mon
10	Tue	10	Tue	10	Tue	10	Tue	10	Tue	10	Tue	10	Tue
11	Wed	11	Wed	11	Wed	11	Wed	11	Wed	11	Wed	11	Wed
12	Thu	12	Thu	12	Thu	12	Thu	12	Thu	12	Thu	12	Thu
13	Fri	13	Fri	13	Fri	13	Fri	13	Fri	13	Fri	13	Fri
14	Sat	14	Sat	14	Sat	14	Sat	14	Sat	14	Sat	14	Sat
15	Sun ○	15	Sun ○	15	Sun ○	15	Sun ○	15	Sun ○	15	Sun ○		
16	Mon	16	Mon	16	Mon	16	Mon	16	Mon	16	Mon		
17	Tue	17	Tue	17	Tue	17	Tue	17	Tue	17	Tue		
18	Wed	18	Wed	18	Wed	18	Wed	18	Wed	18	Wed		
19	Thu	19	Thu	19	Thu	19	Thu	19	Thu	19	Thu		
20	Fri	20	Fri	20	Fri	20	Fri	20	Fri	20	Fri		
21	Sat	21	Sat	21	Sat	21	Sat	21	Sat	21	Sat		
22	Sun ☉	22	Sun ☉	22	Sun ☉	22	Sun ☉	22	Sun ☉	22	Sun ☉		
23	Mon	23	Mon	23	Mon	23	Mon	23	Mon	23	Mon		
24	Tue	24	Tue	24	Tue	24	Tue	24	Tue	24	Tue		
25	Wed	25	Wed	25	Wed	25	Wed	25	Wed	25	Wed		
26	Thu	26	Thu	26	Thu	26	Thu	26	Thu	26	Thu		
27	Fri	27	Fri	27	Fri	27	Fri	27	Fri	27	Fri		
28	Sat	28	Sat	28	Sat	28	Sat	28	Sat	28	Sat		

Sol is an intercalary month leading up to the Summer Solstice (☉), set between June and July.

"φ" marks the Spring Equinox.

JUL		AUG		SEP		OCT		NOV		DEC		YUL	
1	Sun ○ <sup>☉</sup>	1	Sun ○	1	Sun ○	1	Sun ○	1	Sun ○	1	Sun ○	1	Sun ○
2	Mon	2	Mon	2	Mon	2	Mon	2	Mon	2	Mon	2	Mon
3	Tue	3	Tue	3	Tue	3	Tue	3	Tue	3	Tue	3	Tue
4	Wed	4	Wed	4	Wed	4	Wed	4	Wed	4	Wed	4	Wed
5	Thu	5	Thu	5	Thu	5	Thu	5	Thu	5	Thu	5	Thu
6	Fri	6	Fri	6	Fri	6	Fri	6	Fri	6	Fri	6	Fri
7	Sat	7	Sat	7	Sat	7	Sat	7	Sat	7	Sat	7	Sat
8	Sun ☉	8	Sun ☉	8	Sun ☉	8	Sun ☉ <sup>♁</sup>	8	Sun ☉	8	Sun ☉	8	Sun ☉
9	Mon	9	Mon	9	Mon	9	Mon	9	Mon	9	Mon	9	Mon
10	Tue	10	Tue	10	Tue	10	Tue	10	Tue	10	Tue	10	Tue
11	Wed	11	Wed	11	Wed	11	Wed	11	Wed	11	Wed	11	Wed
12	Thu	12	Thu	12	Thu	12	Thu	12	Thu	12	Thu	12	Thu
13	Fri	13	Fri	13	Fri	13	Fri	13	Fri	13	Fri	13	Fri
14	Sat	14	Sat	14	Sat	14	Sat	14	Sat	14	Sat	14	Sat
15	Sun ●	15	Sun ●	15	Sun ●	15	Sun ●	15	Sun ●	15	Sun ●	15	Sun ●
16	Mon	16	Mon	16	Mon	16	Mon	16	Mon	16	Mon	16	Mon
17	Tue	17	Tue	17	Tue	17	Tue	17	Tue	17	Tue	17	Tue
18	Wed	18	Wed	18	Wed	18	Wed	18	Wed	18	Wed	18	Wed
19	Thu	19	Thu	19	Thu	19	Thu	19	Thu	19	Thu	19	Thu
20	Fri	20	Fri	20	Fri	20	Fri	20	Fri	20	Fri	20	Fri
21	Sat	21	Sat	21	Sat	21	Sat	21	Sat	21	Sat	21	Sat
22	Sun ☉	22	Sun ☉	22	Sun ☉	22	Sun ☉	22	Sun ☉	22	Sun ☉	22	Sun ☉
23	Mon	23	Mon	23	Mon	23	Mon	23	Mon	23	Mon	23	Mon
24	Tue	24	Tue	24	Tue	24	Tue	24	Tue	24	Tue	24	Tue
25	Wed	25	Wed	25	Wed	25	Wed	25	Wed	25	Wed	25	Wed
26	Thu	26	Thu	26	Thu	26	Thu	26	Thu	26	Thu	26	Thu
27	Fri	27	Fri	27	Fri	27	Fri	27	Fri	27	Fri	27	Fri
28	Sat	28	Sat	28	Sat	28	Sat	28	Sat	28	Sat	28	Sat

Yule is an intercalary month leading up to the Winter Solstice (☉), set between June and July.

"♁" marks the Fall Equinox.

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## MAGIC AND TECHNOLOGY INDEX

## Abbreviations:

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MS	Magic Spell
MC	Magic Cantrip
TG	Tech Gadget
TI <i>n</i>	Tech Invention (level)
TP	Tech Preparation

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### MONSTER INDEX

#### Abbreviations:

AEH	Abominations & Eldritch Horrors				
ABV	Animals, Beasts, & Vermin				
CDM	Chimeræ, Dragons, & Magical Beasts				
CA	Constructs & Automata				
FNS	Faeries & Nature Spirits				
HG	Humanoids & Giants				
PES	Planar & Elemental Spirits				
PFO	Plants, Fungi, & Oozes				
U	The Undead				
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